

Games and activities to help pupils learn standard dice dot patterns to 6

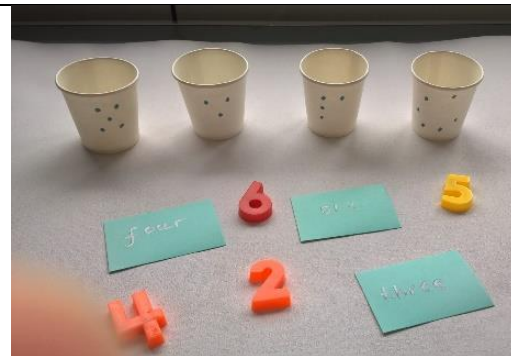


Use stickers to make a board game - link to the pupils interests. Play by taking turns rolling the dice, naming the dot pattern without counting and moving that many places. The winner gets to the end of the board first.

Match the numbered car to the dot pattern



Use small erasers / counting objects (link to the pupils interest if possible). Each player has the equal number of objects. They take turns rolling the dice, identifying the dot pattern without counting and moving the given number of objects into the tub - the winner is the first to clear their objects.



Sorting activities matching numerals to dot patterns.



Match objects to a model of the dot patterns - this should be one of the earlier activities to do as we want to encourage automatic recognition of the dot patterns. This is a good activity to reinforce the number. Use plastic / foam / wooden numbers and match the number to the dot pattern card.

Play game to fill 2 x ten frames each with 'frogs' to win - taking turns rolling a dice to select how many to place. Aim to say the number without counting the dots. The winner is the first to fill their ten frame.



Rain and cloud dice game. Roll the dice, say the number for the dot patterns and cut / tear the corresponding number from the cloud. Game ends when one strip is empty of numbers.



Play a game of dominoes - encouraging automatic identification of the dot patterns by number.



Pairs - match the number to the dot pattern.

Snap - 2 sets of numbers and 2 sets of dot patterns. Take turns putting a card down and say snap when either a number matches a number, dot pattern matches a dot pattern or number and dot pattern match. The winner has the most cards at the end of the game.

IPad Apps to develop dot pattern recognition

