

What to do

*IMPORTANT Parent or Carer –
Please check that you are happy with any weblinks or use of the internet.*

1. Counting practice

- You need a mug and a number of 10p coins.
- Rehearse counting in tens to 100. Ten, twenty, thirty, etc.
- With each number you say, throw out ten fingers!
- Now ask your child to shut their eyes or turn their back.
- Drop 10p coins into the mug, one at a time, so that the child can hear the 'clink' as each coin lands.
- Pause when you have dropped in four 10p coins.
- Ask how much is in the mug. The child should have been counting the clinks. *Ten, twenty, thirty, forty.* They tell you.
- Repeat several times, dropping different numbers of coins each time.

2. Working together

- Play the game *Race to £2* on the board below.
 - You need Lego™, Duplo™ or other small bricks. Also, two 10p coins to flip and a £2 coin for the end!
 - Follow the instructions on *Race to £2* below.
 - Try the Extra Challenge!

Try these Fun-Time Extras

- Cement your counting in tens with this song.
<https://www.youtube.com/watch?v=-gmEe0-ex8>
It's a bit of a dull song – can you invent a better one? Perhaps to a tune you really like!

Race to £2

You need Lego™, Duplo™ or other small bricks.
Also, two 10p coins and a £2 for the end!

How to play

- Take turns to have a go.
- Spin both 10p coins.
- Use bricks to cover the coins following these instructions.
- Start covering bricks at the top left space and work down the left and then up the right of the U bend.
- Then count in tens from start to the end of the bricks. This is how much you have!
- After you have covered every space up to £1, you start counting in tens again.
- The first person to cover bricks all the way up to £2 is the winner!

- **head** and **head** – cover three 10p coins
- **head** and **tail** – cover two 10p coins
- **tail** and **tail** – cover one 10p coin

Extra Challenge!

- Work out what is the most likely thing to get from the coins – two heads, two tails or one of each.
- If you get this same result each time you spin the coins, how many turns does it take to reach the £2?

Scroll down for the game board.

Race to £2

Player 1

Player 2

The board game consists of two identical U-shaped paths for Player 1 and Player 2. Each path has 10 cells. The starting cell at the top of each path contains a 'Start' label and a 10p coin. The path leads to a goal cell at the bottom containing a 1p coin. The board is populated with various coins: 10p coins in the starting cell and along the path, and 2p coins in the goal cell. The board is divided into two sections for Player 1 and Player 2.