

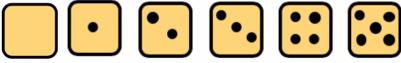
Quick Images



1-20 players

Ages 3+

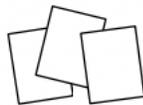
5-10 minutes

Materials:	
Start with:	Later games:
<p>Yellow dice cards 0-5</p>  <p>Pink ten-frame cards 0-5</p>  <p>Red triangle dots cards 0-5</p> 	<p>Add light green line dots cards </p> <p>Add orange scattered dots cards </p> <p>Add blue circle cards </p> <p>Add 6-10 cards</p>

Goal of the game: to immediately recognize the quantities on the cards.

Setup:

1. Shuffle the cards



Play:



Say, "I'm going to show you a card for just a few seconds. Look at the card and try to remember what you see. Then, tell me how many dots were on the card. Ready?"



Hold up a card for three seconds. Then put it face down.



Ask, "How many dots?"

Children can call out their response or use their fingers.



To extend this activity, ask, "How did you know how many?" Children may respond, "I saw two dots and two dots and knew that was four."

What children are learning:

- *Quick Images* is a great game to play during transitions or when you have just a few minutes. This game allows children to practice subitizing – quickly seeing how many in a small set. Research suggests that children who are strong at subitizing tend to do better in math.
- Children usually recognize 1-2 dots without needing to count them. But, subitizing has limits. For larger quantities, we may need to cluster or chunk objects into smaller groups in order to subitize. For example, 8 dots are usually too many to subitize as 8, but if the dots are arranged as two groups of 4, and we know that two 4s make 8, we can quickly see 8.
- Dots arranged in circular and scattered arrays are more challenging to subitize.
- Playing this game helps children build a strong visual image of number. As children gain experience, talk about seeing smaller number groups in larger sets. For example, "I saw a group of two dots and a group of three dots and I knew that was five!" Each child might "see" how many in a different way.