

Big Ideas in Number Resource Information

Big Ideas in Number Focus Area: **Trusting the Count**

Name of Game or Activity: Fill the picture

Instructions:

Roll dice and place that number of counters/buttons/pompoms onto the picture.

Can be played in pairs – first player to fill picture is the winner

Must roll the exact number to finish the game (eg 2 spaces left – must roll a 2)

Resources:

6 sided dice, Animal pictures

BLiN Micro Content

Early number experiences – Classifying, grouping, ordering, patterns underpin the development of this idea.	X
Each object is counted once – one to one correspondence.	X
Collections can be compared on a one to one basis.	X
Arrangements of objects in a count does not change the quantity.	
Purpose of counting of subitizing is to quantify.	X
Counting numbers (the number string) are always said in the same order.	X
Counting on and back can be used to solve simple problems.	
Subitizing or instant recognition of small groups can be a means of quantifying.	X
Small numbers can be seen as a combination of others.	
There are multiple ways of grouping objects	
The part-part-whole relationship can be used as the basis for operating.	
Basic addition facts always give the same result irrespective of arrangement.	
Addition and subtraction situations can be considered in terms of a whole and two parts, one of which is unknown or missing.	
Additive thinking is employed to solve problems with small numbers.	
Skip counting to find the total will give the same result as one-one counting.	
Share portions from a quantity and know that the more portions there are, the smaller the portions will be.	















