

Number songs, Rhymes and Games

1 2 3
4 5 6 7
8 9 10

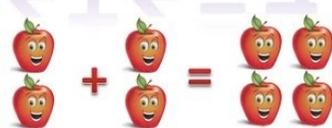
Your Number Songs Booklet

Singing counting songs will help your child to learn number sequences by repeating them again and again. The rhythm of the song makes it easier to remember, and helps to lock it in your child's brain.

Counting forward and back is needed so that children really know the number sequence up to 10.

Dice patterns and counting with fingers

These are brilliant for helping your child make amounts in different ways. Playing these games will help to develop the skills your child will use when they learn to add and subtract.

$$2 + 2 = 4$$


Kims' Game

This is a classic game to help develop focus, attention and memory skills.



Collect a selection of items—around 6 or 7.

Give your child time to look at these and try to memorise.

Cover the items.

How many items can your child remember?

Take one item away. Can your child identify which item is missing?

Contents

Pairs Memory Game



This is played with pairs of matching cards. Shuffle the cards and lay out in a grid face down.

Each player takes a turn to turn over 2 cards, trying to make pairs.

If a player turns over a pair they keep these cards.

The winner is the player with the most pairs.

Starting with a small number of cards (8 or 10) will help children to master this game and feel more confident. As they practice add more pairs.

Page

4. 1,2,3,4,5 Once I caught a Fish Alive
5. 5 Little Monkeys Jumping on the Bed
6. 5 Little Ducks went Swimming One Day
8. 5 Little Speckled Frogs
10. There were 10 in the Bed
11. Ten Green Bottles
12. This Old Man
14. When I was One
16. Dice and Finger Counting
18. Dice Games
21. Noughts & Crosses
Lines & Boxes
22. Pairs
23. Kims' Game



1,2,3,4,5 Once I Caught a Fish Alive

1,2,3,4,5
Once I caught a fish alive
6,7,8,9,10
Then I let it go again

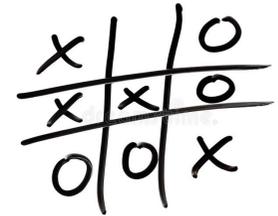
Why did you let it go?
Because it bit my finger so.
Which finger did it bite?
This little finger on my right!



Other Maths Games

Noughts and Crosses—2 players

A well known favourite!
Each player takes a turn to make a circle or cross in the grid. The winner is the first to make 3 in a row.



Lines and Boxes—for 2 or more players

You can play this on paper by drawing a grid of dots, or on tarmac with chalk or by collecting stones and sticks to make a grid.

Each player takes a turn to make a line between two dots, either across, or up / down. If a player completes a box they mark their initial in it.

The winner is the player with the most boxes.

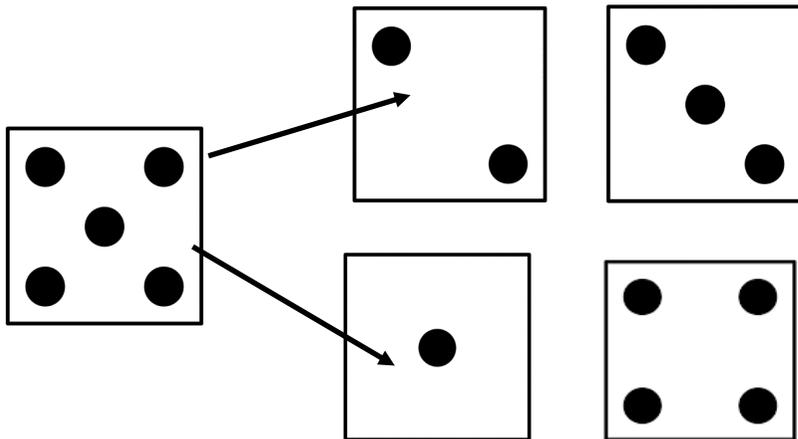


When you have played lots of times you can start to make it more complicated:

Can you show me that number with 2 dice?

You can use cards to do this too, these can be downloaded from the *Arthurlie Family Centre* blog.

For example if you throw a 5:



Children will begin to explore addition and subtraction as they find ways to make the same amount.

5 Little Monkeys Jumping on the Bed

5 little monkeys jumping on the bed
1 fell off and bumped his head.

Mummy phoned the doctor
and the doctor said:

"No more monkey business jumping on the bed!"

4 little monkeys.....

3 little monkeys.....

2 little monkeys.....

One little monkey jumping on the bed
He fell off and bumped his head

Mummy phoned the doctor and the doctor said:
"Put those monkeys straight to bed!"



5 Little Ducks Went Swimming One Day

Count each duck by touching with your finger



Five little ducks went swimming one day
Over the hill and far away
Mother duck said, "Quack, quack, quack, quack"
And only four little ducks came back!

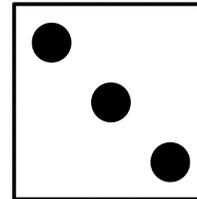


Four little ducks went swimming one day
Over the hill and far away
Mother duck said, "Quack, quack, quack, quack"
And only three little ducks came back!

Roll and Match— roll one dice. Each player has three turns to try to roll the same number again. (while you are rolling call out the number you roll).



Roll and Count - roll a dice and count out objects to match e.g. roll a 5 and count out 5 counters. This can be done with any object at home e.g. pencils, buttons, pasta, sweets, toys etc.



