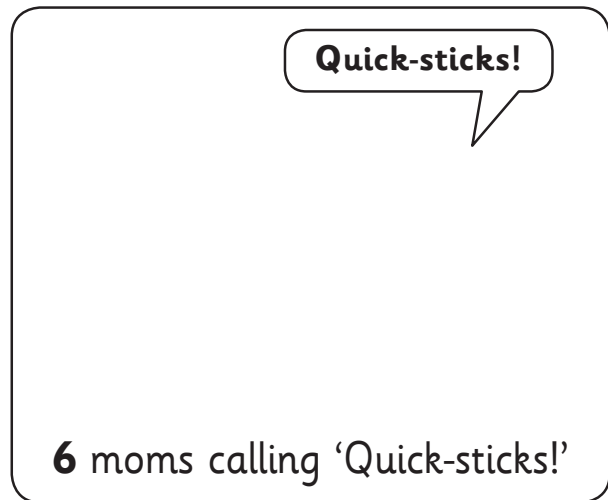



Numbers to ten – 6 (six)

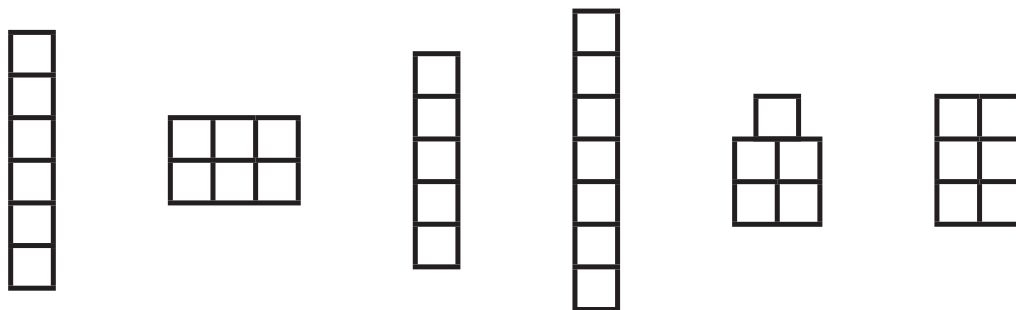
- 1   Say and trace.





- 2  Draw these.



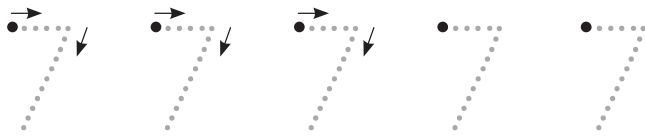
- 3  Circle the block towers made with 6 blocks.



- 4   Find a partner and a die. Take turns rolling the die. The first person to roll 3 sixes is the winner!

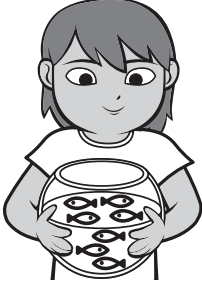
Numbers to ten – 7 (seven)

1   Say and trace.




seven

2  Do these kids have 7 things? Colour **yes** or **no**.




Do I have 7?

yes no



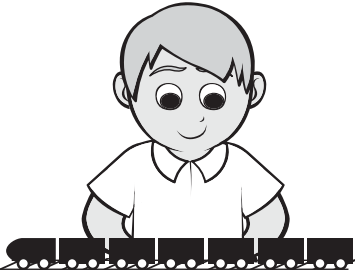
Do I have 7?

yes no



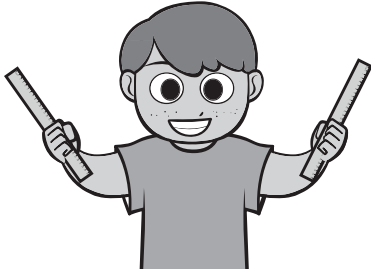
Do I have 7?

