

Quick Images

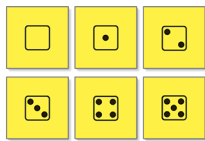
Players 1-20 Ages 3+ 5-10 min

GOAL

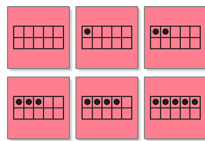
To immediately recognize the quantities on the cards.

CARDS TO USE

Start with:



Dice
0-5

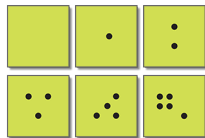


10 Frame
0-5

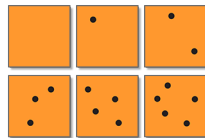


Ordered
0-5

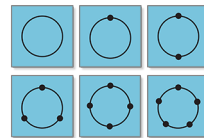
For later games: select more cards, one set at a time:



Ordered Dots
0-5

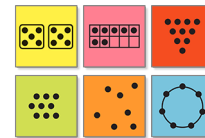


Scattered Dots
0-5



Circle
0-5

Extra Challenge



Select more cards
6-10

HOW TO PLAY

1. Select and shuffle the cards.



2. 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?"

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



Ask, “How many dots?”

4. Children can call out their response or use their fingers.



5. To extend this activity, ask, “How did you know how many?” Children may respond, “I saw three dots and one dot 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.