

Target

I know by heart all number bonds that total 9

Activity Card 1: Missing Numbers

Asia

You will need

→ A whiteboard and pen or paper and pencil

What to do

1. Copy down the missing number sentences below

$$5 + \square = 9$$

$$3 + \square = 9$$

$$\square + 7 = 9$$

$$1 + \square = 9$$

$$6 + \square = 9$$

$$\square + 1 = 9$$

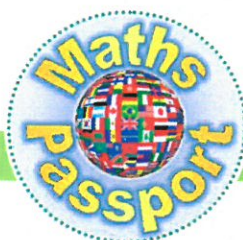
$$\square + 5 = 9$$

$$\square + 0 = 9$$

$$7 + \square = 9$$

$$\square + 9 = 9$$

2. Fill in the missing numbers in the boxes.



Target

I know by heart all number bonds that total 9

Activity Card 2: Missing Counters

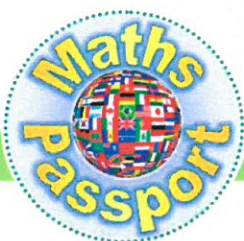
Asia

You will need

- A partner
- 9 counters
- A pot
- A whiteboard and pen or paper and pencil

What to do

1. Place the counters in a line in front of you.
2. The oldest player closes their eyes.
3. The youngest player removes some or all of the counters and puts them into the pot.
4. The oldest player opens their eyes and works out how many counters their partner has taken away. Tell the youngest player how many counters they think are in the pot.
5. The youngest player counts the number of counters in the pot.
6. If the oldest player is correct, they write the number sentence down and gets one point. If they are not correct, the partner gets a point.
7. Place the counters back in a line.
8. Now the youngest player closes their eyes and the oldest player removes some counters.
9. The youngest player now tries to work out how many counters have been removed.
10. The first player to score nine points is the winner.



Target

I know by heart all number bonds that total 20

Activity Card 1: Passport Fingers

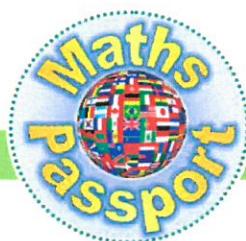
Asia

You will need

→ A partner

What to do

1. Both players put both their hands behind their backs.
2. Both players hold up some fingers behind their back.
3. Say 'Pass-port –fingers' together and show each other how many fingers you are holding up.
4. Add together all the fingers.
5. How many more fingers are needed to make 20? As soon as you know, say the number.
6. If you are correct, you get a point.
7. If you are not correct, your partner gets a point.
8. The first person to reach ten points is the winner.



Target

I know by heart all number bonds that total 20

Activity Card 2: Race to 20

Asia

You will need

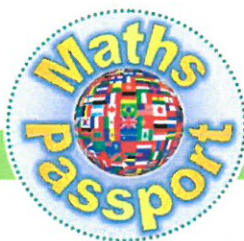
- A partner
- A dice
- A whiteboard and pen or paper and pencil

What to do

1. Both players copy down the table below.

My number	I rolled	How many more to 20?
0		

2. Both players roll the dice. The player who rolled the highest number starts.
3. Roll the dice. Write the number in the box under 'I rolled'.
4. How many more do you need to make 20? Write this number in the last box under 'How many more to make 20?' This number is your new number, so write it in the first box as well under 'My number.'
5. Now it is your partner's turn to roll the dice and fill in their table.
6. The person who makes exactly 20 first is the winner.



Target

I can recall doubles of all numbers to double 10

Activity Card 1: Passport Fingers

Asia

You will need

→ A partner

What to do

1. Both players put **one hand** behind their back.
2. Each player then puts up 0, 1, 2, 3, 4 or 5 fingers so their partner cannot see.
3. On the count of three, both players say, "Pass-port fingers!" and show each other their hidden hands.
4. Players count all the fingers on both hidden hands.
5. The first player to say double the number of fingers gets a point.
6. If a player says an incorrect answer, the other player gets a point.
7. When a point has been won, both players put one hand behind their back and the game starts again.
8. The first player to reach 10 points is the winner.



Target

I can recall doubles of all numbers to double 10

Activity Card 2: Splat!

Asia

You will need

- A partner
- A set of 0-20 cards
- A whiteboard and pen or paper and pencil

What to do

1. Each player picks a card. The player who picks the lowest card starts.
2. The player who starts writes **one** of the following numbers down:

0, 2, 4, 6, 8 or 10

3. The aim of the game is to find the card which is double the number written down.
4. All the cards are shuffled and placed face-down in a pile.
5. The player who chose the highest number now slowly turns over one card at a time.
6. When a player thinks the card is double the number written down, they put their hand on the pile of cards turned over and say, "Splat!"
7. If the player is correct they get one point.
8. If the answer is not correct, the other player gets a point.
9. Shuffle the cards and picks another number to write down.
10. The first player to reach 10 points is the winner.



Target

I can recall halves of all numbers to half of 20.

