COUNT YOUR SHAPES

Level 0 (Age group 4 – 5)

Resources Required Playing cards (Only the number cards from 1-5)

Alternate Options for the Resources

Adults or children are to make a deck of playing cards by following the steps below:

1. Adults can take a piece of card or paper and cut a rectangle the size of your palm
2. Adults or children can on one side of the card, write the number ‘2’ and draw 2 hearts
3. Repeat this for the numbers 1-5, each time drawing the same number of hearts as the number you wrote (the number 3 card has 3 hearts drawn etc)
4. When one set of 2-10 is complete, then repeat this for a set of 3 other shapes. Adults or children can choose any 4 shapes of their choice to expose players to examples of basic shapes include: heart, square, rectangle, circle and triangle
5. Once you have completed this, you should have 4 sets of 1-5 (20 cards in total) with each set having a different symbol.

Strand Covered Numbers and Operations

Targeted Skills Addition and Subtraction

Inspired by None

Time Required 20 minutes for preparation
20 minutes to play the game

Previous Learning Required Knowledge of the 2 operations (+, -)
Knowledge of counting from 1-20

Support Required Medium support

Rules of the Game:

Goal Each player gets 2 cards at random. They should use addition and the one with the highest number will win.
Complete 5 rounds of this, each time drawing 2 new cards. The winner of each round gets 1 point and the player with the most points at the end of 5 rounds is the winner.

**Rules**
Once the player picks 2 random cards from the pile, they are not able to switch it out or substitute it for another card or cards.

**Steps**
Step 1: Place the pile of 20 cards in a pile, face down.

Step 2: Each player draws 2 cards from the pile randomly.

Step 3: Once every player has drawn their 2 cards, the players turn the cards face up.

Step 4: Each player then adds the numbers on their 2 cards. Players can count or add the number of shapes. For example if the player picked a 2 of hearts and a 3 of triangles - they will count a total of 5 shapes or add 2+3=5.

**Images or Illustrations**
Cards (you will only need the number cards for this game):

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**Variations of the Game**
A card from the deck can be opened at random, the player that has the same number or a larger number wins.

6 cards from the deck can be picked up by each player and then sorted into the various shape categories. A random card can be picked up from the deck, the player with the most number of cards in that shape category wins. For example: Player 1 picks the card 2 of hearts, Player 2 picks a 3 of hearts, a 3 of diamonds, a 3 of clubs, a 3 of spades, a 5 of spades, a 5 of hearts, a 5 of diamonds, a 5 of clubs, a 5 of spades, and a 5 of hearts. Player 2 wins.

A card from the deck can be opened at random, the player that has the next number in sequence wins. E.g. if a 2 is opened, the player who has a 3 wins. This can be played for the previous number etc.

**Enrichment**
Increase the number of cards to 1 - 10 and repeat the game if players are able to do more advanced addition through counting.

Players can make their own playing cards writing the numbers and drawing the accurate number of shapes.
Players can construct the basic operational statements i.e. $2+3=5$

| Simplification | For Players who cannot add or subtract yet, they can place the largest number from their card. Whoever has the greater number, earns a point. |