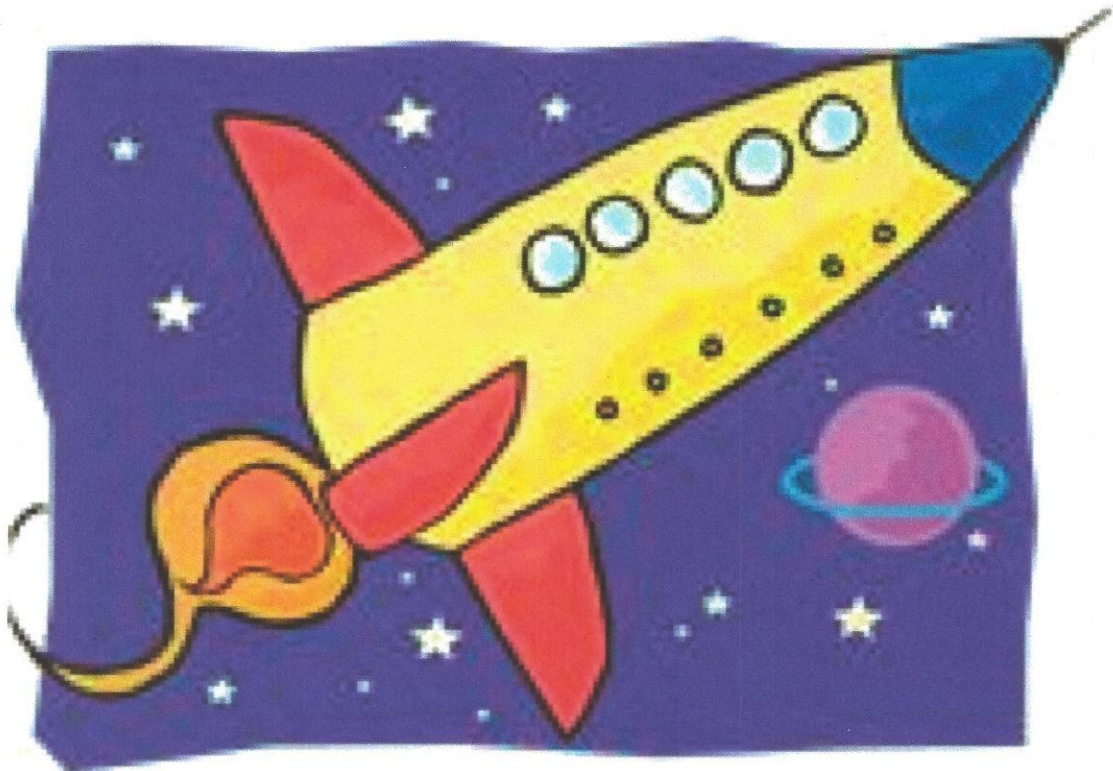


# Fun Activities For Learning How To Count Backwards



From 10-0 & 20-0

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### Helping Students Learn How To Count Backwards By Blasting Off

My Y5 standards have students learning to count from 10 to 0; other states have kindergartners needing to count backwards from 20.

No matter what number you have to start from, here are a few tips to help you make that easy and fun!

I use counting backwards as a way to transition. Whenever I need my students to go from point A to point B, I tell them, ***“Let’s do it before I get to zero. Count down with me: 10 9 8 7 6 5 4 3 2 1 0!”*** They enjoy this, and scamper to achieve.

We countdown every time I have them line up. I also have my students countdown while we wait for children to finish up in the bathroom. We’ll countdown and clap, countdown in a whisper voice, countdown in a deep-monster voice, countdown and hop, countdown and balance on one foot, or countdown slowly and finish really fast.

Their favorite way to countdown is when they are gathered on the carpet. I have them pretend that they are rockets. They crouch down and then when we get to zero, they yell, ***“Blast off!”*** jumping as high into the air as they can. I tell them I’ll be watching for who jumps the highest. They are highly competitive and really want to be the highest “blaster rocket”.

Since my students are also learning to identify and write numbers, as well as learning to count backwards, I combine learning all of these standards with the 2 quick and easy rocket art projects.

I also have them do several tracing countdown skill sheets, and “Zap” the numbers in sequential order in ***I Spy*** the number games as well. After we’ve traced/zapped all of the numbers, we countdown together and they “blast” out of their chairs.

To change things up a bit, they do a similar activity with bingo dot markers in an ABAB pattern.

I’ve also made horizontal countdown number line bookmarks for them. After students have traced the numbers, we countdown as a whole group and blast off.

I use these number strips and have students glue them to party tweeters. I purchased jumbo ones at The Dollar Store. It's just another fun way to have students working with, and recognizing this number sequence.

**Blast Off!** Is a spinner game using a brass brad and paperclip. Children play with a partner and take their rocket to the moon counting down as they go. As with the concept above, this simply reinforces everything in a different and entertaining way.

Another game your students will enjoy playing is **Sequence Yourself**. Print off and laminate the "Blast Off" cards.

Cut them out and pass out numbers 20 to 0 or 10 to 0 depending on your standard. Since children enjoy picking a card and holding it, I've included "Blast Off!" cards as well as rocket cards.

Set a timer for 5-minutes and instruct your students to get into "Blast off" order starting with 20 or 10.

Everyone else remains seated holding their blast off or rocket card. Children are all in a crouching position.

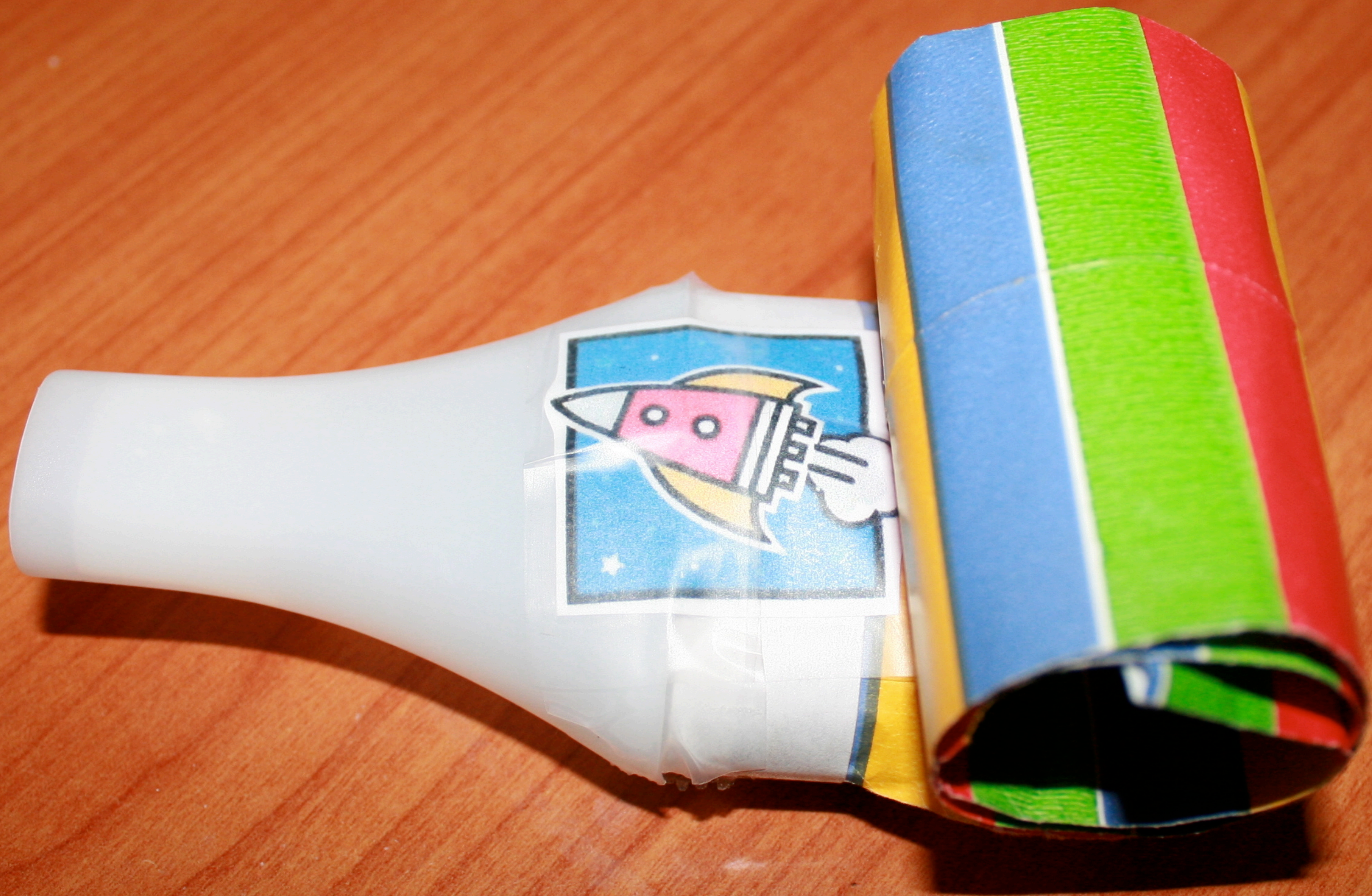
Begin the countdown. The student holding that card bounces up, then the next, 'til you get to zero and then everyone still remaining crouched, jumps up as everyone yells "**Blast off!**"

I've included covers for the cards incase you want to run off copies so that your students can make an Itty Bitty Blast Off book.

Be sure and look at the ***Come Blast Off With Me!*** booklet packet. (TWM 666) It's an adorable easy reader that students enjoy making. They choose a rocket, fellow astronaut friend, planet, and even a new alien friend! It also includes 6 graphing extensions for math fun. It's a great companion to all of these activities.

Finally, give everyone a **certificate of praise** to encourage their efforts.









10 9 8 7 6 5 4 3 2 1 0





## Envelope Blast Off Large Slider Rocket

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### Materials:

- Construction paper
- Scissors
- Glue sticks
- Student pictures
- Colored markers
- Aluminum foil
- White crayons
- 9 ½ long white envelopes (They sell them at some Dollar Stores)

### Directions:

#### Prep:

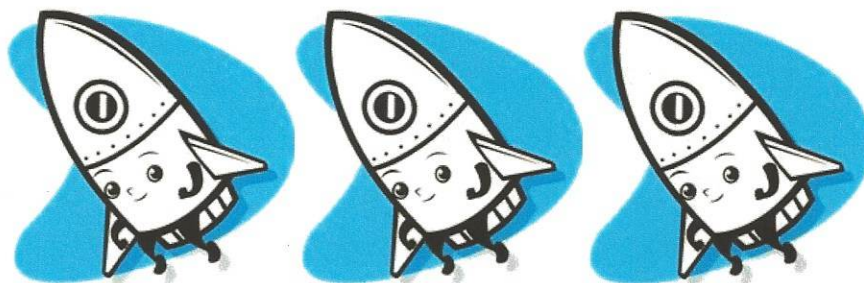
- Run off copies of the masters
- On the photo setting of your copier, make a copy of your class composite. Cut each student's photo into a circle.
- Cut out sheets of aluminum foil (9 ½ x 8 ½ )

#### The next day...

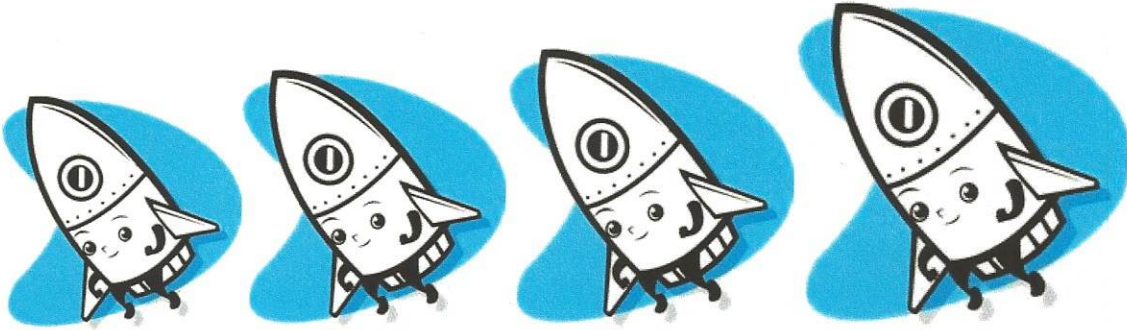
1. Children cut out the top of their rocket.
2. Students glue the photo in the oval window.
3. Children add details to their rocket top with a white crayon.
4. Students lick their envelope and close it.
5. Children rub glue on the front of their envelope and lay it in the middle of their aluminum foil.
6. Students rub more glue on the back of their envelope.
7. Children carefully fold the edges of the foil over the sides of their envelope like they are wrapping a package.
8. I model this for my students so they can see how to do it.
9. Students put some glue on the bottom of their rocket top and press it to the front of the top of their envelope.
10. Children cut out their "blast off" down and trace the letters and numbers. They write their name at the top completing the sentence:  
\_\_\_\_\_ (Kelli) can Blast Off from 20 (10) - 0.
11. Students glue the door to the middle of the bottom of their rocket.



