



inquisitive minds

SERIES: OPERATION GRID GAMES

COLLECTION: WHOLE NUMBER

LEVEL: EARLY STAGE 1

6

8

9

3

1

4

2

7

5

3

6

2

6

5

8

3

2

1

2

4

Complete Collection

How to use: *Operation Grid Games - Whole Number*
Overview to: *Operation Grid Games - Whole Number*

Spot the Number

Spot the Number: *Fill a Game Board* Instructions

Spot the Number: *Four Small Game Boards*

Spot the Number: *Line of Four* Instructions

Spot the Number: *Big Game Board*

Spot the Number: *Support Material – Counting 1 to 10*

One More

One More: *Fill a Game Board* Instructions

One More: *Four Small Game Boards*

One More: *Line of Four* Instructions

One More: *Big Game Board*

One More: *Support Material – Caterpillar*

One Less

One Less: *Fill a Game Board* Instructions

One Less: *Four Small Game Boards*

One Less: *Line of Four* Instructions

One Less: *Big Game Board*

One Less: *Support Material – Caterpillar*

Compare

Compare: *Fill a Game Board* Instructions

Compare: *Four Small Game Boards*

Compare: *Line of Four* Instructions

Compare: *Big Game Board*

Compare: *Support Material – Trains*

How to use:

Operation Grid Games - Whole Number

There are two different *Inquisitive Minds Operation Grid Games* collections, designed to assist primary school students in developing their number skills in a fun and engaging way. *Operation Grid Games - Whole Number* is the first collection in this series.

The activities in this collection will help students to learn how to read numbers, find the number before and after a given number as well as compare numbers.

To achieve this goal, the collection includes instructions, game boards and support material.

Instructions & Game Boards

There are four concepts in this collection and two game objectives are provided to reinforce each of these concepts. The eight resulting games each come with their own instructions and game boards.

The four concepts in this collection are ordered by level of difficulty. Teachers may provide differentiation as they present the activities, having some students playing games based on easier concepts while other students play games based on the more advanced ones.

The game objective *Line of Four* is slightly more complex than the game objective *Fill a Game Board*, which allows teachers to provide further differentiation in the classroom. Students may all be practising the same concept, but some could be exposed to a more difficult objective that involves more complex mathematical thinking and a different set of strategies.

Support Material

The support material provided in this collection ensures that students of all abilities find the games accessible.

When each concept is introduced, it is recommended that teachers show students how to use the related support material. Teachers are encouraged to provide the support material to use alongside games until students feel they can work out answers without this scaffolding.

Teachers may choose to use *Operation Grid Games - Whole Number* in their classrooms, or they may like to send materials home to provide a varied and creative approach to homework.

The explanations and instructions accompanying the games and support materials are very explicit to ensure that parents using these materials at home are equipped to support and reinforce the learning that has taken place in the classroom.



Overview: Operation Grid Games - Whole Number

Target group:

NSW Curriculum: Early Stage 1

Australian Curriculum: Foundation, Year 1

This collection is useful as a foundation prior to starting school or for revision in older year groups.

Concept	Learning intention	Syllabus References	Game options
Recognising numbers.	Students will practise reading and matching numbers from 1 to 10.	ACMNA001 ACMNA002 MAe-4NA	Spot the Number: <i>Fill a Game Board</i> Spot the Number: <i>Line of Four</i>
Finding the number after a given number.	Students will practise identifying the number which is one more than each of the numbers from 1 to 10.	ACMNA001 MAe-4NA	One More: <i>Fill a Game Board</i> One More: <i>Line of Four</i>
Finding the number before a given number.	Students will practise identifying the number which is one less than each of the numbers from 1 to 10. They will understand that 'zero' means 'nothing' and use '0' to represent zero.	ACMNA001 MAe-4NA	One Less: <i>Fill a Game Board</i> One Less: <i>Line of Four</i>
Comparing numbers.	Students will practise comparing two numbers (1 to 10) to find which is the largest. They will identify when two numbers are the same and become familiar with the equals sign.	ACMNA289 ACMNA013 MAe-4NA	Compare: <i>Fill a Game Board</i> Compare: <i>Line of Four</i>