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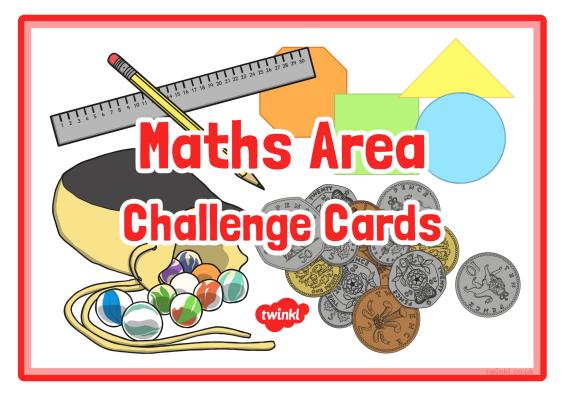
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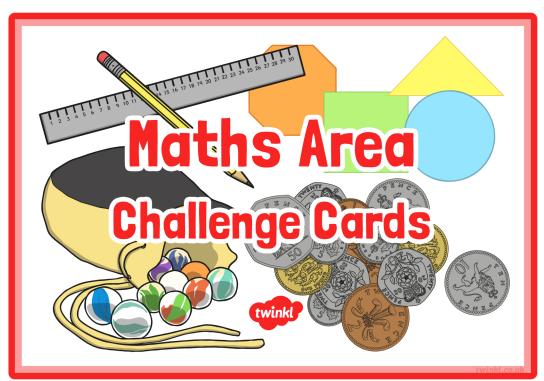
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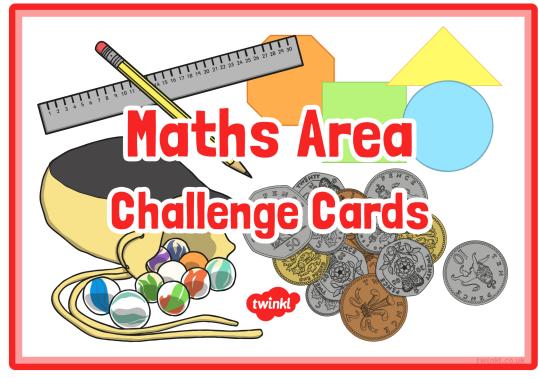
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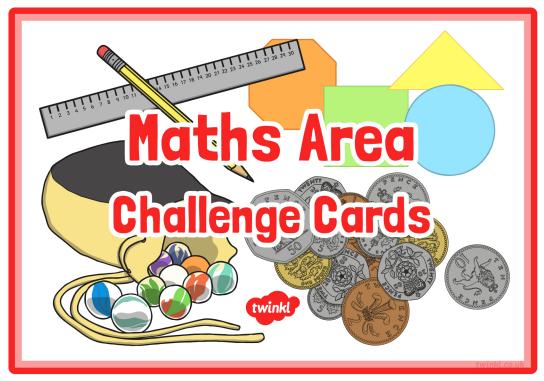
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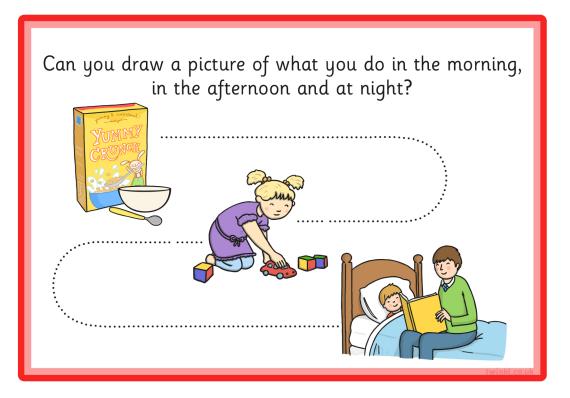
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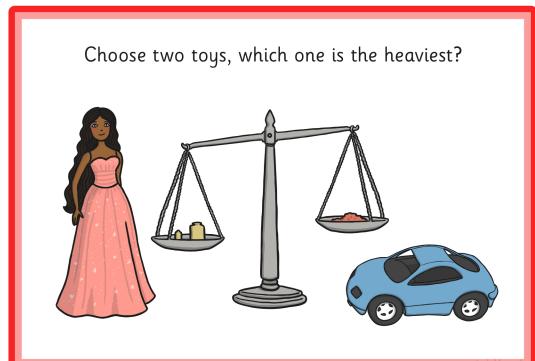


