

RECOGNISING NUMERALS 1 to 6

TO PLAY THIS GAME YOU NEED:



AIM: To be the first to get 4 of your coloured counters in a row – horizontally, vertically or diagonally.

HOW TO PLAY: Pick a set of coloured counters each and decide who plays first. Players take turns. On your turn, roll the die and match the number you roll to one of the numbers on the grid. Cover the number on the grid with one of your coloured counters. If there are no numbers left uncovered on the grid that match the dots on the die, your turn ends.



2	6	5	4	1	3
4	1	3	6	5	2
6	2	4	1	3	5
3	4	1	5	2	6
5	3	6	2	4	1
1	5	2	3	6	4

Dig's Questions:

1. Point to and say the larger number: 6 or 2?
2. Point to and say the smaller number: 4 or 2?



Challenge:

Use number cards 0 to 6. Shuffle the number cards and ask a friend to turn each card over while you call out the number on the card. Time yourself to see how quickly you can do this. The more you practise, the quicker you will become.

Dig's Tips:

“When playing this game, make sure that your opponent covers the correct number that matches the roll of their die. If they don't select the correct number then they miss a go! Look for the number 6 around your home – how many can you find?”



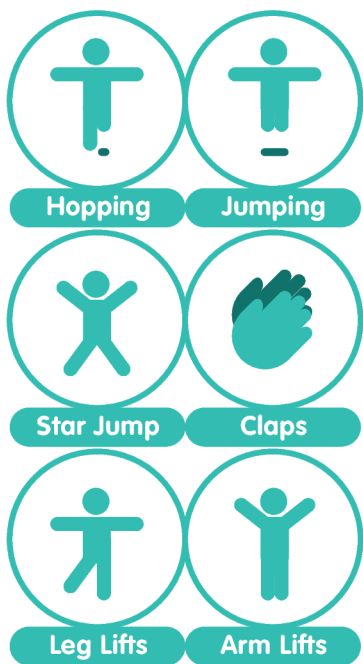
COUNTING ACTIONS

TO PLAY THIS GAME YOU NEED: ♀ x2 or more ♂ x2 or more 🎯 x1 🃏 1 to 5

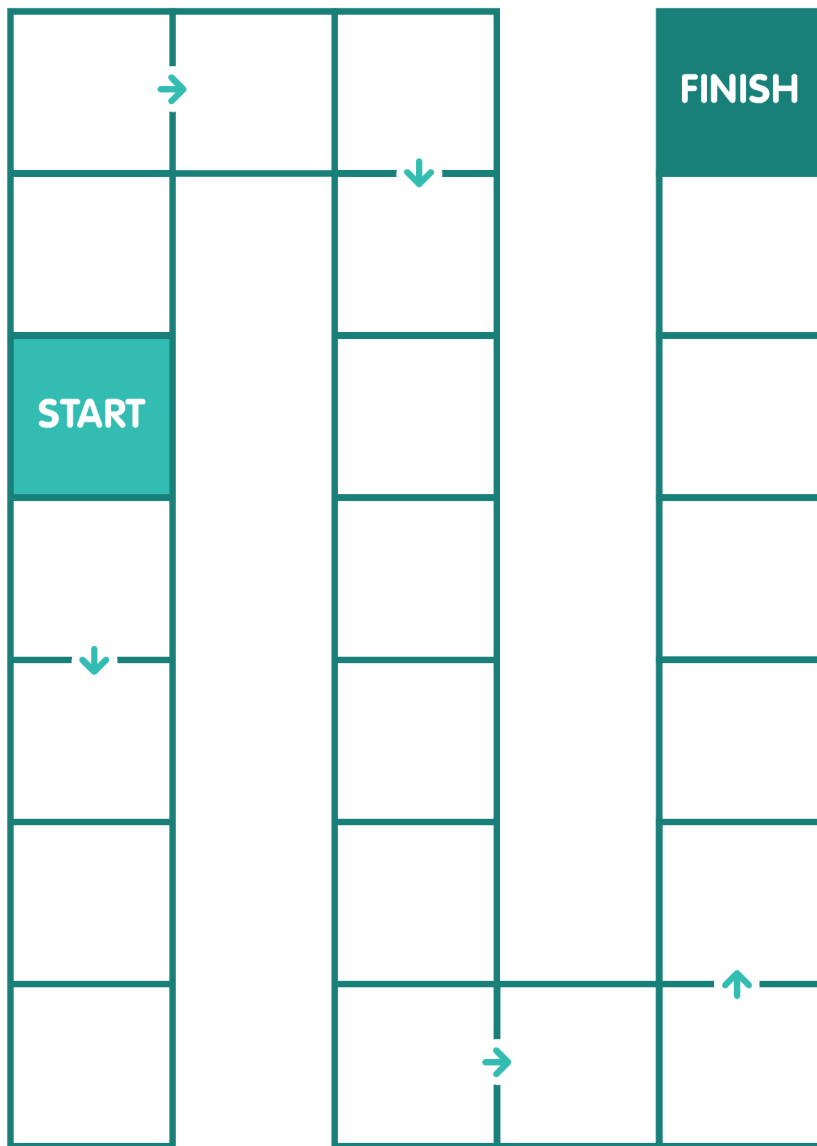
AIM:
To be the first player to land on **FINISH**.