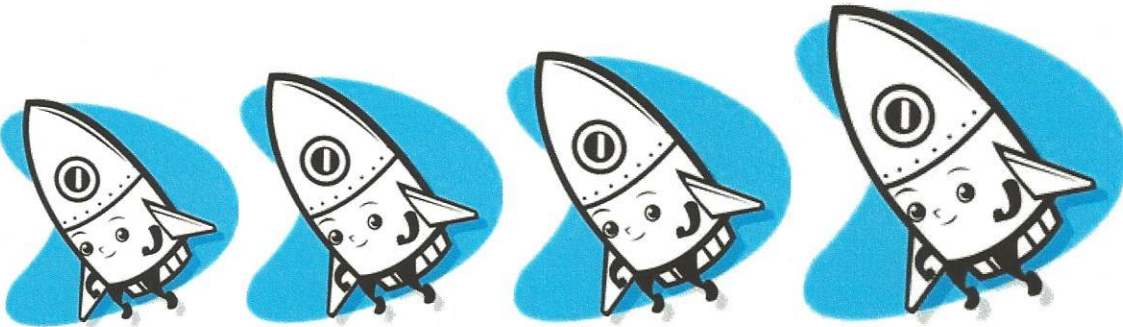
12. Stars can either be pre-cut or students can cut out their own star and then glue it somewhere on their rocket.
13. Students snip a tiny bit of the top and bottom off of the envelope so they can slip their number line through.
14. Children cut their strips and then glue them so that they are in sequential order. I put my sample on the board and we count down to zero and blast off for a practice run.
15. So that I have more math extensions, I have my students TRACE the numbers in an ABAB pattern with orange and yellow markers (fire colors). I explain to them that their pattern will show that one color shows **even** numbers; the other color shows **odd** numbers.
16. Students cut out their "smoke" cloud, trace the blast off words and glue it to the top of the bottom of their strip.
17. When students are done, they insert their strips into the envelope.
18. When everyone has completed their rocket, have students start with the number 10 or 20 (whichever is your standard) and then count backwards 'til they read blast off. This will help students with number recognition skills as well as verbally being able to count backwards.
19. Students pull the strip completely out of the envelope. The strip is the launching pad. They can now jump in the air and launch their rocket as high as they can reach.
20. Allow children to jump out of their seats and dance around when they say "Blast off!"
21. Repeat without the rockets and have students crouch on the floor counting backwards slowly, as teacher points to a number line on the board, or holds up her/his sample rocket or strip.
22. Tell children to try and jump as high into the air as they can. You'll be watching to see who is the highest jumping rocket! My Y5's LOVE this added competition. I simply tell them that they all blasted so quickly and so high that I think everyone jumped the highest, unless it was really obvious that one student was a really high jumper. I've even included "highest" jumping rocket mini certificates as incentives. Of course to earn one, you'll have to be blasting off correctly saying the appropriate number sequence!



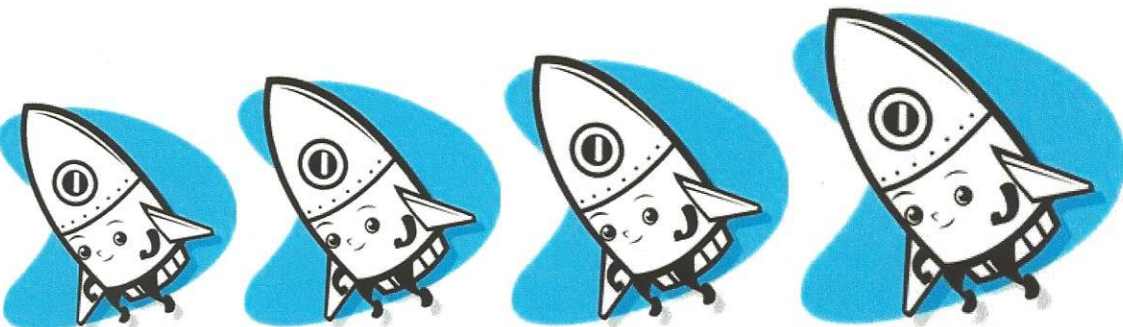




I was the highest jumping rocket today during Blast Off!



I was the highest jumping rocket today during Blast Off!



I was the highest jumping rocket today during Blast Off!



8



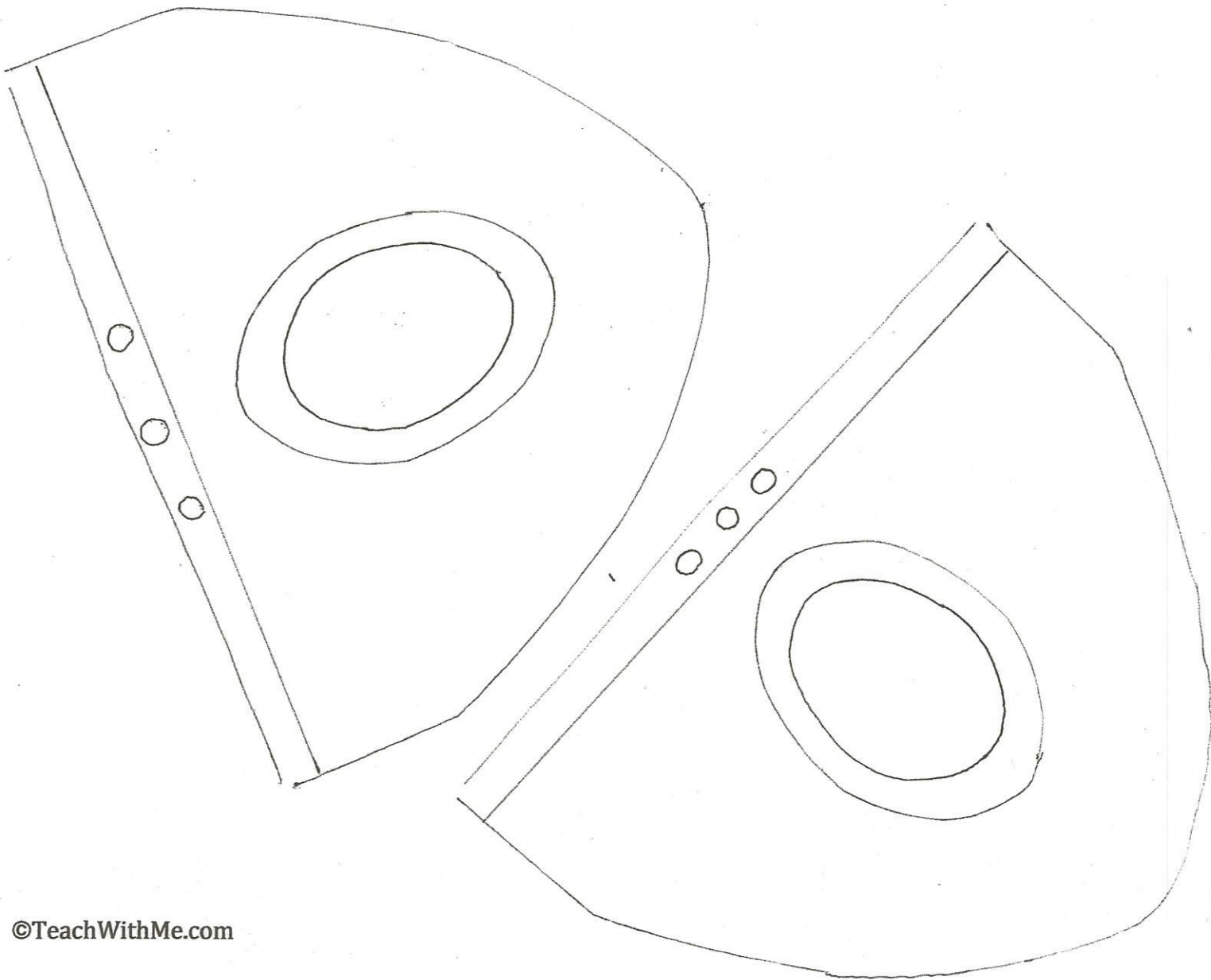
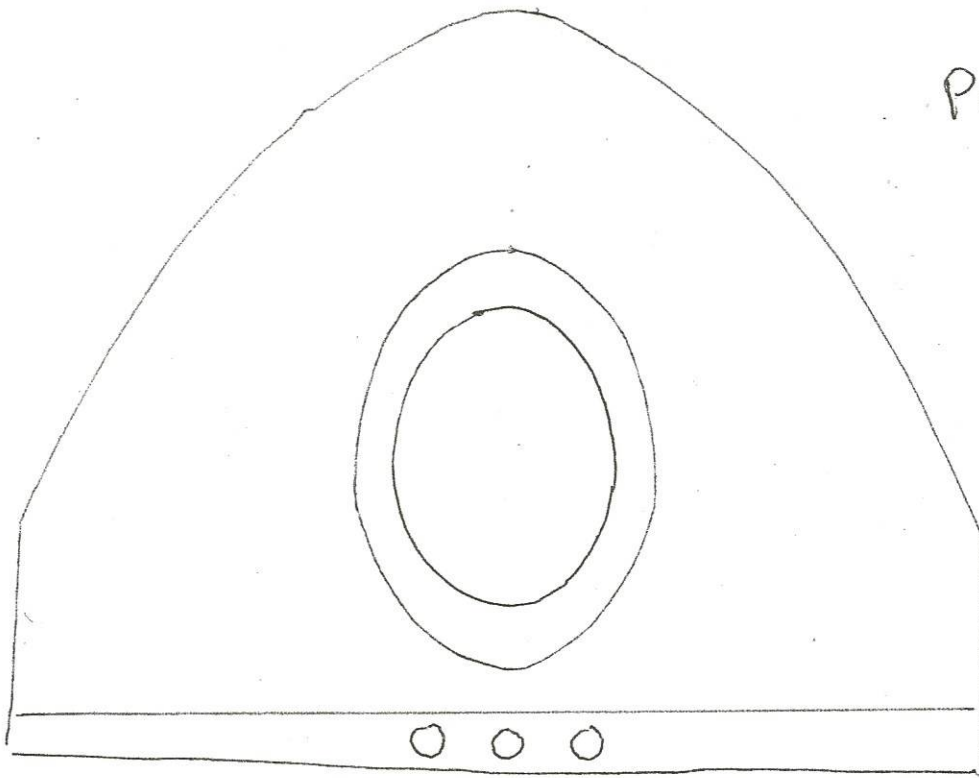
Diane  
can  
Blast Off  
from  
20-0

0

Blast Off!



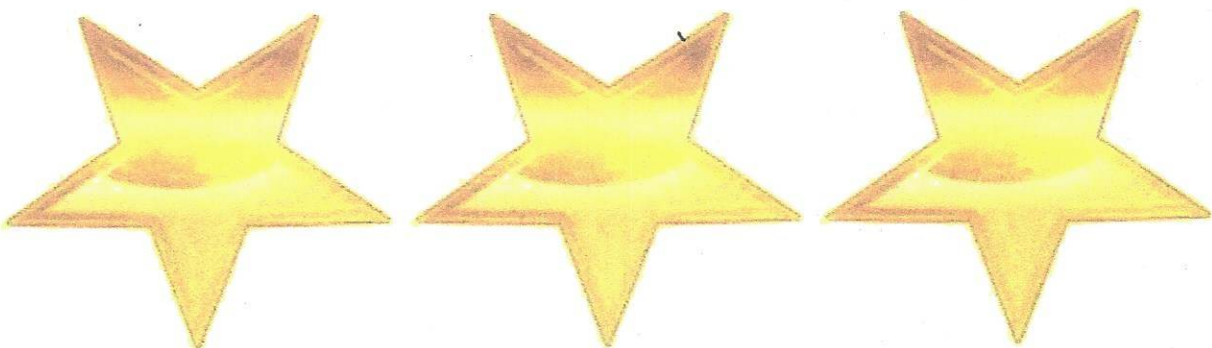
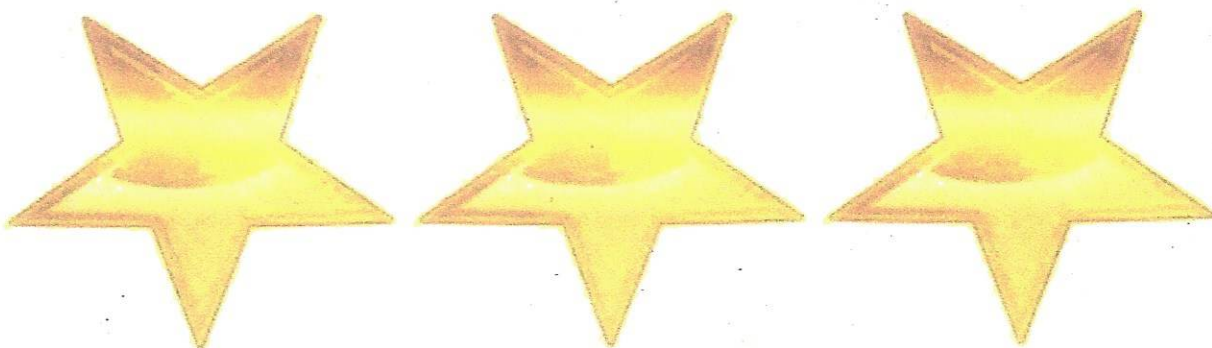
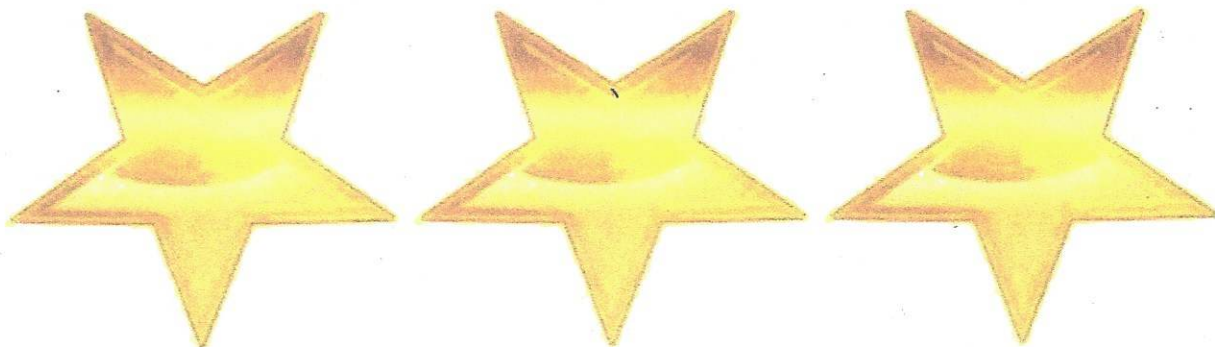
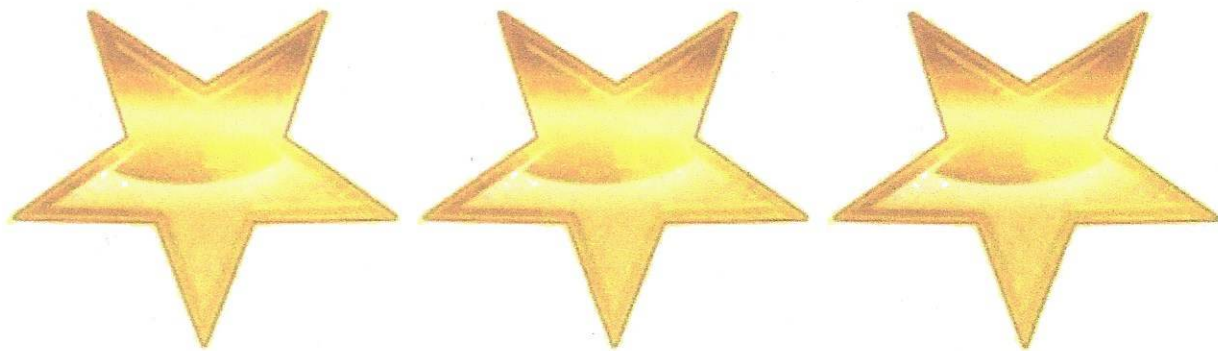
Top of rocket.  
Put photo of  
Student in  
oval  
window.



