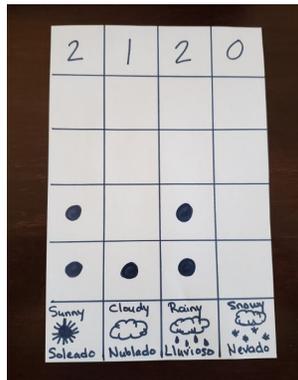


## Optional Math Activities

**Number Follow the Leader-** For this game you will need small pieces of paper or index cards with numbers on them (1-10 and then 11-20). Hold up a card with a number on it. Ask your child to say the name of the number. Choose an action or movement that your child will do for the same number of times. For example, if the number is 9 you would have your child clap 9 times. Be sure to have your child count out loud while performing the action or movement. Afterwards, choose another number and a new action/movement. After playing a few times, you can even have your child be the "Leader" and choose the number and action!

**Weather Graphing-** For this activity you will need a piece of paper to create a table with 4 columns and 6 rows (see picture below). Label the bottom box of each column with types of weather (sunny, cloudy, rainy, snowy). Be sure to add a picture to the label so your child can read the graph! Each day ask your child what kind of weather he/she thinks it is. Place a mark on the graph in the matching column. Then count how many days there have been for each type of weather (remember to talk about the number zero). At the end of the week, total up each column, and write the totals in the top box. Talk about which type of weather had the most and which had the least for the week.



**Number Line Hopscotch-** Make a set of number "stepping stones" (moveable pieces for your child to jump on) by writing the numbers 1-10 on pieces of paper. Arrange the numbers in a line on the floor (you can tape them down so they won't slide when your child jumps on them). Decide who will be the jumper and who will be the clappers (at minimum, you need one jumper and one clapper). The jumper jumps, saying each number aloud as he/she lands on it. The clappers watch, counting aloud and clapping in time with the jumper. The next jumper repeats the process. To increase the challenge level, move the numbers so they're no longer in a straight line.

**Freeze on the Number-** Write the numbers 1-10 on pieces of paper. Choose a song that your child likes to dance to. Play the song and encourage your child to dance. While your child is dancing, hold up a number. Stop (pause) the music, and have your child freeze while holding up the number of fingers to match the number on the piece of paper. Start (unpause) the music encouraging your child to dance again, and hold up a new number. Stop the music again, and have your child freeze while holding up the number of fingers to match the number on the new piece of paper. Continue starting and stopping the music about 4-5 times until you reach the end of the song. Try different numbers on different days!

**Make Your Own Counting Book-** After listening to the story [Feast for 10](#) ([click here](#)), create your own counting book. Using three pieces of paper folded in half create a book for your child to fill in (*stapling optional*). On the cover, have your child draw a picture of your family having a feast, and then write "Feast for 10" across the top. On each page, have your child draw foods for the feast (there should be 10 different types of food ... 1 for each page). The first page should have 1 piece of food, the second page should have 2 pieces, and so on. When your child is finished, read the book together!

**Trace Your Hand Counting Activity-** Help your child trace his/her hands on a piece of paper. Next, use small stickers or simply draw dots to show the numbers 1-10 on the fingers (1 on the first finger, 2 on the second finger, and so on). Afterwards, write the numbers 1-10 above the fingers. When the drawing is complete point to one of the fingers and have your child find that number of objects (ex. 2 dolls for the number two or 4 dinosaurs for the number four). The drawing can also be used to play Number Follow the Leader. Point to a number and have your child do an action that number of times (ex. clap 5 times for the number five).

**Math at Clean-up Time-** After your child plays, encourage him/her to clean-up the toys. Your preschooler will still need support with clean-up. You can use this time as an opportunity to practice important math skills! Challenge your child to clean-up toys based on color (all the red cars), size (all the large dolls), or shape (all the square legos). Allowing your child to choose the colors, sizes, and shapes will motivate him/her to play a bigger role in the clean-up process, and will empower your child to be more independent. You can add in counting by having your child count to see how many of each toy he/she is putting away. For example, you can say, "How many blocks can you put back?" or "Let's see how many animals you can put away!"

**Which Does Not Belong?-** Gather 3-4 objects from around the house (ex. toys, hair accessories, clothing, etc.) that have a common trait (ex. same color, shape, size, etc.). Then choose 1 object that does NOT have the trait in common (ex. 1 blue object with 3-4 red objects). Place all of the objects in a row in front of your child. Ask your child to talk about or describe each object. If your child is not sure what to say, you can ask questions like, "What color do you see?" or "What shape is this?" Next, ask your child to tell you which object does NOT belong. If your child is able to identify the object, ask him/her why it does not belong. Keep the game going with new objects and new traits :)

**Play a Board/Card Game-** Board and card games are great ways to practice counting and/or recognizing numbers (see examples below). Board and card games also help children practice taking turns, learn to win and lose appropriately, and promote quality bonding time with family :)

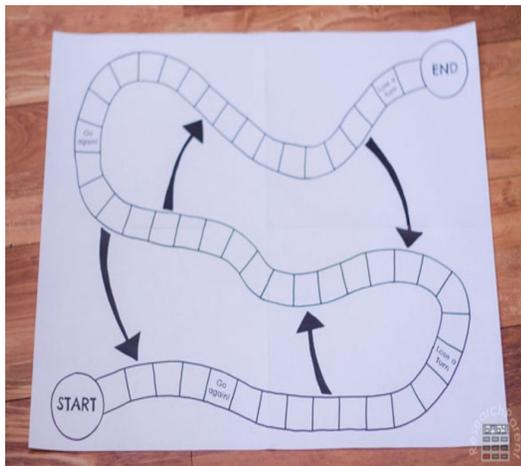
### Preschool Board Game

You will need:

- \*A board (see below for a do-it-yourself board)
- \*1 die or a spinner (see below ... made from paper, pencil, and a paperclip)
- \*An object for each player to move (ex. coin, any small toy, etc.)

To play:

1. Each person rolls/spins, the person with the highest number goes first.
2. The first player rolls or spins and moves that number of spaces.
3. The person to the left rolls or spins and moves that number of spaces.
4. Continue with play going in a clockwise order.
5. If you land on an arrow, follow the arrow to the marked spot.
6. Follow the directions for spaces marked "Go again" or "Lose a turn".



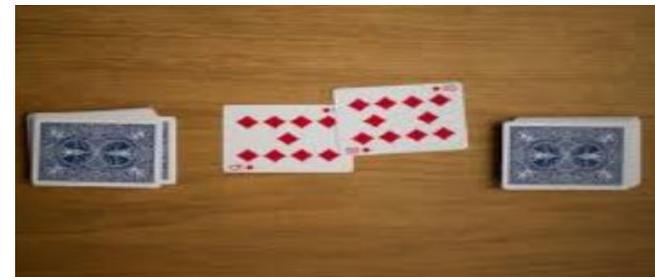
### Preschool Card Game

You will need:

- \*A deck of playing cards

To play:

1. Prepare the deck by removing all Jack, Queen, King, and Ace cards, playing only with cards numbered 2 through 10.
2. Deal the cards evenly between all players.
3. Give each person a stack of cards, facedown. Don't look! On the count of three, each player flips their top card over into the center of the table.



4. The highest card wins that hand and takes the cards played as their own. *This step requires young children to figure out which card is greater than the other. If your child is having trouble, help your child count the number of symbols (hearts, diamonds, etc.) on the card.*
5. In the event of a tie, the players who tied each other turn over their next card. The highest card wins all of the cards played!
6. Repeat steps three and four. When you run out of cards, you're out of the game. The last player with cards wins!

