Numbers and Learning (Numeracy)

Children learn best when they are free to explore, move about, use their imagination, and be curious about the world around them.

Let's Sort Cards!

How it helps

Early math skills such as recognizing numbers and counting; social skills such as cooperation and taking turns; language development

What you need

One deck of playing cards

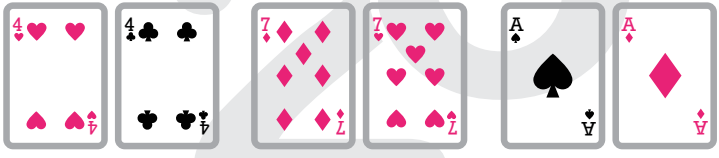
Let's Sort Cards!

What to do

- With your child, sort the playing cards into groups by common characteristics, such as by colour, number, or suit

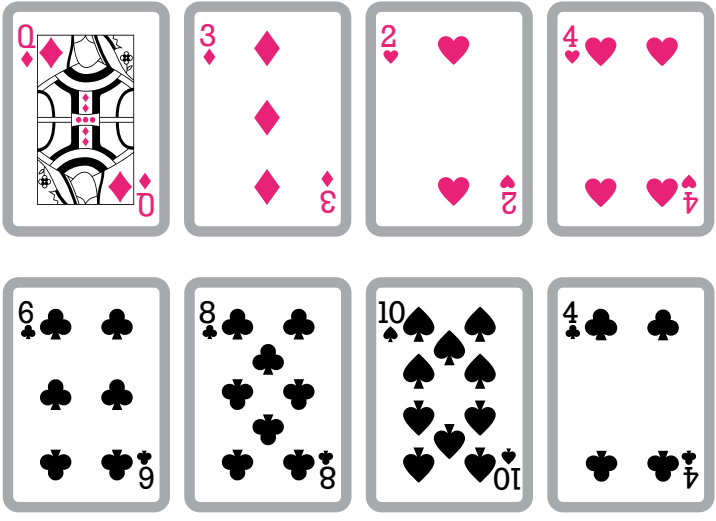
Tips

- Watch for when your child can recognize the number on the card without counting the symbols first.
- Encourage your child to sort in all the different ways.



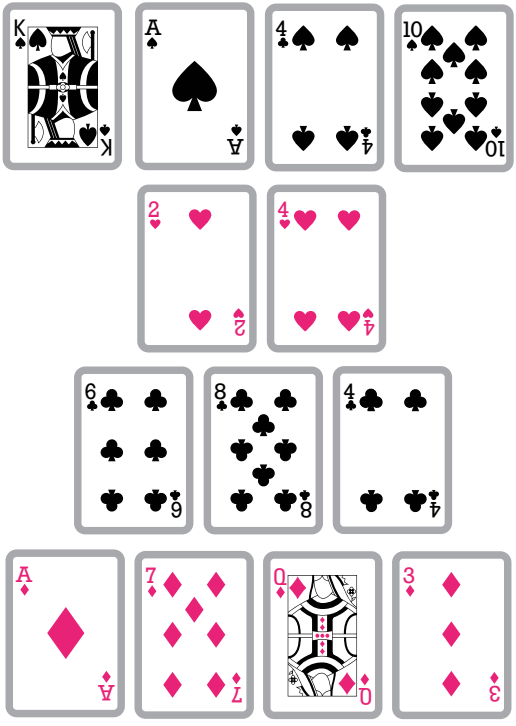
Sort by number

Let's Sort Cards!



Sort by colour

Let's Sort Cards!



Sort by Suit

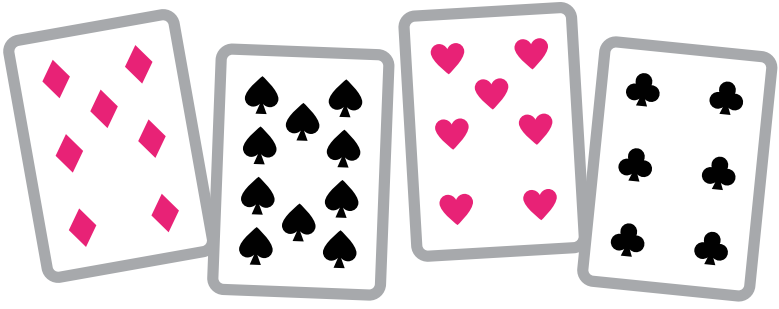
Greater or Less Than?