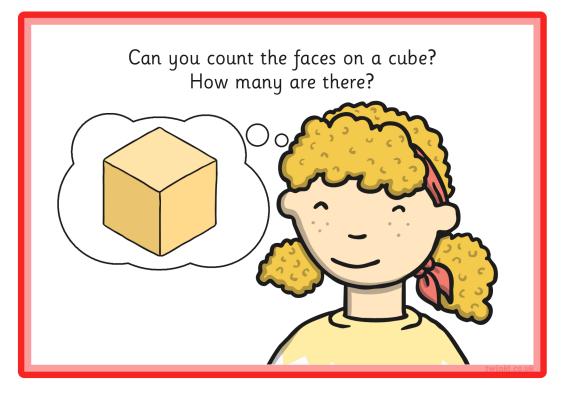


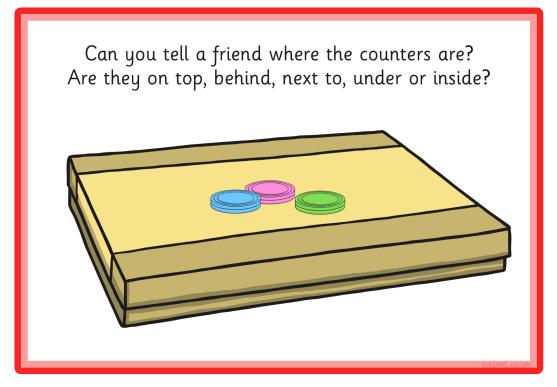


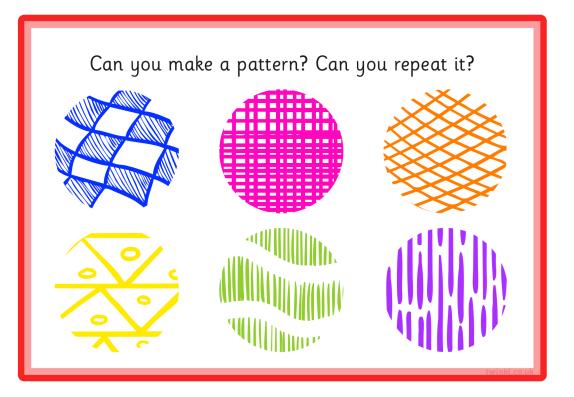




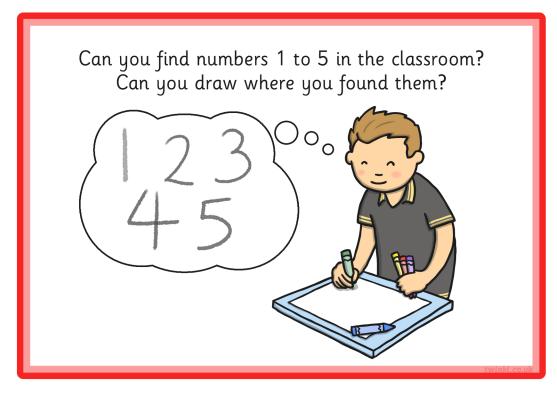


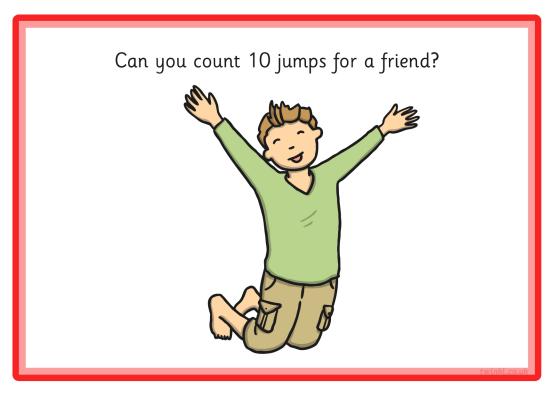


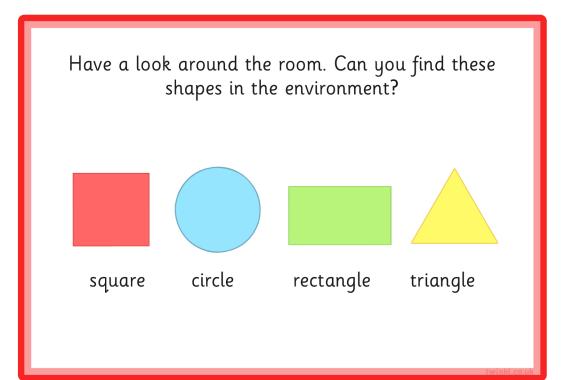


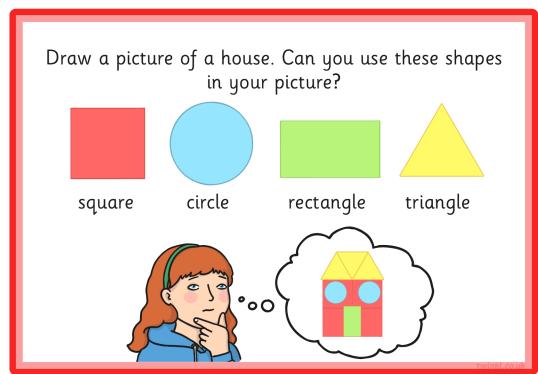






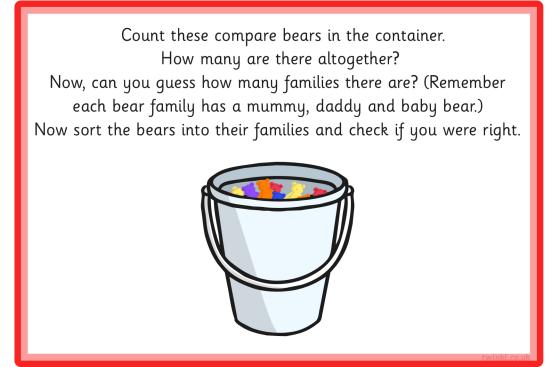






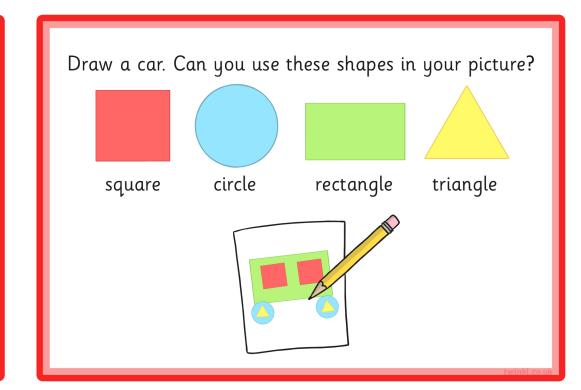
Each of these containers has a number on it. Can you put the correct number of objects in each container? When you have finished, find a friend to come and check!

3 5 6 10

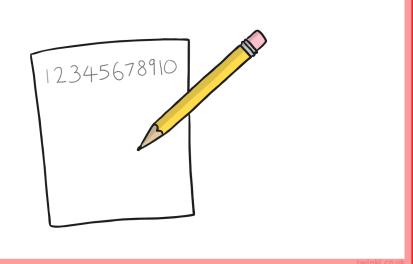


These objects have got all mixed up. Can you find a way to sort them out? There are lots of different ways to sort them. Tell a friend how you sorted them.

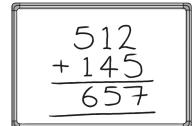




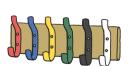
Use the timer to find out how many numbers you can write before the sand runs out.



Walk around the classroom. Can you find something that is taller than you? Can you find something that is shorter than you?







Look carefully at these coins. Can you find any numbers on them? Can you find any coins that are a circle shape? Which coins have got straight sides?

Which coin has the most sides?



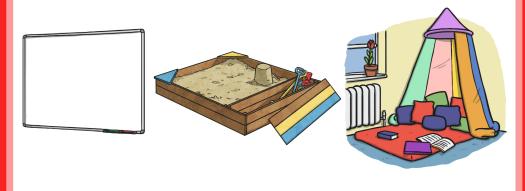