yes no



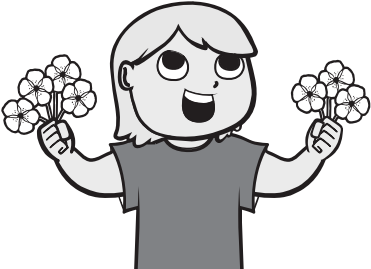
Do I have 7?

yes no




Do I have 7?

yes no



Do I have 7?

yes no

3  Draw more dots to make 7.

●	●			
●	●			

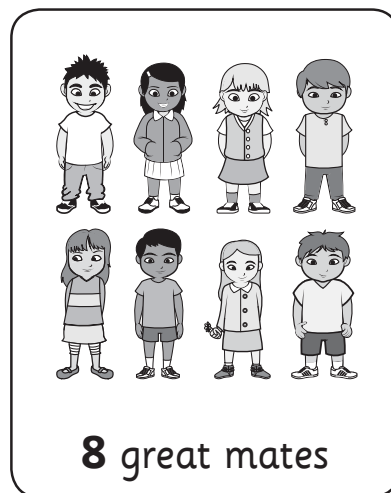
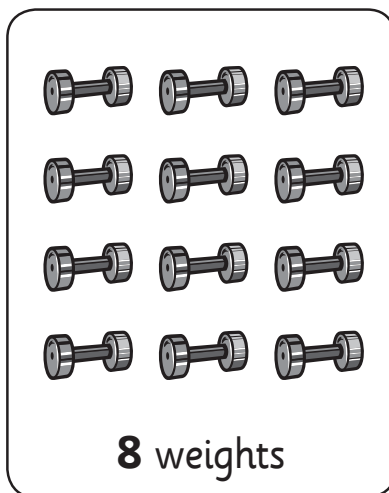
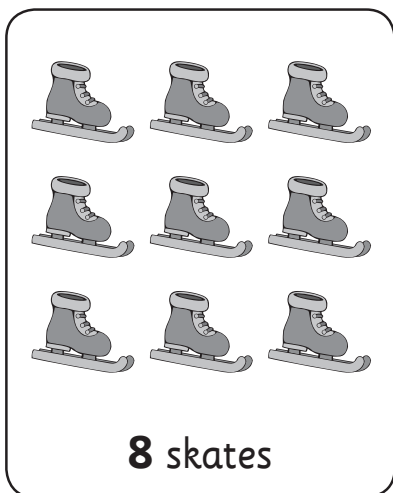
				●

Numbers to ten – 8 (eight)

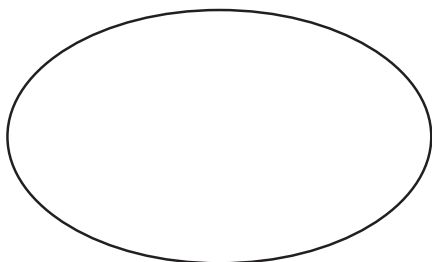
1   Say and trace.



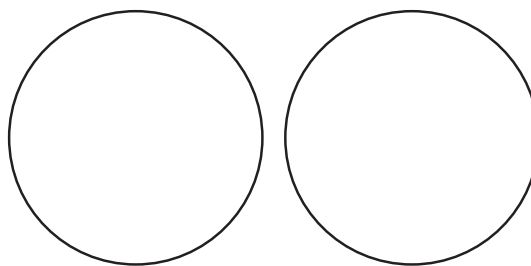
2  Circle 8.



3  Draw apples.

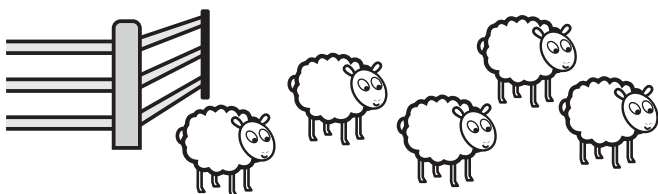


Draw **8** apples on the plate.



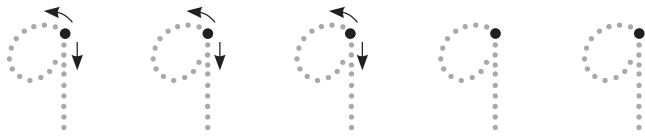
Draw **8** apples altogether.
Put some on each plate.

