

Ordering 0-10

Purpose:

You can help your child to practice ordering the numbers 0-10.

What you need:

Pack of cards. Ace = 1, remove the other picture cards.

What to do:

Shuffle the cards and deal 5 cards to each player.

Place the other cards in a pile face down and turn the top card over beside the pile.

The aim of the game is to put all your cards in a sequence (or a run). The first player can take the face up card or the one from the top of the pile and then put one of their cards on the face up pile. The next player has a turn.

The winner is the first player to order their 5 cards.

What to expect your child to do:

To correctly order the numbers 0-10.

Variation:

- Use the cards as flash cards. Hold up a card and ask your child what is the number before it and after it.
- Cut up an old calendar and use the numbers 1-20.

He Kupu Māori:

riwhiriwhi (~a)	shuffle
toha (~ina)	deal, distribute
kāri tau	number card
raupapa	sequence, in order
tatau	count
putunga kāri	pile of cards

He Whakawhitinga Kōrero:

- Riwhiriwhia ngā kāri. (*Shuffle the cards.*)
- Tohaina kia rima ngā kāri ki tēnā ki tēnā o tātou. (*Deal 5 cards to each of us.*)
- Whakaputua ngā kāri e toe ana, ko ngā mata ki raro. (*Pile the other cards, face down.*)
- Huripokina te kāri o runga, ka whakatakoto ai ki te taha o te putunga kāri. (*Turn over the top card and put it beside the pile.*)
- Tangohia tētahi o ngā kāri – te mea o runga o te putunga kāri, te mea kei te taha rānei. (*Take one of the cards – the one on the top of the pile or the one at the side.*)
- Whāia kia noho mai ō kāri e rima hei raupapa tatauranga. (*Try and get all of your 5 cards to be a counting sequence.*)