



## **Number Cards**

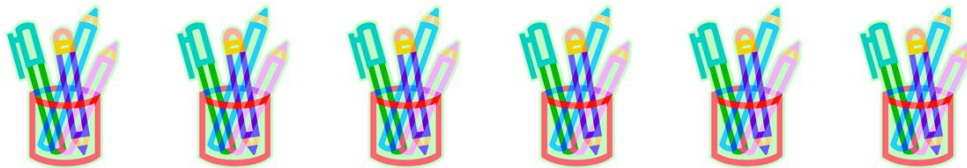
### **What else can you do with the number cards?**

These leaf cards were made specifically to play Matching Games, but you can use them for other things as well. Students can match the number card to the number word card. There are 2 sets: one with a bear holding a leaf, and one with a yellow leaf. You can mix and match the sets. Students can continue matching by flipping a set of cards over and playing Memory Match as well.

- Print and laminate and put on a split ring and use as flashcards for your students.
- Print and laminate and sprinkle them on the floor. Have students collect the cards before the timer rings.
- Put a set in a bag, basket or box and have students pull out a card and read the number. If they can't, they are out of the game.
- You can also have them start counting from that number to 10 or however high you want them to go.
- They could also count backwards from that number to 1.
- Put some Kaboom bomb cards in the container along with a double set of number cards. (Make sure you only use as many numbers as you have children that day.)
- Children take 2 cards out of the basket. Teacher calls on a student to start the game, that child reads their number and asks for the number card that follows.
- That child with that card reads it and then asks for the next card.
- Play continues 'til all of the cards are gone.
- When the bomb cards are added a child must use the bomb Kaboom card when they are called on.

- They show the bomb card, everyone yells “Kaboom” and both children are out of the game.
- Run off copies of the cards. Students cut out the cards, and add a cover to make Itty Bitty booklets so they can share them with their families and reinforce lessons learned at school.
- Collating their books is a great way to sequence the numbers.
- Play ***“I Have, Who Has?”***
- Make sure you have only enough pairs of cards so that things come out equal to the number of students present that day.
- One student starts and says: ***“I have 1 who has 2*** The child with the number 1 card gives that child their card.
- Play continues ‘til all of the cards are gone because you have counted up to the highest number.
- You can spice this game up by adding the “Kaboom” cards to this game as well.
- Have students choose a partner and play “Speed” against them.
- Students mix up their cards. Together they say, “Ready-Set-Go!”
- Each student puts their cards in numerical order. The 1<sup>st</sup> one to do so is the winner.
- Students choose a number card and tell what is +1 more, 1 less,
- +10 more, and 10 less.
- Another version of “Speed” is the following: Each child has a set of cards that is in the same order as their partner’s. They place them face down. They say 1-2 flip and then flip a card over. The first one to read the card takes the cards. The student with the most cards wins.
- Students mix up their pack of cards, and reinforce greater and less than. Decide which person will take the card, the one that has the greater number or the one that has the lesser number, when they flip over their number card.
- Display the number cards on the wall in a jumbled mess. Each day take a “mystery” number away. Choose a different child each day to guess which number is missing.
- Use them as flashcards.
- Cut them up and use them as puzzles.
- Use them as pocket cards.
- Use them as a border.
- Have students sort odd and even numbers on a number mat.

- Have students show equations by choosing numbers and number symbols.
  - Have students show greater and less than by using the number cards and the greater or less than symbol cards or the alligator greater or less than jaw cards.
  - Have students pick a number and count that many leaf tiles.
  - Play Go Fish
  - Play Crazy Eights
  - Play War
  - If you use the cards in another way, please drop me an e-mail [diane@teachwithme.com](mailto:diane@teachwithme.com) so that I can keep adding to this list.
- Thanks in advance.