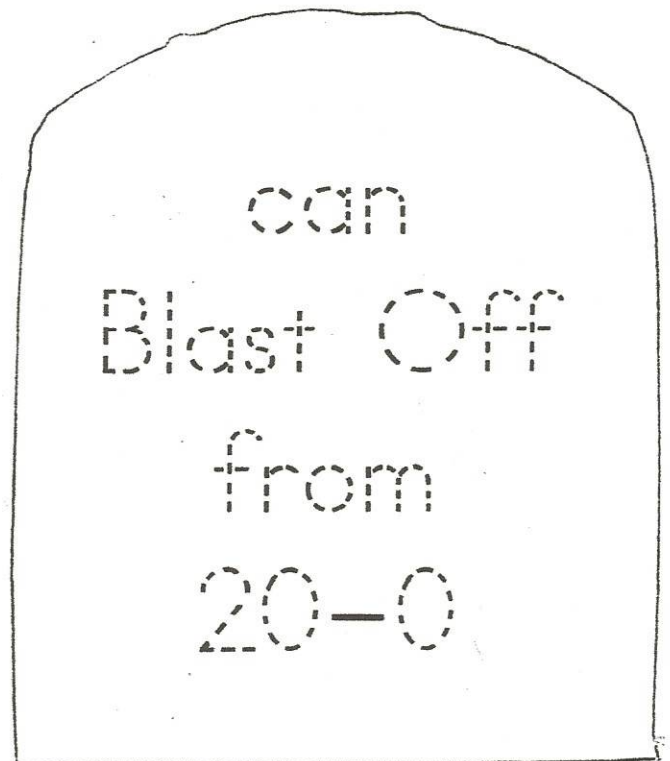
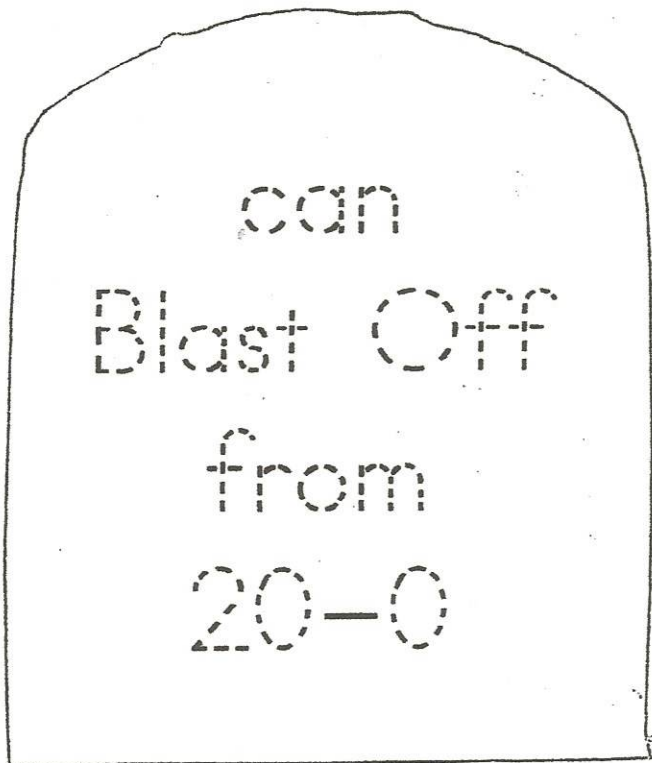
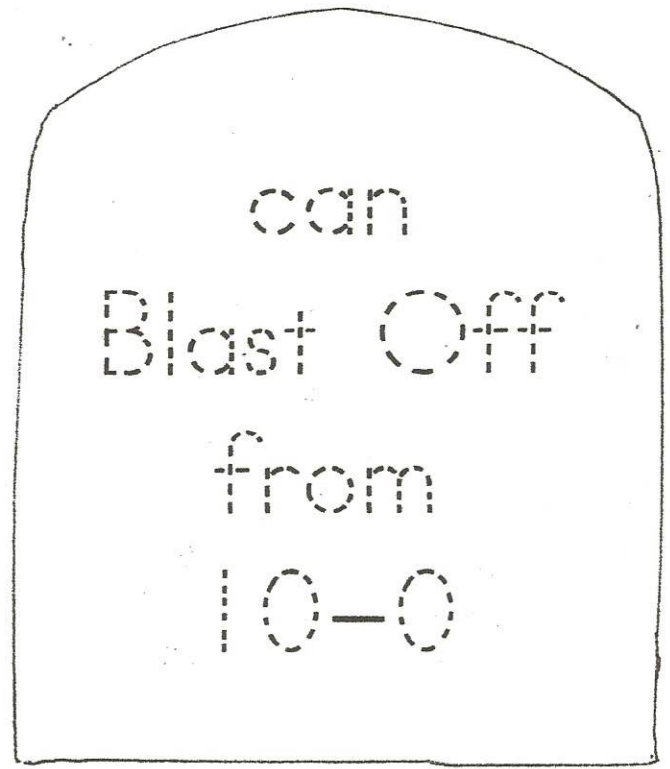
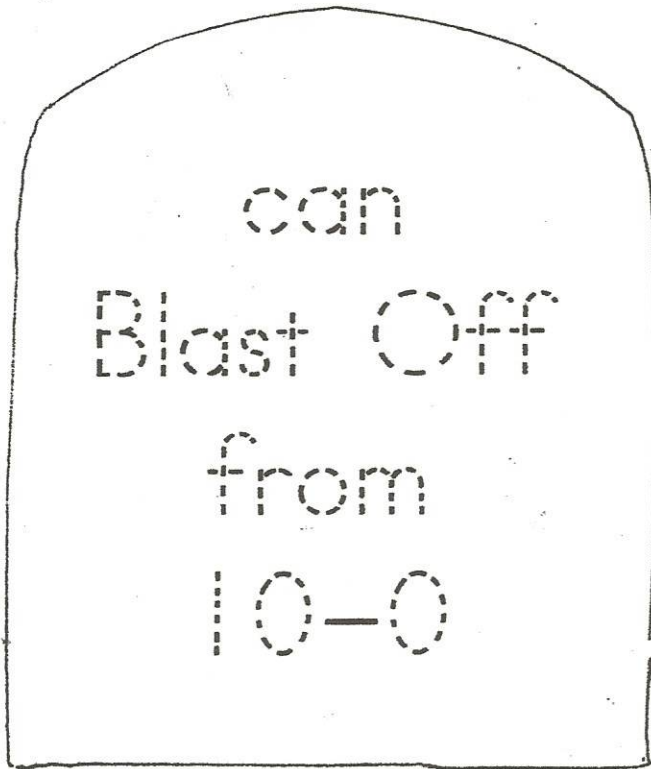


Cover for envelope rocket.











10

9

8

7

6

X  
5

5

4

3

2

1

0

X = glue

10-0  
Blast off  
strips.



20

19

18

17

16

15  
x

15

14

13

12

11

10

9  
x

9

8

7

6

5

4

3  
x

3

2

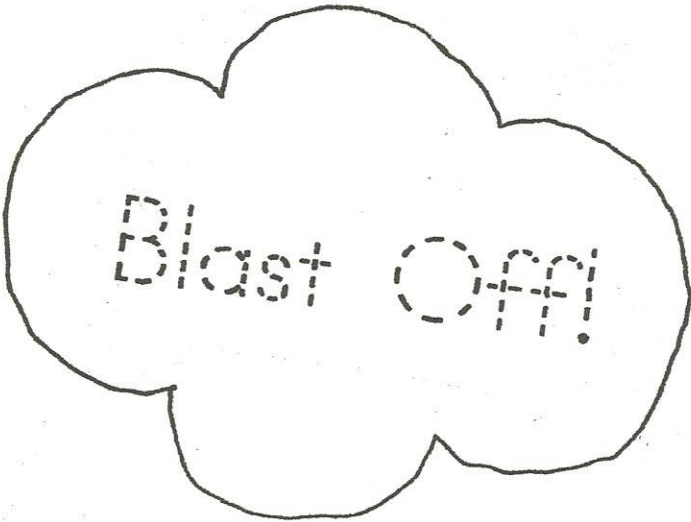
1

0

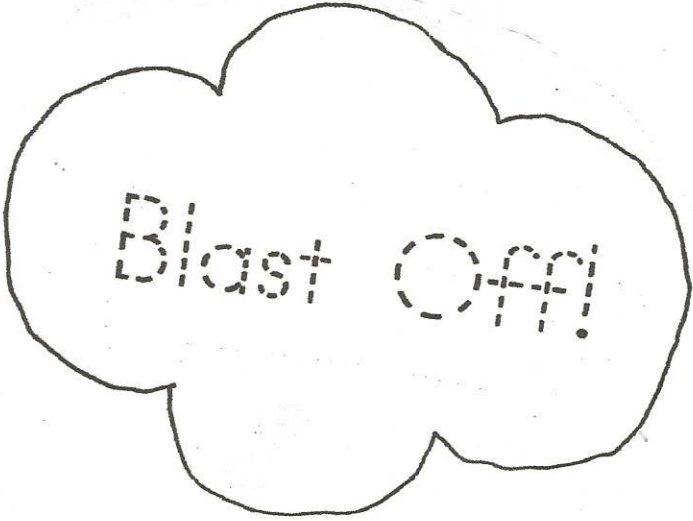
x =  
glue

20-0  
Blast off  
strips

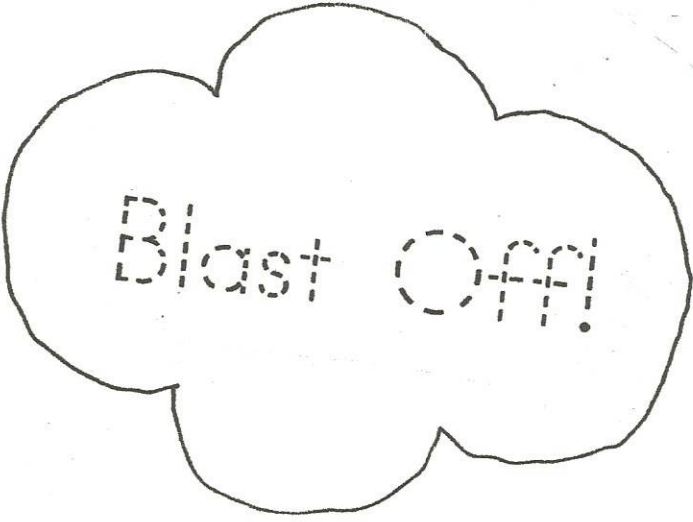




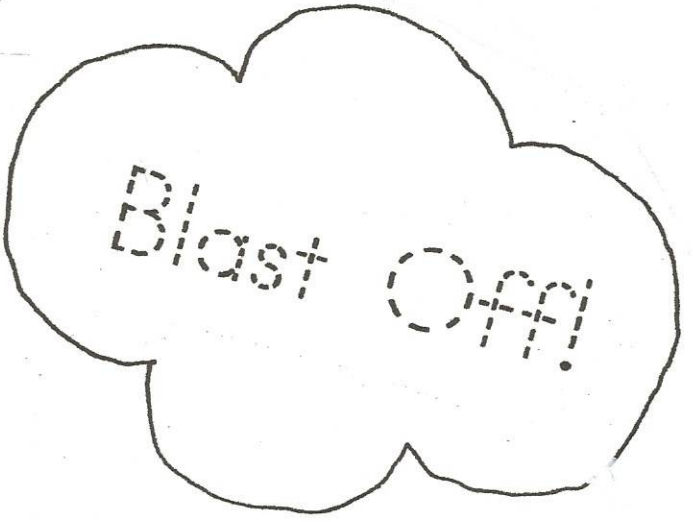
Blast Off!




Blast Off!



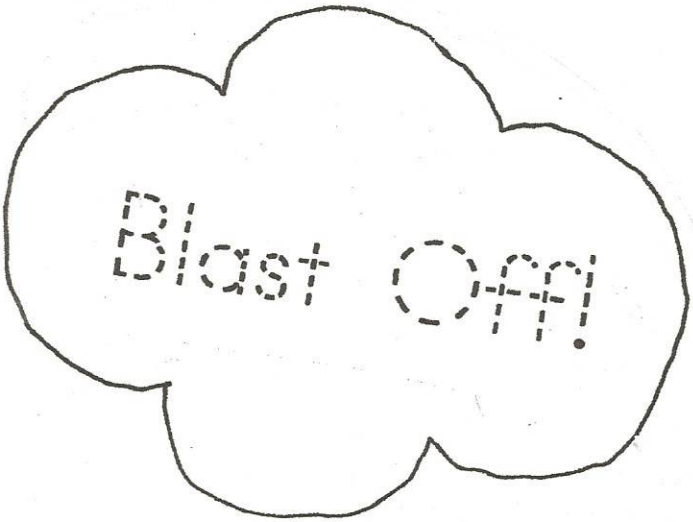
Blast Off!



