

# Scrambled Numbers

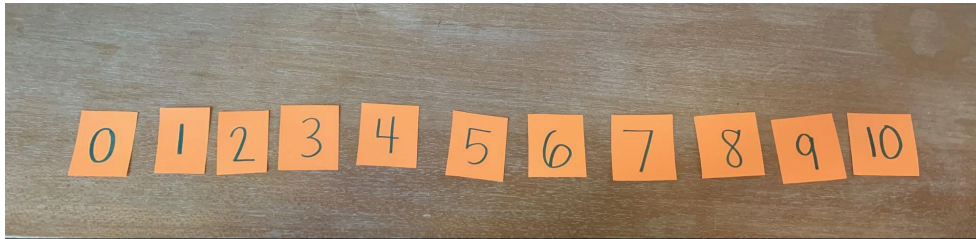
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## Object of the Game

Put the mixed up number cards in the right order.

## Materials

- 1 set of Number Cards (one each of cards 0–10)  
*Print the number cards or make your own.*



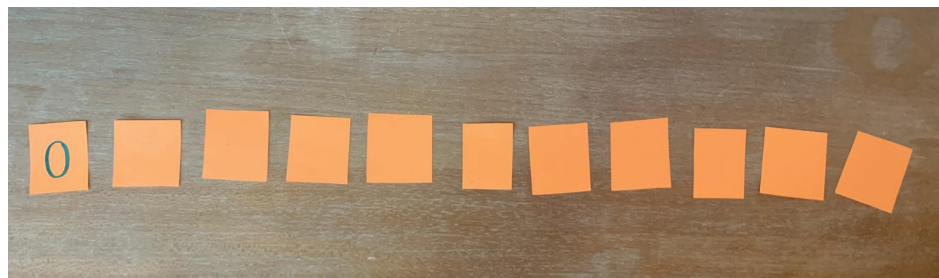
## Skills

This game helps us practice:

- Numeral order
- Counting within 10
- Comparing within 10

## How to Play

1. Get ready to play:
  - » Place the 0 card face-up on the left side of your playing space.
  - » Mix up all the other number cards (1–10).
  - » Place the remaining number cards (1–10) face-down (in random order) in a line after the 0 card.



- » Decide who will go first.

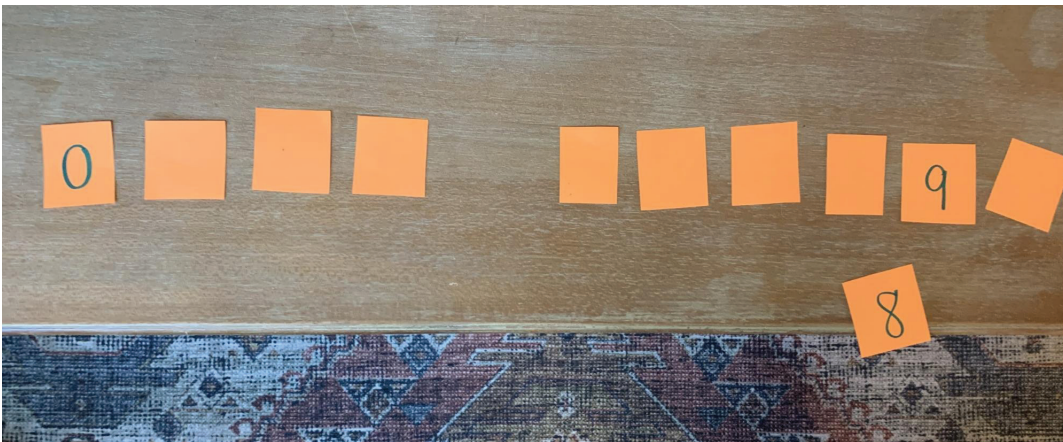
2. Player 1 turns over a card and says its name.



*That's number 9!*

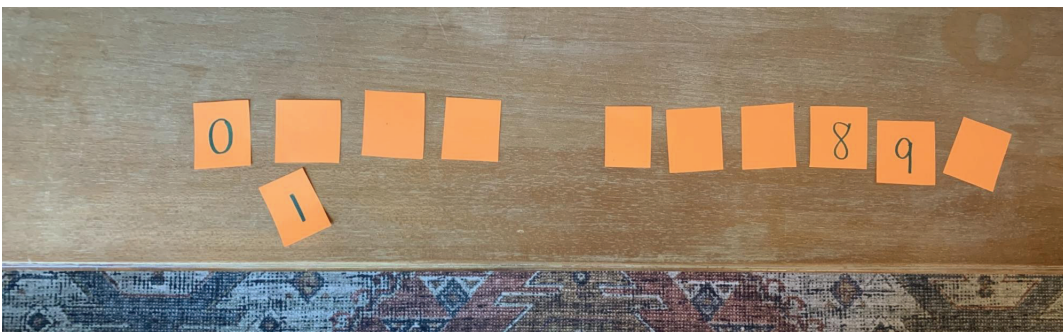
3. Player 1 places it face-up in its correct position in the line, removing the card that was in its place. Player 1 passes the card they picked up to Player 2.

» If the card turned over was already in the correct position, that player gets another turn.

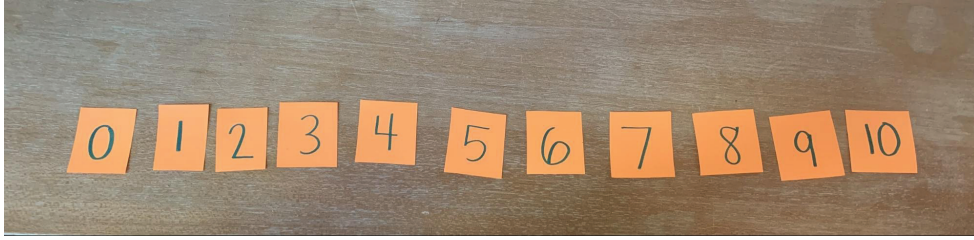


*I know number 9 goes right before the end. Ten is last and 9 comes right before 10.*

4. Player 2 reads the number on the card and places it in the correct position of the line, removing the card that was in its place and passing it to Player 1.



5. Players continue to take turns until all the cards are face-up in the correct order.
6. Players read the numbers in order from 0 to 10 and then back from 10 to 0.



7. Have fun!

## Tips for Families

Before you play:

- Consider having your child make their own number cards. This helps them practice numeral writing—an important skill in kindergarten!
- Review all the number cards to make sure your child is familiar with the numeral names.

During the game:

- Ask questions:
  - » *Where does this number go? How do you know?*
  - » *Does this number come before \_\_\_\_ (a number already face-up in the line)?*
  - » *Does this number come after \_\_\_\_ (a number already face-up in the line)?*
  - » *What numbers are still missing?*

## Change It Up

Making even small changes to a game can invite new ways of thinking about the math. Try making one of the changes below.

- Pick up a card and don't reveal it to your child right away. Give them a clue: *This number is 1 more than 5/This number is 1 less than 7.* See if they can guess the number and find its spot before you show them the card.
- Play with a different range of numbers. If you're ready for a challenge, try playing with the numbers from 0 to 20. You can also focus on a range of numbers, such as 0–5 or the teen numbers from 11 to 19.
- Turn over 5 or 10 in the correct position, instead of 0, before playing the game.



0	1	2
3	4	5
<u>6</u>	7	8
<u>9</u>	10	