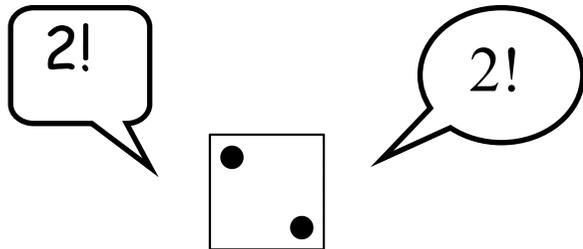
Roll and Run - Roll the dice and run round the dice to match the number on top e.g. if you roll a 2 run round the dice twice.

Dice games

There are lots of games you can play with a dice:

Roll and Clap - This is a great game to help your child learn the dot patterns. Roll the dice and clap the pattern in the air. For example if you roll a 2 clap once up the top left then once down the bottom right. If you roll 4, clap in the corners of a big imaginary square in front of you. Discuss the patterns e.g. 5 is just the same as 4 but there is an extra dot in the middle.

Dice Race - roll a dice and the first person to call the number on top wins.



Three little ducks went swimming one day
Over the hill and far away
Mother duck said, "Quack quack quack quack"
And only two little ducks came back!



Two little ducks went swimming one day
Over the hill and far away.
Mother duck said, "Quack quack quack quack"
And only one little duck came back!



One little duck went swimming one day
Over the hill and far away
Mother duck said, "Quack quack quack quack"
And five little ducks came swimming back!



Five Little Speckled Frogs

Count each frog by pointing with your finger



Five little speckled frogs,
sat on a speckled log,
eating some most delicious grubs! YUM YUM!
One jumped into the pool,
where it was nice and cool,
now there are three green speckled frogs.
GLUB GLUB!



Four little speckled frogs,
sat on a speckled log,
eating some most delicious grubs! YUM YUM!
One jumped into the pool,
where it was nice and cool,
now there are three green speckled frogs.
GLUB GLUB!



When counting with fingers children can quickly see what an amount looks like, and easily practise making these themselves. We can use fingers to match other numbers, for example, if you count 3 spoons, ask if your child can show that number with their fingers too.

Finger Counting Games

1. Ask your child to put their hands behind their back.
2. Say "Can you show me 4?"
3. Bring hands out and count 4 fingers together.
4. Hands behind back again, and ask for a different number.

With practice your child will begin to show the right number of fingers without having to count them.

You can play variations of this game as your child becomes more confident.

Dice games and Finger Counting



Why should we play these games?

Dice games and counting with fingers help children develop essential skills for counting and understanding maths.

When using a dice we want children to be able to recognise the number from the pattern of dots, without having to count the dots themselves (called subitising). This takes lots of practice to become really familiar with each dot pattern, then be able to call out the number quickly and confidently.

When children start counting dice patterns make sure they count each dot carefully—ask your child to touch each dot as they count.



Three little speckled frogs...



Two little speckled frogs.....



One little speckled frog,
sat on a speckled log,
eating some most delicious grubs! YUM YUM!
He jumped into the pool,
where it was nice and cool,
now there are no green speckled frogs.
GLUB GLUB!

10 in the Bed

There were 10 in the bed,
And the little one said:
"Roll over, roll over"
So they all rolled over and 1 fell out.....

There were 9 in the bed
And the little one said:
"Roll over, roll over"
So they all rolled over and 1 fell out.....

There were 8 in the bed, etc.....

There was 1 in the bed
And the little one said:
"Goodnight!"



Ho ho ho ho ho
When I was two I lost my shoe
the day I went to sea.
I jumped aboard the pirate ship
And the captain said to me—
We're going this way , that way
Forwards and backwards over the Irish sea
A bottle
of milk to fill my tum and that's the life for me!



When I was three I climbed a tree
The day I went to sea.....



When I was four I knocked the door
The day I went to sea.....



When I was five I learned to dive
The day I went to sea.....

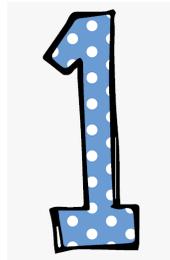


Don't forget to do the actions too!

When I was One



Ho ho ho ho ho ho
When I was one I'd just begun
the day I went to sea.
I jumped aboard the pirate ship
And the captain said to me—
We're going this way , that way
Forwards and backwards over the Irish sea
A bottle of milk to fill my tum and that's the life
for me!



10 Green Bottles

Can you show each number with your fingers as you sing?



10 green bottles hanging on the wall
10 green bottles hanging on the wall
And if one green bottle should accidentally fall...
There'll be 9 green bottles hanging on the wall.

9 green bottles hanging on the wall etc....

1 green bottle hanging on the wall
1 green bottle hanging on the wall
And if one green bottle should accidentally fall...
There'll be no green bottles hanging on the wall.



This Old Man

1

This old man he played one
He played knick knack on my thumb
With a knick knack paddy wack
give a dog a bone
This old man came rolling home!

2

This old man he played two
He played knick knack on my shoe
With a knick knack paddy wack
give a dog a bone
This old man came rolling home!

3

This old man he played three
He played knack knack on my knee....

4

This old man he played four
He played knick knack at my door....

5

This old man he played five
He played knick knack on my hive....

6

This old man he played six
He played knick knack on my sticks....

7

This old man he played seven
He played knick knack up in heaven....

8

This old man he played eight
He played knick knack on my gate....

9

This old man he played nine
He played knick knack on my spine....

10

This old man he played ten
He played knick knack once again....

Find this song on youtube:

<https://www.youtube.com/watch?v=0io6t-fWYOY>