Blast Off!



Blast Off!



Blast Off!





## **Blast Off Slider**

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### **Materials:**

- Construction paper
- Scissors
- Glue sticks
- Exacto knife
- Student pictures
- Black ink pens
- Yellow and orange markers

### **Directions:**

#### ***Prep:***

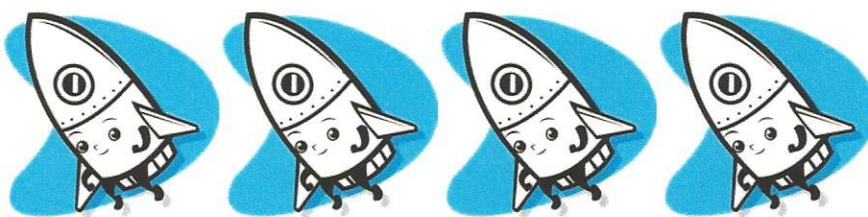
- Run off copies of the masters.
- Trim rockets on a paper cutter .
- Cut out a variety of colored sheets of (6x8) construction paper, so students can choose a color and glue their rocket to the construction paper.
- On the photo setting of your copier, make a copy of your class composite. Cut each student's photo into a circle.

#### ***The next day...***

1. Students choose a color of construction paper and glue their rocket in the center.
2. Using an Exacto knife, teacher or room helper cuts two slits on the top and bottom of the 2<sup>nd</sup> circle (window) of the spaceship.
3. Children glue their picture over the top window of the rocket.
4. Children write their name with an ink pen under the third window of the rocket.
5. After teacher writes **blasts off!** On the board, students copy that phrase and write it under the rocket, completing the sentence or



- implying that "**Kelli** (student whose name is on the rocket) **blasts off!**"
6. So that I have more math extensions, I have my students TRACE the numbers in an ABAB pattern with orange and yellow markers (fire colors). I explain to them that their pattern will show that one color shows **even** numbers; the other color shows **odd** numbers.
  7. Children cut out 2 "strip stoppers" and glue one to each end of their counting strip.
  8. When students are done, they insert their strips from the BACK and pull through and then insert them into the back once again. I demonstrate this with my own sample explaining that the number needs to show through the second middle window of their rocket. (Having the 3 windows also allows me to also explain the ordinal numbers **first**, **second** and **third** as well as spatial directions, **top**, **above**, **middle**, **below**, and **under**).
  9. When everyone has completed their rocket, have students start with the number 10 or 20 (whichever is your standard) in the window and then count backwards 'til they read blast off. This will help students with number recognition skills as well as verbally being able to count backwards.
  10. Allow children to jump out of their seats and dance around when they say "Blast off!"
  11. Repeat without the rockets and have students crouch on the floor counting backwards slowly, as teacher points to a number line on the board, or holds up her/his sample rocket.
  12. Tell children to try and jump as high into the air as they can. You'll be watching to see who is the highest jumping rocket! My Y5's LOVE this added competition. I simply tell them that they all blasted so quickly and so high that I think everyone jumped the highest, unless it was really obvious that one student was a really high jumper.







Blasts off !

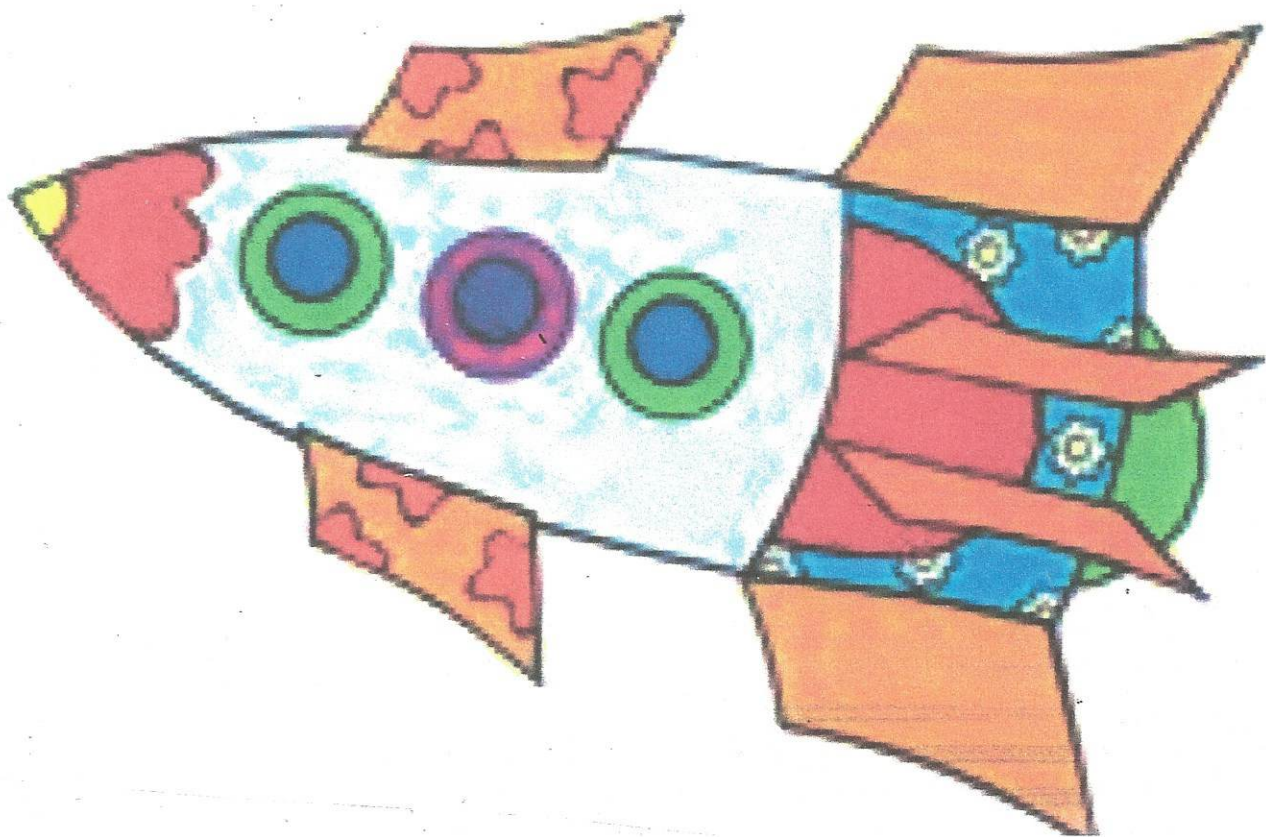
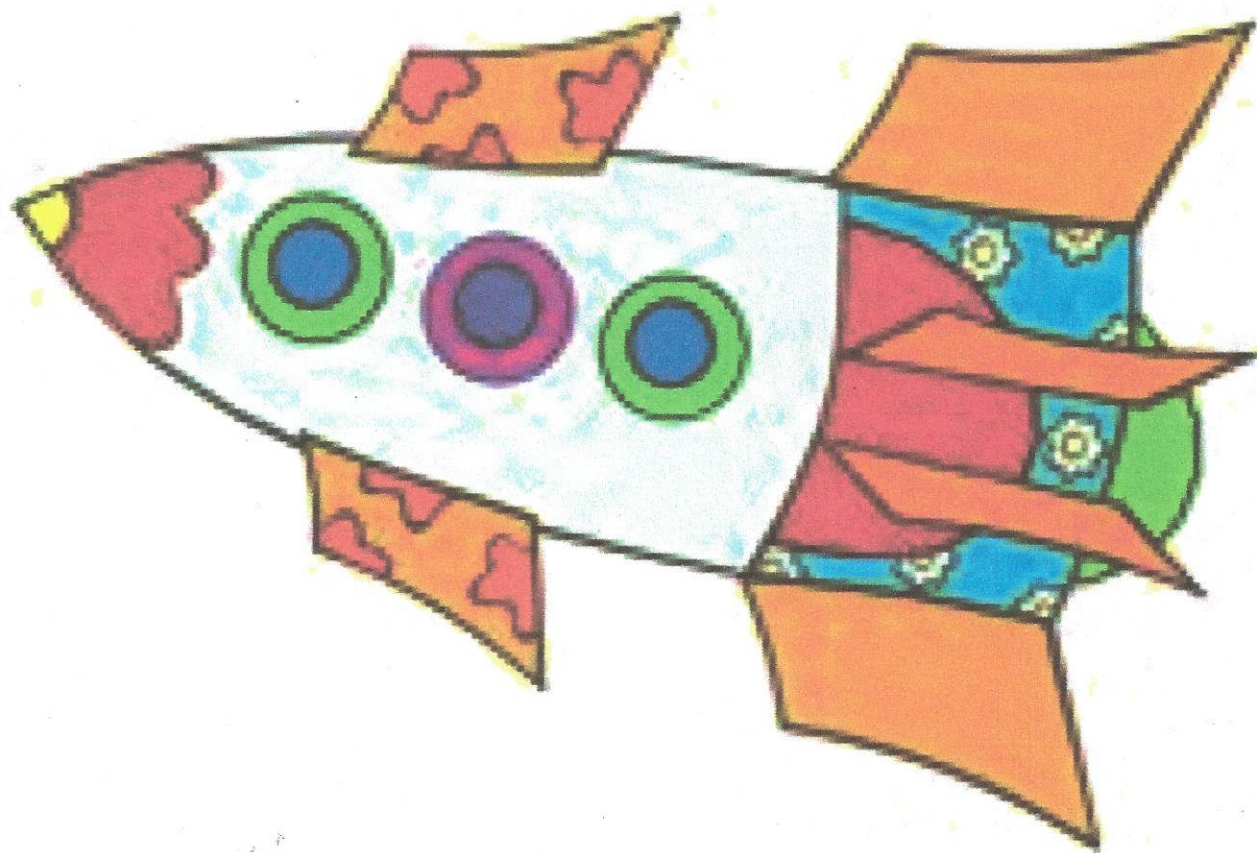


20  
19  
18  
17  
16  
15



Blasts off !







