

Learning Intention: To recognise numerals and work collaboratively to play a game.	Activity Overview: Use your number knowledge to play a counting game, involving climbing monkeys.
Links to EYFS: - Recognises numerals 1 to 5 (Mathematics) - Beginning to be able to negotiate and solve problems without aggression (Personal, Social and Emotional Development)	
Resources: -Printed Templates: Monkey counters, Jungle Board (attached below and 1-5 Dice) -Scissors/Glue -Several family members (this game works well with 3/4 players. -Alternatively – If you are unable to print or create your own resources to play the monkey counting game, follow the link to play an interactive jungle game. https://www.sheppardsoftware.com/preschool/animals /jungle/animaljunglegame.htm	Key vocabulary: Monkey, tree, coconut, number, count. Number names to 5.
ACTIVITY IMPLEMENTATION (including key que	estions)
Introduction: *Follow the link below and show your child the 100 square. Explain that today he/she is going to hear a counting song, which involves counting in 10's. Support your child with colouring the multiples of 10 on the 100 squa and draw their attention to the position/pattern of numbers on the grid. https://www.topmarks.co.uk/learning-to-count/paint-the-squares *Follow the link below to learn the counting in 10's song. https://www.youtube.com/watch?v=_yr-luM4SEA	Te I 2 3 4 3 6 7 0 7 0 I 2 13 14 16 16 17 01 17 30 I 2 2 2 3 24 25 26 27 28 24 30 I 3 27 33 14 35 36 77 18 74 00 I 2 2 2 3 24 45 46 57 46 74 10 I 2 2 2 3 24 45 46 57 46 74 10 I 2 2 2 3 24 45 46 57 46 74 10 I 2 2 2 3 24 45 46 57 46 74 10 I 2 2 2 3 24 45 46 74 10 I 2 2 2 3 24 45 46 77 46 91 10 I 2 2 2 3 44 45 46 77 46 91 10 I 2 2 2 3 24 25 26 17 1 10 10 I 2 2 2 3 24 25 26 17 1 10 2 I 2 2 2 3 24 25 26 17 1 10 2 I 2 2 2 3 24 25 26 17 1 10 2 I 2 2 2 3 24 25 26 17 1 10 2 I 2 2 2 3 24 25 26 17 1 10 2 I 2 2 2 3 24 25 26 17 10 2 I 2 2 3 24 25 26 17 10 2 I 2 2 3 24 25 26 17 10 2 I 2 2 3 24 25 26 17 10 2 I 2 2 3 24 25 26 17 10 2 I 2 2 3 24 25 26 17 10 2 I 2 2 3 24 25 26 17 10 2 I 2 2 3 24 25 26 17 10 2 I 2 2 3 24 25 26 17 10 2 I 2 2 3 24 25 26 17 10 2 I 2 2 3 24 25 26 17 10 2 I 2 2 3 24 25 26 17 10 2 I 2 2 3 24 25 26 17 10 2 I 2 2 3 24 25 26 17 10 2 I 2 2 3 24 25 26 17 10 2 I 2 2 3 24 25 26 17 10 2 I 2 2 3 24 25 26 17 10 2 I 2 2 3 24 25 26 17 10 2 I 2 2 3 24 25 26 17 10 2 I 2 2 3 2 4 10 2 I 2 2 3 2 4 10 4 10 2 I 2 2 3 2 4 10 4 10 2 I 2 2 3 2 4 10 4 10 2 I 2 2 3 4 4 5 4 7 10 10 10 I 2 2 3 4 4 5 4 7 10 10 10 I 2 2 3 4 4 5 10 17 10 10 10 I 2 2 3 4 4 5 10 17 10 10 10 I 2 2 3 4 4 5 10 17 10 10 10 I 2 2 3 4 4 5 10 17 10 10 10 I 2 2 3 4 4 5 10 17 10 10 10 I 2 2 3 4 4 5 10 17 10 10 10 I 2 2 3 4 4 5 10 17 10 10 10 I 2 2 3 4 4 5 10 17 10 10 10 I 2 2 3 4 4 5 10 17 10 10 10 I 2 2 3 4 4 5 10 17 10 10 10 I 2 2 3 4 4 5 10 17 10 10 10 I 2 2 3 4 4 5 10 17 10 10 10 I 2 2 3 4 4 5 10 17 10 10 10 I 2 2 3 4 4 5 10 17 10 10 10 I 2 2 3 4 4 5 10 17 10 10 10 I 2 2 3 4 4 5 10 17 10 10 10 I 3 3 4 15 10 10 10 10 I 3 4 15 10 10 10 10 I 3 4 15 10 10 10 10 I 3 4 15 10 10 10 I 3 4 15 10 10 10 I 3 4 15 10 10 10 10 I 3 4 10 10 10 10 10 I 3 4 10 10 10 10 10 10 I 3 4 10 10 10 10 10 10 10 10 I 3 4 10 10 10 10 10 10 10 10 10 10 I 3 4 10 10 10 10 10 10 10 10 10 I 3 4 10 10 10 10 10 10

• Introduce the idea of playing a game.

Before you begin the activity print and prepare one game board and one monkey counter for each player. Then put together the dice that has numbers 1-5 and a picture of a coconut on (this is a great opportunity to highlight creating a 3D shape).

•Explain to your child that they are going to play, which will require them to count very carefully. They are going to help their monkey climb to the top of the tree to get a coconut for his lunch.

•Show them the dice and look at the digits in a random order. As you show them each digit, ask your child to name it and show you the matching amount of fingers.

•Show your child the coconut picture on the dice. Explain that if they roll this picture it means a coconut has fallen from the tree and their monkey will have to climb down the tree and start again.

•Decide who is going to roll first and invite him/her to throw the dice and tell you what the number is that they have rolled.

•They can then use their monkey counter and climb the correct number of spaces up their tree.

• Pass the dice clockwise around the group with each player throwing the dice and





moving their monkey the correct number of spaces up the tree.The winner is the person whose monkey reaches the top of the tree first.

Additional ways to support your child:

Your child may benefit from playing the game with a 1-3 dice. This will enable your child to focus on recognition of these digits and as there is no coconut on this dice should lead to a shorter game.

Extension:

Challenge your child to create his/her own board game. This could be a great family project.



Monkey Counters



Individual Activity Lesson Plan



