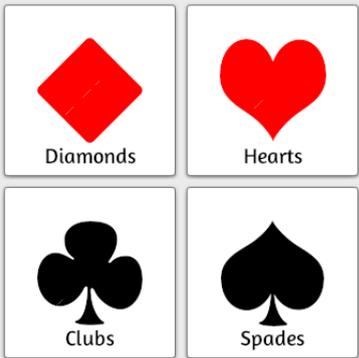
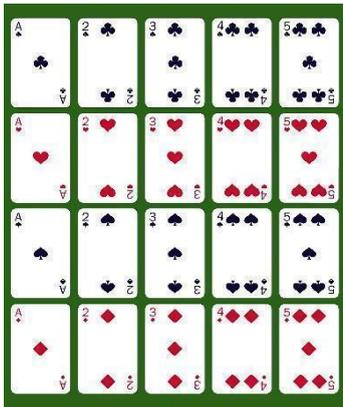


COUNT YOUR SHAPES

Level	0 (Age group 4 – 5)
Resources Required	Playing cards (Only the number cards from 1-5)
Alternate Options for the Resources	<p>Adults or children are to make a deck of playing cards by following the steps below:</p> <ol style="list-style-type: none"> Adults can take a piece of card or paper and cut a rectangle the size of your palm Adults or children can on one side of the card, write the number '2' and draw 2 hearts 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) 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 <div style="text-align: center;">  <p>The image shows four playing card symbols arranged in a 2x2 grid. The top-left symbol is a red diamond with the word 'Diamonds' below it. The top-right symbol is a red heart with the word 'Hearts' below it. The bottom-left symbol is a black club with the word 'Clubs' below it. The bottom-right symbol is a black spade with the word 'Spades' below it.</p> </div> <ol style="list-style-type: none"> 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	<u>None</u>
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.
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	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	<p>Step 1: Place the pile of 20 cards in a pile, face down.</p> <p>Step 2: Each player draws 2 cards from the pile randomly.</p> <p>Step 3: Once every player has drawn their 2 cards, the players turn the cards face up.</p> <p>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 $2+5=7$.</p>
Images or Illustrations	<p>Cards (you will only need the number cards for this game):</p> 
Variations of the Game	<p>A card from the deck can be opened at random, the player that has the same number or a larger number wins.</p> <p>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,</p> <p>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.</p>
Enrichment	<p>Increase the number of cards to 1 - 10 and repeat the game if players are able to do more advanced addition through counting.</p> <p>Players can make their own playing cards writing the numbers and drawing the accurate number of shapes</p>

	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.