HOW TO PLAY: Players pick a coloured playing piece each and decide who goes first. Shuffle the number cards and place them face down in a pile. Place your playing pieces on **START**. Players take turns. On your turn, flick or push a counter from the fingertip icon so that it lands on one of the action icons.

Then pick a card from the top of the pile. The number on the card will tell you how many times to repeat the action your counter landed on. Count the actions as you do them. If you do this correctly you can move 2 spaces forward on the board, if you do not do this correctly, move 1 space back.



Use number cards 1 to 5. Look at the challenge if you want to make the game more difficult.



Dig's Questions:

1. If I jump once and then hop once, how many actions have I done all together?
2. If I hop twice, and then do one star jump, how many actions have I done all together?



Challenge:

Play the game again but this time use higher number cards. Make up your own actions to replace the ones in this game.

Dig's Tips:

“When playing this game, count each action as you do it so that you count correctly. If you want to complete the game more quickly, move 3 or 4 spaces every time you count your actions correctly. Pick an action and keep doing it as many times as you can count up to.”



ONE MORE THAN 0 to 6

TO PLAY THIS GAME YOU NEED:



AIM: To make the most lines of 3 with your coloured counters - horizontally, vertically or diagonally.

HOW TO PLAY: Pick a set of coloured counters each and decide who plays first. Players take turns. On your turn, pick any number **or** any arrangement of dots from the left-hand grid. Work out **1** more than the number (or number of dots) you picked, and find your answer on the right-hand grid. Whilst saying "One more than ___ is ___", cover up **both** circles with your coloured counters. Continue until both grids are fully covered.



	2
4	1
	3
6	0
4	3
	5

	2	
7		3
4	5	
7		6
1	4	5
	6	

Dig's Questions:

1. What do 6 and 1 make all together?
2. I have 5 apples and my mum gives me one more. How many do I have in total?

Challenge:

Using number cards **0 to 6**, shuffle the cards and then ask a friend to turn each card over while you call out the number that is one more than the number on the card. Time yourself to see how quickly you can do this. The more you practise, the quicker you will become.

Dig's Tips:

“While playing this game, check that your opponent has covered the correct circles or you will not be able to cover all the circles in both grids. Don't forget to say, “One more than ___ is ___” for each of your turns.”



VISUAL NUMBER BONDS TO 5 DigIt® games

TO PLAY THIS GAME YOU NEED:

