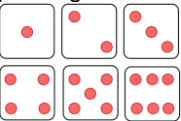


Subitising Master	Doubles Master	Counting 1-20 Master	Writing Master	Tens Mate Master	More or Less Master
<p>Recognising a number of objects, up to 5, with no counting.</p> <p>Example: Able to identify without pointing or counting.</p> 	<p>Knowing double facts from 1-10.</p> <p>Example: Double 5 = Double 8 = Double 3 =</p>	<p>Being able to count from 1-20.</p> <p>Example: Give students a random pile of objects less than 21. They have to count them correctly.</p>	<p>Writing numbers for 0-20 correctly.</p> <p>Example: Students must write the numbers from 0-20 in order with no reversals of numbers. (5 as S or 2)</p>	<p>Knowing pairs of numbers that add to 10.</p> <p>Example: Students need to respond with autonomy what number goes with the other to make ten. 7 and.... 4 and...</p>	<p>Knowing 1 more and 1 less than for numbers up to 20.</p> <p>Example: Written or verbal. Students need to respond to one more than or one less than a chosen number less than 21.</p>
<p>Ideas: Use dice with dots for board games.</p> <p>Remind your child that they don't always need to count they can use their eyes.</p> <p>Guess how many things there are and then count them.</p>	<p>Ideas: Use playing cards for games like snap.</p> <p>Students need to add the matching cards and say correct answer in order to keep the pile.</p> <p>Ask doubles questions in the car whilst driving, whilst walking to school, whilst cooking dinner, etc.</p>	<p>Ideas: Practise counting whenever possible.</p> <p>Counting things whilst out shopping, whilst walking or driving.</p> <p>Read books that include counting.</p>	<p>Ideas: Write numbers and have your child trace over them.</p> <p>Have a number line present in a popular place in your home so your student can visual see the way numbers are written.</p>	<p>Ideas: Play games like snap where numbers add to ten in order to collect the pile.</p> <p>Roll a dice and instead of saying the number rolled students need to respond with what can be added to the rolled number to equal 10.</p>	<p>Ideas: Practise counting forwards and backwards.</p> <p>Write the numbers 0-20 and then cover some over. Ask what's missing. Students solve the question without counting.</p>
<p>Online Resources:</p> <p>Dice Rolling: http://www.curriculumbits.com/prodimages/details/maths/singledice.html</p> <p>Lady Bug Counting: http://www.topmarks.co.uk/learning-to-count/ladybird-spots</p> <p>Gingerbread Man Counting: http://www.topmarks.co.uk/learning-to-count/gingerbread-man-game</p>	<p>Online Resources:</p> <p>Robin Hood Doubles: http://www.ictgames.com/robindoubles.html</p> <p>Double Bridge: http://www.ictgames.com/bridgedoubles.html</p> <p>Monkey Racer: http://www.sheppardsoftware.com/mathgames/monkeydrive/addition/MDAddDoubles.htm</p>	<p>Online Resources:</p> <p>Count Along: http://resources.hwb.wales.gov.uk/VTC/ngfl/ngfl-flash/numbers_eng/numbers_e.html</p> <p>Balloon Pop: http://www.sheppardsoftware.com/mathgames/earlymath/BalloonCount20.htm</p>	<p>Online Resources:</p> <p>Count Along: http://resources.hwb.wales.gov.uk/VTC/ngfl/ngfl-flash/numbers_eng/numbers_e.html</p> <p>Balloon Pop: http://www.sheppardsoftware.com/mathgames/earlymath/BalloonCount20.htm</p>	<p>Online Resources:</p> <p>Ball Addition: http://akidsheart.com/math/mathgames/addtoten.htm</p> <p>Ghost Match (2player): http://resources.oswego.org/games/ghostbusters2/gb2notes.html</p>	<p>Online Resources:</p> <p>One More One Less(PPT): http://parkfield.typepad.com/parkfield/2010/01/1-more-1-less-game.html</p> <p>One or Two Less: http://www.helpingwithmath.com/resources/games/target-what-number02/what-number02.html</p> <p>One or Two More: http://www.helpingwithmath.com/resources/games/target-what-number01/what-number01.html</p>