How it helps

Early math skills such as recognizing numbers and counting; social skills such as cooperation and taking turns; language development

What you need

Playing cards, just ace through number 10 – no face cards (Jack, Queen, King)



Greater or Less Than?

What to do

- You and your child each get a set of cards containing ace through number 10 (ace is 1).
- Have your child choose any card from her hand and place it facedown.
- Guess what the number on the facedown card is by selecting a card from your hand and placing it face up.
- Your child says whether her secret facedown card is greater than or less than the face up card. You keep guessing by showing different cards.
- Switch roles.

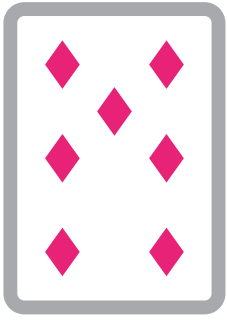
Tips

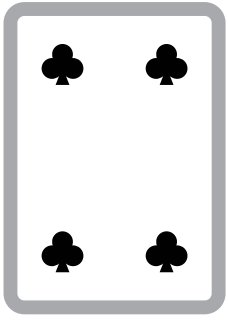
- Watch for when your child can recognize the number on the card without counting the symbols first.
- Encourage your child to “think out loud.” Model this during your turn. If you guess 6 and your child says less than, you can say “I know that 1, 2, 3, 4, and 5 are less than 6 so I am going to guess…”

Greater or Less Than?

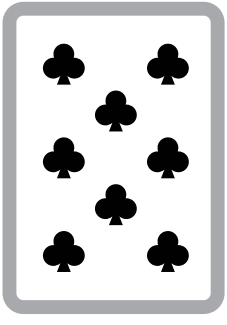
Connect
Play & Learn
Every Day!

Flip over
when correct

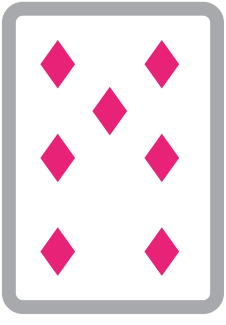




1st guess

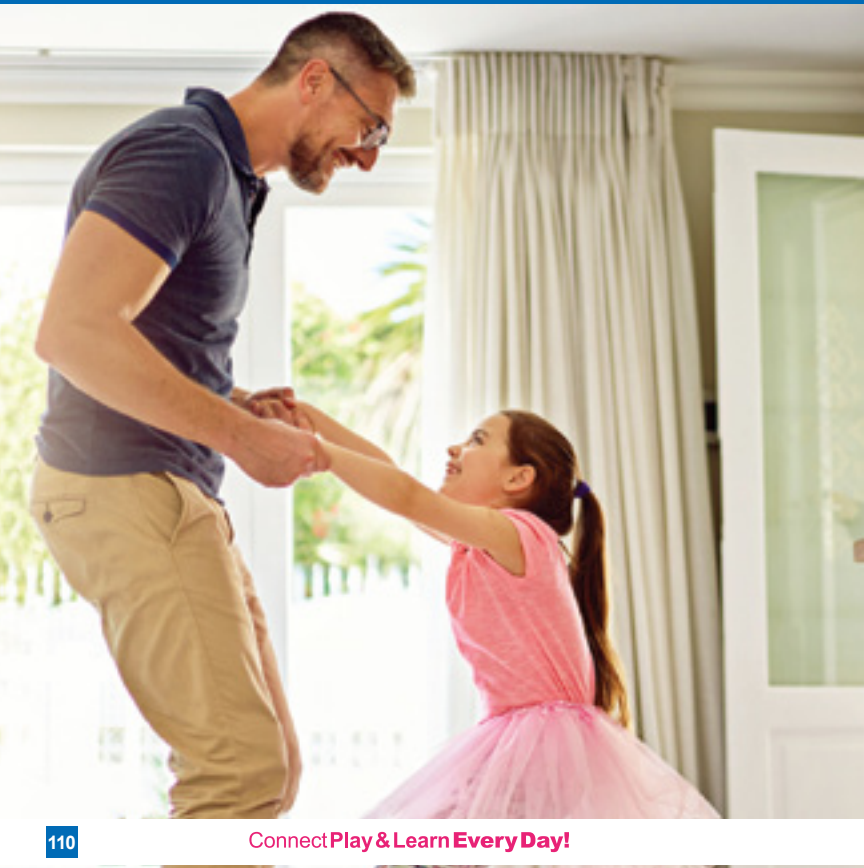


2nd guess



3rd guess

Make time for play everywhere, every day.



