



Subitizing anchor chart 1 to 10

Fold the numbers back first. Then point to any picture, in any order, and ask: **How many? How did you see it?** Unfold to check. To flash, use the cards on pages 2 and 3.

DICE AND DOMINOES	IN A LINE (5, THEN MORE)	TEN FRAME	FOLD HERE
			1
			2
			3
			4
			5
			6
			7
			8
			9
			10

Start with 1 to 5. See 6 to 10 as 5 and more.



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Start here: dot cards 1 to 5

Cut on the dashed lines. **Easiest first:** dice, then the five frame, then the scattered ones. Not sure? Count to check. Page 1 shows every number.

dice	five frame	scattered



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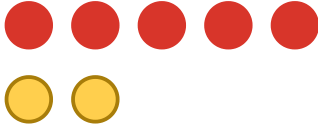
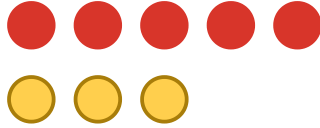
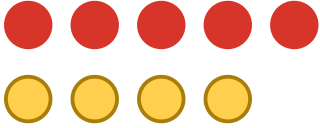
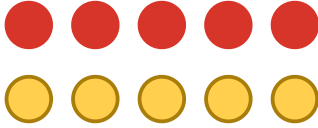
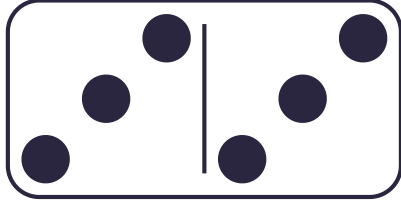
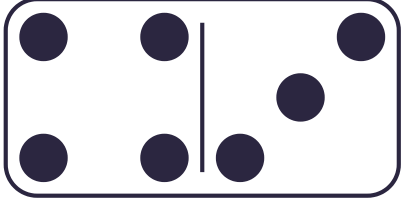
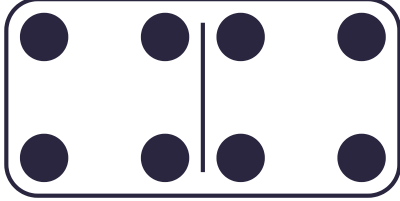
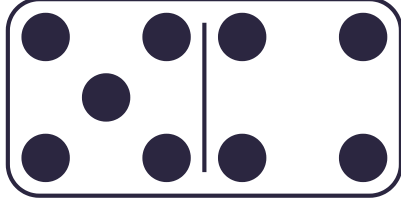
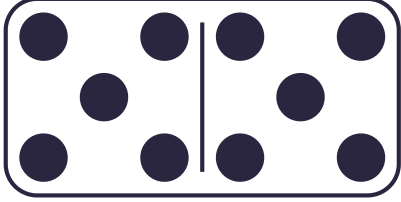
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Next: dot cards 6 to 10

See 6 to 10 as **5 and more** (5 red, then the rest) and as **doubles and near doubles** on dominoes. The blank domino is zero. Want a third set? Our Ten Frame Printables PDF has ten frame dot cards 0 to 10.

red and yellow 	red and yellow 	red and yellow 
red and yellow 	red and yellow 	dominoes 
dominoes 	dominoes 	dominoes 
dominoes 	dominoes 	draw your own dots 



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Number cards 0 to 10

Cut on the dashed lines. Use them for **Hold up the match**: flash a dot card and hold up its number. The line under 6 and 9 shows which way is up.

number cards 0 zero	number cards 1 one	number cards 2 two
number cards 3 three	number cards 4 four	number cards 5 five
number cards 6 six	number cards 7 seven	number cards 8 eight
number cards 9 nine	number cards 10 ten	number cards _____ write a number



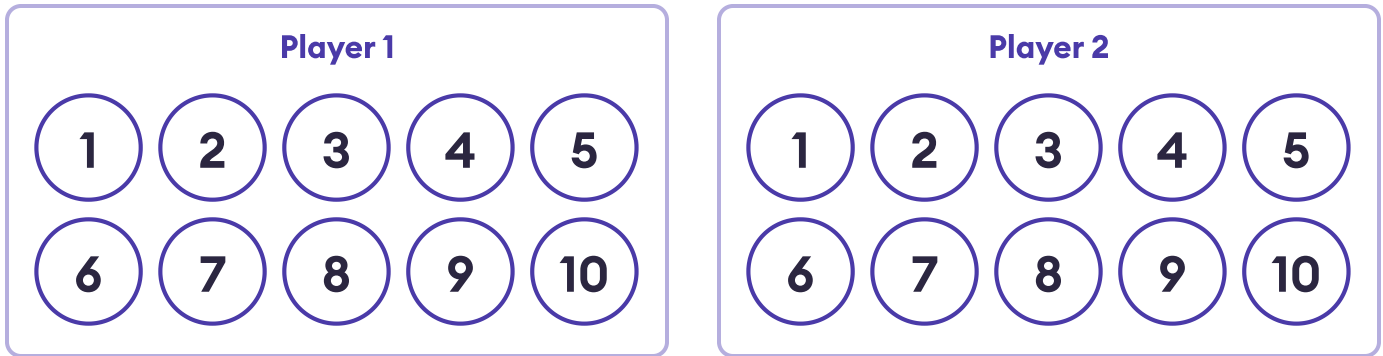
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Flash and say: a game for 2 players



Color in each number you get right, or cover it with a paper square.

How to play. Use the dot cards from pages 2 and 3. Leave out the blank domino and the draw-your-own card. Take turns: the other player (or a grown-up) flashes a card for about 2 seconds, and the player whose turn it is says how many and how they saw it. Show the card again and check together (count if you need to). Right? Cover that number. Already covered? Your turn ends. Put each card back in the deck and shuffle. **First to cover 5 numbers wins.** Just starting? Use only the 1 to 5 cards.

5 more games with the same cards

- **Memory.** Use 2 cards for each number, like the dice and scattered cards for 1 to 5 (10 cards). Lay them face down and find the pairs. Add the 6 to 10 pairs when that is easy.
- **Which one doesn't belong?** Use the 1 to 5 cards. Show three of one number and one that is one more or one less, like three 4s and a 5.
- **Hold up the match.** Flash a dot card. Your child holds up the number card that matches.
- **One more.** Take out the cards that show 10 first. Flash a card and say the number that is one more.
- **Dot War.** Use the dot cards only. Each player flips a card. More dots wins both cards. A tie? Both say how they saw it, then flip again. The winner takes all the cards.

GROWN-UP SCRIPT

"How many? How did you see it?"

Counting one by one? Show it again or go back to 1 to 5.

Not sure? Count the dots together to check.



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