

Run For It

Number Recognition

Adding

What You Need:

- Deck of Cards
- Medium Size Objects (toys, rocks, balls, stuffed animals, action figures, Duplo Legos, plastic cups, spoons, etc.)
- Two Containers, each large enough to hold all the objects

What You Do:

1. Each variation of this game is set up in the same way. There are two locations. The first location, which we will call the STARTING location, contains an empty container and specific cards from the deck of cards. The second location, which we will call the FETCHING location, contains a container full of objects. The further the distance between the two locations, the more energy your child will expend. The object is to get all the objects from the container in the FETCHING location into the container at the STARTING location. The card or cards the Player draws from the deck of cards determines how many objects the Player can fetch.
2. Remove the face cards from the deck of cards. You will never use the face cards.
3. Select cards from the deck. Selection is based on what your child is learning. If he is just beginning to recognize his numbers, start with cards # 1 to # 4. Use all the suites. As he masters recognizing numerals #1 to #4, add the next number. If he is ready to add numbers, see directions in What's Next.
4. Place objects in the FETCH container. To determine the number of objects to put in the container, add up all the cards you selected in step 3.
5. The Player draws a card. For example, the 3 of hearts. He runs to the FETCH container grabs three objects and deposits them in the container at the START location. Repeat until the FETCH container is empty. Some children will find it more fun if you time how long it takes to empty the FETCH container.
6. Repeat while interest lasts.

What's Next:

1. **Addition.** The Player draws two cards. For example, the 3 of hearts and the 2 of spades. He runs to the FETCH container grabs three objects plus two objects, for a total of five objects, and deposits them in the container at the START location. Repeat until the FETCH container is empty. Start with #1 to #4. As he masters adding those numbers, add another number.