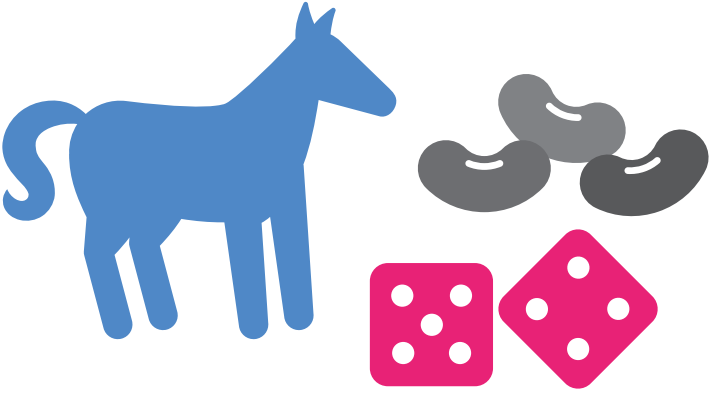
Horse Race

How it helps

Early math skills such as recognizing numbers and counting; social skills such as cooperation and taking turns; language development

What you need

Dice (2), a “horse” (a counter such as beans, beads, coins, or pompoms), horse race game sheet



Horse Race

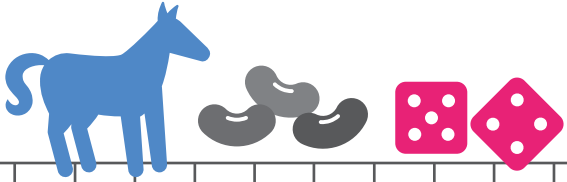
What to do

- This is a two-player game.
- Make yourself a game sheet like the one you see on the next page.
- Players take turns rolling the dice. Count the dots on each die and add them together.
- Place a counter (horse) in the column (lane) for that total number (the total of all the dots).
- Continue rolling until one horse reaches the finish line (the top of the game sheet). That's the winning horse.

Tips

- Watch for when your child can recognize the number rolled without counting the dots first.
- Guess which number will win; ask which number will never win (1 is not possible).
- Encourage your child to count out loud, beginning with the larger number; for example, if a 6 and a 2 are rolled, have your child count 6, 7, 8.

Horse Race Game Sheet



1	2	3	4	5	6	7	8	9	10	11	12

Make chores and cleaning fun.

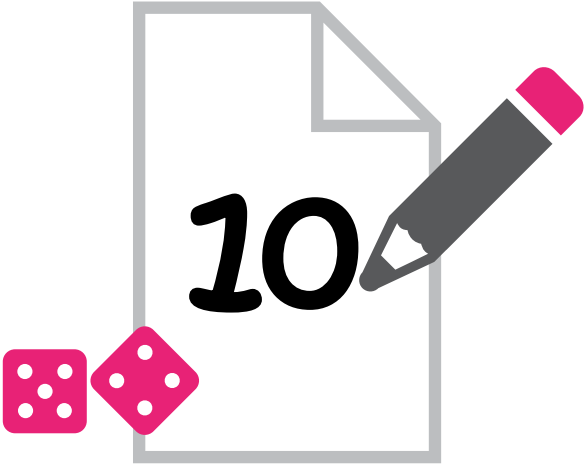
Make 10!

How it helps

Early math skills such as recognizing numbers and counting; social skills such as cooperation and taking turns; language development

What you need

Dice (1 or 2); paper and pencil to keep score



Make 10!

What to do

- This is a two-player game and the goal is to make 10 from the number rolled.
- Roll one die and try to be the first one to shout what number is needed to make 10. (If 3 is rolled, shout 7.)
- The number you add to make 10 is the player's score. (The player who shouted 7 gets 7 points.)

