



KinderPrep Supplemental Number Activity

For these number activities, start with just the dot cards. Later, switch to the cards with dots and numbers. Kids need to learn that each object in a series is counted once and only once. And they also need to know that the last number said in the count represents the number of objects there are in that set.

Game one: Guess the right order.

To play this game, choose a few cards, and then ask your child to place them in order from least to greatest.

For children who haven't yet learned to count, use cards that vary by a substantial amount, e.g., 3, 6, and 10.

For children just starting to count, use cards that differ by a single dot, and have kids guess first, then check their answers by counting.

Game two: Guess which card has more dots?

To play this game, select two cards, each with a different number of dots, and show them to your child. Ask, "Which card has more dots?"

For a more playful game, you can use tokens instead of cards. Dole out different amounts to each person and ask, "Who has more?"

Game three: Big guys eat more.

To play, use your cards, as well as three soft animal toys or dolls of varying size -- small, medium, and large.

Pretend the toys are party guests, and the dots on the cards are treats. Then

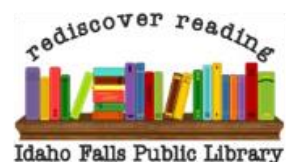
- Have your child line up the three toys in order of size,
- present your child with three cards, each card depicting a different number of dots, and
- ask your child to give the greatest number of treats to the largest toy, the second-greatest number to the second-largest toy, and the smallest number to the smallest toy.

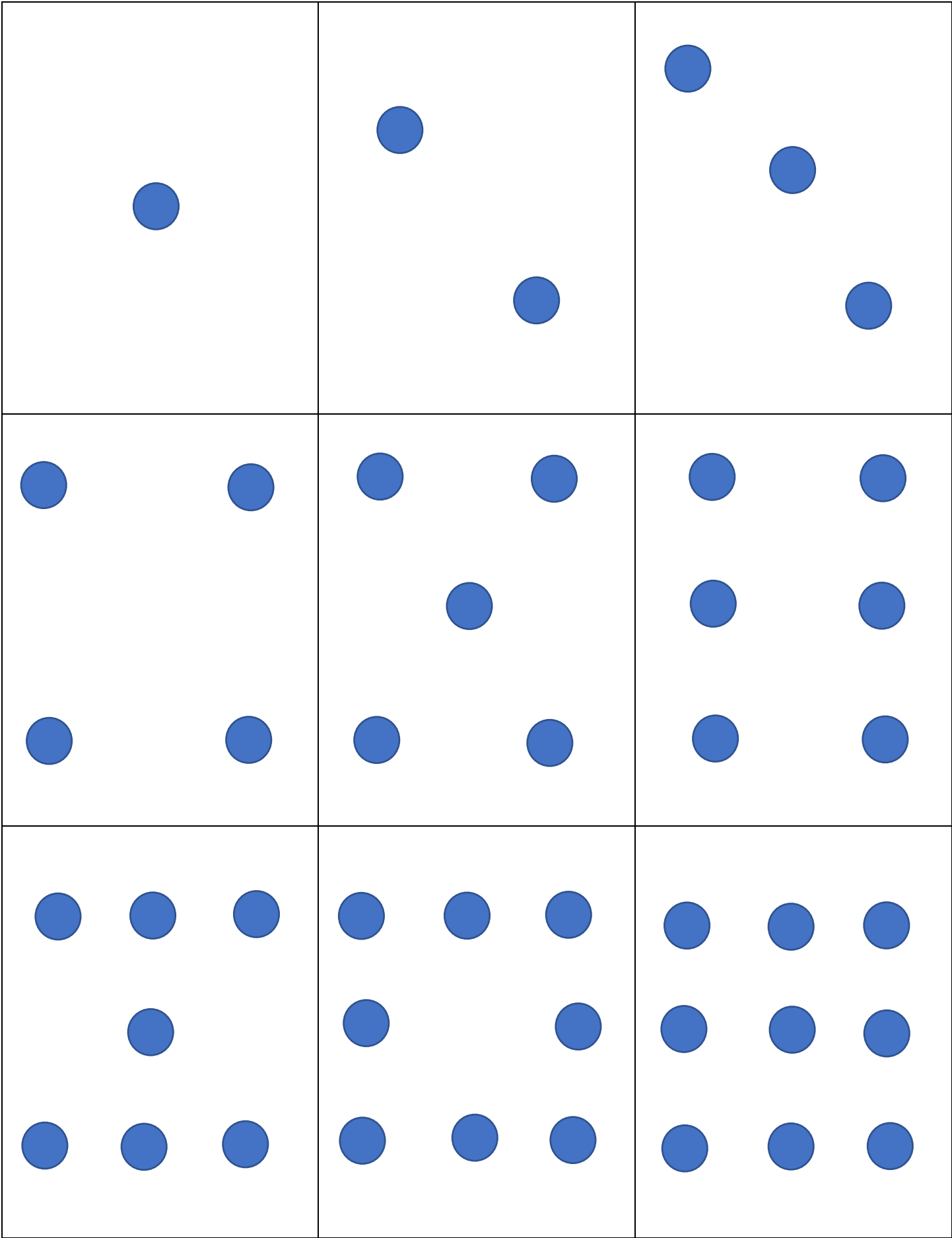
If you prefer, you can play the game with tokens instead of cards. And once your child learns to recognize number symbols, you can use cards that display only numerals.





