

SUBITISING CARDS

Materials:

Paper plates (or card) and dot stickers.

WALT: Use our knowledge of quantities identify numbers.

WILF: Match the quantity on the card to the correct number and explain thinking.

Game Objective: To identify the number of dots shown on the card.



Summary:

- Create a set of subitising cards (plates)
- Use familiar patterns (e.g. dice, dominoes or tens frames) and less familiar dot patterns
- Initially use only one colour on each card
- Record the number of dots on the back of each card
- Show students the dot pattern and ask them to identify the number and explain their thinking, e.g. I see 3 dots and 2 more dots which is 5 dots
- Encourage the students to use their knowledge of quantities to help them identify the total, i.e. we do not want students to be counting all

Variation:

For more of a challenge, show students more than one card at a time and encourage them to explain their thinking when they name the total. Dot cards (plates) can be placed dot side up around the room, the teacher can then call out a number, which students need to create using the cards, then explain their thinking. Students can also be encouraged to place their collected plates in order from smallest to largest.