

COUNT TO 10— and Beyond!

From the first moment your youngster started counting on his fingers, he began enjoying the world of math. With that same wonder, he can learn to count to 100, to count by 5s and 10s, and more. Use these creative activities to have fun with counting.



Getting started

One-to-one

When your child counts items or actions, he learns that numbers have meaning. Here are ways he can practice this concept of *one-to-one correspondence*:



- **How many steps?** Challenge your youngster to walk from his bedroom to the kitchen, counting his steps as he goes. How high did he count? That's the number of steps he took.

- **How many snacks?** Let your child scoop 1 tbsp. raisins onto a plate. Ask him to count how many there are. Explain that the last number he said is the total number of raisins.

- **How many jumps?** Go outside so your youngster can jump rope. Have him count jumps to know how many times he skips rope without missing.

- **How many licks?** Give your child a lollipop, and tell him to count aloud each time he licks it. Can he get to 100 before the lollipop is gone?

Penny power

Count pennies—and write and identify numbers—with this sticker activity.

Help your youngster write the numbers 1–20 on round stickers (like the blank tags used for garage sales). Then, she can stick each one to a penny and drop all the pennies into a bag.



Take turns drawing a penny from the bag. Read the number aloud, and place the penny on a table or on the floor (number side up) in the correct order. Keep selecting and inserting the numbered pennies where they go.

When they're all lined up, your child should count them—touching each one as she goes. Now ask her to count backward from 20 to 1 the same way.

Idea: Label 50 pennies 1–50, and try the activity again.

Beginning anywhere

Stop-and-go

Counting doesn't always start at 1! Play this game to help your youngster work on starting at other numbers.

Begin by choosing a number to count to, such as 50, 75, or 100. Sit in a circle, and pick one person to begin counting from 1. Meanwhile, another person (not in the circle) rolls a die over and over. When she rolls a 1 or a 6, she yells, "Stop." Then the next person in the circle takes over counting. *Example:* If

the first player stopped at 4, the new counter would start with 5.

Keep going around the circle until someone says the end number (say, 75) and wins that round. Choose a new "roller," and play again.

Variation: Pick a number, and count backward from it. This time, the player who says "zero" wins.

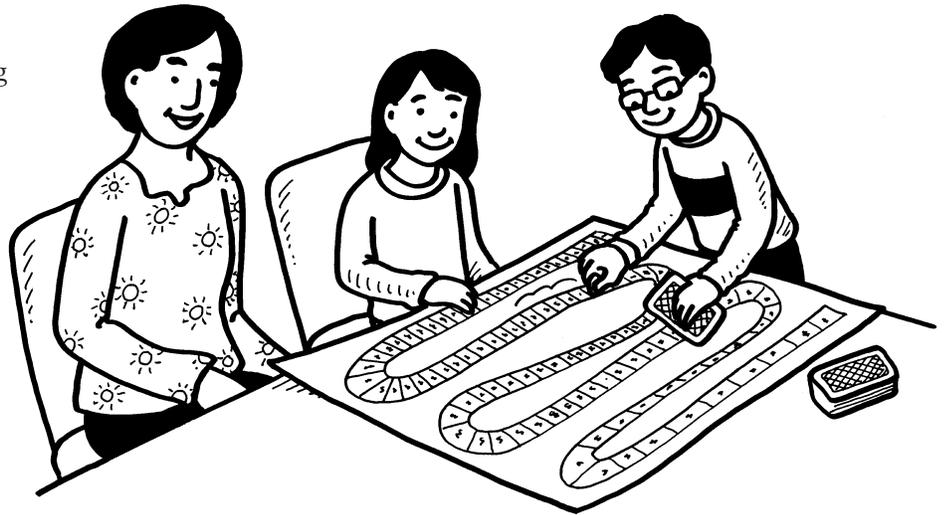
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Which way?

Here's a fun game that combines counting forward, counting backward, and counting from different numbers.

On a sheet of paper or poster board, help your child draw a path with 100 squares and label them 1–100. Place a deck of cards facedown (picture cards removed, ace = 1). Then, have each player put a token (bingo chip, eraser) on any number he chooses.

To play, take turns drawing a card. If it's black (spades or clubs), move your token forward by the number on the card. If it's red (diamonds or hearts), move backward. *Example:* Say your token is on 15. Draw a black 6, and count up to 21. But draw a red 3, and count down to 12. Remind your youngster that he doesn't start counting with the number he's on (15), but rather with the next number up (16) or down (14). *Note:* If the move would take him off the board by going over 100 or



under 0, he stays put. Play for a set amount of time, and the person on the highest number wins.

After a few rounds, can your child say where he's going to land before he begins counting? If so, he's beginning to master the concepts of adding and subtracting!

Skip counting

Nickels and dimes



Use nickels and dimes to count by 5s and 10s—and to get experience using real money.

Gather nickels and dimes from around the house, and have your youngster separate them into two piles. Ask him to take several

dimes, count by 10s (10, 20, 30), and tell you the total (30 cents). Let him keep counting different-sized handfuls and announcing the result. When he has mastered that, he can grab handfuls of nickels and count by 5s (5, 10, 15).

Once your child is comfortable counting nickels and dimes separately, he could count them together. Give him a few dimes and a few nickels. Suggest that he count the dimes first (10, 20, 30, 40) and then add in the nickels, counting by 5s (45, 50, 55). Or he might begin with the nickels (5, 10, 15) and then count the dimes (25, 35, 45, 55).

Race you to 1,000

To reach the top of the ladder, your youngster will have to count by 100s all the way to 1,000!

Have each player draw a “ladder”—10 rectangles, one on top of the other—on a sheet of paper. Label the bottom rung 100, the next one 200, and so on up to 1,000. Then, each person should put a game token below her bottom rung. To play, take turns rolling a die. Move your token the number of rungs rolled, counting by 100s as you go. *Example:* Roll a 3, count “100, 200, 300,” and leave your token on the 300 rung.

The first player to reach 1,000 wins. But she must arrive by exact count. For instance, if she's on 800 and rolls a 4, she stays on 800, and her turn ends.