4  Are there 8 sheep at the gate? Draw more if you need to.




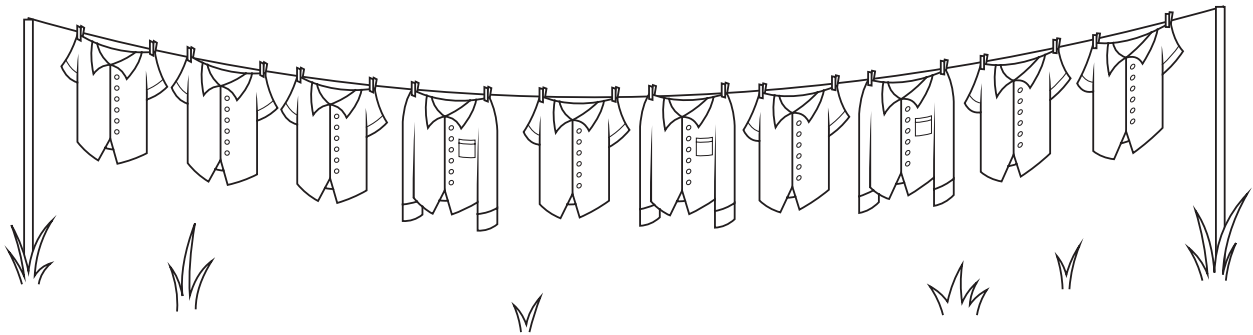
Numbers to ten – 9 (nine)

- 1   Say and trace.

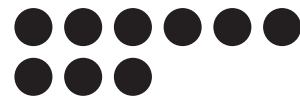


nine

- 2  Colour 9 shirts on the line.



- 3   This is one way to arrange 9 counters. This is another way.



Work with your partner to find some other ways.

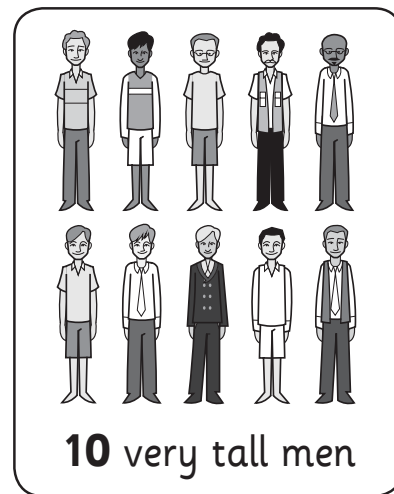
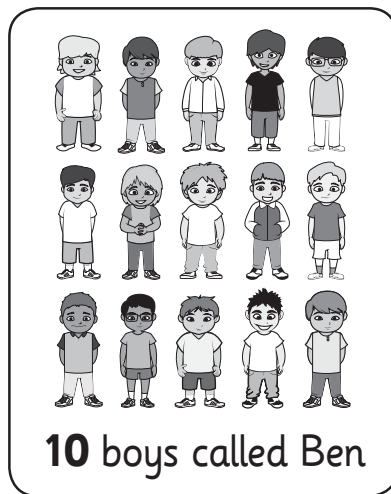
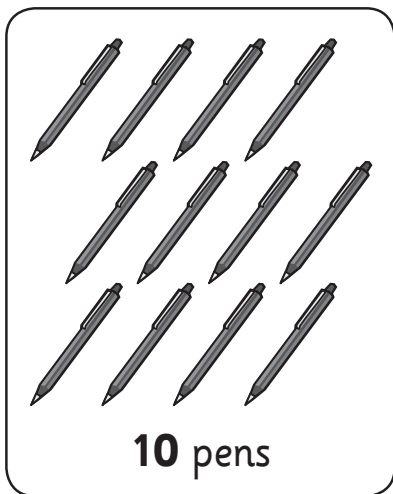
Draw them here.