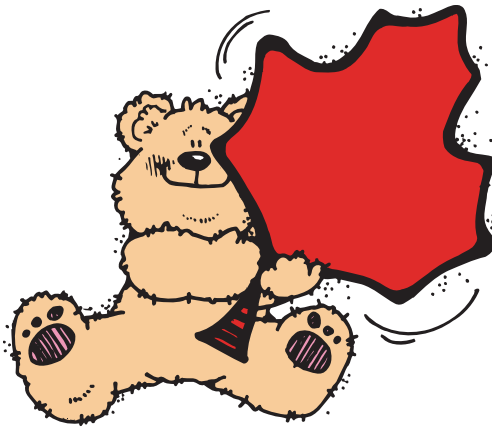
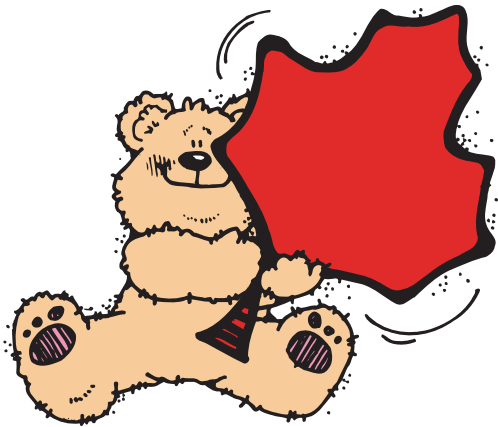
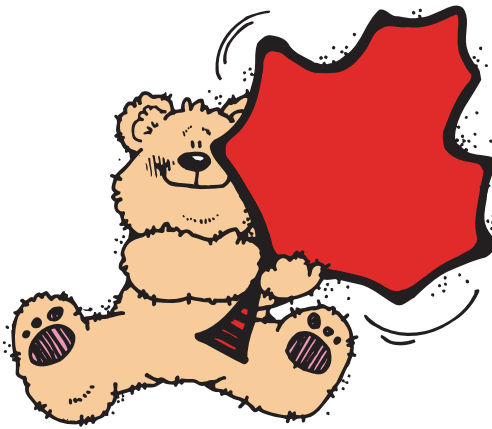
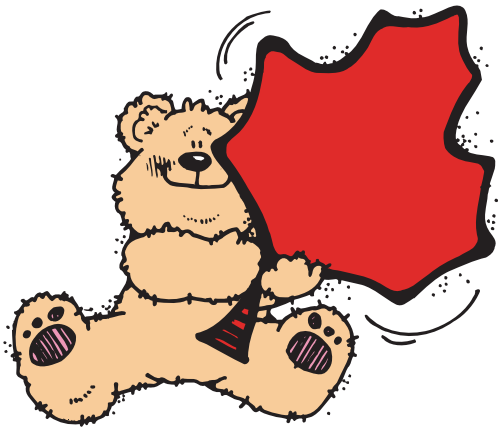
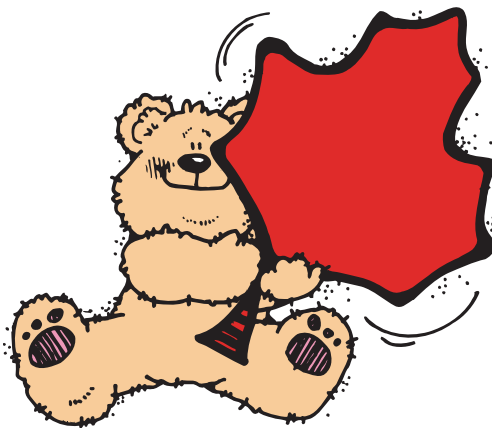




## Leaf Matching Game

TeachWithMe.com  
Clip art by djinkers.com

Print, laminate & trim.  
Students place the  
number leaf on to the  
matching number  
word.



