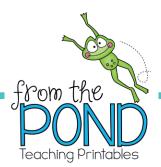


Teaching Tips: Dog House Dots



Using this file

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Learning to work with numbers requires a good deal of repetition – playing games is a good way to make this repetition fun and motivating!

This game will assist students with identifying dot patterns in different arrangements.

Subitizing is the ability to identify dot arrangements in different patterns. Starting with the standard dot pattern arrangements (on dice) and moving to random arrangements. It is expected that quantities up to ten will be known and named without the routine of counting. Students should be able to instantly recognize them. Subitizing will help children with the counting-on strategy and when learning combinations of numbers (seeing a pattern of two known smaller patterns). Subitizing is a fundamental skill in the development of number sense. It will support the development of conservation, compensation, unitizing, counting-on, composing and decomposing of numbers.

Before students play the game, introduce the game pieces and look at them together. Help them to become familiar with the format and rules of the game.

Show the students the cards. Help the children become reasonable familiar with the dot patterns. Encourage them, if they have difficulty and reassure them that help will be provided during the game.

Try to make learning experiences and game playing as fun as possible. The aim of the game is not to demand or test the students' knowledge, but rather to encourage and assist them in playing the game. Remember that the more fun a student has the more times they will want to play – thereby engaging in the repetition needed to build solid and meaningful understanding and skills.

Playing games will not only help your students' mathematical skills but will assist them learning to co-operate, concentrate, follow rules, engage with other people and perhaps more importantly win and lose.

Quick Print Guide

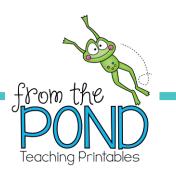
p.3 - Game Instructions

p. 4-7 - Game Cards

p.8 - Worksheet

p.9 - Cover Sheet (this can be used as a cover page for your organizational packet, folders or pouches)

Game Instructions: Dog House Dots



Equipment

Dog House Cards Dog Cards

Purpose

Students will instantly identify the number represented by an arrangement of dots, and match them to an alternative arrangement.

How to play:

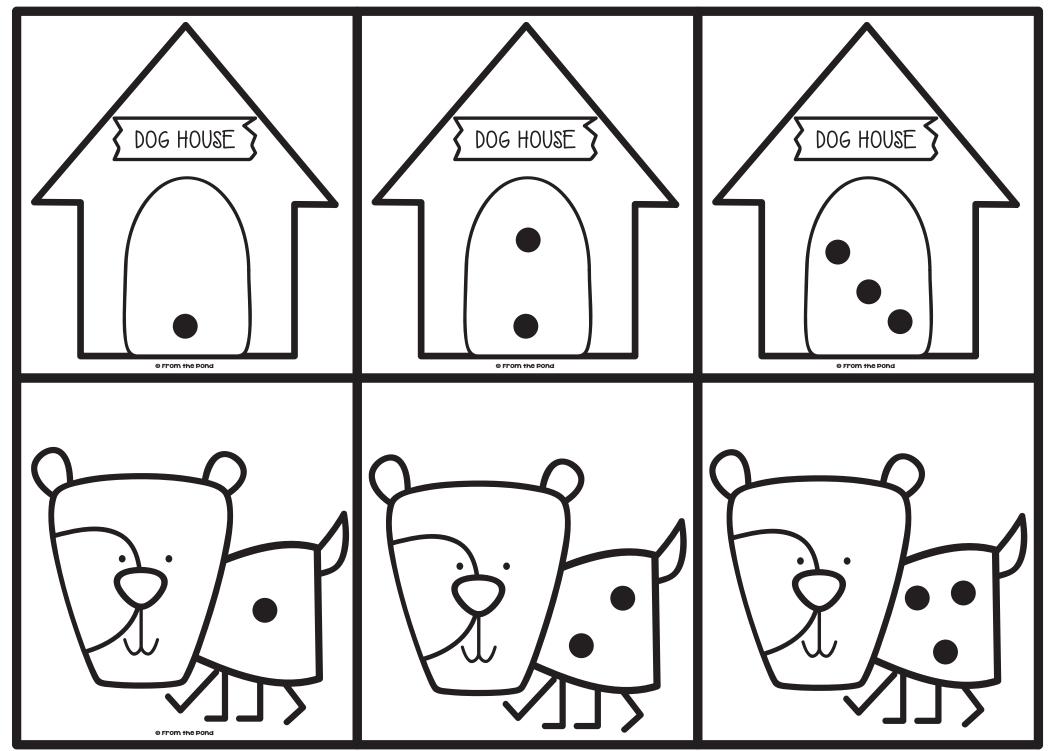
Place the cards, face down in the middle of the group of students.