Activity Card 1: Racing Cards

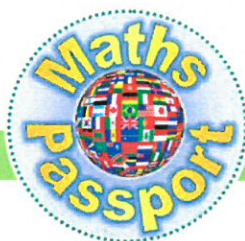
Asia

You will need

- A partner
- A set of 0-20 cards

What to do

1. Pick a card. Your partner does the same.
2. The player with the highest number goes first.
3. Put the two cards back into the pile.
4. Shuffle the cards and place them in a pile face down in front of you.
5. The first player turns over the top card. If they can half it, they say half of the number. If the player is correct, they keep the card and have another go.
6. If the player is not correct, the card goes to the bottom of the pile and it is the other player's turn.
7. If an odd number is turned over, the player gets to keep the card but it is the other player's turn.
8. The winner is the player with the most cards when there are no more cards left in the pile.



Target

I can recall halves of all numbers to half of 20

Activity Card 2: Half That Tower!

Asia

You will need

- A whiteboard and pen or pencil and paper
- 20 cubes

What to do

1. Copy down the sentences below:

Half of 12 is

Half of 2 is

Half of 18 is

Half of 14 is

Half of 20 is

Half of 8 is

Half of 18 is

Half of 6 is

Half of 10 is

Half of 16 is

2. Fill in all the missing numbers.
3. When you have finished, use the cubes to make a tower to show the number you found half of. The first tower you will make will be 12 cubes high.
4. Split the tower into two equal-sized towers.
5. Count the number of cubes in one of the smaller towers. This is half of the number of the bigger tower.
6. Check your answer with the number of cubes in one tower. Are they the same?
7. Make another tower to show the second number you found half of. Split it into two equal-sized towers and check your answer.
8. Repeat until you have built and halved all ten towers.



Target

I know by heart all number bonds that total 7 and 8

Activity Card 1: Dice Game

Asia

You will need

- A partner
- A 1-6 dice

What to do

1. The aim of the game is to make 7.
2. Take it in turns to roll the dice. The oldest player starts.
3. When the dice stops, each player must quickly work out which number goes with the number on the dice to make 7.
4. The first person to say the correct number gets a point.
5. If a player says the wrong number, the other player gets a point.
6. Now the youngest player rolls the dice.
7. The first player to get ten points wins.



Target

I know by heart all number bonds that total 7 and 8

Activity Card 2: Towers

Asia

You will need

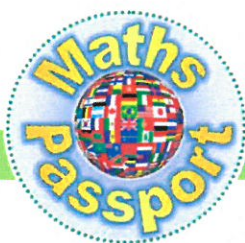
- 14 cubes
- A whiteboard and pen or pencil and paper
- A dice

What to do

1. Make a tower which is seven cubes tall.
2. Roll the dice.
3. Count out the number of cubes shown on the dice and make a tower with these cubes.
4. Stand it next to your seven tower.
5. How many more cubes do you need to make your smaller tower into a seven tower? Write this down as a number sentence.

For example, if I rolled a 5 on my dice, I would build a five tower. When I stand it next to my seven tower, I can see it is shorter. I need to get two more cubes and add them to my five tower to make a seven tower. On my whiteboard I would write down $5 + 2 = 7$.

6. When you have written your number sentence, break up the tower you have just made.
7. Roll the dice again and make another tower.
8. How many more do you need to add to it to turn it into a seven tower?
9. Write the number sentence on your whiteboard.



Target

I know by heart all number bonds that total 5 and 6

Activity Card 1: Pots and Counters

Asia

You will need

- 5 counters
- A whiteboard and pen or pencil and paper
- 2 pots

What to do

1. Place the two pots in front of you.
2. Put all 5 counters in one of the pots.
3. Count how many counters there are in the first pot.
4. Count how many counters there are in the second pot.
5. Write this down as a number sentence. You should have counted five in the first pot and zero in the second pot. The number sentence to show this is $5+0=5$
6. Take one of the counters out of the pot and put it in the other pot.
7. How many counters are there now in each pot? Write the number sentence down.
8. Take another counter out of the first pot and put it in the second pot.
9. How many counters are there now in each pot? Write the number sentence down.
10. Keep taking one counter at a time out of the first pot and put it into the second pot. Don't forget to write the number sentences!
11. There are six number sentences – can you find them all?



Target

I know by heart all number bonds that total 5 and 6

Activity Card 2: Memory Game

Asia

You will need

- A partner
- Two sets of 0-5 cards

What to do

1. Place all the cards face down in front of you so you cannot see the numbers.
2. The youngest player goes first.
3. Turn over a card. Place it down so your partner can see it.
4. Turn over another card. Place it down so your partner can see it.
5. If the total of the two cards is 5, you get to keep the cards and have another go.
6. If the total of the two cards is not 5, turn both cards over. It is your partner's go now.
7. The winner is the person with the most cards when all the pairs which make 5 have been found.
8. Tip: when a player does not find a pair, try to remember what numbers were turned over and where they are.

