**Games**

***Ten-Frame Flash*** (5-7 years) 4 players

*Materials:* A dozen ten-frames with dot arrangements on them, a blank ten-frame for each child, counters.

*Rules:* One child shows a ten-frame for a count of three, then hides it while the other children place counters in the same positions on their frames from memory. The 'flasher' shows the card again and helps each child check his/her display. After three cards the next child becomes the 'flasher' and so on, until everyone has had a turn.

*Variations/Extension*s:

1. Points can be awarded for each correct response. The child with the most points wins.

***Twenty*** (5-7 years) 3-4 players

*Materials*: Blank ten-frames (2 per child), counters, dice

*Rules:* Each child takes a turn to roll a die, places that number of counters onto his/her ten-frames, then announces the total number of counters on the frames. The winner is the first player to fill all twenty spaces.

*Variations/Extensions:*

1. Each turn could include placing the correct numeral cards under the frames.
2. Each player can also announce the number of counters needed to reach twenty. The exact number must be rolled to win the game.

***Guess What*** (6-8 years) 2 players

*Materials:* Blank ten-frames, counters, a large hard-cover books to form a barrier between pairs of children.

*Rules:* One player secretly arranges some counters on a ten-frame. The other player asks questions that can be answered yes or no, trying to gain enough clues to work out the arrangement of counters. For example: Is the top row full? Are there 8 counters? Is there an empty box in the bottom row?

*Variations/Extensions:*

1. As players become more skilled, the number of questions can be counted. The player asking fewer questions wins.