Look at this clock. What is the biggest number you can see on the clock? Can you make the hands on this clock point to the same numbers as the hands on the classroom clock?



Count how many steps it takes for you to get to the whiteboard.

Count how many steps it takes for you to get to the sand tray.

Count how many steps it takes for you to get to the reading area. Which took the most steps?



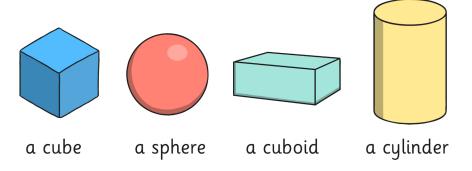
Look through these books. Can you find the numbers on each page? What is the biggest number you found?



Find a friend to play this game. The teddy likes to move around the box. Put the teddy in different places and ask your friend to tell you where the teddy is. Is it behind the box? Is it next to the box? When you have put the teddy in 4 different places, swap over and let your friend have a turn.



Walk around the classroom and see if you can find some 3D shapes. Can you find:

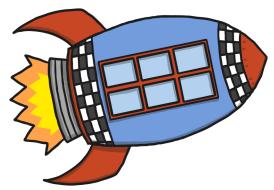


Now draw a picture of the things you found.

Pretend you are a rocket about to blast off and count back from 10 to 0.

10, 9, 8, 7, 6, 5, 4, 3, 2, 1, 0... blast off!

Draw a picture of a rocket and write the numbers underneath.



Use these objects to make a repeating pattern.

Make a pattern that uses 2 different colours.

Make a pattern that uses 3 different colours.

Draw a picture that shows the patterns you have made.

