

Numeral cards 0 to 7

This set of 8 cards shows the numerals 0 to 7. Practitioners use them alongside ten frames, part-whole models and practical objects so children can match a quantity to its numeral while they explore the composition of numbers to 7, including all the ways to make 7 and bonds to 7 with zero and take away.

How to use

- Carpet time: lay out the cards 0 to 7 in a line and count together, touching each numeral, then turn two cards over and ask 'which two numbers make 7?' building towards all the pairs: 0 and 7, 1 and 6, 2 and 5, 3 and 4.
- Part-whole play: place a whole-number card (5 or 6) at the top of a part-whole frame drawn in chalk outdoors, then ask children to find two part cards that make that whole using real objects such as conkers or pebbles to check.
- Ten frame matching: a child fills a ten frame with counters up to 7, then finds the matching numeral card and the card showing how many more counters are needed to make 7.
- Small-world and role play: hide pairs of cards around the role-play area (for example a 'shop') so children find two cards whose quantities combine to make 7 before 'paying' with that many pennies.
- Adult-led bonds to 7: show a card for the whole (7), then physically remove some objects from a group of 7 and ask children to find the card that shows how many are left and the card that shows how many were taken away, including the 0 card when none are taken.
- Continuous provision: keep the cards in a maths tray with loose parts so children can self-select a numeral and build that many ways to make it using beads, bricks or buttons during independent play.
- Pattern spotting: line up the cards 0 to 7 and ask children what they notice about the pairs that make 7, encouraging them to see that as one part gets smaller the other part gets bigger.

0

1

2

3

4

5

