

Numberblocks Counting Rules

1. Count everything only once
2. Say the numbers in the right order



3. The last number that you say, tells you how many objects there are in total



Careful counting tips!

- Move the objects (either put them in a line or move them as you count)
- Count slowly
- Use your finger to touch each object as you count

Watch Numberblocks 'How to Count':

<https://www.bbc.co.uk/iplayer/episode/b08cr24d/numberblocks-series-1-how-to-count>

Questions/Learning Prompts

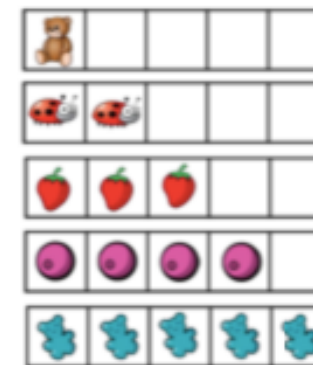
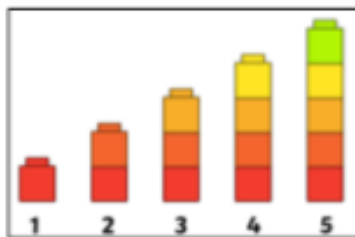
- What are the careful counting rules?
 How could we use the careful counting rules to help us?
 How could we find out how many e.g. gems we have got?
 How many objects are on the five frame?
 How do you know?
 How do we know there are five?
 Is the five frame full?

Let's count the objects. Let's line up the objects. Let's touch each object as we count. Let's see how many objects there are altogether. Let's put the objects on a five frame. Let's put one object in each box.

What do we want the children to learn?

To count forwards and backwards to 5.
 To carefully count up to 5 objects, by putting objects in a line, pointing to each one and saying one number name for each object.
 To subitise/recognise up to 5 objects, without counting.
 To know that numbers can be represented in different ways. (For example, using fingers, numicon, objects).
 To recognise that the number stays the same, even if objects are moved.

Key Visual Representation of Number



Children are introduced to numerals but there is **no expectation** for them to write them at this stage.

Vocabulary

count	saying numbers one after another, in order; giving one number name to each object in a group, to find the total
total	how many there are altogether
order	putting numbers/representations of number in the correct sequence (e.g. 1, 2, 3, 4, 5)
number	a value represented by a word, symbol or quantity
subitise	saying the number of objects in a small group (up to 5) without counting
five frame	one-by-five frame, into which objects are placed to show numbers which are less than or equal to 5; can be used to support with lining up objects to count