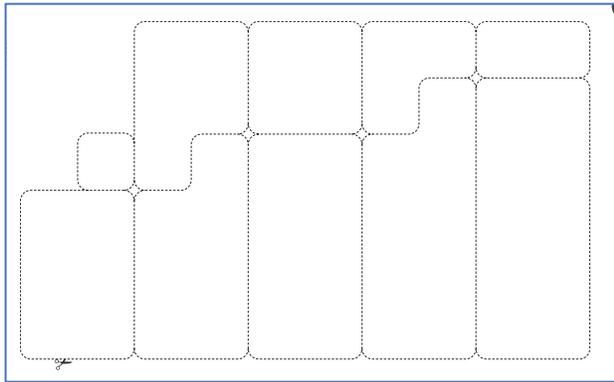
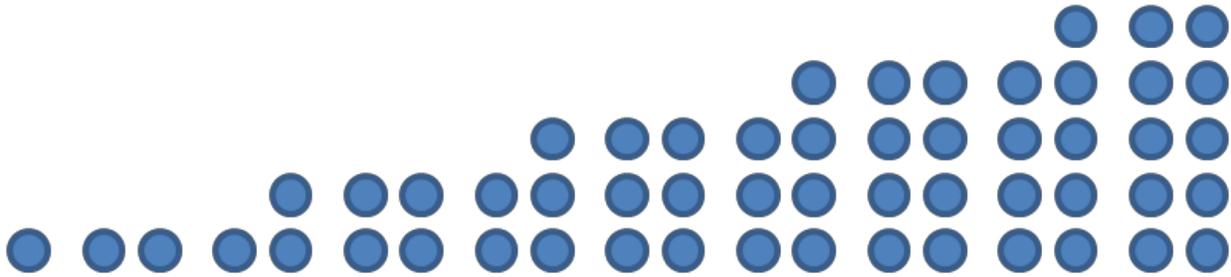
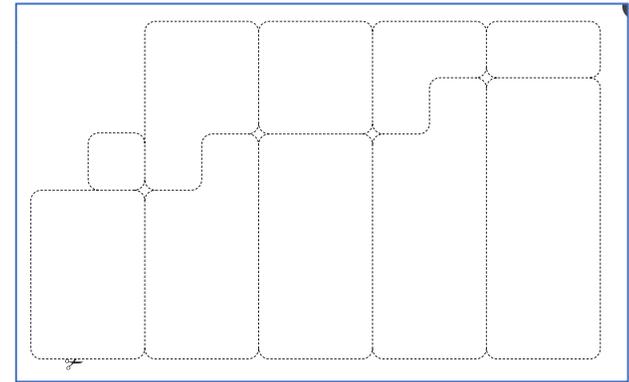
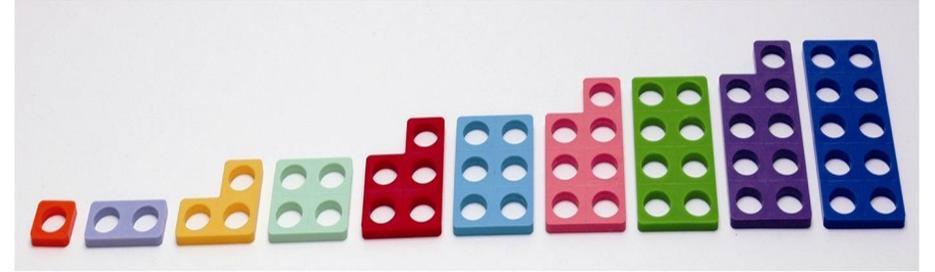