10

9

8

7

6

5

4

3

2

1

0

Blast  
Off

10

9

8

7

6

5

4

3

2

1

0

Blast  
Off

10

9

8

7

6

5

4

3

2

1

0

Blast  
Off

10

9

8

7

6

5

4

3

2

1

0

Blast  
Off

10

9

8

7

6

5

4

3

2

1

0

Blast  
Off

10

9

8

7

6

5

4

3

2

1

0

Blast  
Off

10

9

8

7

6

5

4

3

2

1

0

Blast  
Off

10-0  
Blast Off  
strips



20

10

20

10

20

10

19

9

19

9

19

9

18

8

18

8

18

8

17

7

17

7

17

7

16

6

16

6

16

6

15

5

15

5

15

5

14

4

14

4

14

4

13

3

13

3

13

3

12

2

12

2

12

2

11

1

11

1

11

1

0

Blast  
Off

0

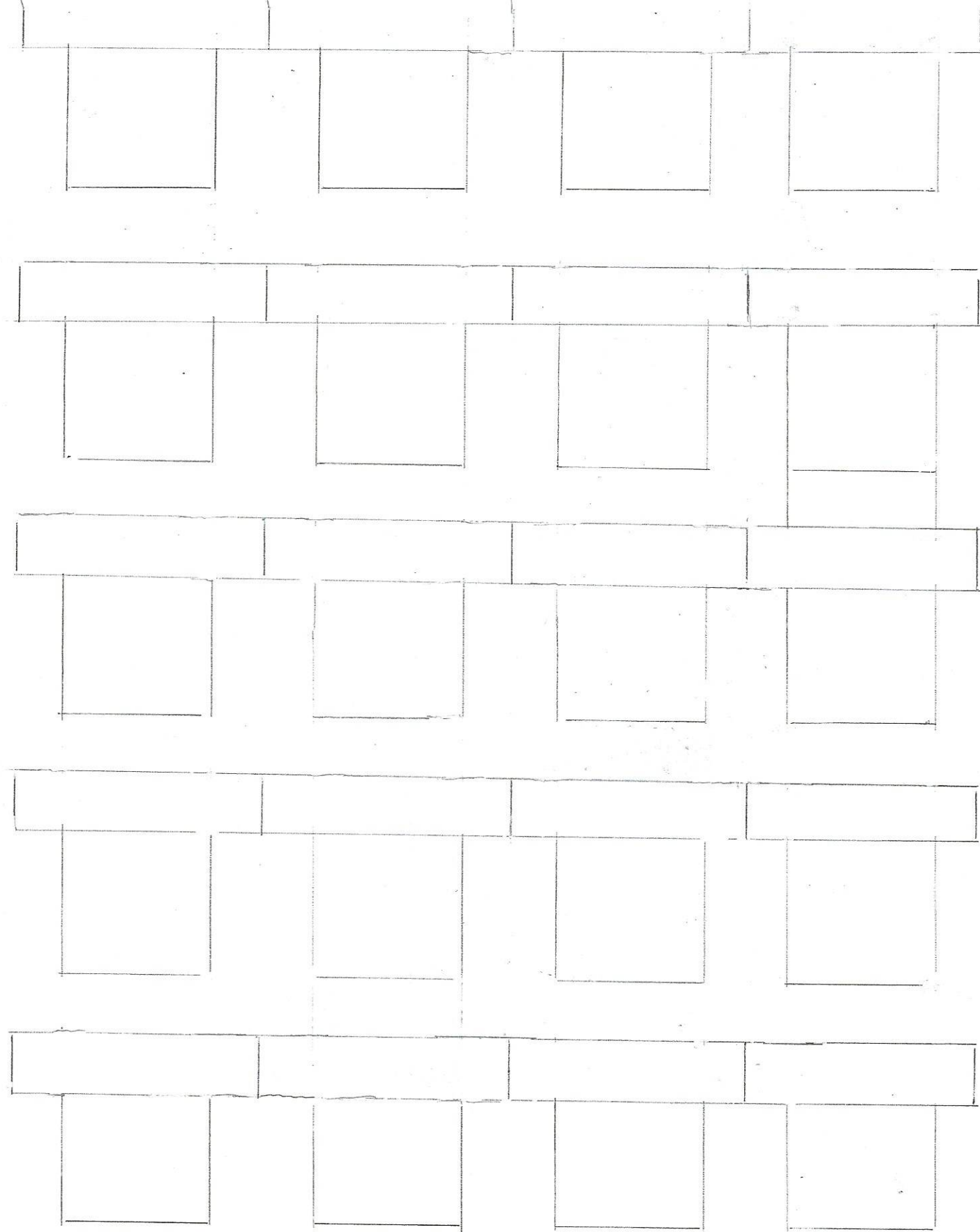
Blast  
Off

0

Blast  
Off

Blast  
off  
20-0  
strips



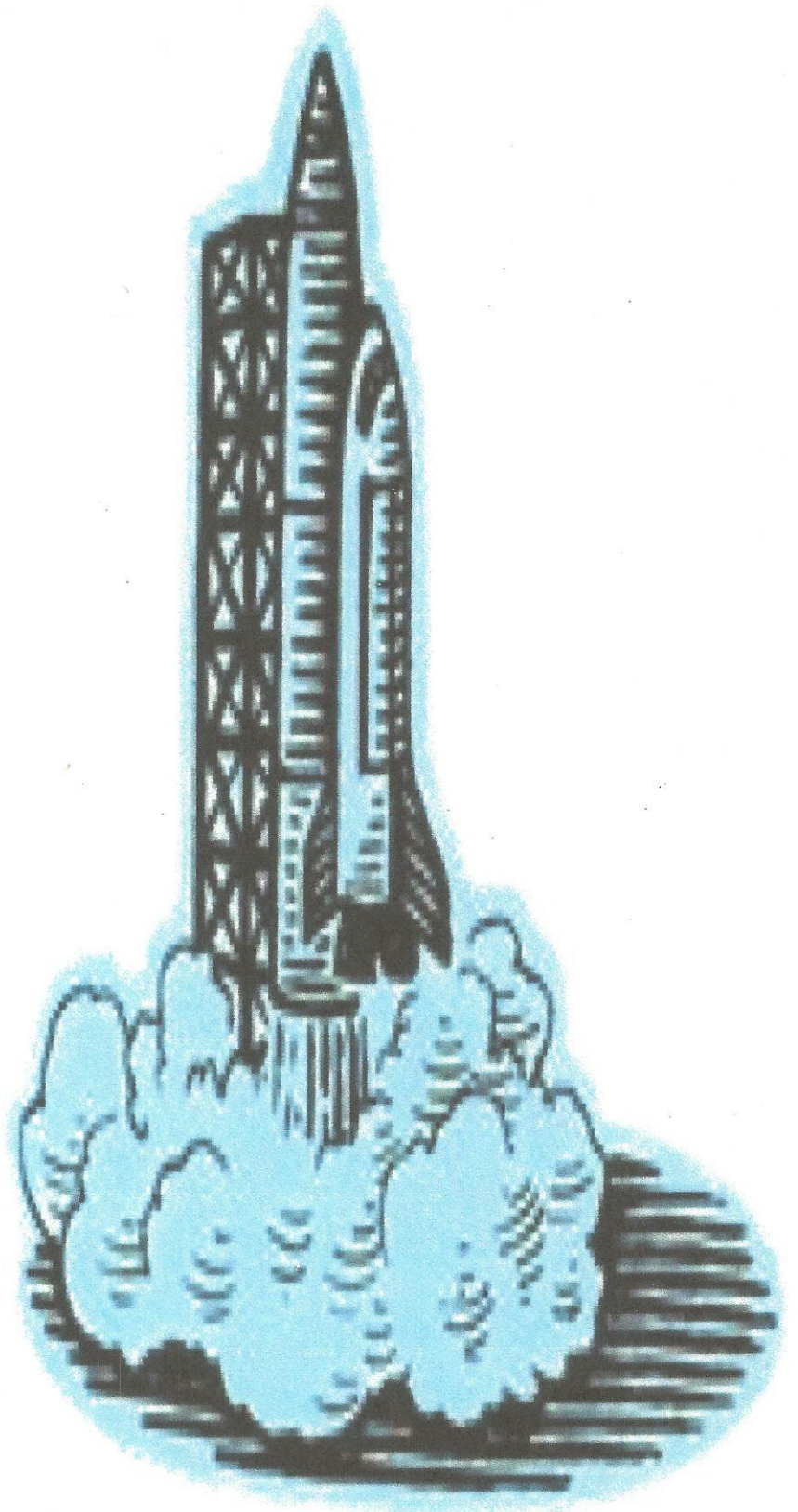


Glue to each end of strip  
so they won't pull through

and Stoppers  
for Blast off  
strips



10  
9  
8  
7  
6  
5  
4  
3  
2  
1  
0



Blast off!



20

19

18

17

16

15

14

13

12

11

10

9

8

7

6

5

4

3

2

1

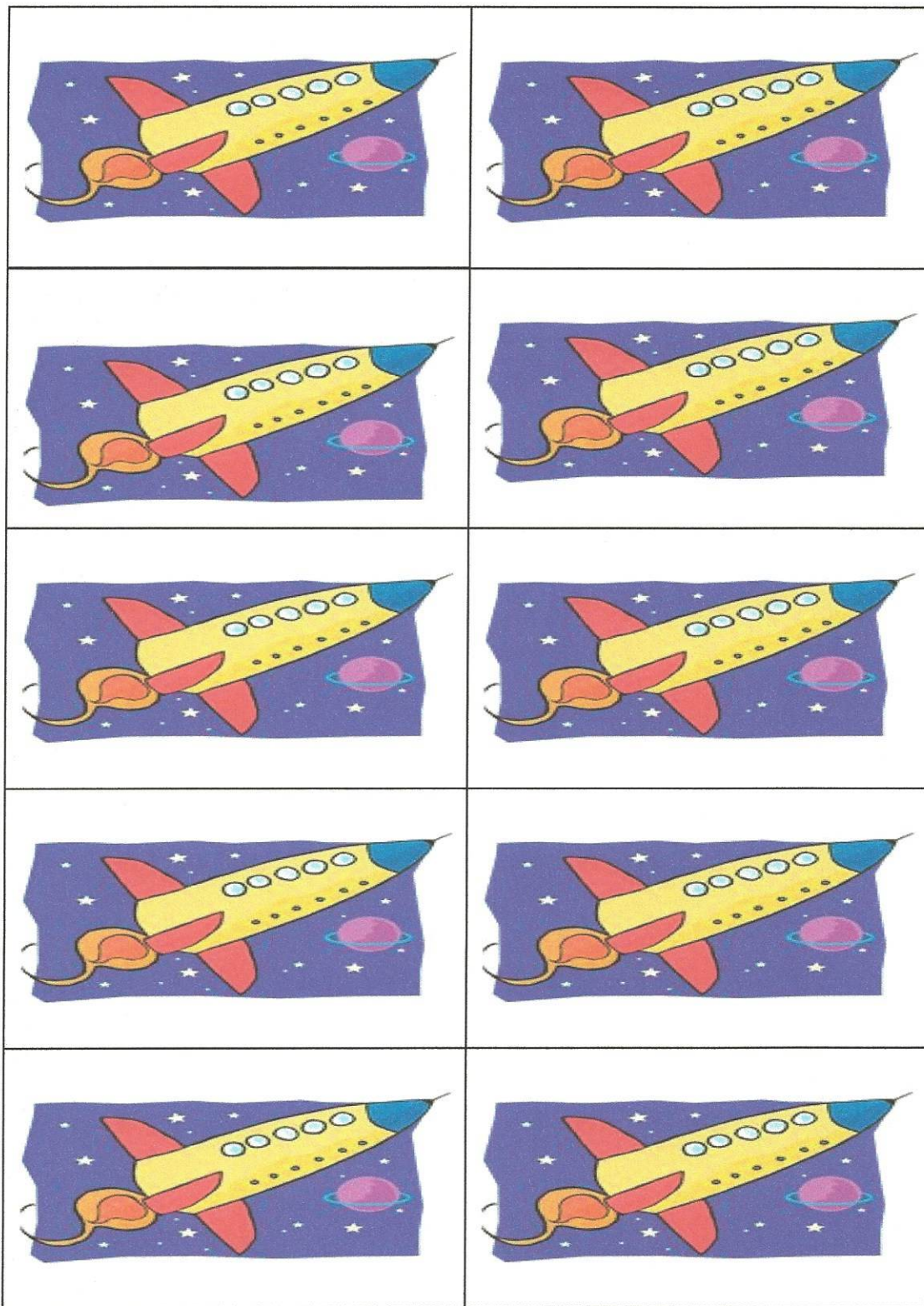
0



Blast off!



Covers for Itty Bitty Blast Off





Covers for Itty Bitty Blast Off 20-0 Books

My Itty Bitty Blast Off Book 20-0	My Itty Bitty Blast Off Book 20-0
My Itty Bitty Blast Off Book 20-0	My Itty Bitty Blast Off Book 20-0
My Itty Bitty Blast Off Book 20-0	My Itty Bitty Blast Off Book 20-0
My Itty Bitty Blast Off Book 20-0	My Itty Bitty Blast Off Book 20-0
My Itty Bitty Blast Off Book 20-0	My Itty Bitty Blast Off Book 20-0

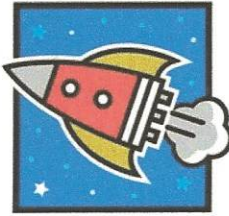
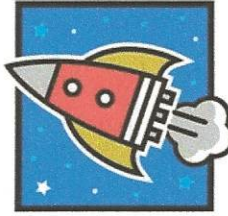

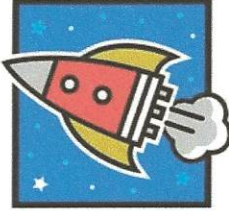
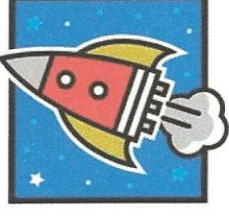
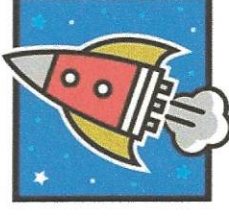
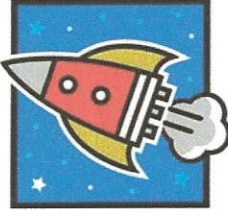
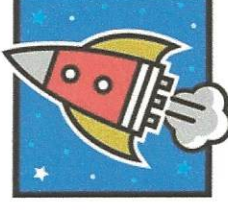
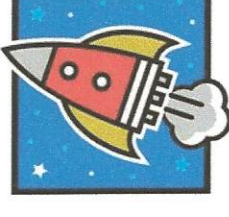
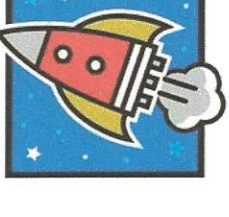


Covers for Itty Bitty Blast Off 10-0 Books

My Itty Bitty Blast Off Book 10-0	My Itty Bitty Blast Off Book 10-0
My Itty Bitty Blast Off Book 10-0	My Itty Bitty Blast Off Book 10-0
My Itty Bitty Blast Off Book 10-0	My Itty Bitty Blast Off Book 10-0
My Itty Bitty Blast Off Book 10-0	My Itty Bitty Blast Off Book 10-0
My Itty Bitty Blast Off Book 10-0	My Itty Bitty Blast Off Book 10-0

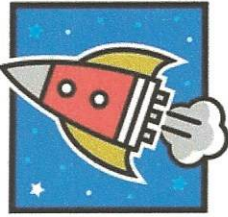
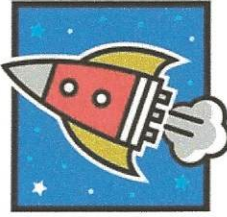

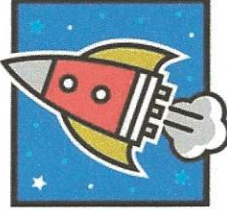
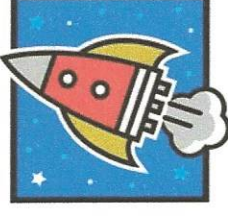
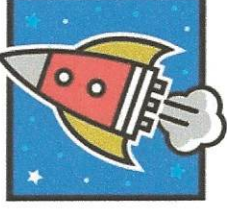

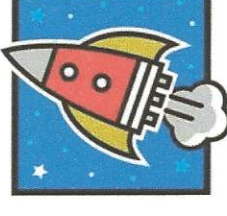
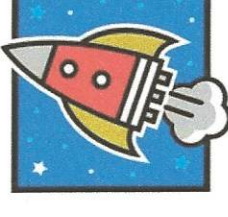
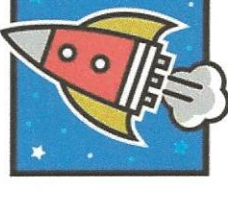


