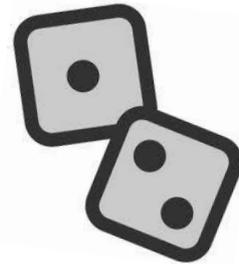
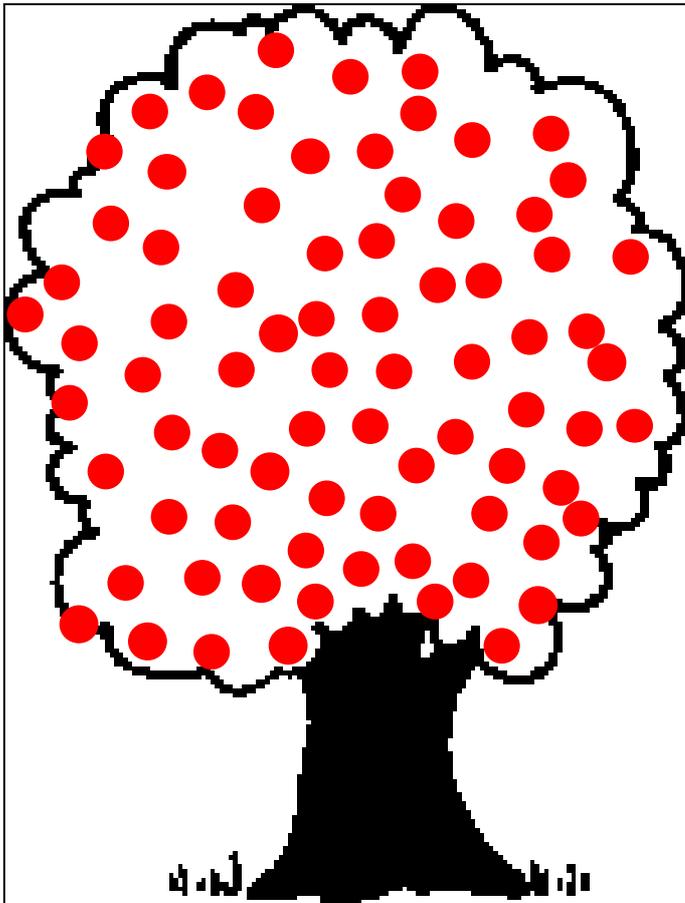


EXCHANGE GAMES TO SUPPORT EARLIER UNDERSTANDING

CHERRY TREE GAME

The children need:-

- a large 'cherry tree' picture with red counters on (cherries!),
- some 'bags' (small envelopes)
- and a 121212 dice
- some small boxes for the 'Next Steps'.



The children work in pairs or a small group.

They take turns to roll the dice and 'pick' cherries from the tree.

When the children have 3 cherries they put them in a bag.

The first player with 3 'bags' is the winner.

Next steps

- If the children can concentrate for a slightly longer game, they continue collecting cherries. When they have three bags, they can put them in a box. This time, the winner is the first player to collect enough cherries for three boxes.
- The children can play the game with the rule of 4 or 5 instead of 3.

Key ideas for this activity:-

- Incrementation.
- Counting

MONEY IN PURSES

For this game the children need:

- lots of pennies
- some purses.



The children work in a small group with an adult, or in groups of 2 or 3. Ask them to take turns to count out ten pennies and put them in a purse. Each purse has only ten pennies

Next steps

This activity can turn into a game by asking the children to roll a dice and collect pennies. When they have ten pennies, they can collect a purse to put them in.

The winner is the person who has the most money, or the most full purses when the teacher says stop.

Key ideas for this activity:-

- Developing an understanding of the importance of 10.
- Counting up to ten objects.
- Recognising pennies.
- Turn taking



ROCKET GAME

The children need:-

- a rocket game board each (fig 1).
- Base 10 equipment
- a dice

The children work in pairs or small groups.

They take turns to:

- roll the dice
 - collect that number of units
 - place them on the fire at the base of the rocket
(In fig 2, 5 has been rolled).
-
- When a player has ten or more units, they can be exchanged for a ten-stick (In fig.3, 6 has been rolled, and then ten ones have been exchanged for one ten). The ten-stick can be placed on the rocket to make one of the windows.

