

Numeral cards 0 to 10

This set of large numeral cards (0 to 10) is for practitioners to use as a flexible, hands-on prop across the unit on composition of numbers to 10. The cards give children a physical, moveable way to represent amounts, so they can build, break apart and rebuild numbers through play rather than recording on paper. They support ten frame work, part-whole thinking, and finding all the ways to make 10, and they help practitioners model mathematical talk such as 'how many more to make 10?' and 'what is the whole and what are the parts?'

How to use

- Carpet time: peg two numeral cards onto a washing line, for example 4 and 6, and ask the children what they notice about the pair. Build the idea that two parts combine to make a whole of 10, using the correct pairs (0 and 10, 1 and 9, 2 and 8, 3 and 7, 4 and 6, 5 and 5).
- Ten frame match: place a large ten frame on the floor or table. A child fills it with counters or themselves and friends standing in the squares, then practitioners hold up the matching numeral card for how many are filled and how many empty spaces remain to make 10.
- Continuous provision: hide the numeral cards 0 to 10 around the setting for a numeral hunt. When a child finds a card, they look for its matching pair that makes 10 on a washing line or pocket chart.
- Part-whole shuffle: in a small group, give out cards showing a whole (such as 8 or 9) and two part cards. Children physically sort which two parts sit underneath the whole, moving the cards into a part-whole frame drawn with chalk or string on the floor.
- Feely bag game: place the 0 to 10 cards in a bag. A child pulls one out, shows the group the numeral, and together they hunt for the card that makes 10 with it, checking against the number bond pairs for 10.
- Bus stop or shop role play: set up a role-play till or bus stop with the numeral cards as tickets or prices. Children practise take away by starting with the whole of 10 and removing a part, using the cards to show what is left.
- Doubles and sharing: use two identical numeral cards side by side (such as two 5 cards) to explore the double fact that makes 10, and use the 0 to 10 cards during snack or resource sharing to show how a quantity can be split equally between two children.
- Odd and even sorting: during tidy-up or small-group time, ask children to sort the 0 to 10 numeral cards into two hoops, one for even numbers and one for odd numbers, talking about what they notice about each group.

0

1

2

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4

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6

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8

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10