



Subitising games

Examples, rules and adaptations

Make my number

You will need per player:

A dotty die

A collection of similar objects

How to play

- Roll the die
- Copy the pattern of the number rolled with the objects
- Rearrange the objects into a different pattern to prove the total doesn't change

Adaptations

- To begin to recognise other amounts within the total (This is regrouping the whole)



Domino snakes

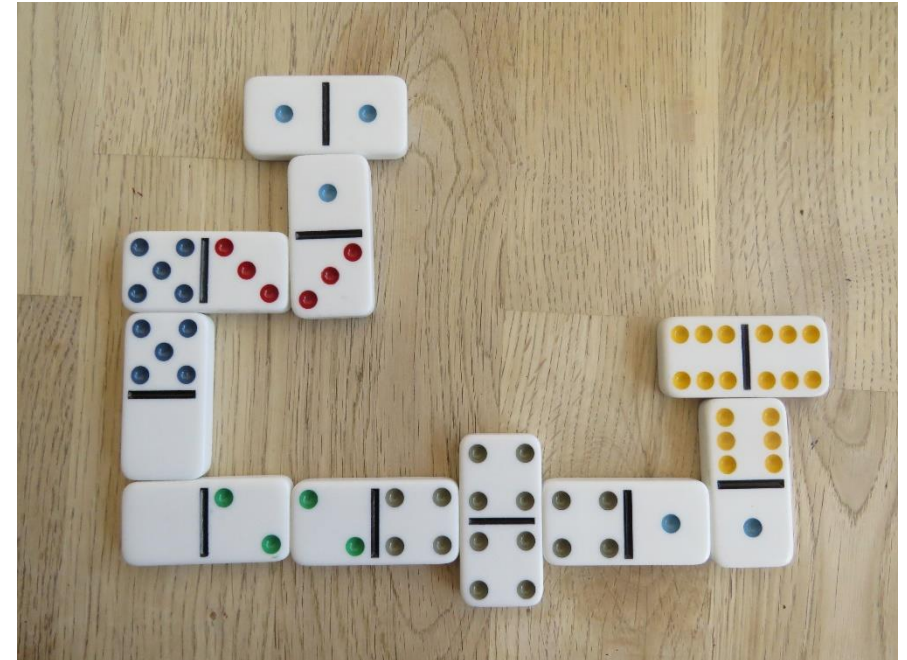
You will need per player:

Set of dominoes

How to play

- Place all the dominoes on the table dotty side up
- Pick a starting domino
- Invite the children to find another domino that could be added to the snake
- Explain the rule that the dots on one end of the domino being added must match the number of dots on the end of the domino that it will touch
- Challenge the children to make the longest snake they can

**You can introduce the “double” rule when they are ready:
When the dots match on each end of the domino it is placed at
a ninety degree angle to the rest (as shown in the picture).**



Dottzi

You will need per player:

About five dotty dice

How to play

- The aim is to have all the dice showing the same amount
- Roll all the dice
- Identify those dice that have the same value
- Re-roll as many dice as you wish repeatedly until all the dice are the same

Adaptations

- Instead of trying to get all the dice showing the same number, try and get a run of consecutive numbers for example: 



Memory game

You will need per player:

