

MATHS

“Bingo: Learning to count from 1 to 10”

Ref. 20524



BINGO: LEARNING TO COUNT FROM 1 TO 10

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CONTENTS:

2 games for working with numbers from 1 to 10 made up of: **47 cards** and **150 round counters**.

DESCRIPTION OF THE CARDS:

- **25 large cards for students** of 19.5 x 13.5 cm, double-sided, with two levels of difficulty (each side relates to a level of the game):
 - GAME 1: Large cards with a **green border** showing **toys**: working with numbers **1 to 5**
 - GAME 2: Large cards with a **blue border** showing **fruits** (reverse side): working with numbers **1 to 10**
- **22 cards for the teacher** of 13.5 x 10.8 cm:
 - **6 cards with a green border**: showing a picture of each of the 6 toys
 - **6 cards with a blue border**: showing a picture of each of the 6 fruits
 - **10 double-sided cards with a grey border**:
 - *Front*: graphics of the numbers 1 to 10
 - *Back*: numbers 1 to 10 represented as dots

RECOMMENDED AGES:

From 3 to 6 years.

EDUCATIONAL OBJECTIVES:

Oral and visual learning of numbers from 1 to 10

ACTIVITIES:

GAME 1: GREEN BORDER (numbers 1 to 5)

- Material: cards with a green border (toys) and cards with numbers (or dots) from 1 to 5.
- **Students**: 25 large cards with a green border showing toys: car, dog, drum, duckling, clip, ball. Each student should have one or more cards and 6 red counters per card.
- **Teacher**: 6 cards with a green border showing toys and 5 cards with the numbers (or dots) from 1 to 5



- The teacher shows the students in his/her right hand a card showing a number (or dots) from 1 to 5 and in the left hand a picture of a toy. By combining the two elements, the students need to look on their card to see if they have a box containing that toy the same number of times as shown by the teacher, and put a counter on it.
- The game ends when:
 - a) A student has completed their card
 - b) The first 5 students have completed their cards
 - c) All the students have completed their cards

GAME 2: BLUE BORDER (numbers 1 to 10)

- Material: cards with a blue border (fruits) and cards with numbers (or dots) from 1 to 10.
- **Students:** 25 large cards with a blue border showing fruits: strawberry, banana, pear, pineapple, orange, apple. Each student should have one or more cards and 6 red counters per card.
- **Teacher:** 6 cards with a blue border showing fruits and 10 cards with the numbers (or dots) from 1 to 10
 - The teacher shows the students in his/her right hand a card showing a number (or dots) from 1 to 10 and in the left hand a picture of a piece of fruit. By combining the two elements, the students need to look on their card to see if they have a box containing that piece of fruit the same number of times as shown by the teacher, and put a counter on it.
 - The game ends when:
 - a) A student has completed their card
 - b) The first 5 students have completed their cards
 - c) All the students have completed their cards
- * When the teacher carries out activities with the cards with the blue border, he/she should show the numbers (or dots) between 6 and 10 more often, as on each of the students' cards with a blue border, four of the six boxes represent numbers between 6 and 10 and only two represent numbers between 1 and 5.

GUIDELINES FOR THE TEACHER:

- So that students can familiarise themselves with the system of the game, the teacher should first carry out activities that relate quantity with object by using only the cards showing the numbers or dots and the toys or fruits.
- Initially you should work with the dots, later moving on to the actual numbers.
- When the teacher shows the numbers/dots along with the toys or fruits, he/she should say out loud the result of the combination until the students are familiar with the system of the game, at which point you can show the pictures without saying anything aloud, allowing the students to look for the outcome on their card.
- It is recommended that at the beginning the teacher checks individually with the students to see whether they have understood how the game works.













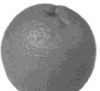

- To avoid repeating combinations while the game is in progress, we have provided the teacher with a double-entry table for each level of the game on which he/she can mark off the combinations used.

OTHER ACTIVITIES

- With the **grey-bordered cards (numbers or dots)**: the teacher can hold up a card and the students should say the corresponding number out loud.
- With the **grey-bordered cards + pictures of toys or fruits**: the teacher can hold up a grey-bordered card in his/her right hand and a card with a picture in his/her left hand; the students need to say the corresponding number of toys (or fruits) out loud.



						
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