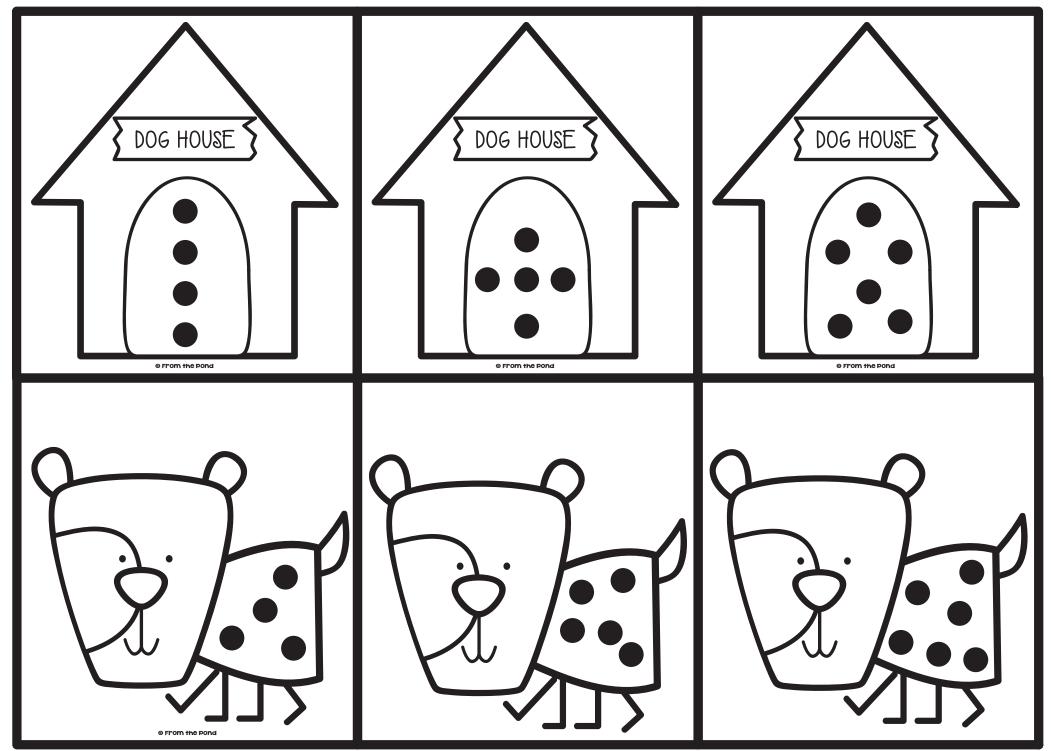
Have the students take turns to turn over two cards.

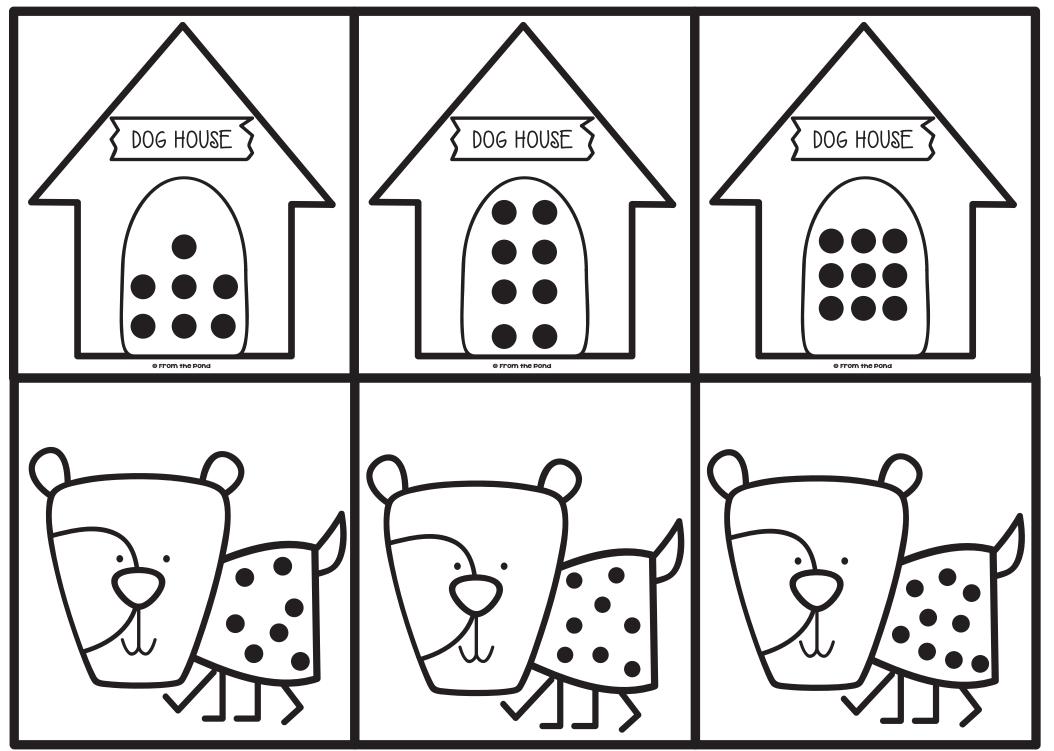
If they are a matching pair, they may be placed together and kept by the player until the end of the game.