dot cards showing the same amounts two different ways

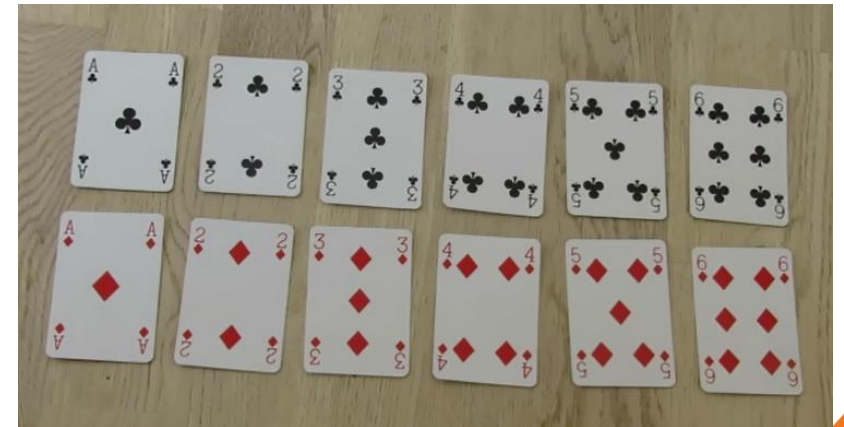
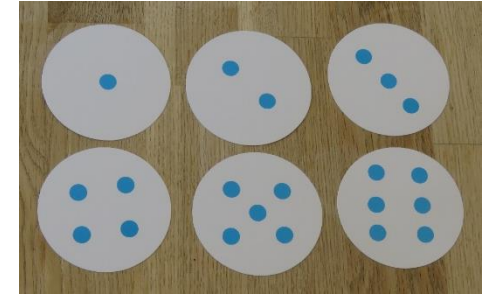
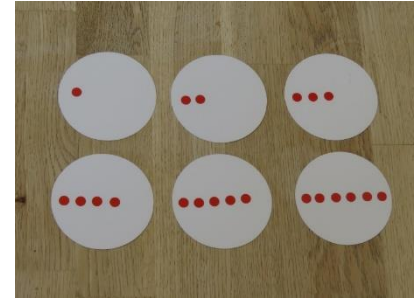
OR ace to 6 cards of two different suits from a pack of cards

How to play

- The aim of the game is to find as many pairs as possible
- Shuffle the cards and place them face down
- Turn over two cards and identify whether they show the same amount or not. If the amounts are the same, a pair is found and kept. If they are not a pair, the cards are turned back over in their original position.
- Take turns to pick to cards until no pairs are left.

Adaptations

- Add more cards showing different values
- Create more cards so there are more representations of the numbers



Quick recognition

Equipment

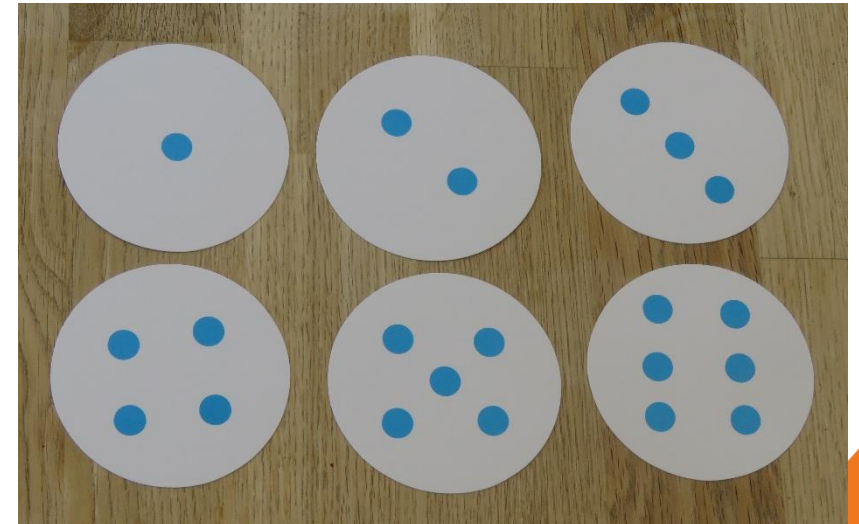
Sets of cards or whiteboard slides with pictures of up to 6 dots on each card (or slide) in the same pattern as found on a die

How to play

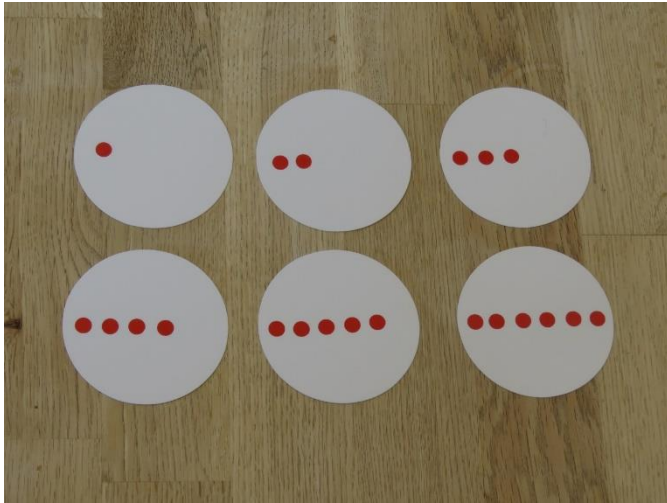
- The aim of the game is to say how many dots are on the card as quickly as possible
- Show a card or slide
- Children shout out the amount shown on the card