Numbers to ten – 10 (ten)

1   Say and trace.

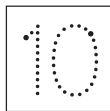


2  Circle these.



3   Find these things around your room. Put a tick each time you find one. Write 10 when you have 10 ticks.

10 circles



10 red things



10 squares



10 green things



Numbers to ten – before and after

- 1  Fill in the missing numbers on the track.

1	2			5				9	
---	---	--	--	---	--	--	--	---	--

- 2  Write the numbers that come **before** and **after**.

before

after

	2	
--	---	--

before

after

	8	
--	---	--

before

after

	6	
--	---	--

before

after

	3	
--	---	--

before


after

	5	
--	---	--

before

after

	9	
--	---	--

- 3  Find a partner. Take turns giving each other a problem such as 'What number comes **before** 10?' If they are right, give them a counter. Play until you both have 5 counters.


Numbers to ten – count on

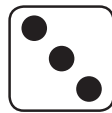
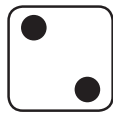
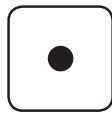
- 1  Count on to 10.

5	6				10
---	---	--	--	--	----


3	4			7			10
---	---	--	--	---	--	--	----

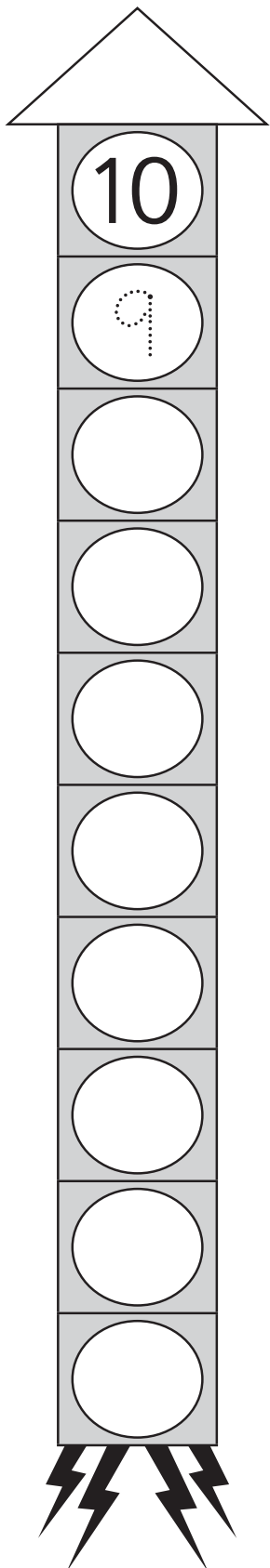
7			10
---	--	--	----


- 2  Find a partner. Take turns rolling the die. Together, count on to 10 from the number you roll. Tick the die below when you have counted on from its number. Play until you have counted on from every number.

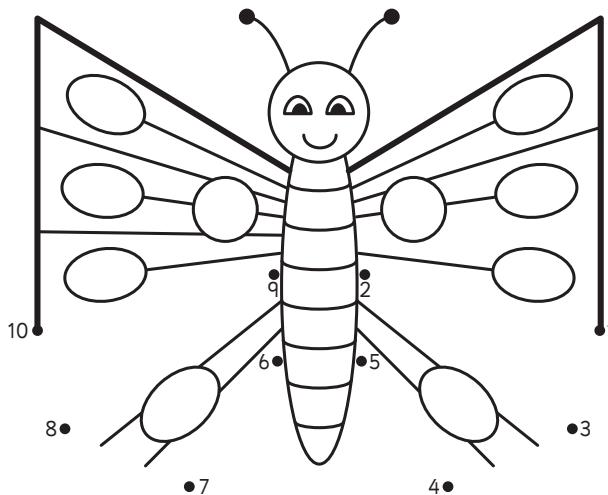




Numbers to ten – counting backwards

- 1  Help the rocket blast-off.
Count back from 10.



- 2  Count back from 10 to complete this dot to dot.



- 3   When you are counting backwards, what number do you say **after**:

10	9
5	4
7	
3	
6	