

Essential Number Cards

With the variety of number card formats and math symbols these Essential Number Cards can be used for endless games, center activities, and more. This guide will get you started with 14 ideas!

The set of Sensational Math™ Essential Number Cards has over 100 cards featuring numerals, ten-frames, subitizing (knowing how many without counting), number words, and math symbols. The math symbols are printed in red to help young learners differentiate.

Included:

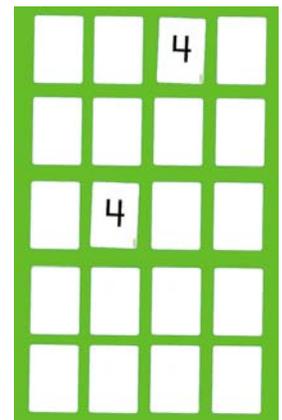
- 4 sets of numeral cards 0 – 9
- 2 sets of ten-frame cards 0 – 10
- 2 sets of subitizing cards 1 – 9
- 1 set number word cards zero – nine
- 2 sets of math symbols +, -, x, ÷, <, >, and =



Numeral Memory Match

Take two sets of numeral cards 0 – 9, shuffle and place the twenty cards face down in a grid 4 across and 5 down. One student can play solitaire or several students can compete. To decide who goes first let each student select from the deck of 20 cards before placing face down on table. The student with highest numeral goes first and so on.

The first student turns over one card and then another in hopes of a lucky match. All players watch and try to remember the location as cards are turned over revealing their location. Then the second player goes and so on. As each student turns over two matching numerals they collect the two cards in their pile. At the end the student with the most cards collected wins.

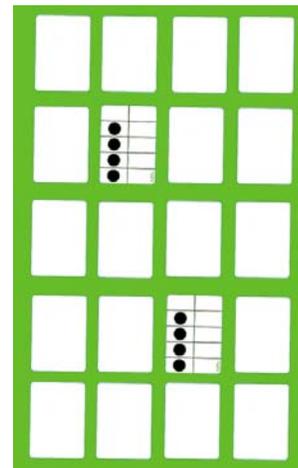


Ten-Frame Memory Match

Here's a fun twist on the Numeral Memory Match only this time students are matching dot pattern cards in ten-frames 0 to 10! Uses two sets of the Ten-Frame Cards 0 – 10. You can eliminate the 0 cards if you want the cards to place down in a grid of twenty cards or you can use all 22 cards placed down in a more random pattern. One student can play solitaire or several students can compete. To decide who goes first let each student select from the deck of 20 - 22 cards before placing face down on table. The student with highest number ten-frame goes first and so on.

The first student turns over one card and then another in hopes of a lucky match. All players watch and try to remember the location as cards are turned over revealing their location. Then the second player goes and so on. As each student turns over two matching numerals they collect the two cards in their pile. At the end the student with the most cards collected wins.

You can also use the 2 sets of Subitizing Cards the same way!

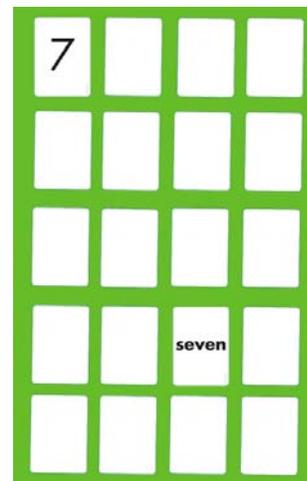


Crazy Mixed-Up Memory Match

In this version of Crazy Mixed-Up Memory Match students are required to match the number value of cards that look different but are showing the same value. For example: Take a set of Numeral Cards 0 – 9 and a set of Number Word Cards zero – nine. The set-up and game play is the same as the previous memory match options except now students are matching the number word to the correct numeral!

With the variety of number cards in this set you can match numerals to ten-frames, number words to subitizing cards and so on.

You can even have a Super Crazy Mixed-Up Memory Match by placing one set of numeral cards 1 – 9, one set of number word cards one – nine, one set of subitizing cards 1 – 9 and one set of ten-frame cards 1 – 9. Now there are two correct matches or pairs but all are different ways of showing the matching number value.



