

# Maths: Recognising Numbers 0 to 10

## Home Learning Challenges

Go on a number hunt! What numbers can you see around your house or on your way to school? You could look at door numbers, number plates, on food packets, clocks or in magazines and books. You could take photos or draw pictures of the numbers you find. Can you find the numerals 0, 1, 2, 3, 4, 5, 6, 7, 8, 9 and 10?

Look at the numbers on this page. What numbers can you see? Can you find the number 2? What about the numbers 4, 6, 8 and 10?

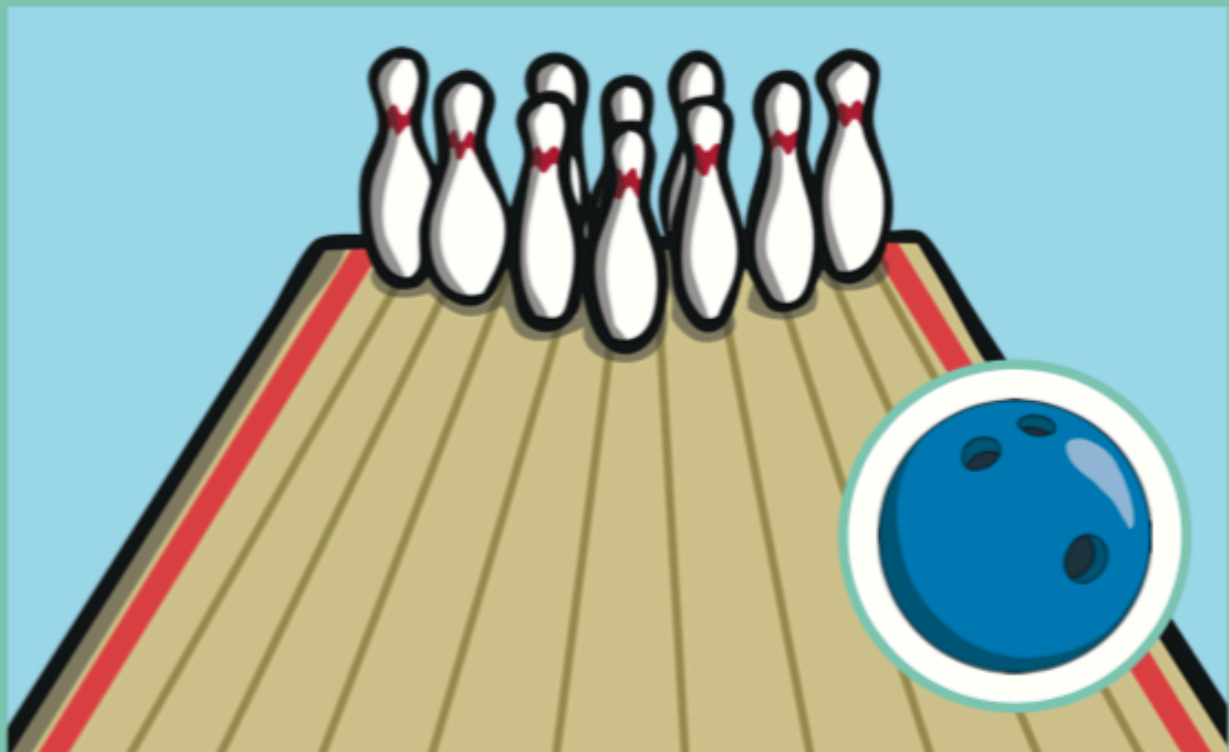
In a shop, look at some birthday cards. What numbers can you see? Can you find cards for the ages 1, 3, 5, 7 and 9? How old are you?

Draw 11 simple shapes on a piece of paper. Number the shapes from 0 to 10. Place a toy onto a numbered shape and ask a friend or grown-up to tell you the number. Were they correct? Can they place the toy on a numbered shape for you to identify?

Ask a grown-up to write the numbers 0 to 10 on pieces of paper and hide them around a room or garden. Go on a hunt for all the numbers! Each time you find a number, tell a grown-up what number you have found. You could try using a timer too – can you find and name all the numbers before the timer runs out?

In a shallow tray or plate of flour or sand, use your finger to write a numeral from 0 to 10. Challenge a friend or grown-up to identify the number. Then ask them to write a number for you to identify.