Make it harder

- If playing with two dice, try to be the first player to shout out the number that needs to be added or subtracted to make 10. (If 11 is rolled, shout 1.)

Tips

- Watch for when your child can recognize the number on the die without counting the dots first.
- Modify the game to use numbers other than 10.
- Encourage your child to count out loud, beginning with the larger number; for example, if a 6 and a 2 are rolled, have your child count 6, 7, 8…then 9, 10. “Two!”

Number Battle

How it helps

Early math skills such as recognizing numbers and counting; social skills such as cooperation and taking turns; language development

What you need

One deck of playing cards

Number Battle

What to do

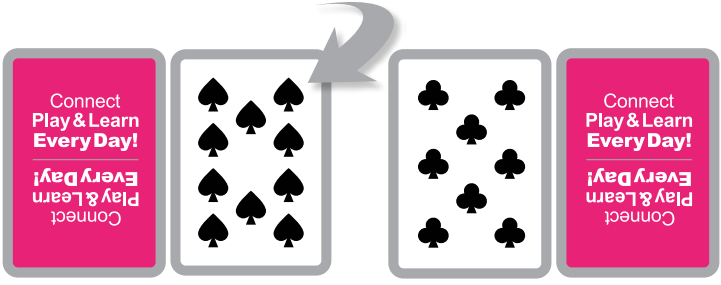
- This two-player game, commonly called “War”, helps children recognize large and small numbers. The winner is the one with the most cards at the end.
- Each player gets half the cards. Flip over one card each at the same time. Highest value card wins the pair. Ace is worth 1; Jack, Queen, King are worth 10.
- If the cards are the same value, lay three cards face down, then a new card face up. The new card with the highest value wins all the cards, including the face down cards. The one with the most cards wins.

Tips

- Watch for when your child recognizes the numbers without counting the symbols first.
- Encourage your child to think out loud. If your card is 5 and your child's is 9, say, "Nine is greater than 5, you win!”

Number Battle

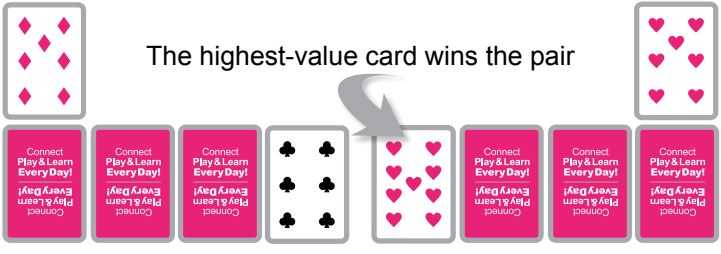
The highest-value card wins the pair



Player 1: Value is 10

Player 2: Value is 8

The highest-value card wins the pair



Player 1: Value is 6

Player 2: Value is 9

You can build connection and help your child learn by making time for play anywhere.

Who is Taller?

How it helps

Early math skills such as recognizing numbers and counting; social skills such as cooperation and taking turns; language development; small muscle (fine motor) skills

What you need

Cloth measuring tape or rulers

Who is Taller?

What to do

- Measure the heights of family members, or toys or dolls. Teach your child how to read a measuring tape. Encourage her to write down the measurements.
- Ask your child, “Who is taller?” and “Who is shorter?”

The Number Match Wheel

How it helps

Early reading and math skills such as recognizing letters, numbers, and shapes and counting; gripping skills (pincer grip) helpful for learning to write

What you need

Thick paper (card stock or construction paper); marker; stars stickers if you have them; 10 clothes pins

The Number Match Wheel

What to do

- Copy the wheel onto thick paper.
- On each clothes pin, write a number from 1 to 10.
- With your child, lay them out in order, 1 to 10. Say the numbers as you count them.
- Without counting the stars on the wheel, talk about the parts of the wheel that have the most or least number of stars.
- Talk about the number 10 being a bigger number, with more value, than number 1.
- Count the number of stars in each section of the wheel and place the matching clothes pin onto that section. Once all placed, count while pointing to each number.

Tip

- Repeat, repeat, repeat to help your child learn!

The Number Match Wheel