A

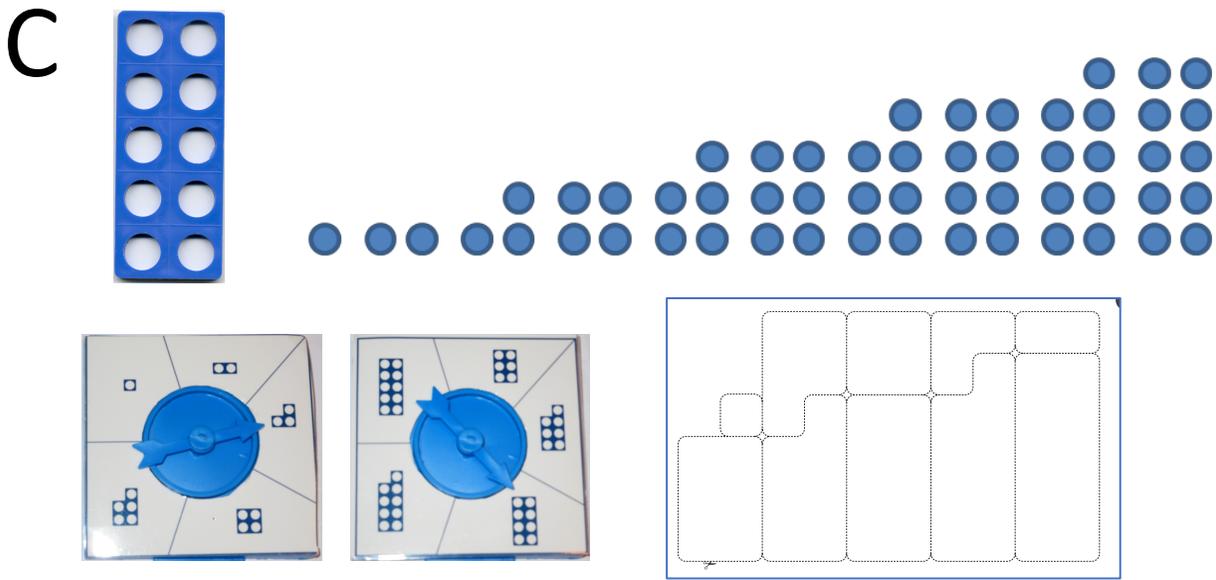


Cover the patterns
with the covers

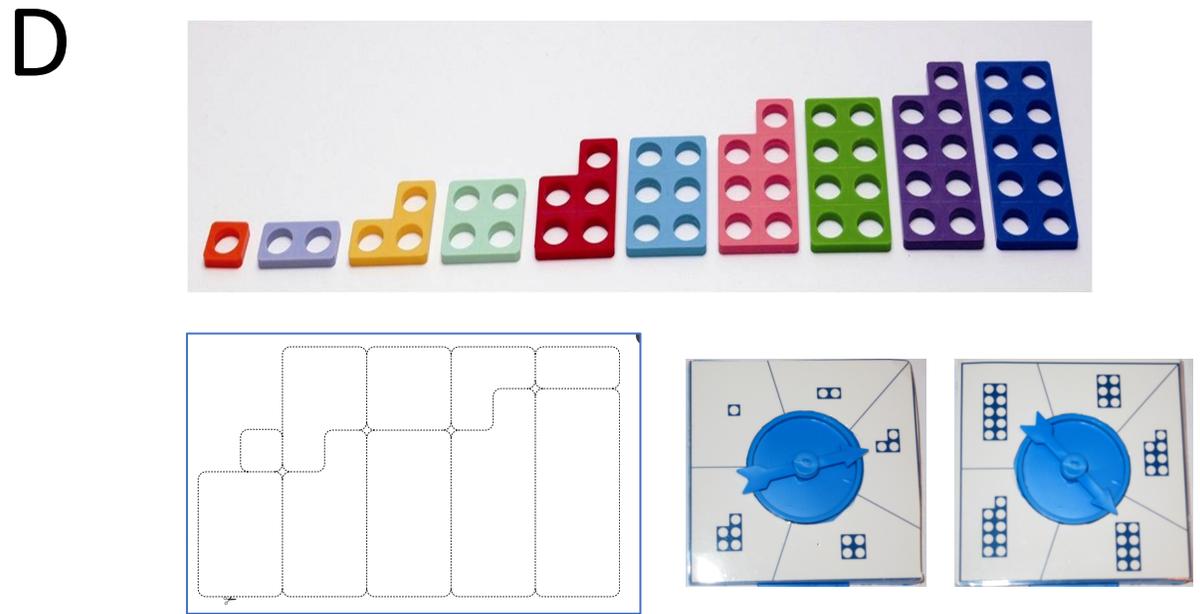
B



Match the Numicon
covers to the shapes



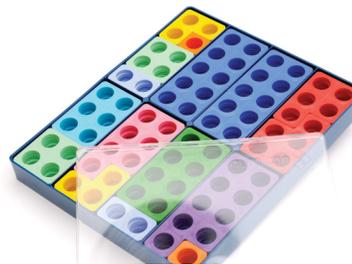
1. Spin to build a Numicon pattern with counters
2. Spin to choose a cover
3. Put the cover on the pattern.
4. What can you see?
5. Say what you can see. It could be, "Ten take away 4 leaves six."



1. Spin to choose the shape
2. Spin to choose the cover
3. Put the cover on the shape.
4. What can you see?
5. Say what you can see. It could be, "Ten take away five leaves five."

E

1. Make this pattern. 1, 1, 2,2, 3,3,...
2. Make this pattern. 1, 2, 2, 3, 1, 2, 2, 3, ...
3. Make this pattern. 1, 2, 1, 2,2, 1, 2, 2,2,1,...
4. Make this pattern. 1, 2, 3, 3, 2, 1, 1, 2, ...