## Leaf Matching Game

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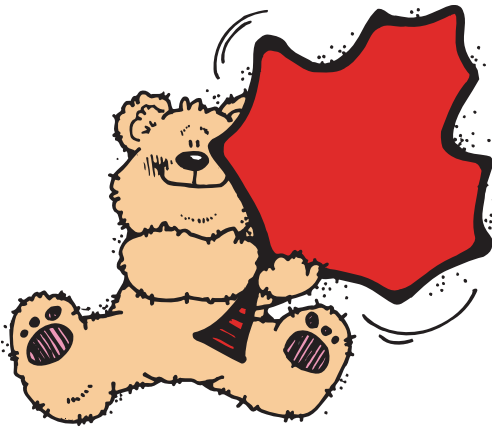
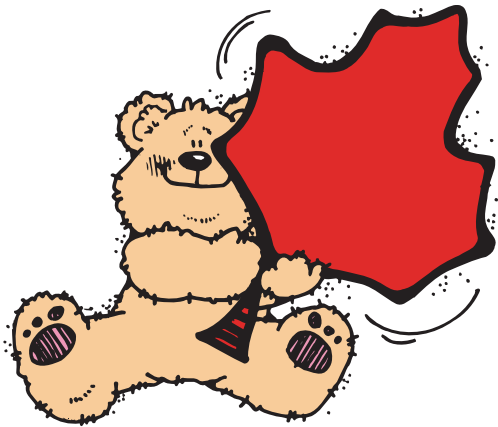
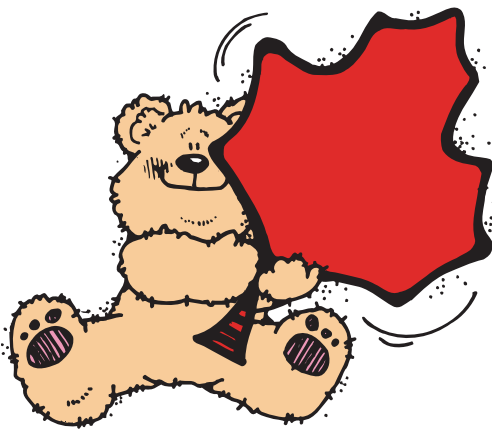
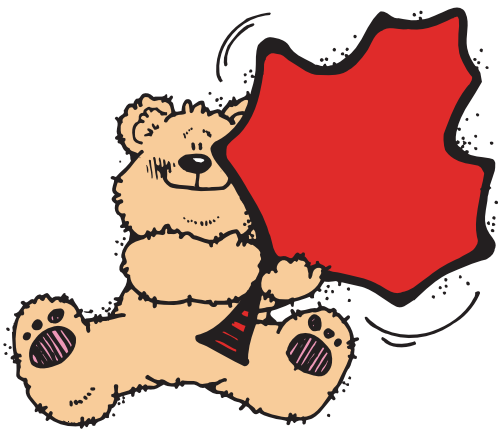
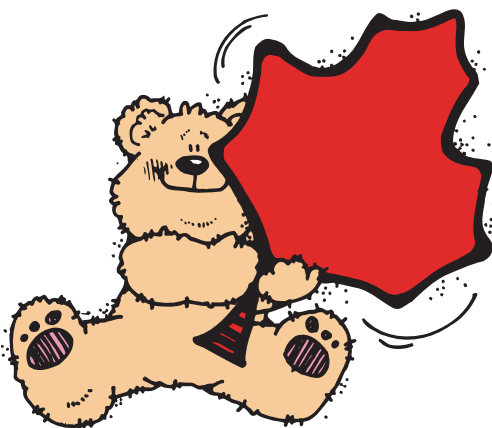
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## Leaf Matching Game

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or "I Have; Who Has?"  
games.



