

Activity Idea

Activity	Number Memory
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Possibilities for maths learning	☒ Counting	☐ Composition	☐ Cardinality
	☒ Subitise	☐ Comparison	☐ Measure
	☐ Shape	☒ Pattern	☐ Spatial awareness

Resources	➤ 20 cards: Half the cards with numbers 1-10 and the other half with the corresponding pictorial representation (e.g. one card with the numeral 4 and the corresponding card with 4 dots). You can begin with number 1-5 until children are secure with these.
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Activity Outline	Show children the number cards 1-10 (or 1-5) and their corresponding pictorial representation. Explain that the children are going to play a game that matches numbers and their equivalent pictures. Not only do they have to make a match, they need to remember where the cards are located. The game is called 'Number Memory'. Shuffle the number cards and lay them face down in two rows of five. Alongside this do the same for the picture cards so you have two groups of cards. Model the game for the children before they play. Turn over one of the number cards and examine it. Let's say you turn over a card that has the number 3. Ask the children what number you have revealed. Explain that you now need to try and find the picture with 3 dots on to get a match. Turn over one of the picture cards. Ask children is this card a match for the number 3. You can count the dots to help children (or they may instantly recognise the amount). If it is the card that has the pictorial representation of 3 confirm that this is a match and put both cards off to the side. Explain that if you get a match (corresponding picture card to the numeral) then this makes a pair and can be kept. If the second card you turn over is not the pictorial representation, explain to the children that, since the card does not match the number 3 card, they need to put both cards back in their original spots. Remind the children that the name of game is 'Number Memory' and they should try to remember what was on each card and where it is so they can try to get a pair when it is their turn. Emphasise that they should watch and remember the cards turned over during the other player's turns. The game is over when all of the cards have been matched.
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Extension Opportunities	✓ Use different picture representations.
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