

Numbers 0-10 Happy Families – Teaching Notes



These cards can be used for the Numbers 0–10 Matching Pairs game.

Items to be printed

- 1 11 sheets of A4. Each sheet showing a number in orange, grey, brown and pink. Numbers from 0 to 10
You will need to print 1 set.
You will have 11 sheets in total.
- 2 2 sheets of A4 teaching notes.

How to make it up

- 1 Laminate the 11 sheets of A4 with the numbers and then cut each sheet using the grey guidelines.
- 2 You should have 44 cards in total.

Turn taking language

Turn taking Language	Have another card. Please can I have a...? Have you got a...? Thank you. Whose turn is it? It's my/your/his/her turn. I've got a family of... Yes I have. No I haven't.
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This game is for pupils new to English to teach them the symbols and the names of the numbers from 0 to 10, and also the colours brown, pink, grey and orange.

The object of the game is to collect families of a number that are the same eg 4 zero's (a brown 0, a pink 0, a grey 0 and an orange 0).

It is recommended that these cards be only used if the pupil has a concept of these numbers and knows what they mean eg If you say 6, can the child count out 6 bricks? And do similar things with the other numbers.

Language

Numbers	zero one two three four five six seven eight nine ten
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Numerals	0 1 2 3 4 5 6 7 8 9 10
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Colours	orange grey brown pink
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How to play the game

Teacher/teaching assistant with 3-4 children.
Please include children with good command of English who can act as good language models.

- The teacher/teaching assistant needs to explain the object of the game which is to collect families of numbers that are the same eg four 2's (a brown 2, a pink 2, a grey 2 and an orange 2).
- The winner is the child with the most sets or families of objects.
- Shuffle the cards, and deal them all out to the children.
- Ask the children to sort their cards into families of the numbers that are the same. Some children may need help. The children should not show their cards to each other.
- If any child has a family of 4 numbers he/she must put them face up on the table.
- The teacher/teacher assistant decides who begins the game by saying: *The first turn can go to the child who has...* (choose one number and one colour eg a grey 5). This card is kept in the child's hand. He/she decides, from the cards they already have, which family to collect.

He/she asks the next child *Have you got a...* (name of number and colour eg an orange 5?)

If the second child has the card they must give it to the first child who has another go.

If the second child does not have the card, he/she says: *No I haven't got an orange 5*, it is then the second child's turn.

- The game continues until one child has put down all his/her cards. This child is the winner.

Follow up activities

This is a good opportunity to talk to the children about the concept of same and different, as the cards in the game may be the same number but the colours are different.

- There may be colour and size matching games in class eg animal shapes, transport shapes, maths shapes etc. You could compare two objects from a game and ask:
What is the same?
What is different?
Compare food eg a red apple and red strawberries.
They are the same because they are both red and juicy but different because of size, shape and type of fruit.
- Talk about the concept of a family. Their family, what is the same about the things they like? What is different about the things they like eg food, hobbies, music?

Funded by



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orange

0

zero

grey

0

zero

brown

0

zero

pink

0

zero

orange



one

grey



one

brown



one

pink



one

orange

2

two

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