SUBITIZING

Speedy Dice

Length of Play: 10-15 min. Group Size: Whole Class

Learning Goals

This activity is designed to help children strengthen their subitizing skills as they:

- Recognize sets of one to five objects without counting
- Understand that numbers can be represented by objects (dots)
- Learn or reinforce number names
- Count from 1 to 5

Vocabulary

Number names, Little, Some, A lot, Many, More than, Less than, Same amount, More, Triangle, Square, Line, Diamond

Materials

- Three- or four-inch-square, white, fold-up gift boxes, enough for each small group to have one (purchase at party stores or order online)
- 3 Speedy Die: Diagrams (included), showing how to layout the dots
- 14, 18, or 24 three-quarter-inch round labels (dots), depending on challenge level, same color or different colors, respectively (see Preparation below)

Preparation

- 1. Make enough speedy dice for each group of four to five children to have one. To make the speedy dice, fold the boxes per the manufacturer's instructions.
- Use the Speedy Die: Diagrams (see attached) to see how to lay out the dots on the boxes. Select the one(s) that is appropriate for your children: Easy = 1, 2, 3; Medium = 2, 3, 4; Challenge = 3, 4, 5. You may also want to color-code each challenge level.
- 3. Add the dot formations representing each number set to the sides of the boxes to create the dice.

Directions

- 1. Show the children how to play. Roll a speedy die and pick it up after **only two seconds**.
- 2. Have children identify the number of dots on top by holding up fingers and/or saying the number.
- 3. Divide the class into small groups (four to five children per group).



Speedy Dice (cont.)

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- 4. Give a speedy die to each group. Have children in each group take turns rolling the die—and then have all members of the group call out the number they see on the die.
- 5. Tell the children to make sure they pick up the die quickly after it stops rolling. You might suggest that they quickly put the die behind their backs. This adds to the fun and the subitizing goal.
- 6. Encourage the children to play several rounds of the game, each taking turns tossing the speedy die.
- 7. As the children play, circulate and ask: *How did you know that was an X (number)? How is it different from Y (another number)?*

Note: Provide individualized support in facilitated small groups for the children who are struggling. Allow the children to count the dots until they are familiar with the numbers.

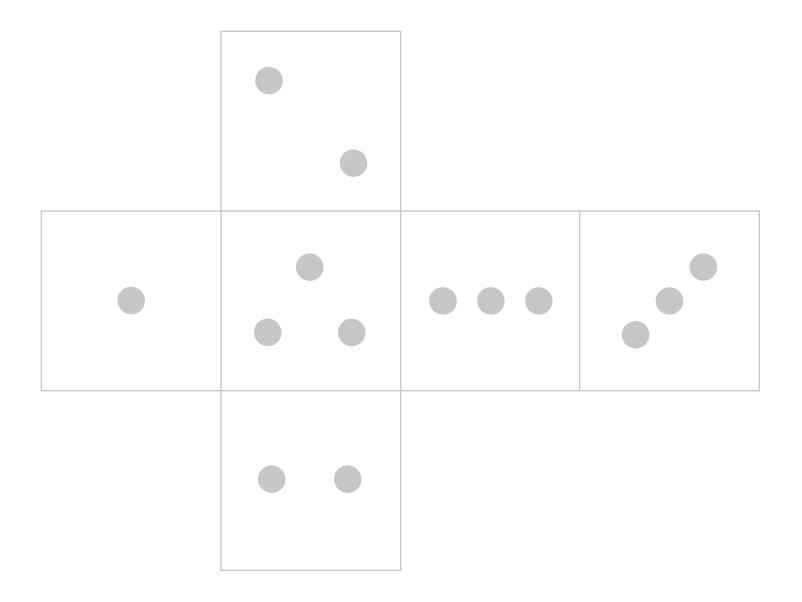






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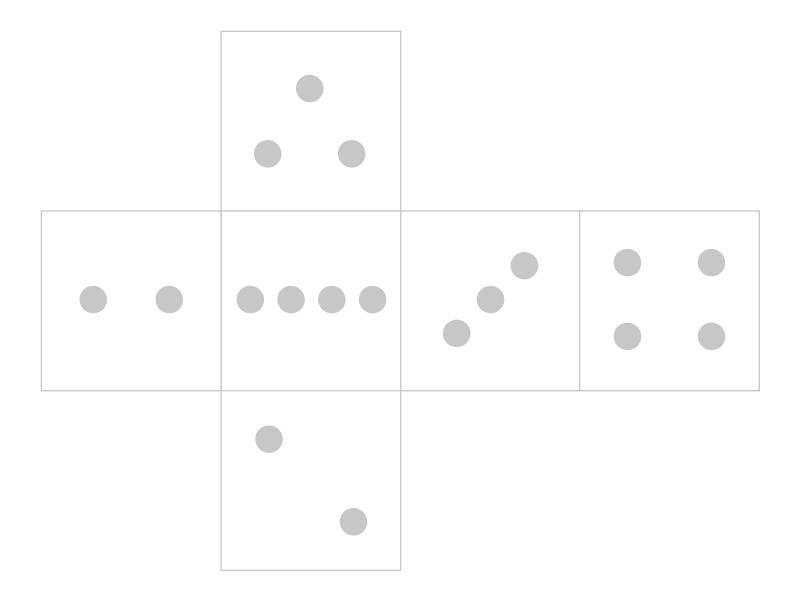






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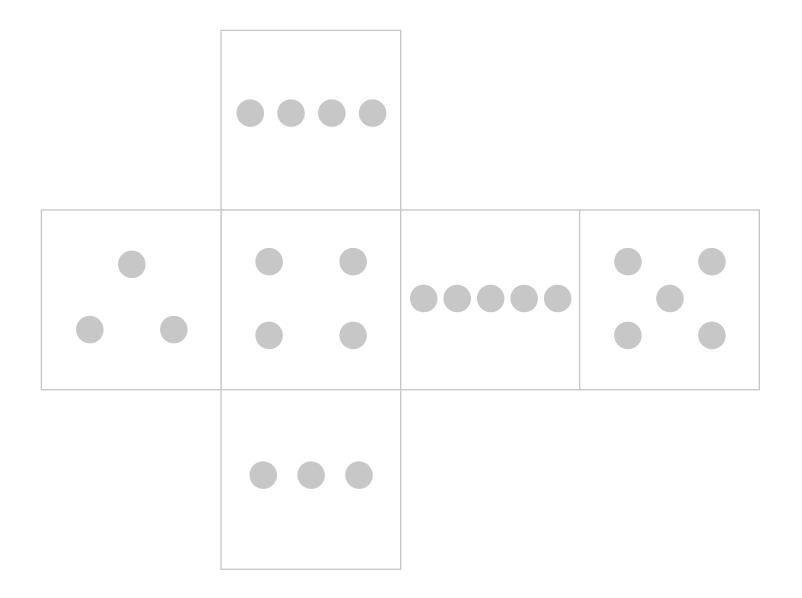






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