

Target

I can count up to 50

### Activity Card 1: Counting Tennis

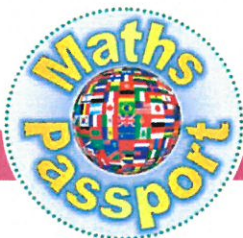
Europe

#### You will need

- A partner

#### What to do

- The aim of the game is to work as a team to count up to 50.
- Choose who starts.
- The person who starts says, "1."
- The other person then says, "2."
- The first person then says, "3."
- The second person then says, "4."
- Keep taking it in turns to say a number, counting up in ones.
- When you reach 50 – stop! Well done, you have worked as a team to count up to 50.
- Try to count quickly and carefully.
- When you reach 50 – start again! This time, the person who went second should start. See if you can count to 50 quicker than before!
- When you get to 50 for the second time, talk about the numbers you said. If you start, what do all the numbers you say end in? If you go second, what do all the numbers you say end in?



Target

I can count back from 50

### Activity Card 2: Simon Says

Europe

#### You will need

- A partner

#### What to do

- The aim of the game is to count back from 50.
- Decide which person will be counting and which person will be Simon – you will get a chance to do both.
- Simon starts by choosing a number to count back to from 50, and a voice to count in. For example, Simon could say, “Starting at 50, count back to 26 with the voice of a sheep.”
- The player who is counting then has to count from 50 to 26 with the voice of a sheep.
- When the player counting reaches 26, they become Simon.
- The new Simon then sets their partner a number to count back to and a voice, e.g. “Starting at 50, count back to 17 with the voice of a mouse.”
- Take it in turns to be Simon and to do the counting. Simon should also make sure that the person doing the counting does not miss any numbers out!



Target

I can count back from 50

### Activity Card 1: Counting Tennis

Europe

#### You will need

- A partner

#### What to do

- The aim of the game is to work as a team to count back from 50 to 0.
- Choose who starts.
- The person who starts says, "50."
- The other person then says, "49."
- The first person then says, "48."
- The second person then says, "47."
- Keep taking it in turns to say a number, counting back in ones.
- When you reach 0 – stop! Well done, you have worked as a team to count back from 50.
- Try to count quickly and carefully.
- When you reach 0 – start again! This time, the person who went second should start. See if you can count back from 50 to 0 quicker than before!
- When you get to 0 for the second time, talk about the numbers you said. If you start, what do all the numbers you say end in? If you go second, what do all the numbers you say end in?



Target

I can count up to 50

## Activity Card 2: Simon Says

Europe

### You will need

- A partner

### What to do

- The aim of the game is to count up to 50.
- Decide which person will be counting and which person will be Simon – you will get a chance to do both.
- Simon starts by choosing a number to begin counting from and a voice to count in. For example, Simon could say, “Start from 26 and count like a robot.”
- The player who is counting then has to count from 26 to 50 with the voice of a robot.
- When the player counting reaches 50, they become Simon.
- The new Simon then sets their partner a starting number and a voice, e.g. “Starting at 37, count up to 50 like a pirate.”
- Take it in turns to be Simon and to do the counting. Simon should also make sure that the person doing the counting does not miss any numbers out!



Target

I can count up to 100

### Activity Card 1: Counting Tennis

Europe

#### You will need

- A partner

#### What to do

- The aim of the game is to work as a team to count up to 100.
- Choose who starts.
- The person who starts says, "1."
- The other person then says, "2."
- The first person then says, "3."
- The second person then says, "4."
- Keep taking it in turns to say a number, counting up in ones.
- When you reach 100 – stop! Well done, you have worked as a team to count up to 100.
- Try to count quickly and carefully.
- When you reach 100 – start again! This time, the person who went second should start. See if you can count up to 100 quicker than before!
- When you get to 100 for the second time, talk about the numbers you said. If you start, what do all the numbers you say end in? If you go second, what do all the numbers you say end in?



Target

I can count up to 100

## Activity Card 2: Simon Says

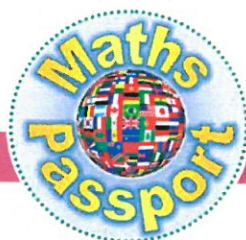
Europe

### You will need

- A partner

### What to do

- The aim of the game is to count up to 100.
- Decide which person will be counting and which person will be Simon – you will get a chance to do both.
- Simon starts by choosing a number to begin counting from and a voice to count in. For example, Simon could say, “Start from 73 and count like a chicken.”
- The player who is counting then has to count from 73 to 100 with the voice of a chicken.
- When the player counting reaches 100, they become Simon.
- The new Simon then sets their partner a starting number and a voice, e.g. “Starting at 39, count up to 100 like a dinosaur.”
- Take it in turns to be Simon and to do the counting. Simon should also make sure that the person doing the counting does not miss any numbers out!



