



Activity Idea

Activity	Head or Tails?
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Possibilities for maths learning	<input checked="" type="checkbox"/> Counting	<input type="checkbox"/> Composition	<input checked="" type="checkbox"/> Cardinality
	<input type="checkbox"/> Subitise	<input checked="" type="checkbox"/> Comparison	<input type="checkbox"/> Measure
	<input type="checkbox"/> Shape	<input type="checkbox"/> Pattern	<input type="checkbox"/> Spatial awareness

Resources	<ul style="list-style-type: none"> ➤ 1p or 2p coins ➤ Large laminated double sided images of coins (one for each child) ➤ 5 frame (or 10 frame) ➤ Counters
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Activity Outline	<p>Explore a coin with the children explaining to them that one side is called a head and the other side is called a tail.</p> <p>Explain that you can play a game with a coin by guessing/predicting which way up it will land. Demonstrate flipping a coin and calling heads or tails before the coin lands.</p> <p>Play a group game of heads or tails. Give each child a laminated coin. Ask all of the children to stand in a circle around you as you flip the coin. Before you flip the coin ask the children to guess which way it will land – will it land heads up or tails up? Children can vote which they think by placing their card down in front of them with the side up they think it will land on. Use this opportunity to discuss the children’s guesses, e.g. ‘so 3 of you think it will be heads and 4 or you think it will be tails. Everyone has made a guess so we have 7 guesses altogether’.</p> <p>Flip the coin. If for example the coin lands heads up those children with their coin heads up will stay standing and the children who thought that the coin would land tails up will sit down. Those still standing continue playing until only 1 child is left – they are the winner. (You can play this game several times)</p> <p>Explain that children will now play a game of heads of tails in pairs. Give each child a 5 frame (or 10 frame), the corresponding number of counters and a coin. Explain the aim of the game is to take turns flipping the coin. On their turn, before they flip they must guess heads or tails. If they guess correctly they can add a counter into their frame, if they don’t guess correctly then they don’t add a counter and it is then the other person’s turn. The first person to fill their 5 frame (10 frame) is the winner. Engage children in conversation about how many they have, how many more they need, who has the most etc.</p>
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**Extension
Opportunities**

- ✓ Play with two coins. Again, the player calls either heads up or tails up. Both coins need to land on the side the player calls in order for the player to receive a point.