Records, using marks that they can interpret and explain. (40–60 months)



- Stand the skittles up.
- Roll the ball to knock some down.
- Count how many you have knocked down.
- Show this number of skittles on a whiteboard.

twinkl.com

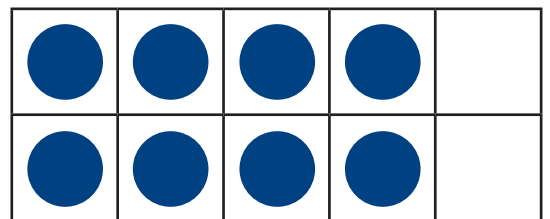
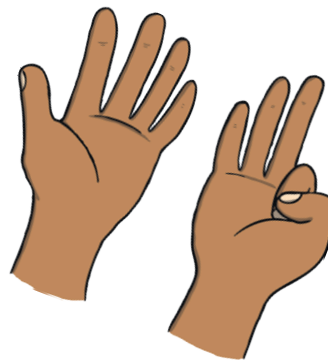
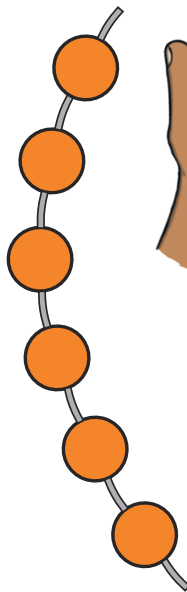
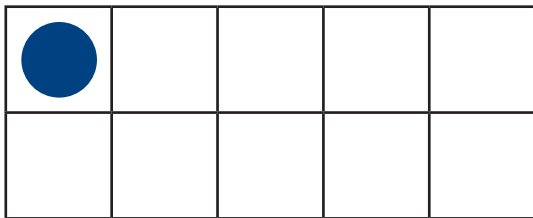
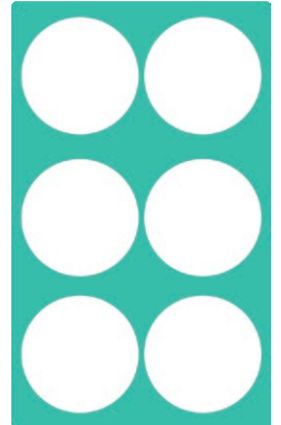
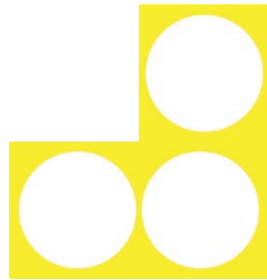
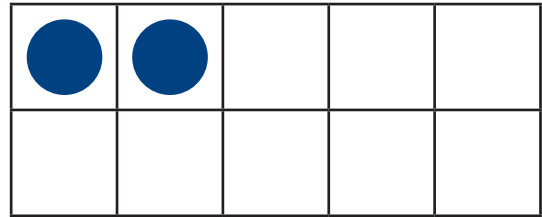
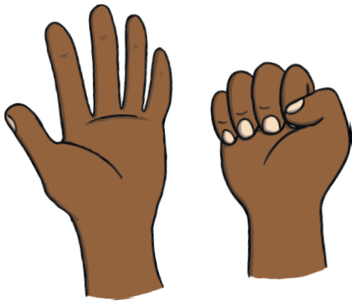
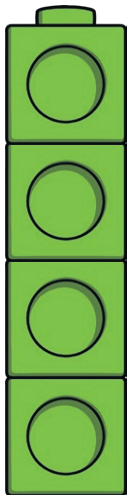
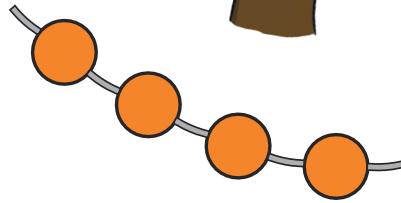
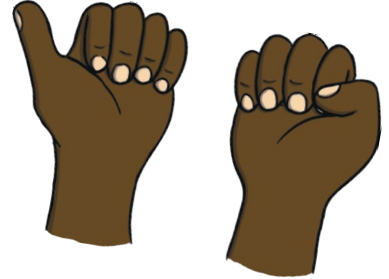
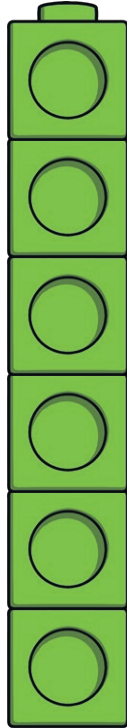
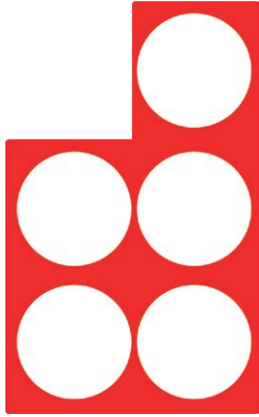
#### Challenge Set-Up Instructions

1. Set up some skittles or make your own with empty plastic bottles (slightly weighted by sand).
2. Provide the children with a ball to roll.
3. Provide a whiteboard and pen to record their score.