5. Now make up your own symmetrical patterns and write the patterns down using numerals
6. Can you make a circular pattern and name the pattern?

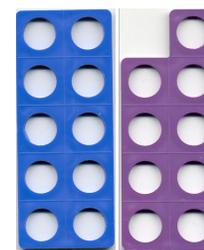
F

0	1	2	3
4	5	6	7
8	9	10	11
12	13	14	15
16	17	18	19
20	21		

1. Choose a number from 1 - 9
2. Choose the matching teen number
3. Draw the shapes in your book and label them.

9

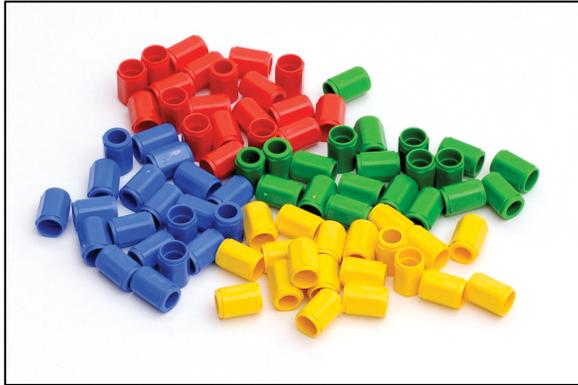
19



nine

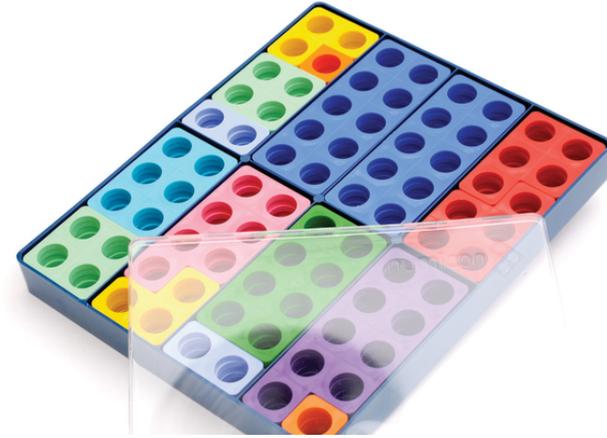
nineteen

G



1. Pretend that the pegs are animals or fish or people.
2. Make up a subtracting story about some of them leaving the group.
3. Draw your story on your paper and write about it.

H



1. Pretend that the shapes are groups of animals, or fish, or people.
2. Make up a subtracting story about some of them leaving the group.
3. Draw your story on your paper and write about it.