

Game

Numbers Inside

A game for two players.

Teaching points:

- ▶ Playing the game forces players to notice the individual characteristics of the number patterns up to 6, and to distinguish between quantity and pattern (e.g. three dots or nuggets arranged in any configuration can represent the number 3, but they must be arranged in a straight line in order to represent the dice pattern for 3).
- ▶ The game gives practice in seeing how larger numbers can be built from the smaller components 1, 2 or 3 (a whole-to-parts approach).
- ▶ The game gives practice in looking for the smaller numbers 1, 2 or 3 and their patterns, within a larger quantity (a part-to-whole approach).
- ▶ The game helps make a connection between addition and subtraction.

Equipment needed:

- ▶ A set of extra large dot pattern cards for the numbers 1 to 6 for each player (see CW) ↗.
- ▶ Nuggets or counters to match the size of the circles on the cards.
- ▶ A 1-2-3 die. (Or, cover the three larger numbers on an ordinary die with stickers for 1, 2 and 3.)

Rules:

Each player shuffles their six cards before discarding two at random and turning over the remaining four cards to create a game board.

Take turns to throw the die and take the same number of nuggets. You may use the nuggets to cover a pattern that exactly matches the dice pattern, on any one card. For example, if you throw a 3, you can cover all the circles on the card for 3, or half the circles on the card for 6, or the diagonal line in the pattern for 5, but nothing else. This is because the rules of this game require players to match the dice pattern of 3, namely three dots in a row, an arrangement of dots that can be seen in 3, 5 and 6, but not 4 (and obviously not in 1 or 2). By contrast, if you throw a 1, you can put the single nugget anywhere at all; however, if you were to put it on a pattern of 4, for example, you would only be able to complete the pattern by throwing 2 and 1, or by throwing 1 three times, on subsequent turns.

Continue taking turns. Pass on your turn if you are unable to find a matching pattern of empty circles. The winner is the first player to completely cover any three of their four cards.

Large size (nugget-sized) dot-pattern cards 1–10





