



SUPER SPECS

MISSING NUMBERS (BEST FOR A LARGE GROUP)

-  Print pages 4 and 5, and cut out the number cards. If possible, print the pages on cardstock or glue the cut-out number cards to card stock. (Save the cut-out number cards. You'll use them for the next activity, too.)
-  Use the number cards 1 through 16. Distribute one number to each child.



FIND THE MISSING NUMBER

- Have children with number cards 1 through 8 stand in a line in numerical order before the other children. Have the seated children turn their backs to the line of children with numbers.
- Have the child holding number 5 turn the card around or hide the card behind his or her back so that the number is hidden.
- Now have the seated children turn around and show with their fingers or say the number in the line they think is hidden. Ask: *How do you know the hidden number?*
- Have the child with the hidden number show it to everyone. Have children compare the hidden number with their answers.
- Now have the first group of children sit down, and ask those children holding number cards 9 through 16 to stand in a line in descending order (16, 15, 14, etc.).







- Have the seated children turn their backs to the children standing with numbers cards. Have the child holding number card 10 turn the card around so that it is hidden.
- Repeat the procedure followed in the first round, having children show with their fingers or say the hidden number. Ask: *How do you know the missing number?*
- Repeat the procedure using other numbers. You might have two number cards hidden, having children identify the two missing numbers.



Variation: You can easily adapt this activity for one child or a small group by spreading the numbers out on a table or other surface, having the children turn their backs, and turning one number card down. Then have children identify the missing number and explain how they figured it out.

PATTERN PLAY

(BEST FOR 2–4 PLAYERS)

-  Print pages 4 and 5 and cut out the number cards, or use the cards you made for the previous activity. If possible print on card stock or glue the number cards to card stock.
-  Shuffle the number cards and deal an equal number of cards to all players.
-  The player with the number card 1 begins by placing his or her card faceup on the table.
-  The player with number card 2 places that card faceup on top of number card 1.
-  Play continues with players placing the next numbered card faceup on the top of the pile. The first to run out of number cards wins the round.
-  After several rounds of play, challenge players to begin with number card 24 and play the number cards in descending order until someone runs out of cards.



Challenge: Invite children to use the number cards to make up their own games. For example, they may think up a game that uses only even or only odd numbers. Encourage children to write or tell the rules of their new game.

For use with
MISSING NUMBERS AND PATTERN PLAY

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For use with
MISSING NUMBERS AND PATTERN PLAY

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PASS THE PATTERN (BEST FOR A GROUP)

-  Children need a soft object, such as a foam ball or a clean sponge, to pass from one to another. You also need a large sheet of paper or poster board to write on.
-  Write the following on the poster board so that all the children can see:
Start at _____.

Pattern: Count forward _____.
-  Complete the statements on the board with numbers. For example, you may begin with *Start at 1* and *Count forward 1*.

FIND THE MISSING NUMBER

- Pass the playing object to a child, who begins with 1 by saying that number.
- That player then passes the playing object to a nearby player, who says the next number (2).
- The second player then passes the playing object to the next nearby player, who continues with the next number in the pattern (3).
- Play continues until someone fails to correctly name the next number in the pattern, or until everyone has had several opportunities to say a number.
- Then change the starting number and the pattern number and play again. For example, *Start at 3. Count forward 2*. Players should count 3, 5, 7, and so forth as they pass the playing object.
- When players are comfortable with patterns that require them to count forward, change the pattern to *Count backward*.

Variation: Have players take turns identifying the starting number and the counting pattern.