Target

I can count across 100, forwards and backwards

### Activity Card 1: Counting Tennis

Europe

#### You will need

- A partner

#### What to do

- The aim of the game is to work as a team to count up to 100 and beyond, then count back to 100 and beyond.
- Choose who starts.
- The person who starts says, "90."
- The other person then says, "91."
- The first person then says, "92."
- The second person then says, "93."
- Keep taking it in turns to say a number, counting up in ones.
- When you reach 100, keep going! Keep going until you say 110!
- Well done, you have worked as a team to count across 100 going up in ones.
- Try to count quickly and carefully.
- When you reach 110 – start again!
- This time, the person who went second should start by saying, "110."
- Now take it in turns to count back in ones.
- When you reach 100 – keep going! Keep taking it in turns to count back until you reach 90.
- When you reach 90 – well done! You have counted across 100 going back in ones.
- When you have had several goes at counting across 100 forwards and backwards, talk about the numbers you said. If you start, what do all the numbers you say end in? If you go second, what do all the numbers you say end in?



Target

I can count across 100, forwards and backwards

### Activity Card 2: Simon Says

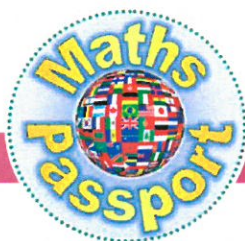
Europe

#### You will need

- A partner

#### What to do

- The aim of the game is to count across 100, forwards and backwards.
- Decide which person will be counting and which person will be Simon – you will get a chance to do both.
- Players will be asked to start at 90 and count up to 110, or to start at 110 and count back to 90.
- Simon starts by choosing a number to begin counting from and a voice to count in. For example, Simon could say, “Start from 110 and count like a dog.”
- The player who is counting then has to count from 110 back to 90 with the voice of a dog.
- When the player counting reaches 90, they become Simon.
- The new Simon then sets their partner a starting number and a voice, e.g. “Starting at 90, count up to 110 like a monkey.”
- Take it in turns to be Simon and to do the counting. Simon should also make sure that the person doing the counting does not miss any numbers out!
- Make sure that you set your partner counting challenges from 90 and 110, as well as using lots of silly voices!





Target

I can count back from 100

### Activity Card 1: Counting Tennis

Europe

#### You will need

- A partner

#### What to do

- The aim of the game is to work as a team to count back from 100 to 0.
- Choose who starts.
- The person who starts says, "100."
- The other person then says, "99."
- The first person then says, "98."
- The second person then says, "97."
- Keep taking it in turns to say a number, counting back in ones.
- When you reach 0 – stop! Well done, you have worked as a team to count back from 100 to 0.
- Try to count quickly and carefully.
- When you reach 0 – start again! This time, the person who went second should start. See if you can count back from 100 to 0 quicker than before!
- When you get to 0 for the second time, talk about the numbers you said. If you start, what do all the numbers you say end in? If you go second, what do all the numbers you say end in?



Target

I can count back from 100

### Activity Card 2: Simon Says

Europe

#### You will need

- A partner

#### What to do

- The aim of the game is to count back from 100.
- Decide which person will be counting and which person will be Simon – you will get a chance to do both.
- Simon starts by choosing a number to count back to from 100, and a voice to count in. For example, Simon could say, “Starting at 100, count back to 66 with the voice of a cow.”
- The player who is counting then has to count from 100 to 66 with the voice of a cow.
- When the player counting reaches 66, they become Simon.
- The new Simon then sets their partner a number to count back to and a voice, e.g. “Starting at 100, count back to 47 with the voice of a cat.”
- Take it in turns to be Simon and to do the counting. Simon should also make sure that the person doing the counting does not miss any numbers out!



Target

I know by heart all number bonds that total 10

### Activity Card 1: Dice Roller

Europe

#### You will need

- A partner
- A 0-9 dice (or a 1-6 dice if you have not got these in your class)
- A whiteboard and pen or paper and pencil.

#### What to do

- The aim of the game is to make 10 by saying the number which must be added to the number on the dice.
- Decide who will roll the dice first.
- As soon as the dice stops rolling, both players try to be the quickest to say the number that goes with the number on the dice to make 10. For example, if the dice lands on '8', players need to say, "2," because  $8+2=10$ .
- If a player is fastest to say the correct answer, they get a point.
- If a player says an incorrect answer, their opponent gets a point.
- If both players say the correct answer at the same time, roll the dice again.
- When the point has been written down on the whiteboard or paper, the dice is rolled again. Take it in turns to roll the dice.
- The player who reaches 10 points first is the winner!



Target

I know by heart all number bonds that total 10

## Activity Card 2: Passport Fingers

Europe

### You will need

- A partner
- A whiteboard and pen or paper and pencil.

### What to do

- The aim of the game is to make 10 by saying the number which must be added to the number of fingers your partner is holding up.
- Both players put their hands behind their back.
- They choose to hold up any number of fingers from 0 to 10.
- Together, both players chant, "Pass-port Fingers!"
- When they say, "Fingers!" both players show each other their hands.
- Each player counts the number of fingers their partner is holding up and tries to be the fastest to say how many more needs to be added to this number to make 10. For example, if a player is holding up seven fingers, their partner should say, "3."
- If a player is fastest to say the correct answer, they get a point.
- If a player says an incorrect answer, their opponent gets a point.
- If both players say the correct answer at the same time, both players put their hands behind their backs and play again.
- When the point has been written down on the whiteboard or paper, both players put their hands behind their backs and choose another number.
- The player who reaches 10 points first is the winner!