Adaptations

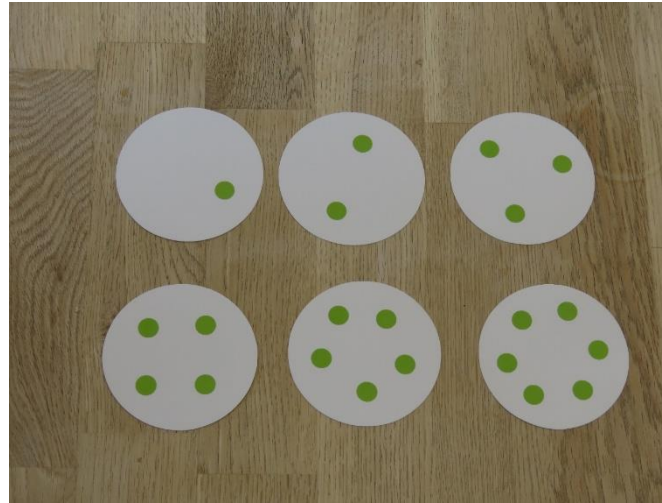
- Use dice, playing cards or dominoes
- Create more cards with different arrangements of dots:
 1. Linear arrangement
 2. Circular arrangements
 3. Random arrangements with all the dots the same size and colour
 4. Random arrangements with more than one colour of dot
 5. Random arrangements with different colours and different sized dots.



Linear arrangement



Circular arrangements



Random arrangements
with different colour and
different size dots

Random
arrangements with
more than one
colour of dot



Snap

You will need per player:

Pack of playing cards – using the ace, 2, 3, 4, 5, 6 cards from each suit

How to play

- Shuffle the cards and split the pack so that each player has half the pack
- Each player places their half of the pack face down in front of them
- Player 1 turns over their top card and places it in the middle of the table
- Player 2 turns over their top card and places it next to player 1's card
- If the cards don't show the same value, player 1 draws another card, then player 2 and so on
- If the cards do show the same value 'SNAP' is shouted and the revealed cards are covered with a hand
- The player who does this quickest wins all the cards on the table and adds them to the bottom of their draw pile
- If one of the players runs out of cards the player with cards left continues to add a card to the central piles until there is another 'SNAP'
- The winner is the player who ends up with all the cards



Adaptations

- Use the cards you made for 'Quick recognition' as your snap cards as they include a variety of representations for each value.

What's the same, what's different?

You will need per player:

Collections of up to six items. The items within each collection need to be the same type of object, but the collections are different to each other (e.g. a collection of five buttons, a collection of 3 toy cars)



How to play

- The aim of the game is to identify what's the same and what's different about the **number** of items in the collections
- Pick two collections of items
- Subitise how many are in each collection
- Ask "What's the same, what's different?" children respond. Encourage them to use the vocabulary more, less, equal when comparing the collections

Adaptations

- Play with varied dots patterns on cards, like on the cards made for Quick recall. Pick two cards and identify 'what's the same, what's different?' Encourage the children to use the vocabulary more, less, equal when comparing the cards
- Play with collections of different objects that are moving e.g. ducks, frogs, fish floating around in water.

What's in the bag - the same, more or less?

You will need per player:

Collections of up to six items of the same shape and size, in multiple bags (e.g. cubes, conkers)

How to play

- The aim of the game is to identify whether there is the same, more or less in the two chosen bags
- Pick two bags
- Allow the child a quick look in each bag
- The child says whether there is the same amount of items or points out which bag has more or less
- Look again to check

Adaptations

- Do it as a feely game, so rather than looking in the bag, feel how many items, then decide whether they are the same or identify which bag has more or less in
- Play with varied dots patterns on cards, like on the cards made for quick recall. Quickly show two cards and identify whether there are the same number of dots or which card has more or less