Blast Off counting 20-11 cards

 20	 19
 18	 17
 16	 15
 14	 13
 12	 11

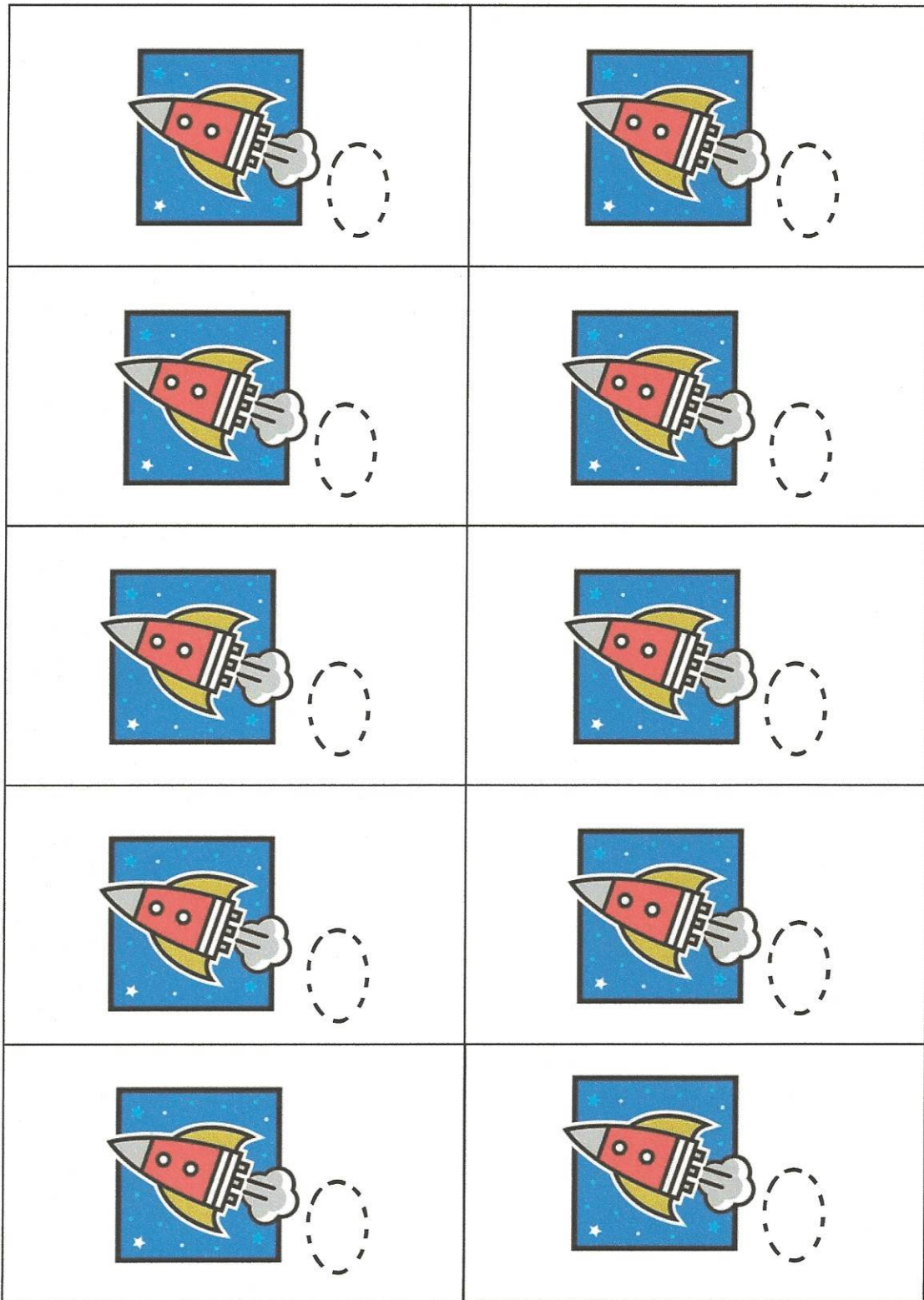


Blast Off counting from 10-1

 1	 2
 3	 4
 5	 6
 7	 8
 9	 10



Blast Off counting 0 cards





Blast off!	Blast off!
Blast off!	Blast off!
Blast off!	Blast off!
Blast off!	Blast off!
Blast off!	Blast off!





10 9 8 7 6 5  
4 3 2 1 0

Blast off!





20 19 18 17 16

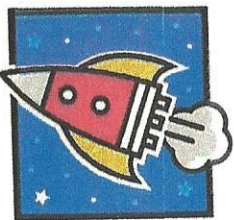
15 14 13 12 11

10 9 8 7 6 5

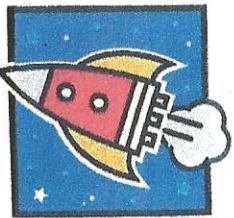
4 3 2 1 0

Blast off!

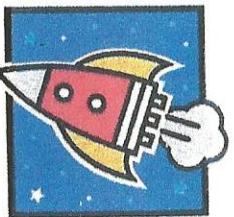




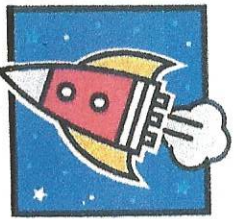
10 9 8 7 6 5 4 3 2 1 0



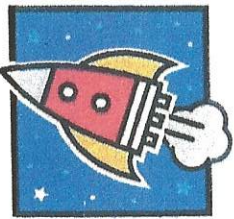
10 9 8 7 6 5 4 3 2 1 0



10 9 8 7 6 5 4 3 2 1 0



10 9 8 7 6 5 4 3 2 1 0



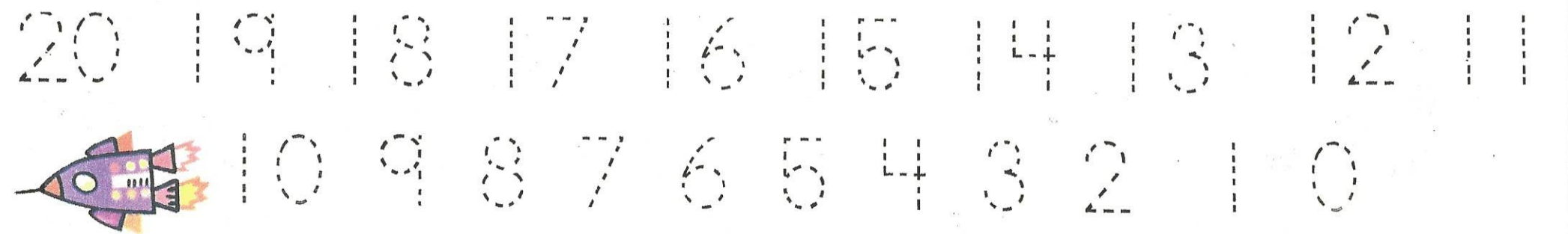
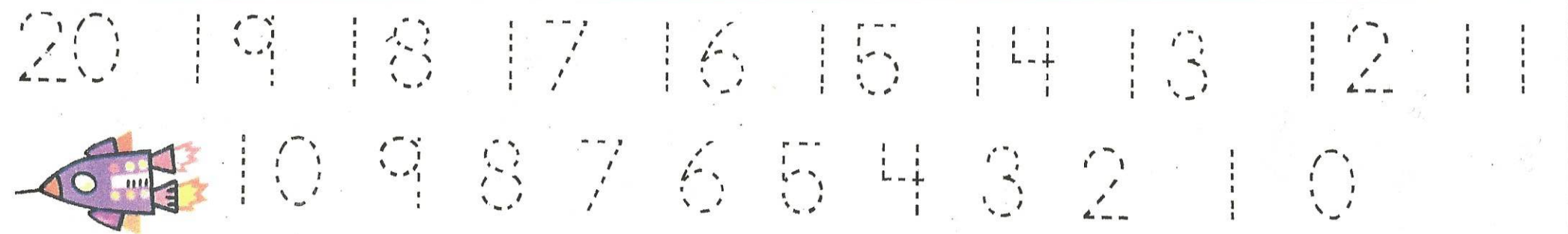
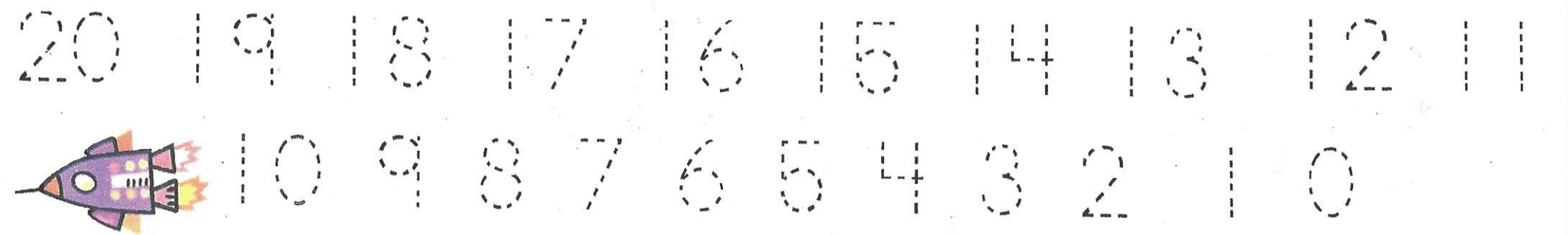
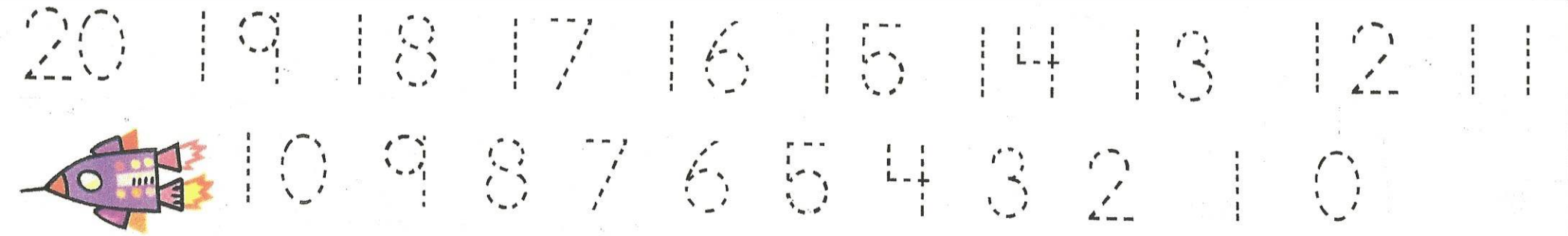
10 9 8 7 6 5 4 3 2 1 0

TRACE the numbers and blast off!

