

What to do

*IMPORTANT Parent or Carer –
Please check that you are happy with any weblinks or use of the internet.*

1. Counting practice

- Together, count to 20.
- Now you are going to take turns to repeat this BUT you give each other a number they mustn't say, e.g. Ahmed tells Dad he can't say 'six'...
- Dad says, 'one, two, three, four, five, *uh-oh*, seven, eight, nine, ten, eleven, twelve, thirteen, fourteen, fifteen, *uh-oh*, seventeen...', etc.
- Now Dad tells Ahmed that he can't say four.
- Play several times. Do you get good at not saying one number?

Extension

- Repeat the same activity but count from 30 to 50 not saying 'six', or from 70 to 90 not saying 'five', etc.

2. Working together

- Play *Chuck the coins* as outlined below
 - You need ten coins – preferably all the same type, and the board below and also a counter each.
 - Take turns to play, and see who can be the first to get their counter to TEN.

Try these Fun-Time Extras

- Sing along with this number pairs song to ten.
https://www.youtube.com/watch?v=ch7KzI3n2Zk&list=RDch7KzI3n2Zk&start_radio=1
- Play a game where you hold up a number of fingers and your partner has to say how many more to make ten – were they correct. Count the fingers folded down to find out.

Chuck the coins.

You need ten coins – preferably all the same type, a mug in which to place them, and the board below. Also a counter each.

How to play

- Each player places their counter at the start of a track below.
- Take turns to tip the ten coins out of the mug.
- Count the number of coins which are heads up. Say the number aloud, e.g. **Six**.
- Without counting the tails, **SAY** how many coins will be tails. ***I think four!***
- Count to check. Were you correct? If so, move your counter one space along your track. If you were not correct, you stay put.
- First player to reach ten is the winner.