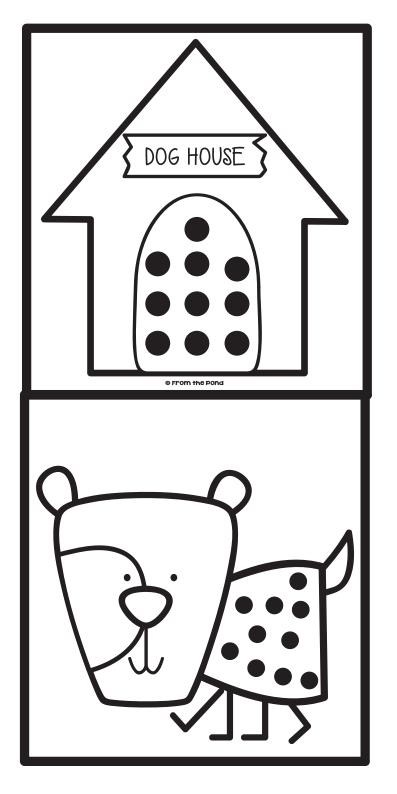
If the cards are not a match, they are returned to their face-down position.

Play continues until all the cards are matched.



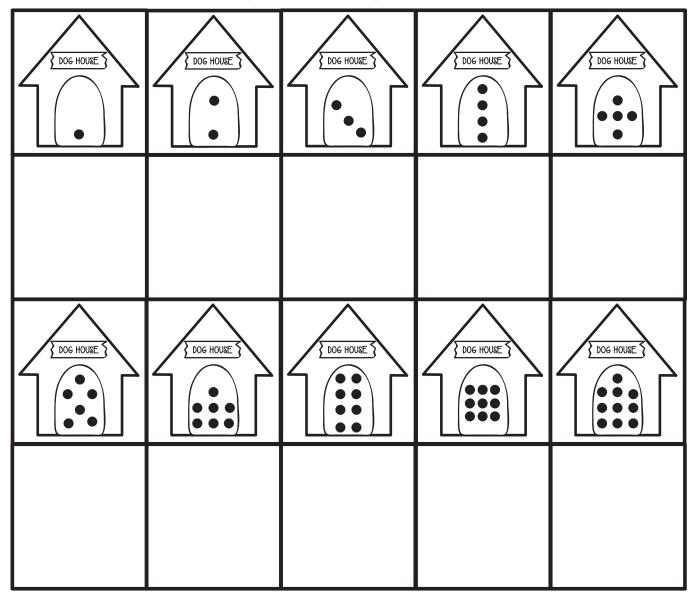


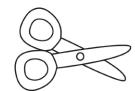


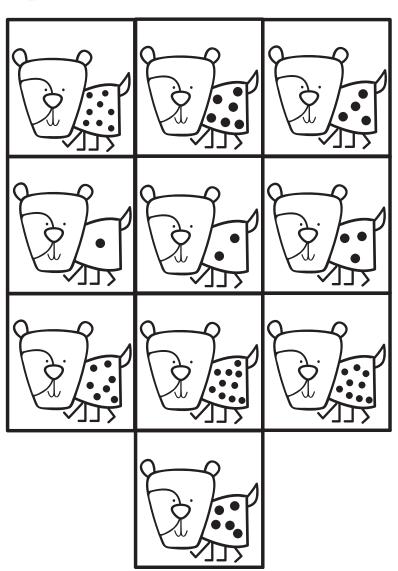


My	name is:	

Cut and paste the dogs to match:







Dog House Dots

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NUMBERS to 10

Subitizing

INFO & CREDITS



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