Countdown bookmark

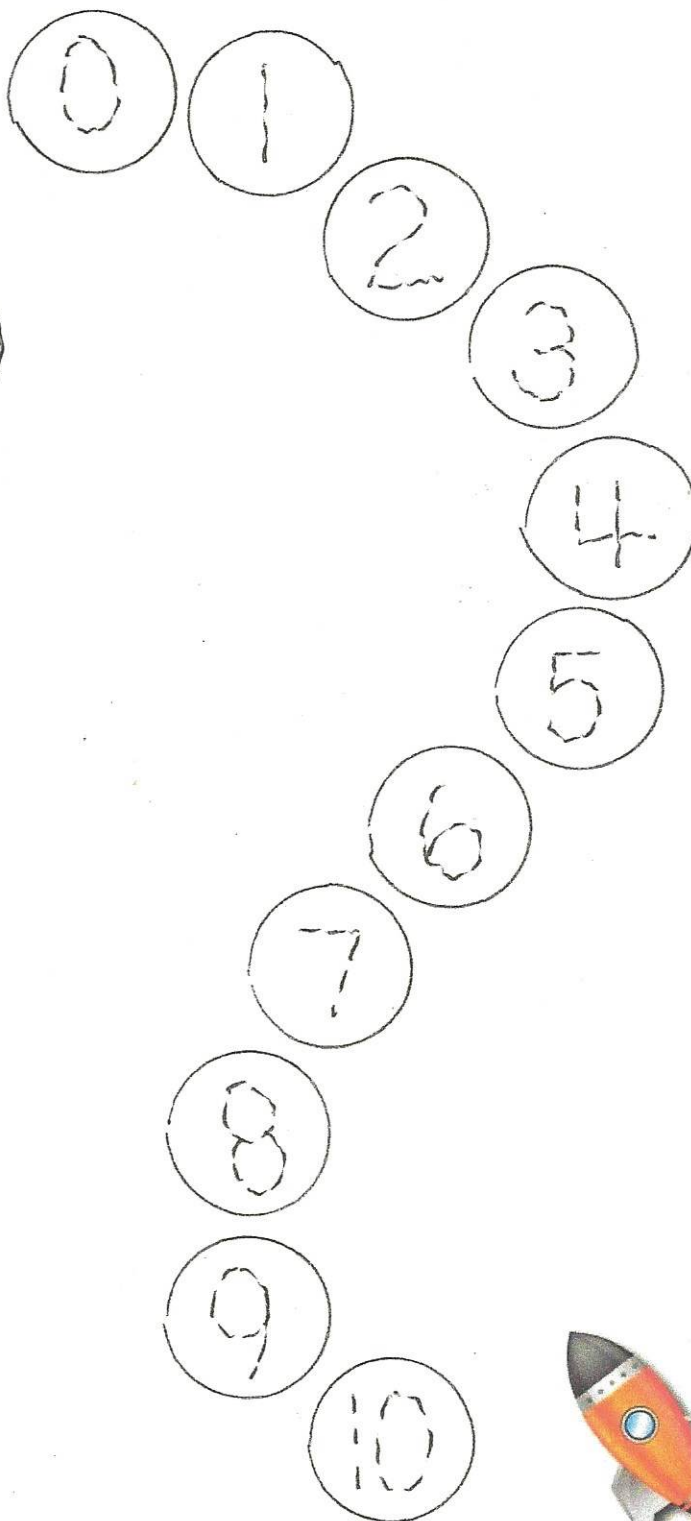
©TeachWithMe.com







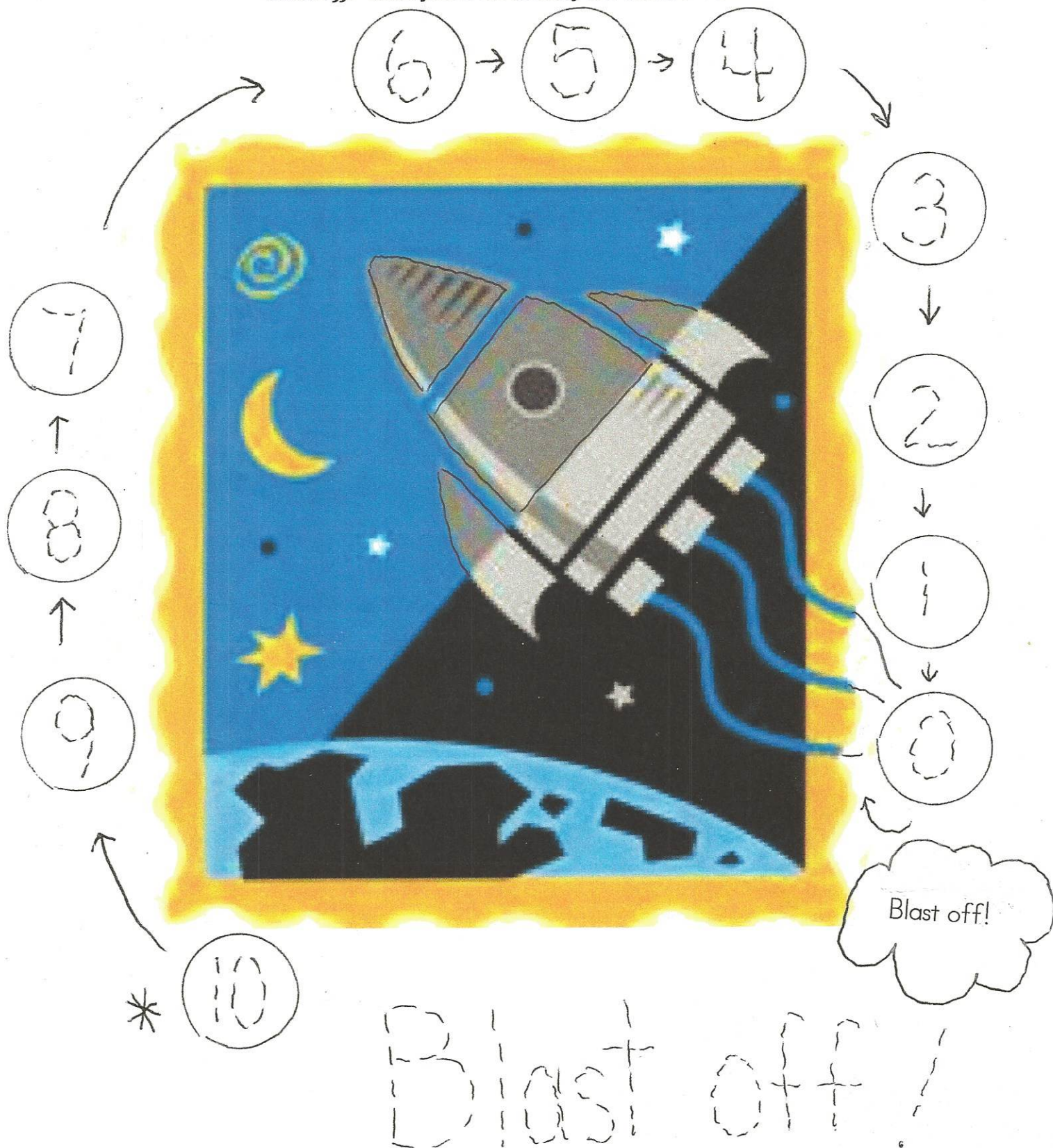
TRACE the numbers. Bingo dot an ABAB pattern. Help the rocket blast off!





I Spy the number!

As I say the numbers in "blast off" order, you X them out and say them after me.  
When we get to zero, jump out of your seat and blast off with me! Remember to yell,  
**"Blast off!"** after you X-off and say the number zero.





I Spy the number!

As I say the numbers in "blast off" order, you X them out and say them after me.  
When we get to zero, jump out of your seat and blast off with me! Remember to yell,  
**"Blast off!"** after you X-off and say the number zero.









## Blast Off Game

### Directions:

Choose a partner.

Help your rocket blast off to the moon.

Spin the spinner.

Each time you land on a rocket you can move forward that many spaces.

If you land on a space alien you have to move backward 1 space.

Count as you go.

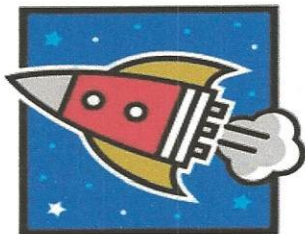
When you reach the moon, quickly say all of the numbers and blast out of your chair saying: ***"Blast off! I won!"***



Forward 1



Forward 2



Forward 3

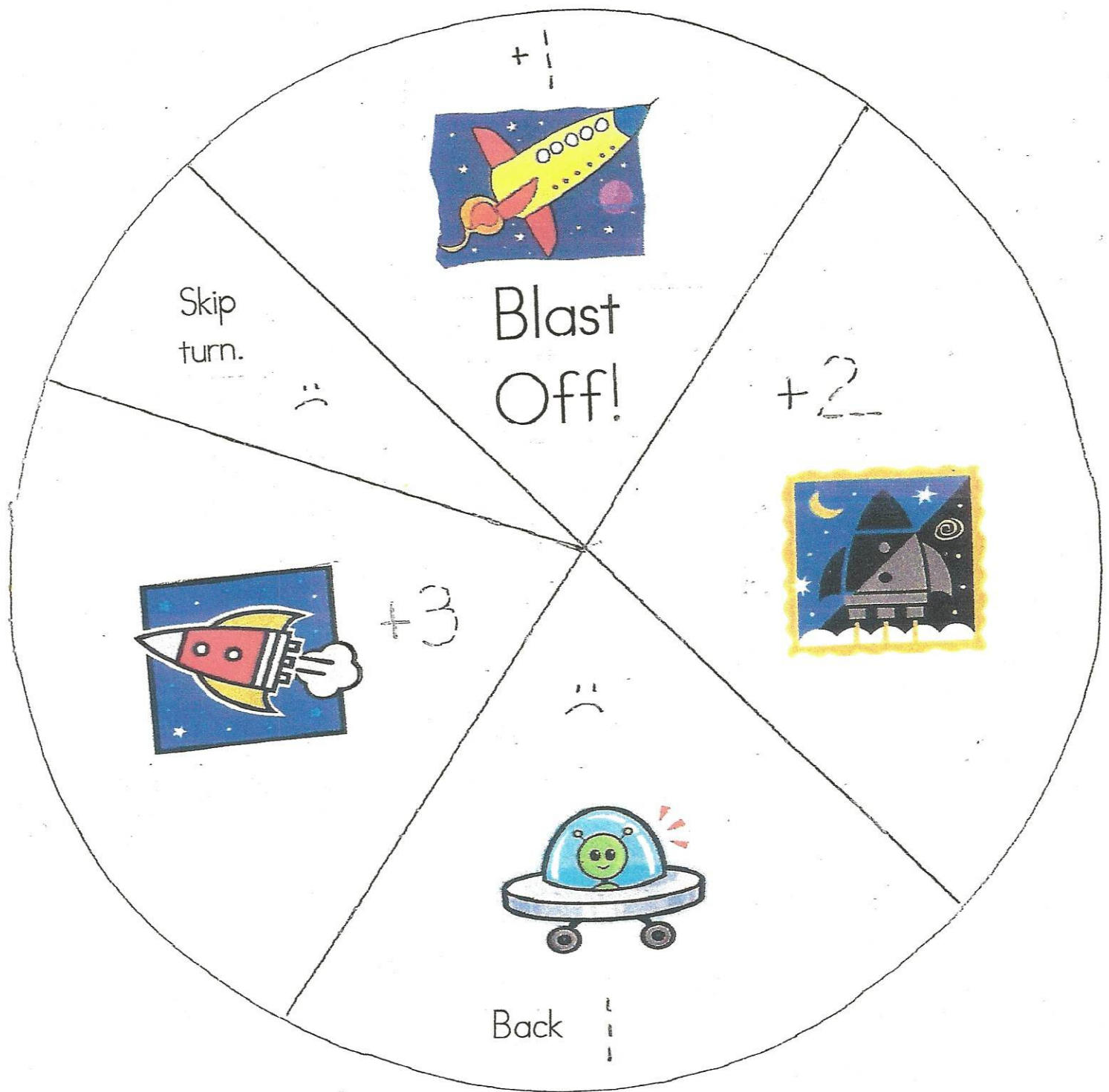


Back 1



Lose turn

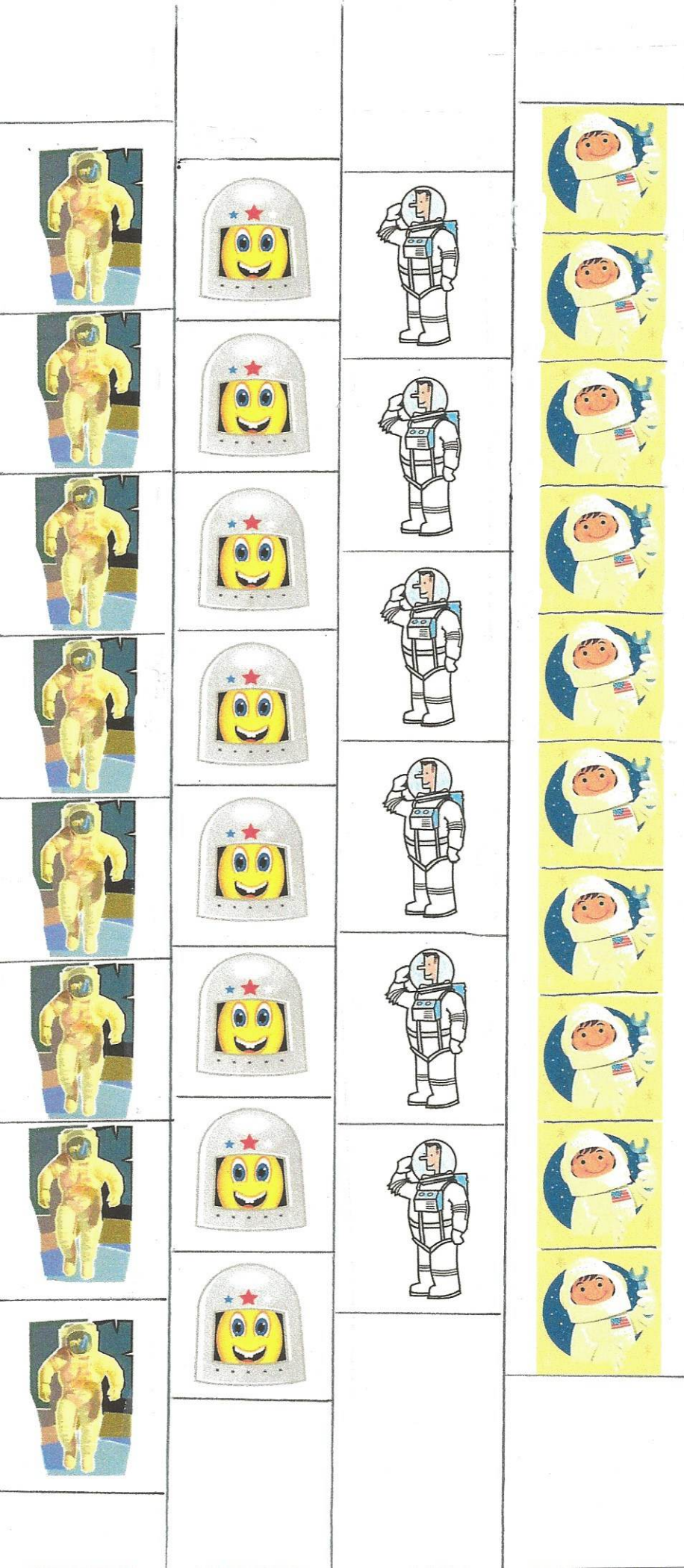




**Blast Off game Spinner**

- Cut out and mount on construction paper.
- Laminate for durability.
- Poke hole in center and insert brass brad.
- Attach paperclip for a spinner.





### Astronaut Blast Off game playing pieces

- Print off, laminate and cut out.
- Students choose a partner.
- Pairs choose two DIFFERENT playing pieces.
- Children have one spinner between them and take turns spinning the paperclip.
- There is a colored playing board for you to print off, laminate and use for the game, as well as a plain board that can double as a skill sheet for students to TRACE the numbers.
- After children have traced the numbers, give everyone a bingo dot marker.
- As a whole group activity, countdown in unison, dotting the numbers as you go and then blast off together!





