Bentleigh West Kindergarten Inc.
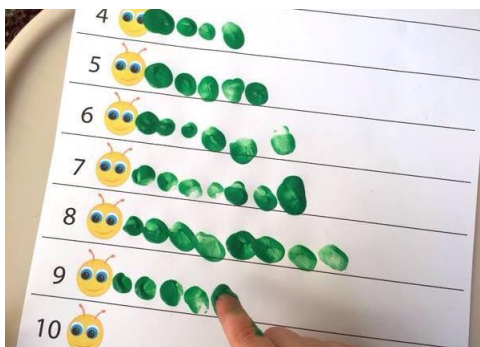
HOME LEARNING – Numeracy FUN!

Focus – Focus – numbers 1-10, number recognition and concept of which number is greater. These ideas can and be adjusted if you child is working at a different level.

NUMBER WALK/HUNT

What you need: camera and your eyes

Instructions: go for a walk and take a photo every time you see a number eg street numbers, house numbers etc… Can you find 10 different numbers? Can you find the same number as your age? Did you find the same number twice? If you like, send us a photo of some of the numbers you found.

Modify- you can also play inside your home. You could also play by using letters in your name eg using street names and signs. You can print the photos and put the numbers in order or make a collage. We would love to see a photo of your work.

THE VERY HUNGRY CATERPILLAR ACTIVITY

What you need: paper, paint, pencil and the book 'The Very Hungry Caterpillar' (you could watch it on YouTube).

Instructions: read the book and count the holes on each page. Using the photo as a guide draw 10 caterpillar heads with the numbers 1-10 next. Using finger paint create the segments for the caterpillar matching the numbers. Don't forget to draw the legs.

NATURE NUMBERS

What you need: sticks (you could find them in your backyard or go for a walk and collect some).

Instructions: using the photo as a guide create numbers 1-10 using the sticks you have collected. Are there any numbers you can't make? Can you make any numbers from 11-20? Send us a photo.

Modify- can you make your name out of sticks? What shapes can you make with the sticks? Can you make numbers with other objects you find eg rocks or leaves?

MAKE 10

What you need: a deck of cards with the kings, Jacks and Queens removed.

Instructions:

Remove the face cards from a deck of

playing cards and place the deck, face down on the table. Each player chooses 5 cards and places the cards in front of him/her. The first player uses the 5 cards to create as many equations as he can in which the sum equals ten. For example, If I have 9, 9, 3, 2, 4, I could make the following equations: 9+4-3=10 and 9+3-2=10. After making as many equations as possible, player sets aside the used cards and play passes to the next player. Play continues with players refilling their hands to 5 cards at the start of each turn. Whoever uses the most cards by the end of the deck wins.