

Grade: Kindergarten  
Lesson: Number Strand (Match Game)

Specific Learning Outcome: K.N.4  
Represent and describe numbers 2 to 10 in two parts, concretely and pictorially.

Materials required:  
- Representations of fingers from 1 to 5 (two sets, different colour for each set)  
- Representations of dot cards from 1 to 6 (two sets, different colour for each set)  
- Numerals 1 to 10 cards

Activator (3-5 mins) :  
Together as a class we gather at the carpet and teacher introduces the game. "Fish bowl" style. Teacher is in the center and the students gather around and watch how the game is played. All finger or dot cards are placed face up on the carpet. Students will pick a number from the number cards and students take turns finding two finger or dot cards that equal the chosen number when added together. When finding a set that equals 10, one card will be chosen from each different coloured set. For example: a pink 5 and a blue 5.

Activity (15-20 mins):  
Once the game has been explained and students have full understanding they begin to play themselves. Differentiated instruction: independent students will play in partners and students who require extra help will play in a small groups with EA or teacher. There are also two separate game sets: 1 to 5 and 1 to 10.

Post-activity (3-5 mins):  
Together as a class we meet back at the carpet. Teacher reviews the value of dot and fingers cards.

Comments and observations:  
Math games are fun for the students, they help build relationships and develop social skills.