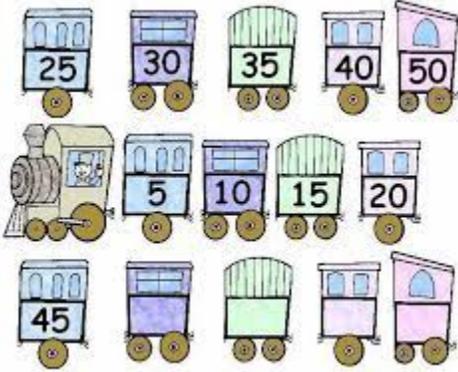


NUMBER TRAIN

Level	0 (Age group 4 – 5)
Resources Required	Printouts of train engines (refer to appendix) Pen
Alternate Options for the Resources	<ul style="list-style-type: none"> To create the numbered train engines, adults can draw rectangular cards approximately the size of your palm with a ruler. Cut 20 of these engines and on each engine write a multiple of 5 from 5 to 50 e.g. 5, 10, 15, 20, 25 etc. This pile of 20 cards is for one player. Create as many identical piles as the number of players so that each player has 10 cards of their own. Create 3 blank cards per player
Strand Covered	Numbers and Operations
Targeted Skills	Skip counting by 5's
Inspired by	123 home school for me - Beth Gorden
Time Required	10 minutes to prepare 15 minutes for the game
Previous Learning Required	Skip counting with 5's Simple addition Order numbers up to 50.
Support Required	Low supervision

Rules of the Game:

Goal	Be the first player to make a complete train till 50 using multiples of 5.
Rules	Players are not allowed to change the placement of the engine cards once it is placed.
Steps	<p>Step 1: In the beginning each player must have a total of 10 cards. 7 of these cards can be of numbered train engines mixed up and 3 of the cards should be blank cards. Each of the numbered engine cards should carry a multiple of 5.</p> <p>Step 2: Ask each player to arrange the numbered card engines in ascending order to create a train of multiples of 5, starting from the lowest number 5 to the highest number 50. For example if the numbered cards picked up include: 5, 20, 45, 40, 30, 15, 25 the player will arrange it as 5 - 15 20 25 30 - 40 45 -</p> <p>Step 3: Players are then asked to write the correct number in the sequence into the 3 blank cards and insert this into the sequence. For the above example, they would insert 10, 35 and 50</p>

	<p>Step 4: The winner will be the first person to have completed the train till 50 accurately.</p>
<p>Images or Illustrations</p>	<p>Train:</p> 
<p>Variations of the Game</p>	<p>Play the game using multiples of different numbers, for example 2s, 5s, 10s etc.</p>
<p>Enrichment</p>	<p>Play the game for odd and even numbers up to 20. The cards will now need to be all the numbers from 1 - 20</p> <p>Create all number cards from 0 - 50, and have players pick 20 numbered cards. Players can also pick 5 blank cards. Announce the skip count for that game e.g. 2, 5, 10. Players arrange the appropriate cards into the sequence inserting blank cards. The one with the longest accurate sequence will win.</p>
<p>Simplification</p>	<p>Players can be allowed to change the placement of the engine cards if they make a mistake.</p> <p>They can arrange the numbers from 1 to 20 in the correct order. They can write the numbers names on the top of each engine.</p>

Appendix:

Print out one train engine and 20 train carriages. Cut up to separate the carriages and write the multiples of 5 on each carriage.