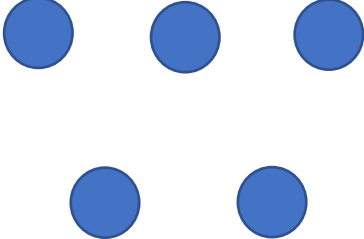
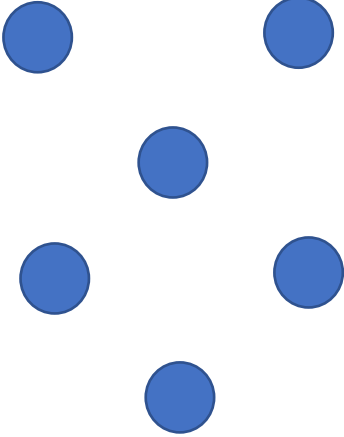
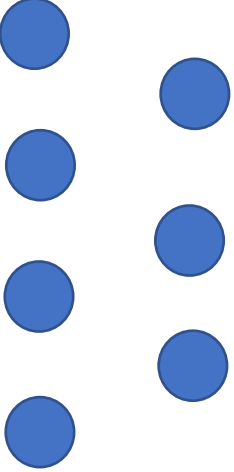
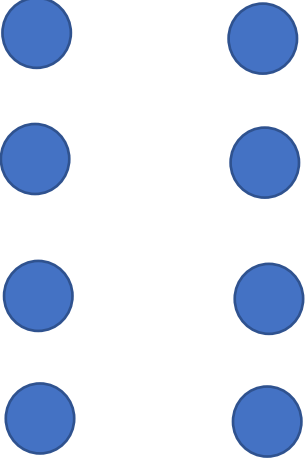
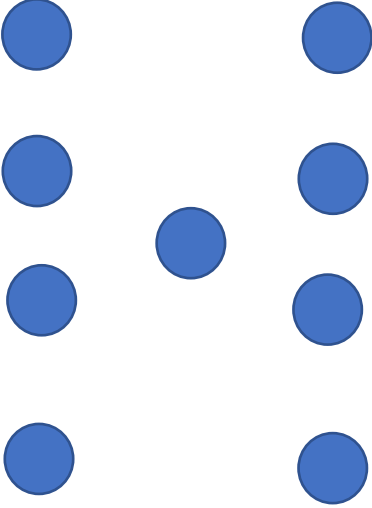
Game four: Spot the goof.


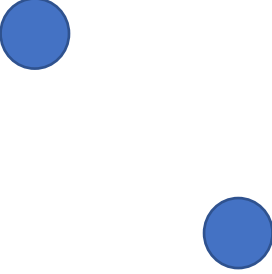
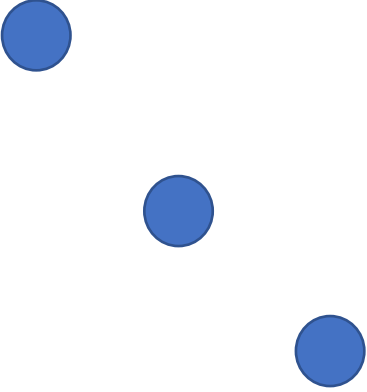
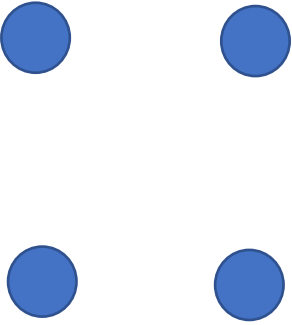
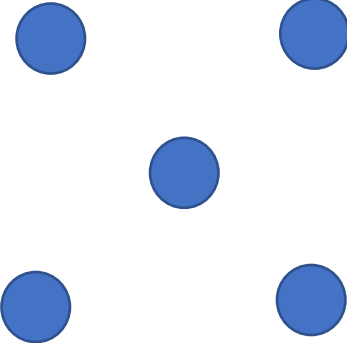
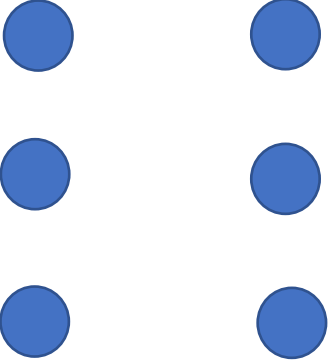
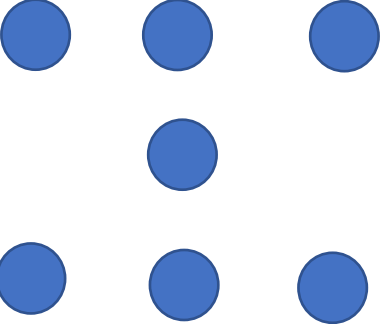
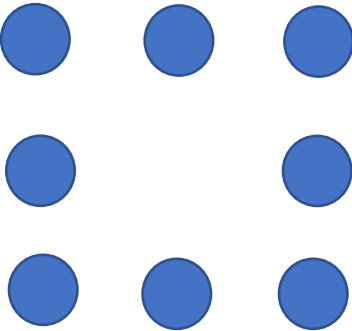
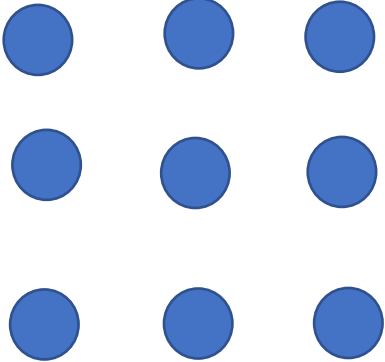
Have a puppet or stuff animal be the "goofball" and with the adult's help, count the number of dots on a card. The adult will have the goofball sometimes count in the wrong order, double-count (e.g., "one, two, three, three, four...") or skip a dot. Let your child correct the goofball's mistakes.

What if your child doesn't notice an error? Correct the goofball yourself. And either way, ask your child to explain what the goofball did wrong.





 1	 2	 3
 4	 5	 6
 7	 8	 9