0

1

2

3

4

5

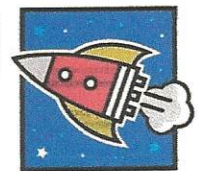
6

7

8

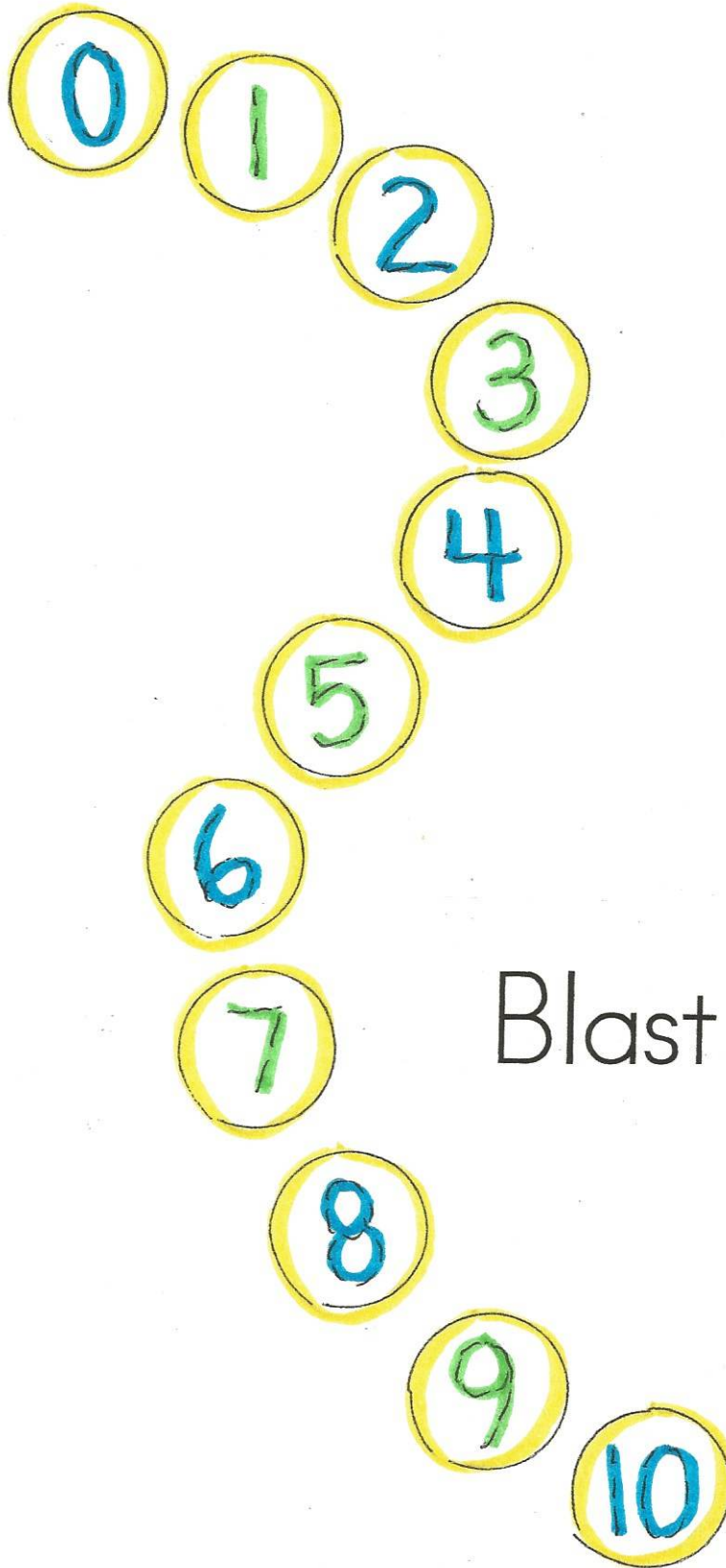
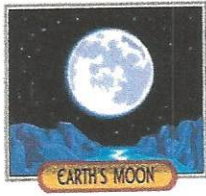
9

10

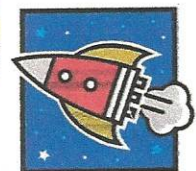


Blast Off!

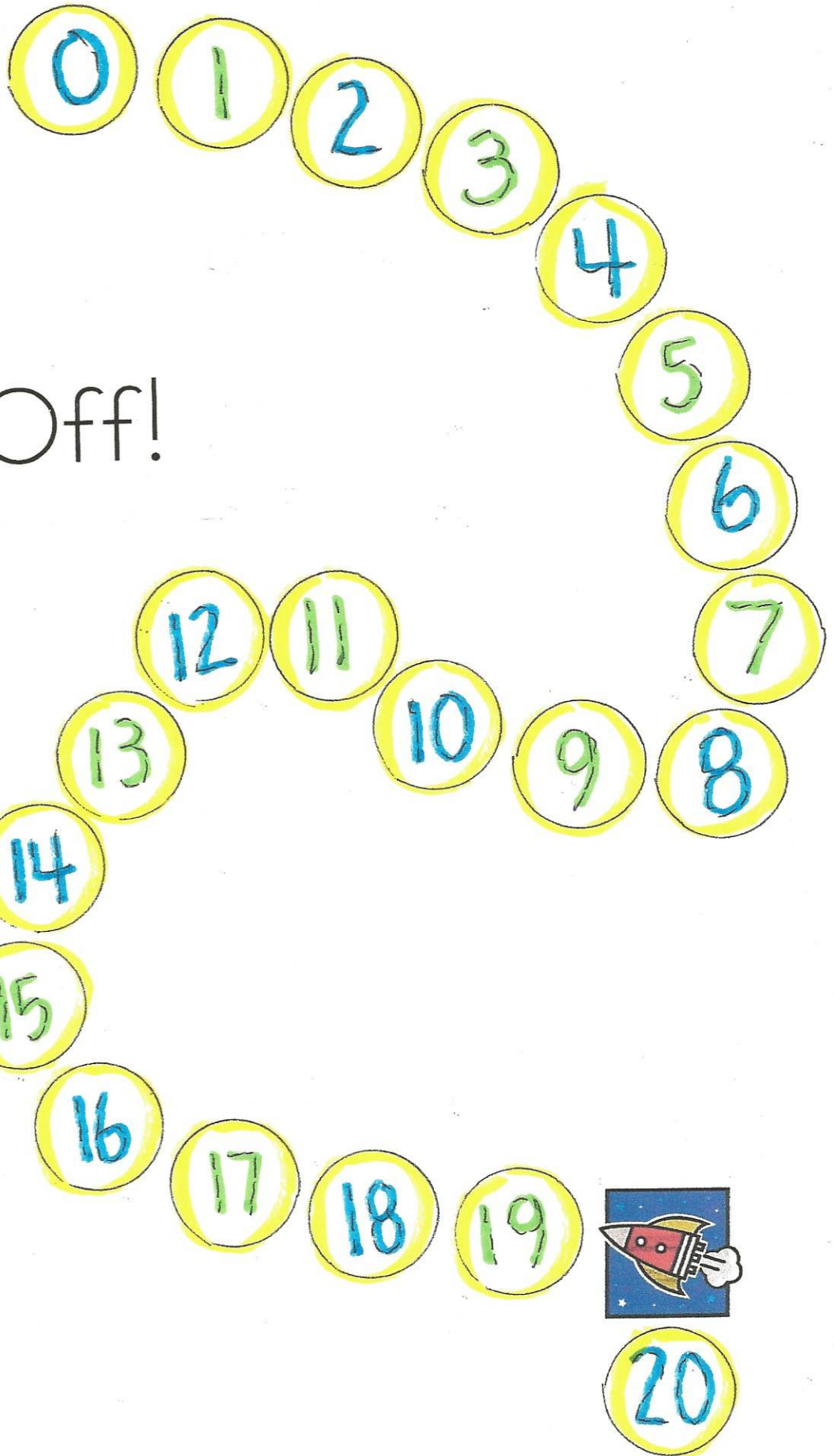




Blast Off!

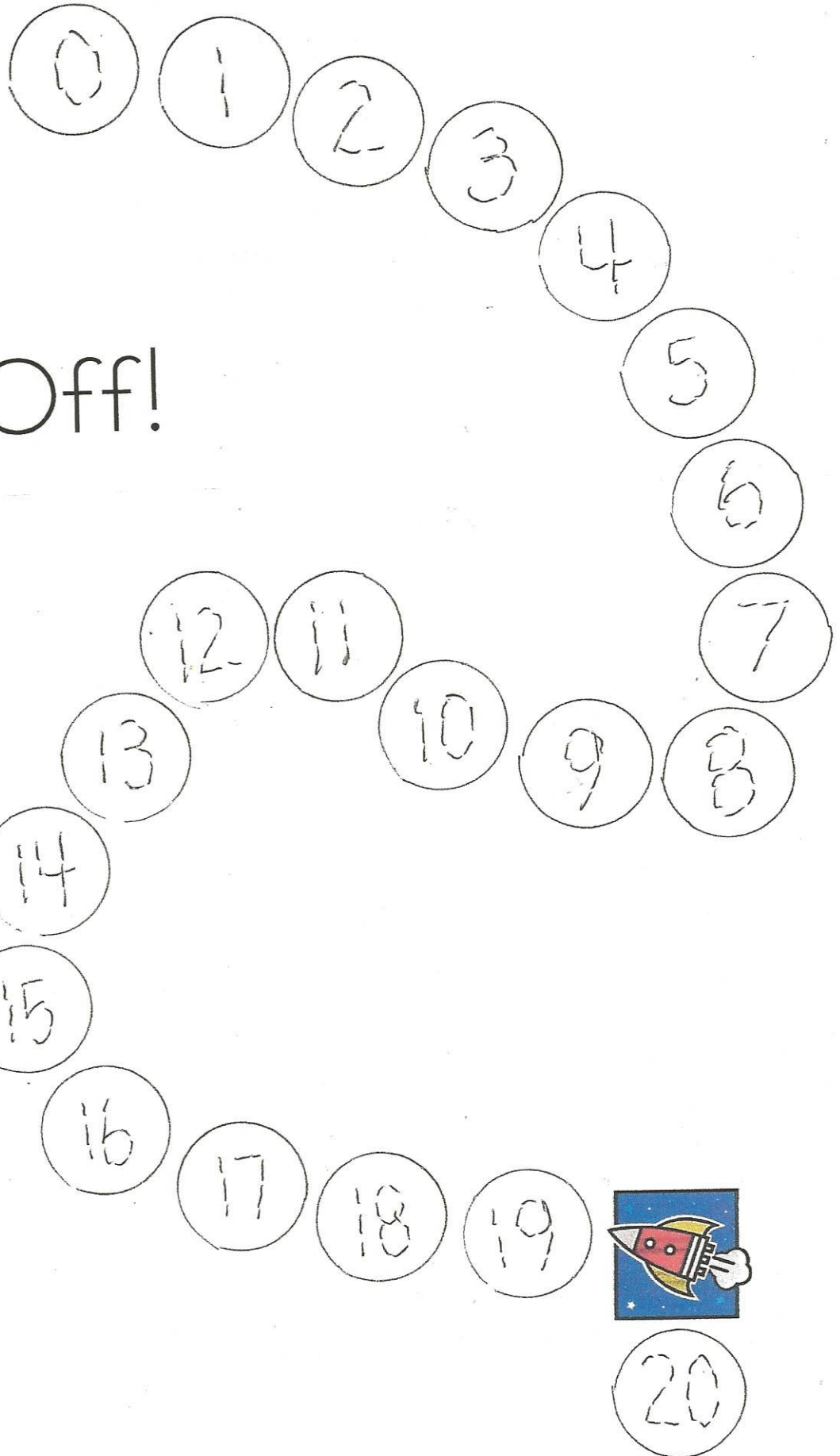






Blast Off!





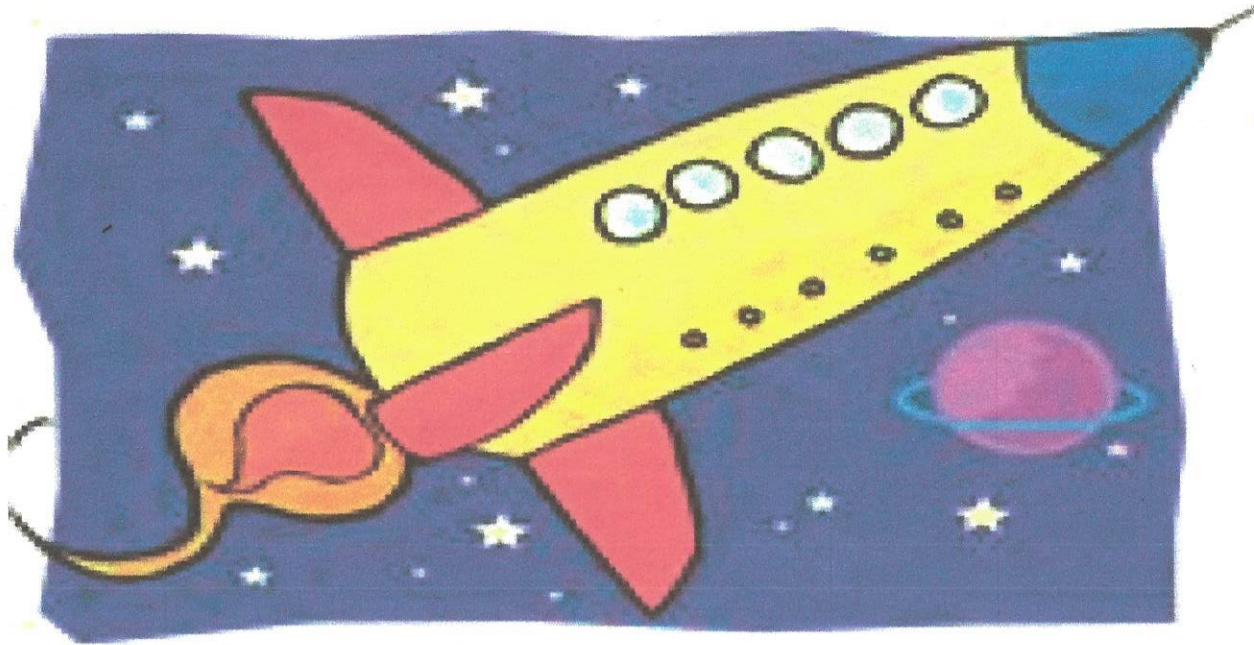
Blast Off!





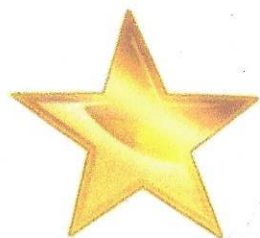
# Congratulations!

\_\_\_\_\_ can "blast off" and count backwards from 10-0!

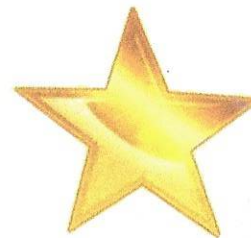


Teacher: \_\_\_\_\_ Date: \_\_\_\_\_





# Congratulations!



\_\_\_\_\_ can "blast off" and count backwards from 20-0!



Teacher: \_\_\_\_\_ Date: \_\_\_\_\_

