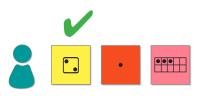
	Can You Find?		YOUNG MATHEMATICIA	
Players 1-4	Ages 3+ 5-1	.0 min		
GOAL				
To quickly find a pa	rticular card.			
CARDS TO USE				
Start with:				
		· · · · · · · · · · · · · · · · · · ·		
Dice	10 Frame	Ordered		
0–5 For later games: sel	0-5 ect more cards, one se	0–5 et at a time:	Extra Challenge	
0 1 2 3 4 5		$\bigcirc \bigcirc $		
Numerals	Scattered Dots	Circle	Select more cards	
0-5	0-5	0-5	6-10	
VOCABULARY	QUES	ΓΙΟΝΣ		
Same How many?		do you notice about t an you figure out how	ne cards? many dots are on the card?	
HOW TO PLAY				
1. Select and shuff	le the cards.			

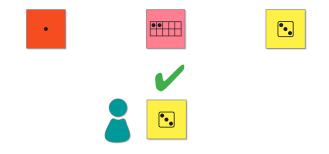
2. Say, "Close your eyes." While the child's eyes are closed, place three cards face up on the table.



3. Then say, "I'm thinking of a number. When I tell you the number, open your eyes and try to quickly find a card with that number of dots. Ready? Can you find a 2?"



4. Once the player correctly identifies the card, push those three cards aside and say, "OK, close your eyes!" Put down three new cards, and choose a new number. "Can you find a card with 3 dots?"



- 5. Notice whether children are able to recognize the number of dots immediately or if they need to count the dots.
- 6. Try to play quickly to give children lots of practice recognizing quantities!

TIPS FOR PLAYING

 When playing with multiple children, you can have the children take turns closing their eyes and finding cards, or you can play competitively by having them try to be the first to point to the card you named. If taking turns, you can ask the other player(s) to "check" whether the identified cards really have the number of dots you named.

- If children are having a hard time finding a card that matches, you can model your thinking. For example, you could say, "I counted one, two, three, four. I got four. How did you count?"
- To make this game easier, put down only two cards. To make the game more challenging, add more cards or use cards with larger numbers of dots.
- Dots arranged in circular and scattered arrays are more challenging to subitize. You can use these cards in later games.
- Once children are ready for more of a challenge, they can try the game **More, Less, Same**.

WHAT CHILDREN ARE LEARNING

- This game allows children to practice subitizing—quickly seeing how many of something. 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.

MATH TOPICS

Number: Counting and Cardinality





Watch Game Video

View the QR code in your smartphone's camera app or QR code reader to watch a video that shows how to play *Can You Find*?



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