

Look - See - Bingo

Where are they now?

Students are able to subitize numbers to five.



Where to next?

Students are able to recognize numbers to 10 without counting.



Why?

This activity provides an opportunity for students to develop automaticity when recognising numbers to 10 without counting.

Materials:

- A variety of laminated bingo cards with symbols and words for six of the ten numbers between 0 and 10. Eg:

| | | | | |
|------|-------|-----|------|-------|
| two | 6 | one | 5 | 8 |
| five | 2 | 7 | zero | 1 |
| 0 | eight | 5 | six | seven |

- Counters or markers
- Subitising cards (Sets A, B, C, D)

How?

Look-See-Bingo can be played by the class or in small groups. Distribute a bingo card to each student. Teacher flashes a subitising card to students. Students check their bingo card for the number (word and/or symbol). If the number appears on their card, student either crosses it off with a marker or covers it with a counter. Game is over when a student has all numbers or symbols covered.