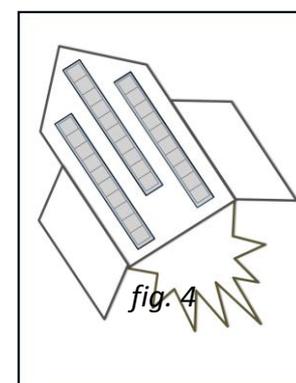
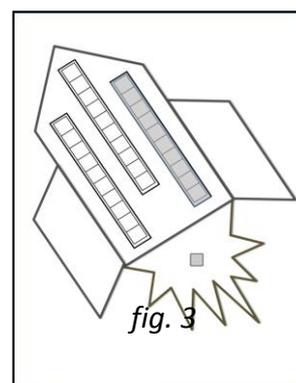
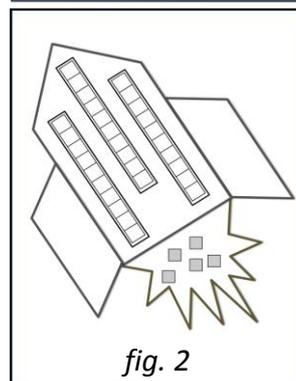
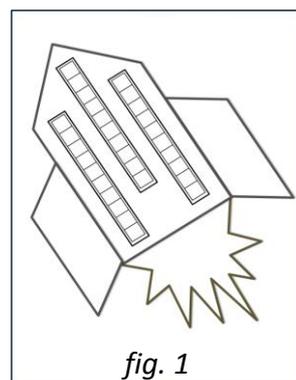
The first player to fill the three the ten-spaces on their rocket, wins the game.