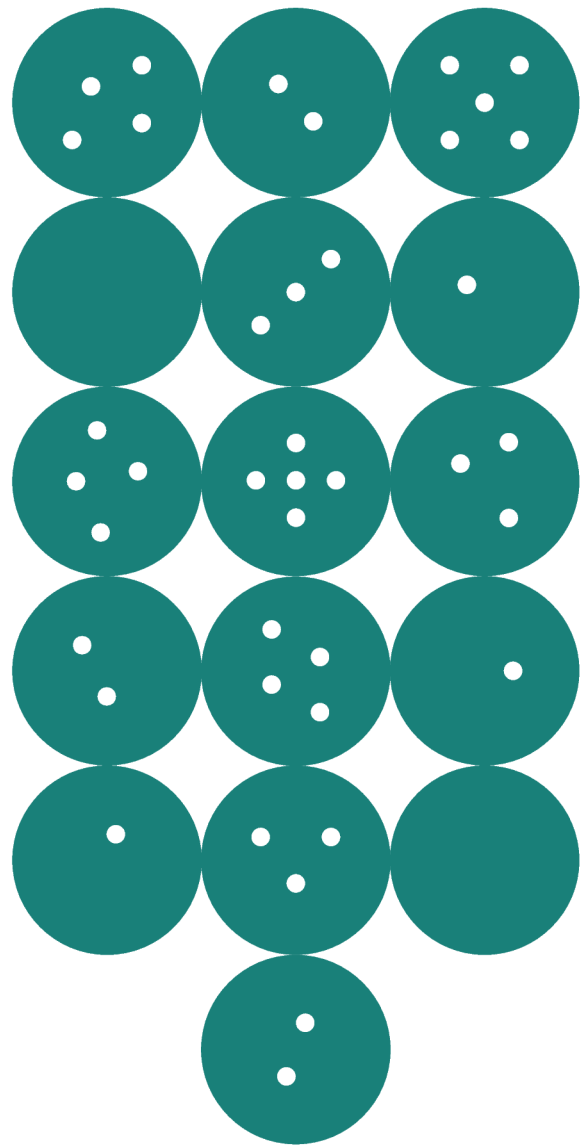
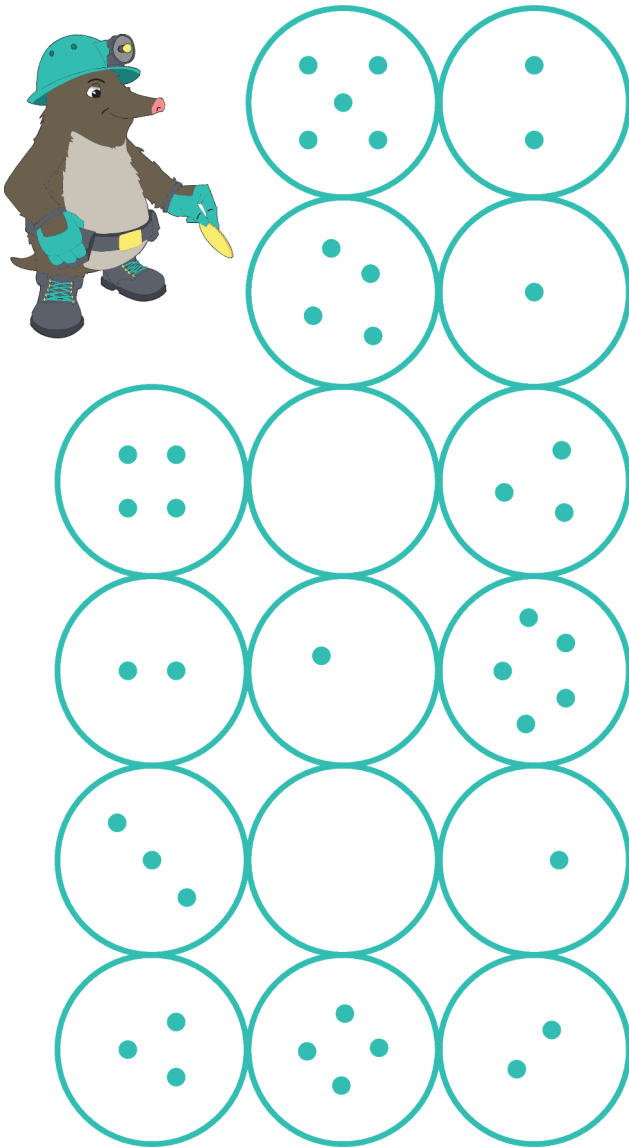
👤 x 2

🎯 x 16

🎯 x 16

AIM: To make the most lines of 3 with your coloured counters - horizontally, vertically or diagonally.

HOW TO PLAY: Pick a set of coloured counters and decide who plays first. Players take turns. On your turn, pick two arrangements of dots - one from each grid - that add together to make 5. Cover up both arrangements with 2 of your coloured counters. Continue until both grids are fully covered.



Dig's Questions:

1. What do and make in total?
2. Take away from . How many are you left with?



Challenge:

Make +, - and = sign cards and use counters to create:

- Addition sentences that make 5
- Subtraction sentences starting with 5 counters

e.g. - =

and use language such as add, plus, minus, take away, subtract, equals to describe the sums you create.

Dig's Tips:

“ Play this game regularly to become quicker at finding groups that total 5. Try to say phrases like "4 dots and 1 dot make 5 dots" while playing. You could also use vocabulary like add/plus/total/equals etc. ”

