

Hungry Numbers

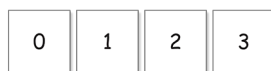
Players 1-18 Ages 4+ 5-10 min

GOAL

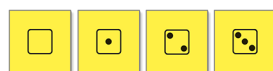
Match numeral cards to their corresponding dots cards.

CARDS TO USE

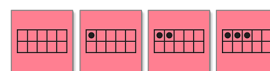
Start with:



Numerals
0-3



Dice
0-3

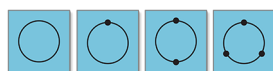


10 Frame
0-3

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



Numerals
4-10



Circle
0-3



Scattered Dots
0-3



Ordered
0-3

HOW TO PLAY

1. Arrange the numeral cards in a line in order from 0-3. At first, arrange the cards together with children. Once children are ready, have them arrange the cards independently.



2. Shuffle the remaining cards together. Place the cards into a face-up pile.

- Point to the numeral cards and say, "These numbers are hungry!"



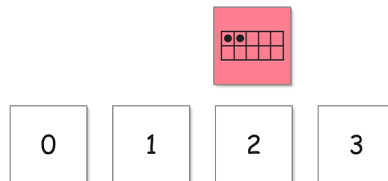
Then, point to the pile of face-up cards and say, "The number cards can eat the dots cards in this pile. But, they can only eat the cards that match their number."



- "Let's look at the top card in this pile. How many dots are there?"



- "Yes, there are two dots. Let's put this card above the number 2 card to be eaten!"



- Play continues as children take turns "feeding" the numeral cards. The game ends when all of the cards in the pile have been "eaten!"

Note: You can use plates, baskets, or other containers in this game. Label the containers with the numeral cards and have children sort the dots cards into the correct containers to be "eaten."

WHAT CHILDREN ARE LEARNING

- You could use Hungry Numbers as a transition activity - e.g., give each child one dot card and have them feed it to its matching numeral before leaving the table.

- Children may be able to “see” how many dots immediately, especially for smaller numbers under 4. This skill is called subitizing and it helps form a foundation for basic math skills.
- In this game, children see connect the dots on the cards to the numeral that represents that quantity. For example, there are many ways that five dots can be arranged, but they all are represented by the written numeral “5”.