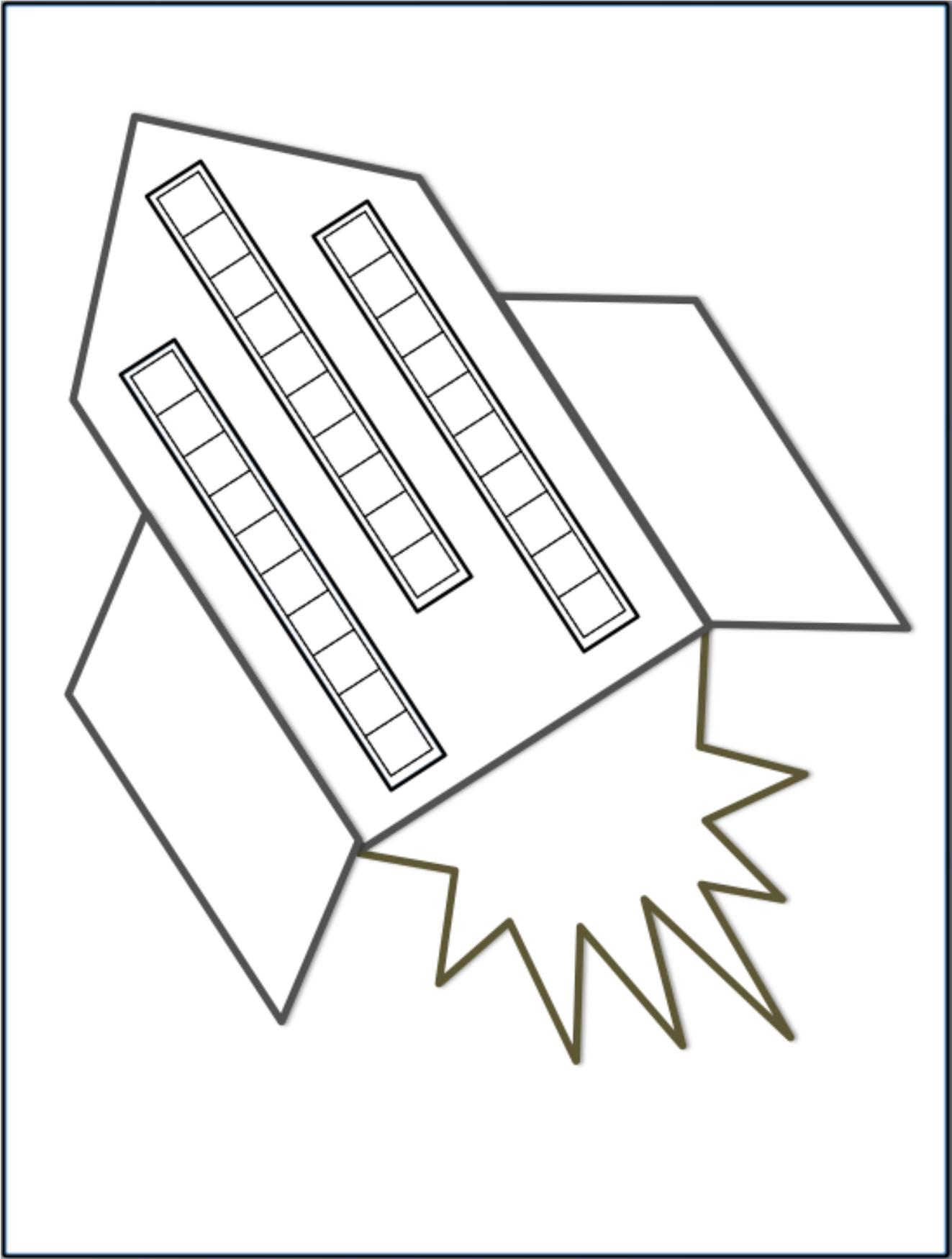
Next Steps

- After each turn, ask the children to say how much they have. For example, *'I have one ten and one unit, that's 11'*
- Ask the children to play the game in reverse. Begin the game with 3 tens (fig.4), roll the dice and return the number of units.
(Actually, it is easier to begin with 3 tens and 5 units, because you do not necessarily have to begin by exchanging the ten for ten units!)

Key ideas for this activity:-

- Developing an understanding of the importance of 10.
- Counting up to ten objects.
- Recognising pennies.



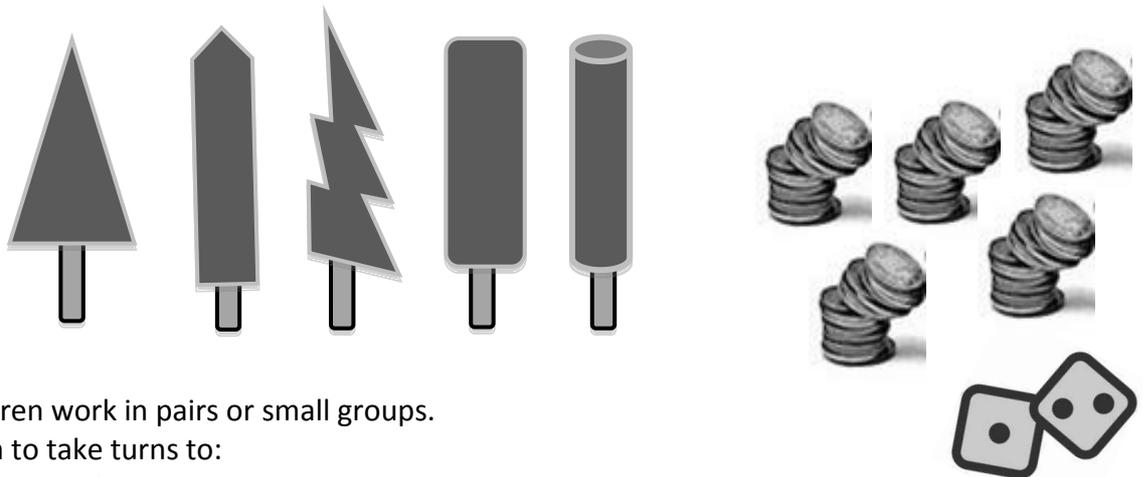


Rocket Game Board

BUYING LOLLIES

The children need:-

- Lots of pennies
- Lots of lollies (They can make their own lollies for this game, by sticking shapes on to lolly sticks to make different 'flavours', or they can use lollies cut from a copy of the worksheet opposite)
- One dice



The children work in pairs or small groups.

Ask them to take turns to:

- Roll the dice
- Collect the number of pennies rolled

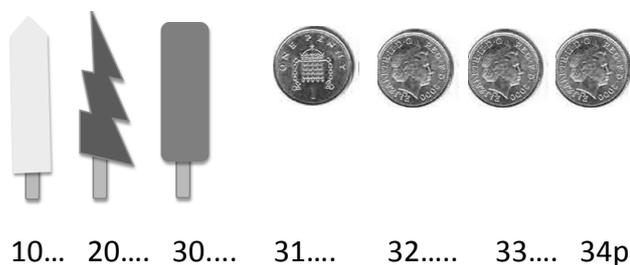
When they have ten pennies they can 'buy' a lolly.