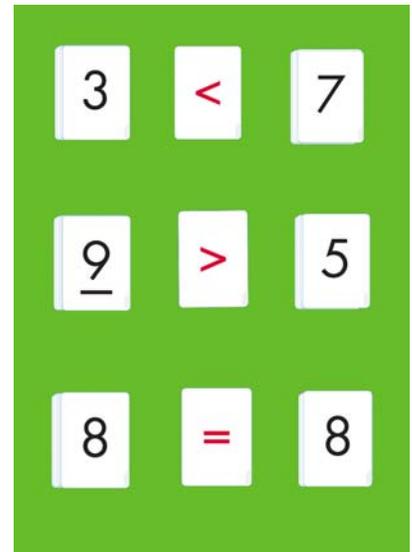
Greater than, less than, equals to game

Create two decks of cards using four sets of numeral cards (2 sets in each deck) and shuffle each deck. Place the decks face side down on the table. Between the two decks have a < card, > card and = card face up.

The student draws a card from the left deck and places face up in front of deck. Then repeats with the right deck. The student then places the appropriate greater than, less than or equals to cards between the two face up cards.

This can be played with several students. In multi-player version the student choosing the correct greater than, less than or equals symbol gets to collect the two numeral cards. The student with the most cards at end wins.

You can also play this game with ten frame cards in one deck and number words in the other or even mix-up things with assorted ten-frames, subitizing, number words and numeral cards in the two decks!

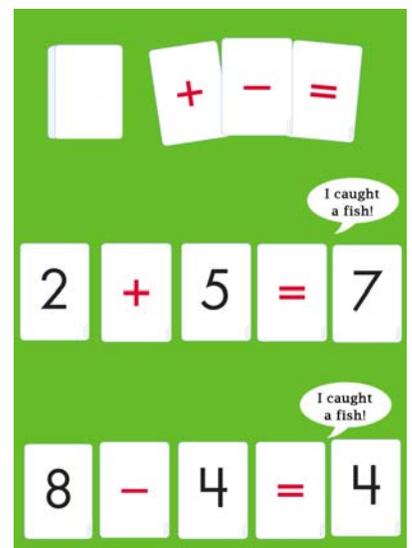


Equation Go Fish (2 players)

Requires 4 decks of numeral cards. Each player has a + card, - card and = card in their starting hand. The 4 decks of numeral cards are shuffled and placed face down in a deck. Each player draws three cards to start. The first player looks at their hand to see if they have an equation in their hand by placing the math symbol cards between the numeral cards in their hand. If not they ask the other player if they have a specific numeral. If the other player does not have that numeral card they say, "Go fish!" The requesting player then has to pick a card from the deck. If that does not create an equation, then it is the other player's turn repeating the process. If the player picks up a card from deck and that card completes a math sentence they say, "I caught a fish!" That player then places their equation on the table in front of them. The numeral cards then go into the player's pile and the symbol cards go back into their hand. Then 3 cards are drawn from the deck and it is the other player's turn.

The player with the most cards in their pile minus cards left in their hand (symbols excluded) wins. Play stops when all the cards are drawn from the deck and neither player can make an equation.

You can mix this up and add to the skill level by mixing in ten-frame, number word, subitizing cards to the mix and make equations with a combination of ways to show number value.

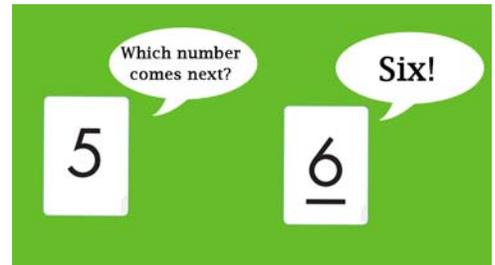


Counting, Number Recognition & Relative Position

For 3 students or teams. You can add more students with extra sets of Sensational Math™ Essential Number Cards.

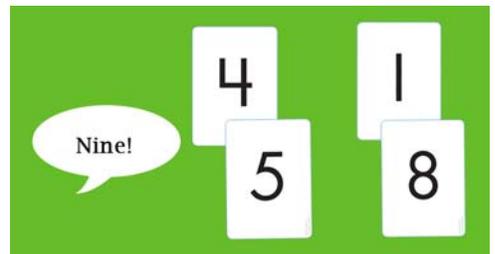
Give each student or team a set of cards for the numerals 1 – 9. Keep one set for you. Show a numeral card. Each student shows a numeral card for the number that comes next. You can advance the activity by asking students to show two more than the one you are showing.

You can also mix it up by including some sets of number word, subitizing or ten-frame cards.



Number-Bonds Fun!

Give each student one set of cards for the numerals 1 – 9. Call out a number that is the “whole”. Each student must hold up two cards that represent the two “parts” of the whole. You can mix it up by having some students using subitizing, ten-frame or number word cards to represent the two “parts.”