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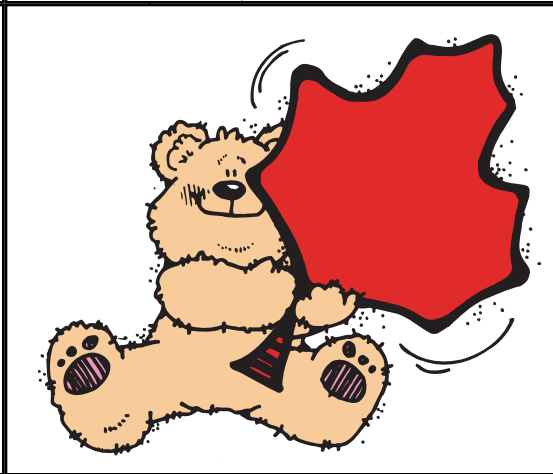
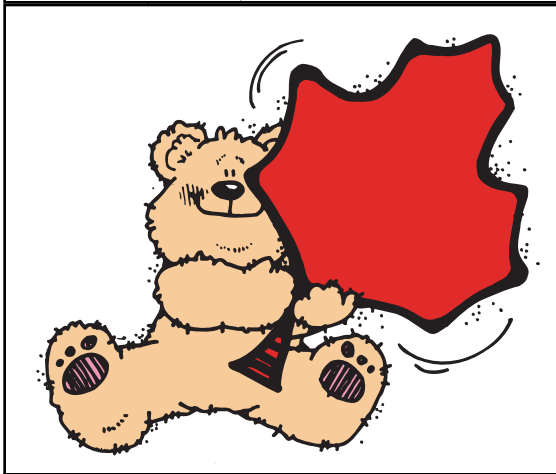
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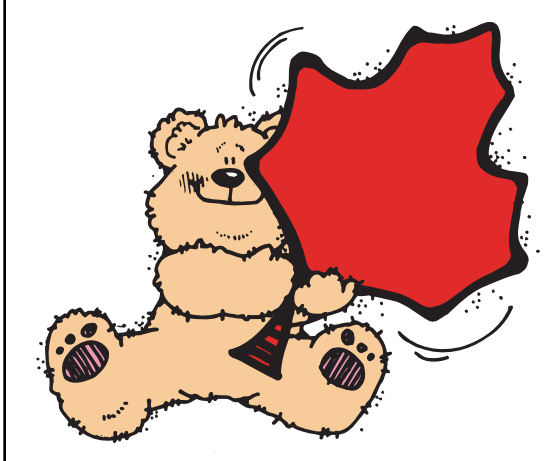
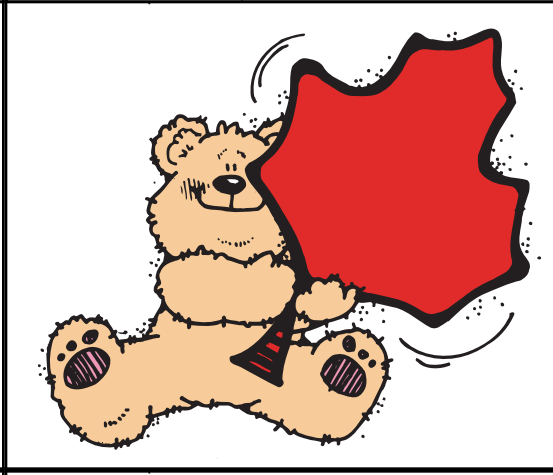
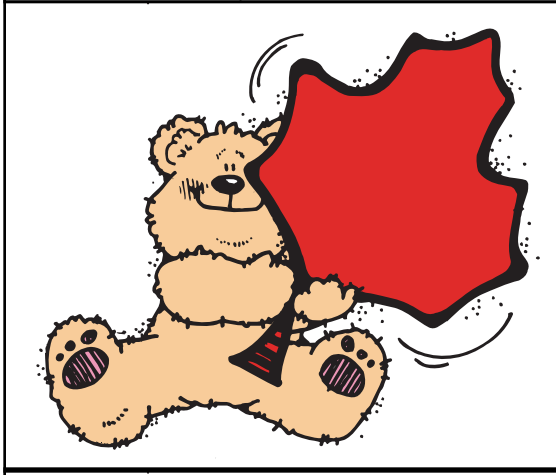


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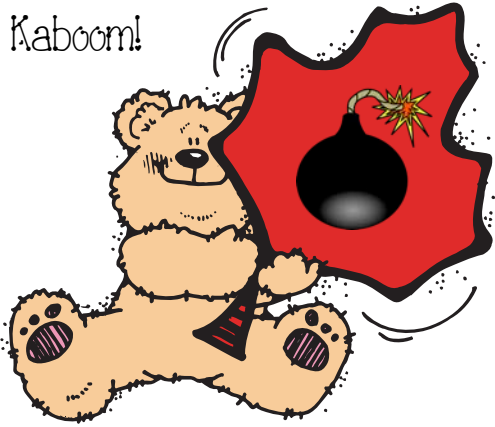


Print, laminate & trim.  
Use this blank template  
to program with  
whatever.

