

Dice bingo

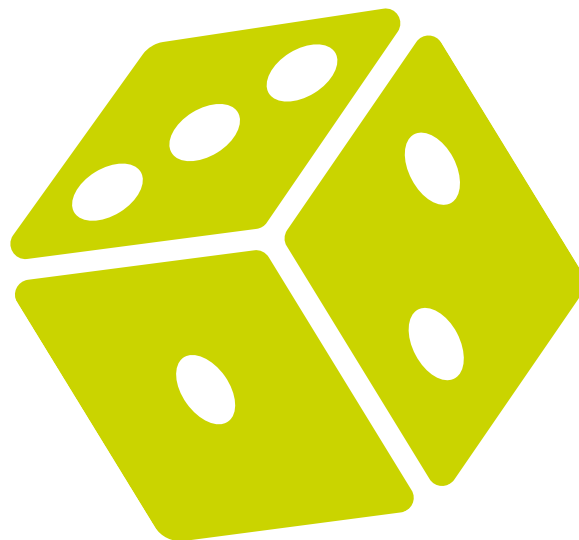


Family Maths
Toolkit

Play a game of bingo together.

Copy the grid below for each person.

4	1	5
6	2	3



Take it in turns to roll a die. If you roll a number shown on your card, you may colour or cover it. Only the person rolling can colour or cover that number.

Who has coloured or covered all their numbers first?

Helpful hints: You could make different grids for each person playing. Encourage your child to recognise the pattern of dots before counting them.

Family comments:

Child comments:



Curriculum Link

Subitising - recognising the pattern of dots to represent numbers and matching to the symbol.

Matching pairs



Family Maths
Toolkit

Who can find the most matching pairs?

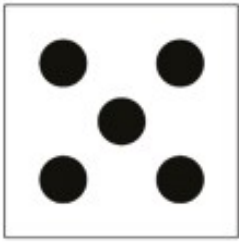
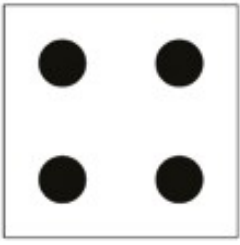
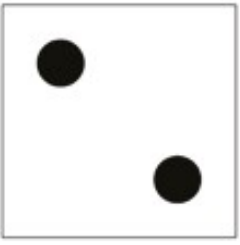
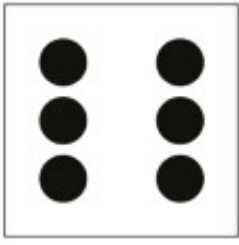
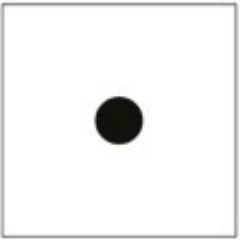
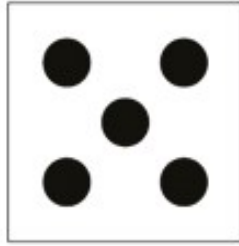
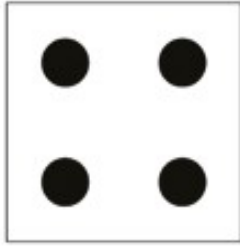
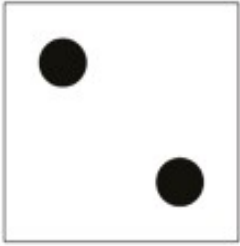
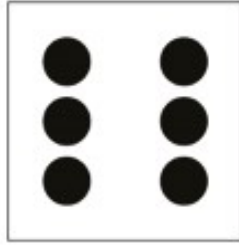
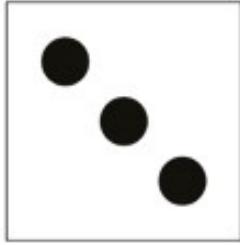
Cut out the dice cards and turn them all over. Muddle them up. Each person turns over two cards – if they match, then keep them as a pair. If not, they must be turned back over in the same place.

Dice do not have a '7' but what pattern would you make to show the number '7'?

Helpful hints: Count the dots before the game starts. Ensure your child recognises, for example, the pattern of 5. Talk throughout the game – for example, can you remember where you saw the 3 before? Talk about same and different.

This game can be extended to a set of playing cards or for a shorter game, use half a set.





Family comment:

Child comment:



Curriculum Link

Subitising - recognising patterns to represent numbers, developing memory skills.