

Numbers 10-100 Happy Families – Teaching Notes



This game is for pupils new to English to teach them the symbols and the names of the numbers from 10 to 100, also the colours purple, white, yellow and black.

The object of the game is to collect families of a number that are the same eg four 30's (a purple 30, a white 30, a yellow 30 and a black 30).

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 20, can the child count out 20? And do similar things with the other numbers.

These cards can be used for the Numbers 10–100 Matching Pairs game.

Items to be printed

- 1 10 sheets of A4. Each sheet showing a number in purple, white, yellow and black.
You will need to print 1 set.
You will have 10 sheets in total.
- 3 2 sheets of A4 teaching notes.

How to make it up

- 1 Laminate the 10 sheets of A4 with the numbers and then cut each sheet using the grey guidelines.
- 2 You should have 40 cards in total.

Turn talking 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.

Language

Numbers	ten twenty thirty forty fifty sixty seventy eighty ninety one hundred
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Numerals	10 20 30 40 50 60 70 80 90 100
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Colours	purple white yellow black
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How to play the game

- 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 60s (a purple 60, a white 60, a yellow 60 and a black 60).
- 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 black 80). 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 black 80)?
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 black 80*, 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.

- Games like Connect 4, where the same colour counters have to be in a line.
- Look at money, two coins that are the same and then other coins that make the value eg two 5p coins to show the same and then show a 5p and 2p+2p+1p to show difference although the value is the same, and ask:
What is the same?
What is different?
- Use "Spot the Difference" pictures.
- Look at different types of watch/clock face and compare the number types eg roman numerals, digital numbers etc.

Funded by



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purple

10

ten

white

10

ten

yellow

10

ten

black

10

ten

purple

20

twenty

white

20

twenty

yellow

20

twenty

black

20

twenty

purple

30

thirty

white

30

thirty

yellow

30

thirty

black

30

thirty

purple

40

forty

white

40

forty

yellow

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yellow

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sixty

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sixty

purple

70

seventy

white

70

seventy

yellow

70

seventy

black

70

seventy

purple

80

eighty

white

80

eighty

yellow

80

eighty

black

80

eighty

purple

90

ninety

white

90

ninety

yellow

90

ninety

black

90

ninety

purple

100

one
hundred

white

100

one
hundred

yellow

100

one
hundred

black

100

one
hundred