

# Highest Total



**Equipment:** Numicon shapes, Numicon feely bag, Numicon spinners.

**Task:** Spin the spinner and feel for the corresponding shape from the feely bag. After 6 spins, the children rearrange their Shapes into the tens to find the total. The winner has the highest score.

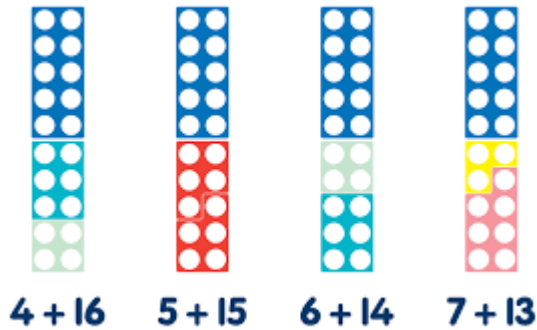
# Build the Total



**Equipment:** Numeral cards (6-18), Numicon Feely Bag with two sets of 1-10 Numicon Shapes

**Task:** Take turns to select a numeral card at random and then pick three of four shapes from the Feely bag to build the total on the Numeral card.

# Build 20



**Equipment:** Numicon Shapes

**Task:** Build all the combinations of two shapes that equal 20. The first child closes their eyes while their partner hides a set of shapes and closes the gap. The first child has to say what is missing. The second child shows the shapes and the first child puts

them back into position.

# Making 20

**Equipment:** Feely bag, two sets of Numicon shapes 1-10, nine 10 shapes

**Task:** Children take turns to feel in the feely bag for two shapes which equal 10. They then take an extra 10 shape and begin to construct a number line showing combinations to make 20.



# Card Game - 21

**Equipment:** Numicon Shapes, Numicon Rods

**Task:** Children chose a number between 11-20 and build all of the combinations of two numbers for that number. The first child closes their eyes while the other swaps two of the combinations. The first child has to say what has happened and move their shapes back to the positions.

