

# Activity Idea

<b>Activity</b>	Everything costs 4p
<b>Main Focus</b>	Composition

<b>Resources</b>	<ul style="list-style-type: none"> <li>➤ A range of small toys or objects to buy</li> <li>➤ Card strip, placemats, 4 dice templates or numicon to collect pennies</li> <li>➤ Dice or spinner with 1,2,3 dots (twice)</li> <li>➤ Pennies</li> </ul>
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<b>Activity Outline</b>	<p>Children take it in turns to throw the dice (or spin) and take that many pennies to place on their grid or mat. When they have 4, they can choose something to buy.</p> <p>Encourage the children to say the dice/spinner number without counting the dots.</p> <p>As you play the game with the children model composition saying, e.g. <i>'I've got 2 - I need 2 more to get 4'</i>.</p> <p>Ask the children – <i>'How many do you have now?' 'How many more do you need?'</i> Encourage the children to predict how many they will have before adding more pennies.</p> <p>Encourage children to wonder what number they are hoping to get on the dice/spinner before they take their turn.</p>
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<b>Extension Opportunities</b>	<ul style="list-style-type: none"> <li>✓ Use dice/spinners with numerals, including zero.</li> <li>✓ When children are confident use higher numbers to extend the activity. Put the prices up, so everything costs 5 or up to 10p.</li> <li>✓ Have a charity shop, jumble sale or boot fair outside to provide more opportunity for number play.</li> </ul>
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