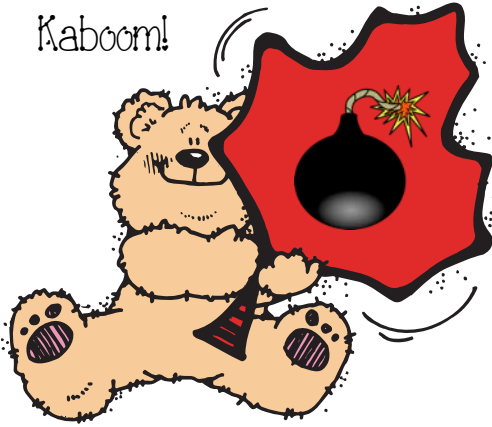




Kaboom!



Kaboom!



## Kaboom Bomb Cards

TeachWithMe.com

Kaboom!

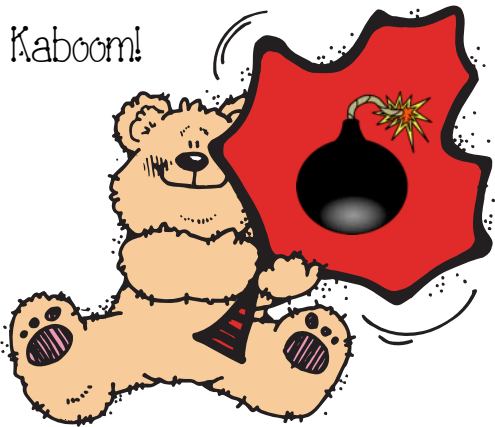


Kaboom!



Print, laminate & trim.  
Use these Kaboom bomb cards to make number games even more fun.

Kaboom!



Kaboom!



Children each pick two cards from the basket. Teacher starts by saying: "I have the number one leaf card who has the number one word card?" The child who has the card shows it unless they have a bomb card. They must use the bomb card and both players are out of the game.

Kaboom!



Kaboom!





1



2



3



4



5



6



7



8

## Leaf Matching Game

TeachWithMe.com

Print, laminate & trim.  
Students place the  
leaf on to the matching  
number bear card.

9

10

0

## Leaf Matching Game

TeachWithMe.com

Print, laminate & trim.  
Students place the  
leaf on to the matching  
number word  
bear card.



**zero**



**one**

## Leaf Matching Game

TeachWithMe.com



**two**



**three**

Print, laminate & trim.  
Use these blank cards  
to program with  
whatever.



**four**



**five**



**six**



**seven**





**eight**



**nine**

## Leaf Matching Game

TeachWithMe.com



**ten**

Print, laminate & trim.  
Students can use these  
number word cards  
to match them  
to the number card.





## Leaf Matching Game

TeachWithMe.com



Print, laminate & trim.  
Use these blank cards  
to program with  
whatever.



Kaboom!



Kaboom!



Kaboom!



Kaboom!



Kaboom!



Kaboom!



Kaboom!



Kaboom!



## Kaboom Bomb Cards

TeachWithMe.com

Print, laminate & trim. Use these Kaboom bomb cards to make number games even more fun. Children each pick two cards from the basket. Teacher starts by saying: "I have the number one leaf card who has the number one word card?" The child who has the card shows it unless they have a bomb card. They must use the bomb card and both players are out.




## Math Symbol Cards


TeachWithMe.com

Print, laminate & trim.  
Children choose 2  
number cards and make  
equations. They can  
solve their answer on  
a piece of scratch  
paper.






My Leaf  
Counting Booklet




My Leaf  
Counting Booklet

## Covers

TeachWithMe.com




My Leaf  
Counting Booklet




My Leaf  
Counting Booklet


Run off a set of  
number cards for each  
student. They cut and  
collate into an  
Itty Bitty counting  
booklet.




