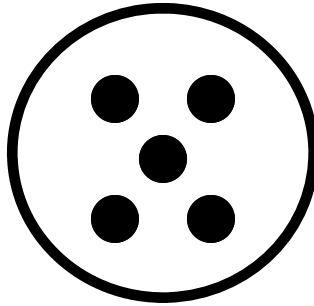


Dot Card Activities



Activities:

1. **Counter Match** (Materials: dot plates or dot cards, paper plates, counters)
Students place one counter on top of each dot (dot plate or card). They compare the number of counters to the number of dots. Students dump counters onto an empty plate and compare the number of counters to the number of dots on the dot plate.
2. **Double Counter Match** (Materials: dot plates, paper plates, variety of counters)
Place two empty plates, one on either side of a dot plate or card. Students make equivalent sets in each plate using a different type of counter. Students describe how all three plates compare.
3. **Make the Pattern** (Materials: dot cards, numeral cards, paper plates, counters)
Hold up a dot card and have your students make the same pattern they see on their own plate using counters. Ask them how many dots they see and how they see them. To extend, place two empty plates down. Place a dot card in the center. Students build a set that is one less on one plate and one more on the other. Do the same activity by holding up numeral cards.
4. **Dot Card Flash** (Materials: dot cards, hole-punched cards, bingo chips, overhead)
Flash a dot card then hide, or briefly display on an overhead a hole-punched card, an overhead dot card or bingo chips. Students state the number, hold up a dot card or numeral, or construct the arrangement.
5. **Dot Card Match** (Materials: dot cards)
Students sort different arrangements of the same number. Discuss the number of dots in each group; which group has the most, least, etc.
6. **Number/Numeral Match** (Materials: dot cards)
Teacher states a number or holds up a numeral card and students find the corresponding dot card.

7. Which One is Out? (Materials: dot cards)

Students determine which card does not belong in a set where all but one represent the same number.

8. Dot Card Trains (Materials: dot cards)

Students arrange a random set of dot cards in order (from 1-6 and back down). Extend to trains from 1-10.

8. Concentration (Materials: 2 sets of dot cards or plates)

Place dot cards face down in a 5x4 array. Students take turns turning over two cards trying to find a match.

10. Dot Card Challenge (Materials: 2 sets of dot cards in 2 colours)

Each student gets 1 set of cards. Each student turns over the top card of their pile and identifies the amount. The student with the larger number takes both cards.

11. Addarama (Materials: 2 sets of dot cards in 2 colours)

Each student gets 1 set of cards. Each student turns over their top card. Both students add the two dot cards together. The first student to say the total amount out loud gets both cards. To extend, have each student turn over two cards and find the total of their cards. The student with the greatest amount takes all the cards.

12. Finger Dot Match (Materials: dot cards, numeral cards, finger cards)

Teacher holds up fingers (i.e. 2) and asks students how many fingers. Students imitate and state number. Students then find a dot card with that many dots. Teacher then holds up 2 fingers and one more. Students imitate and state number. Students find a plate with 3 dots. Continue with other finger patterns to 10.

13. Clothespin Match (Materials: dot plates or cards, clothespins)

Students choose a dot plate and attach the corresponding number of clothespins on the edge of the card.

14. Popsicle Stick Match (Materials: popsicle sticks, dot cards)

Students match popsicle sticks with different dot arrangements on dot cards.

15. Dice/Card Match (Materials: dice, dot cards)

Roll the die or dice and have students find a dot card with the same amount.

16. Combination Target Match (Materials: dot cards)

Teacher holds up a dot card. Students find two plates that have as many dots as the target plate. Similarly, teacher holds up a numeral card or states a number or students choose a numeral card and find two plates that together have the total number of dots named by the numeral card. Challenge students to find more than one combination.

17. Dot Card/Ten Frame Match (Materials: dot cards, ten frames)

Students match a dot card to a ten frame with the same amount.

18. Snap (Materials: 2 sets of dot cards in 2 colours)

Students play in pairs. Each student gets 1 set of cards. Each student flips over their top card. If they are the same amount, they say "SNAP". The student who says "SNAP" first gets both cards.

19. I Wish I had... (Materials: dot cards)

Teacher holds up a dot card (i.e. 5) and says, "I wish I had 7". The student states how many more dots are required and finds the dot card (missing addend) with that amount.

20. Make Ten (Materials: bingo-dabbed plates that have been marked with the regular 0 to 10 dot patterns with an extra 5 (12 plates in all))

Place dot plates face up in an array. Students take turns removing 2 dot plates that add up to the target number "10". Challenge students by placing dot plates face down.