

Numbers 0-10 Matching Pairs – Teaching Notes



These cards can be used for the Happy Families 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 2 sets.
You will have 22 sheets in total.
- 2 2 sheets of A4 teaching notes.

How to make it up

- 1 Laminate the 22 sheets of A4 with the numbers and then cut each sheet using the grey guidelines.
- 2 You should have 88 cards in total.

Language structures used in the game

I have got a...

I have got a... and a...

Where is the...?

It is next to the...

It is near the...

It is at the top.

It is at the bottom.

Whose turn is it?

It's your/my/his/her turn now

Do they match? Is it a pair?

Put them back where you found them

What have you got?

Now it's (name of child)'s turn.

This game is for pupils new to English to teach them the symbols and the names of the numbers from 0 to 10, also the colours brown, pink, grey and orange.

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

Numerals	0
	1
	2
	3
	4
	5
	6
	7
	8
	9
	10

Colours	orange
	grey
	brown
	pink

How to play the game

Teacher/teaching assistant with 2 to 3 children.
Please include children with good command of English who can act as good role models.

- Teacher/teaching assistant chooses two colours eg grey and orange. Use these cards only. You will always have 44 cards using 2 colours in any stage in any combination.
- *You may wish to use only one colour for Foundation and Key stage 1 children. This will be 22 cards in total.*

- Put the cards face down on the carpet or table.
- The teacher/teaching assistant can decide which child should start first, second...
- The child taking the first turn is asked to choose two cards and turn them over.
- The teacher/teaching assistant asks:
Do they match? Is it a pair?
- If the child's response is *No* then the teacher/teaching assistant should reply
*Put them back where you found them.
Now it's...(name of child)'s turn.*
- If the child's response is *Yes* the teacher/teaching assistant replies *What have you got?*
The child should be encouraged to say eg
I have a pair of orange 1's.
- The child with the matching pair can then have another turn.
- The winner is the child that has the most pairs at the end of the game when all the cards have been picked up.

Follow up activities

- Arrange the numbers in sequence eg 0, 1, 2, 3, 4, 5, 6, 7, 8, 9, 10.
- Look for these numbers in games like snakes and ladders.
- Numbers on display in school eg in the playground: hopscotch, room numbers.
- Money numbers in the shop corner in Key stage 1.
- Number rhymes.
- Finding the numbers on a ruler.
- Looking at pictures eg animals and counting body parts – Octopus has 8 legs.
- If possible teach the group/class how to say the numbers in the child's home language.

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

grey

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brown

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