The winner is the player with the most lollies when the teacher says 'stop'.

Next steps

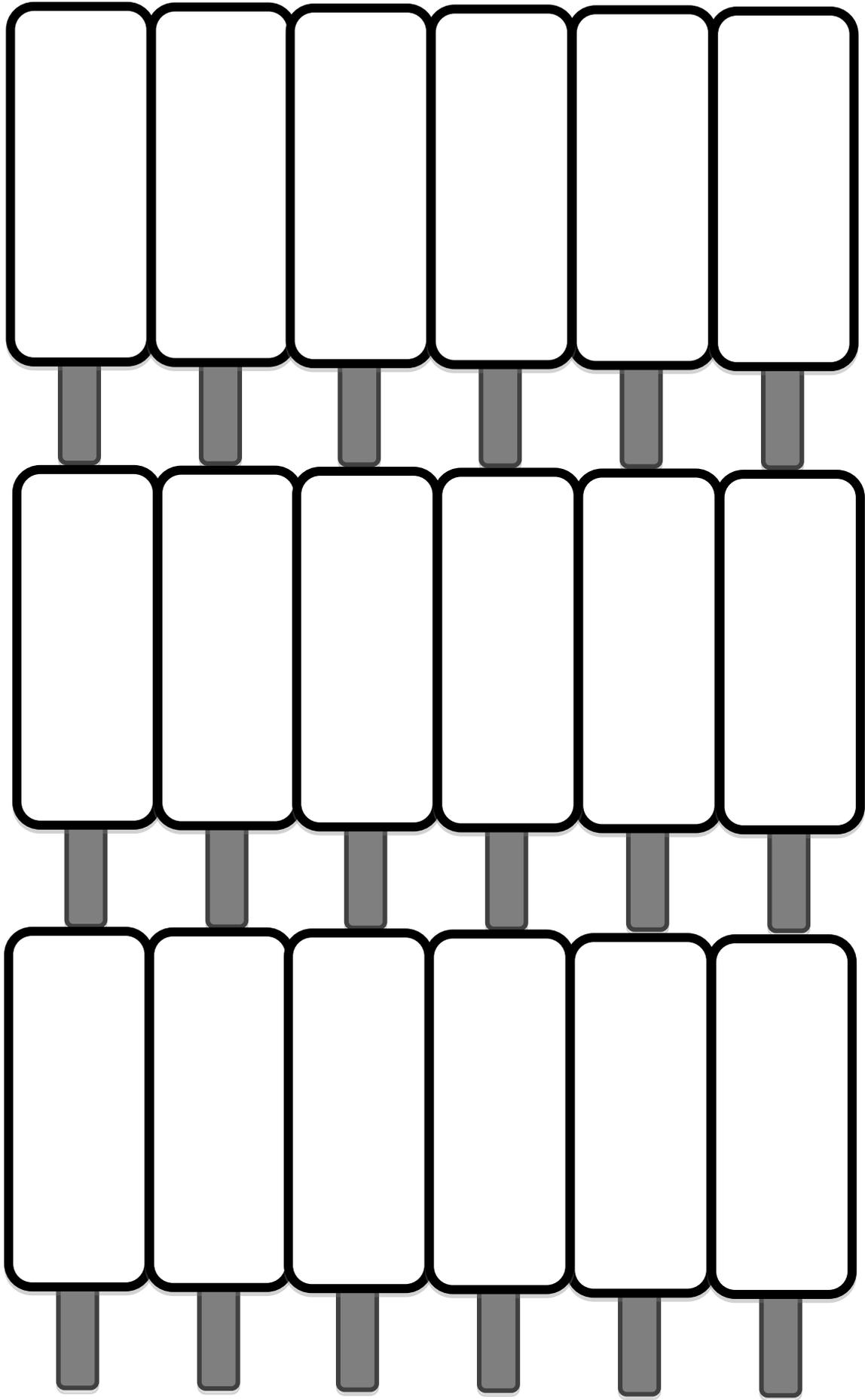
Ask the children to

- say how much more they will need before they can buy another lolly
- say how much money they have collected altogether, by counting in tens for each lolly and then in ones for the extra pennies they have. So, this collection is counted as follows...



Key ideas for this activity:-

- Developing an understanding of the importance of 10.
- Counting up to ten objects.
- Counting in tens and ones



Lollies to cut out for 'Buying Lollies Game'

