

Big Ideas in Number Resource Information

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

Name of Game or Activity: **Number Matching with Paper Cups**

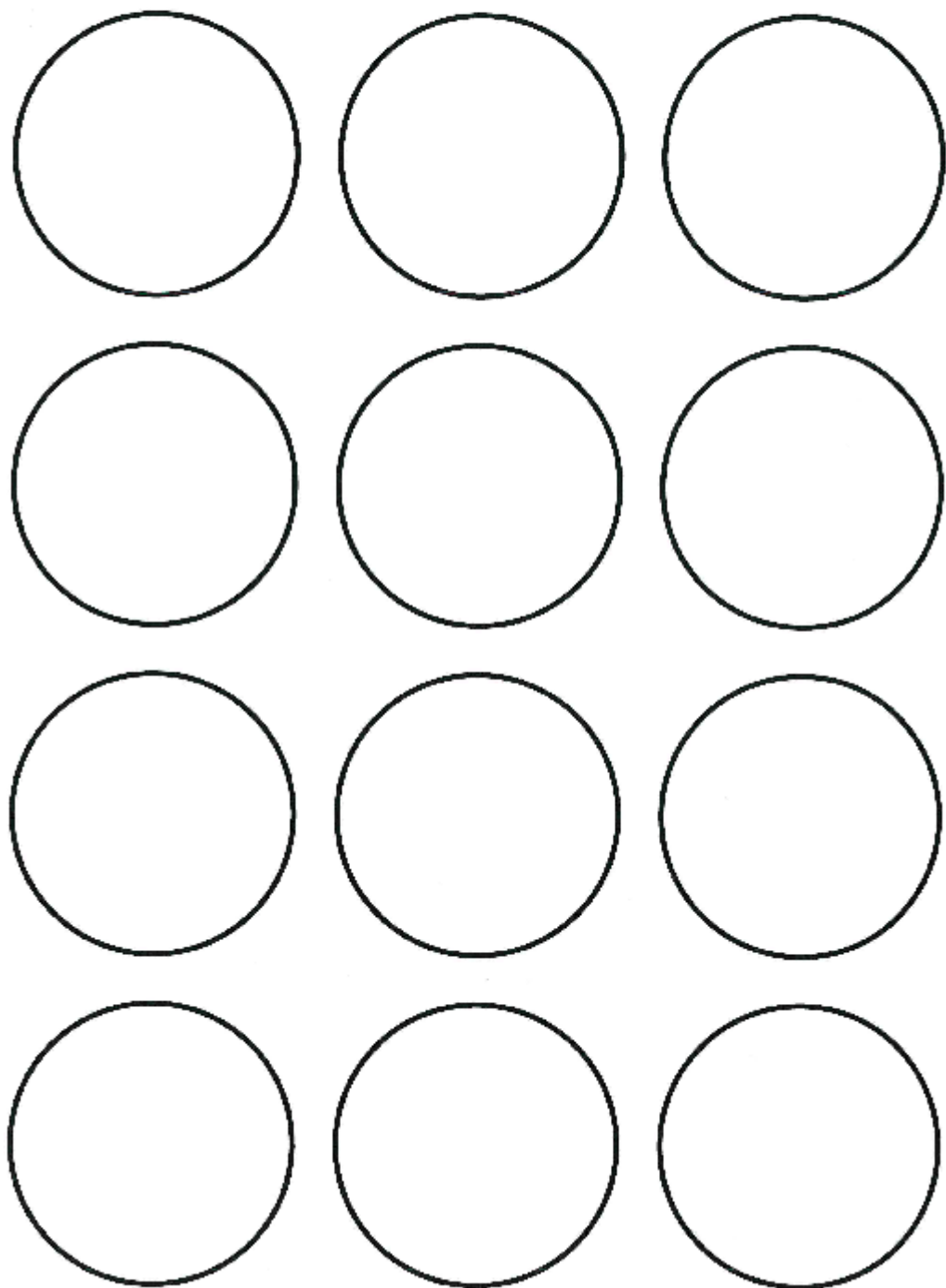
Instructions:

1. Print out the mat.
2. Students create a mat each by drawing dots or gluing shapes/objects in each circle. (1-10)
3. Write numbers on the bottom of the paper cups that will correspond to the numbers represented in each circle.
4. How quickly can you match the cups to the circles/numbers? Use a stopwatch and better your time?
5. Have children with their own set of cups and mat...race against each other. Swap mats and cups with others.

Resources:

- Printable matching mat (below)
- 12 small paper cups
- Permanent marker
- Stopwatch/timer (if playing individually)

Big Ideas in Number Resource Information



Big Ideas in Number Resource Information

BliN Micro Content

Early number experiences – Classifying, grouping, ordering, patterns underpin the development of this idea.	
Each object is counted once – one to one correspondence.	✓
Collections can be compared on a one to one basis.	
Arrangements of objects in a count does not change the quantity.	✓
Purpose of counting of subitising is to quantify.	✓
Counting numbers (the number string) are always said in the same order.	
Counting on and back can be used to solve simple problems.	
Subitising or instant recognition of small groups can be a means of quantifying.	✓
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.	