My Leaf  
Counting Booklet




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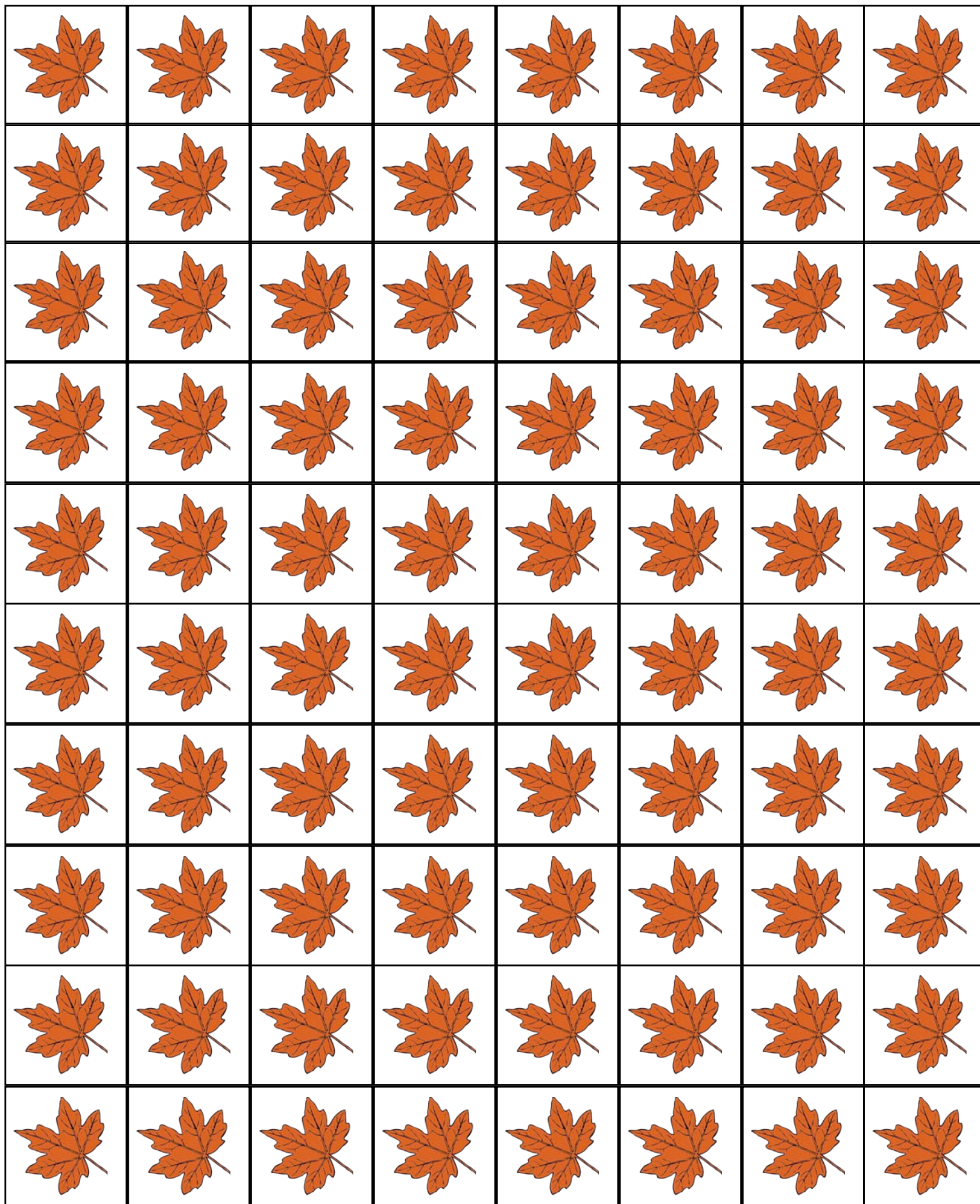
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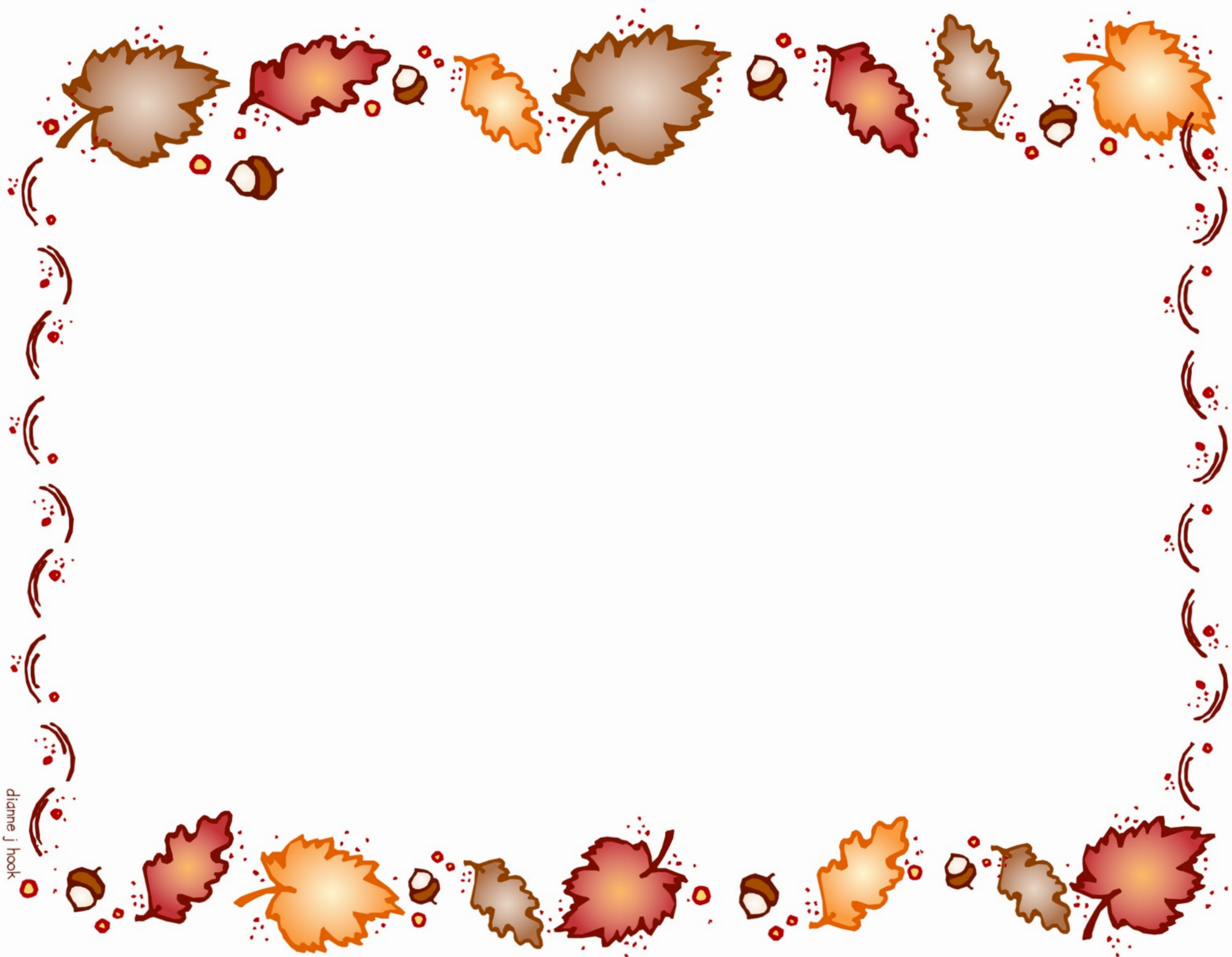
My Leaf  
Counting Booklet



My Leaf  
Counting Booklet



Print, laminate and trim. Children can choose a number card or number word card and then count that many leaves next to their card. If you wanted to make this a game. Give each child 20-30 cards. Have them choose a partner and take turns choosing leaf number cards. The object is to be the first to get rid of all of your leaves.



dianne j hook

Math Mat for sorting odd & even, making equations, sequencing, counting etc.