

ROSEMARY REUILLE IRONS

# beginning processes

MATHEMATICS FOR YOUNG MINDS

Sample Activities

# Domino Drag

*Children match dot pictures using dominoes.*

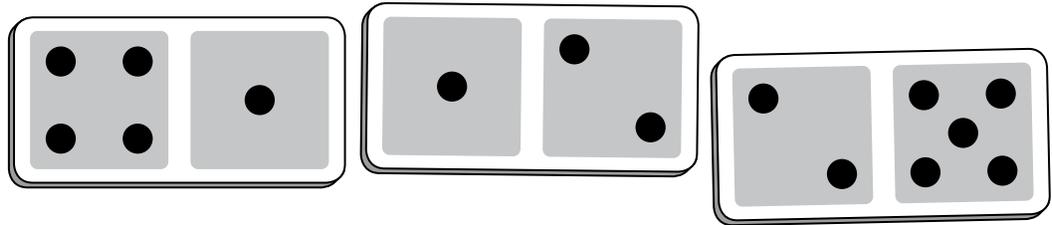
1 box of dominoes for each group of children



## Activity



Show the dominoes and point out the dot pictures on each end. Demonstrate how to match the dot pictures by placing the matching ends of the dominoes together. Place one domino in the middle of the group. Deal the remaining dominoes and ask the children to place their dominoes facedown. Have one child flip one of their dominoes and decide if it matches either end of the face-up domino. If they find a match, they move their domino to its match. If they do not find a match, the next child has a turn. Continue to play until all dominoes are matched in a straight line, or until no further matches can be made.



Alternatively, have individual children make rows of matching dominoes.



## Extension

Repeat the activity, and this time, the children can match the dominoes in any direction.

Alternatively, have the children take turns to select a domino, draw the dot groups, and then record the numeral for each of the groups. Continue to play until each child has recorded five dominoes.

# Creepy Crawlies

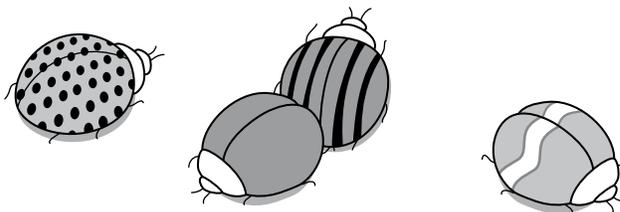
Children match cards that show the same number of insects.

Blackline Masters 7, 8, and 9 (pages 87–89)

3 sheets of light card for each child

## Preparation

- Copy Blackline Masters 7, 8, and 9 onto the light card and trim to make one set of each of the “insect” cards.



## Activity

- Give both sets of cards to a child and ask them to find matching numbers of insects and place those cards next to each other.

Alternatively, two children play a game. Give each child one set of the insect cards. Instruct them to hold the cards so their partner cannot see them. Have the children take turns to select one card from their partner’s set of cards. They place the card face up on the floor and then select a card from their own set that matches. Keep matched pairs to the side.

## Extension

Use the cards to play a game of “Memory”. Shuffle the cards and spread them out facedown. Have the children take turns flipping two cards and checking if the numbers of insects match. If the numbers match, the child keeps the pair of cards. If the numbers do not match, the cards are turned back over. When all the cards are matched, the child with the most pairs wins the game.