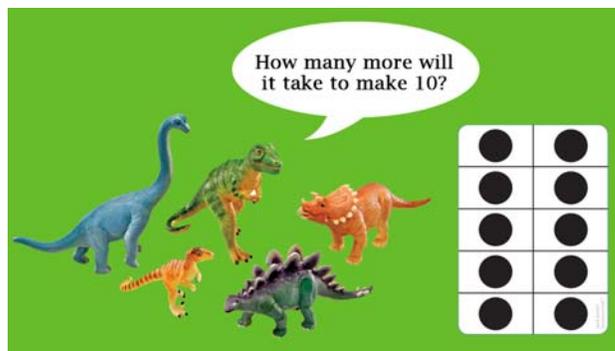
Number-Bonds Paper Plate Fun!

Give each student a dry-erase marker and a plastic plate. Pull two numeral cards. (You can mix it up by using ten-frame, subitizing or number word cards) The larger number is the whole and the smaller number is the part. Each student writes the other “part” on their plate.



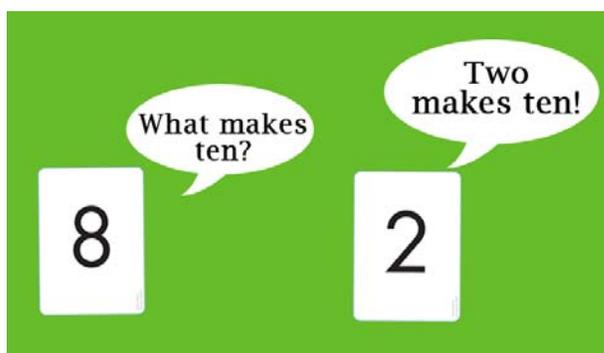
Can You Make 10?

Give students one set of numeral cards 0 – 9. You can also use number word cards and ten-frame cards to add students or provide some additional ways of looking at the card values. Show a small group of objects (plastic toy figurines, manipulatives, etc.) on the overhead or digital camera. Then ask students how many more it will take to make 10. Each student shows the appropriate card value.



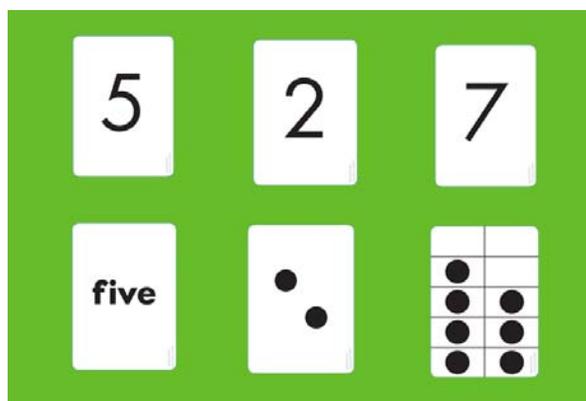
Who's Got The Missing Part to Make 10?

Working in pairs, each student starts with one set of cards 0 – 9. These can be numeral, ten-frame or number word cards. One student pulls a card at random from their deck. The other student finds the card in their deck that, when added to the partner's card adds to 10. Repeat until all cards are paired off.



Can You Find Your Match?

Students are handed out subitizing, ten-frame, numeral or number word cards randomly. (Be sure there are matches for each number in the various forms of Essential Number Cards depending on number of students in class) The students with numeral cards all go to a corner of the classroom and hold up their card. Then the students with ten-frame, number word, or subitizing cards find their matching numeral group.



Numeral to Number Word Match

In a center, have students match numeral cards to word cards. Provide students with a chart of examples with corresponding numeral and number cards for self-checking.



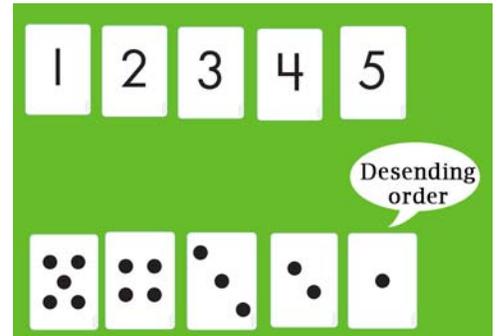
How Many?

Give each student at least 10 small manipulatives. Hold up a numeral card. Each child sets out the appropriate number of objects to match the number. You can also use subitizing, ten-frame or number word cards for this activity.



Number Sequencing

Give students a set of numeral, ten-frame, subitizing, or number word cards and have them place down in order from largest to smallest or smallest to largest. You can also increase the difficulty by having them only use odd or even numbers to sequence.



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