# I Spy Number One

Find and circle all of the number ones.

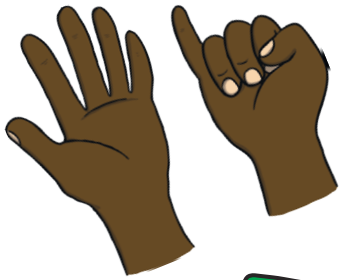
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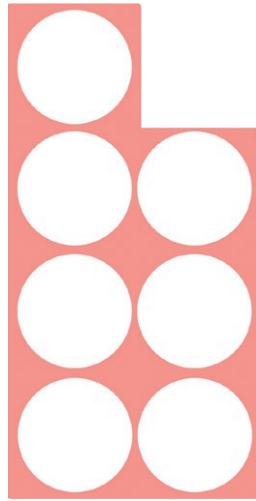
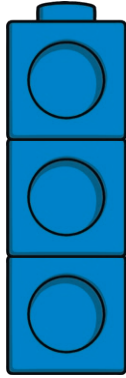
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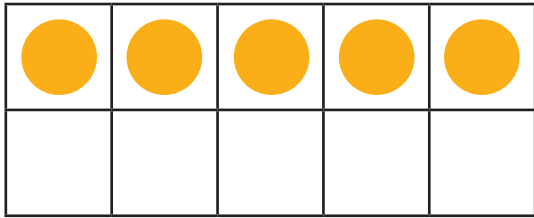
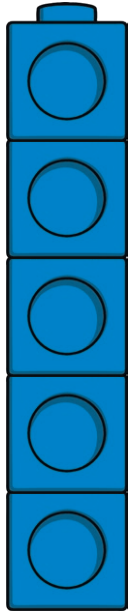
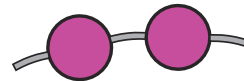
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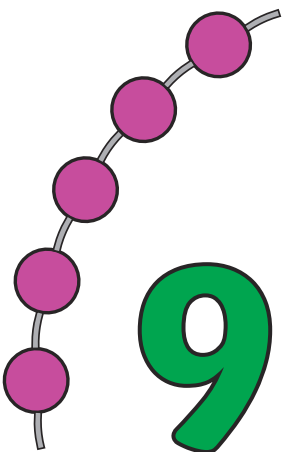
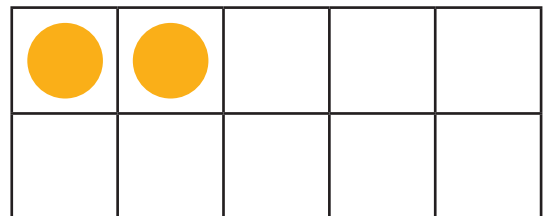
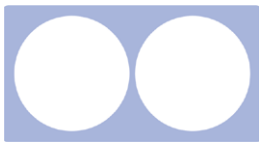
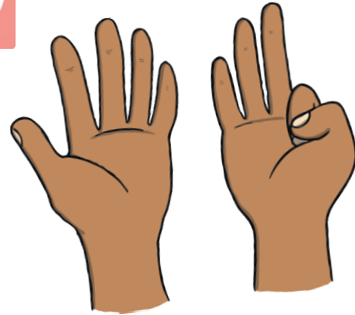
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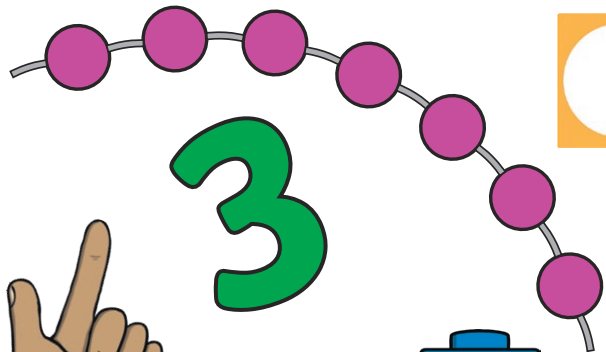
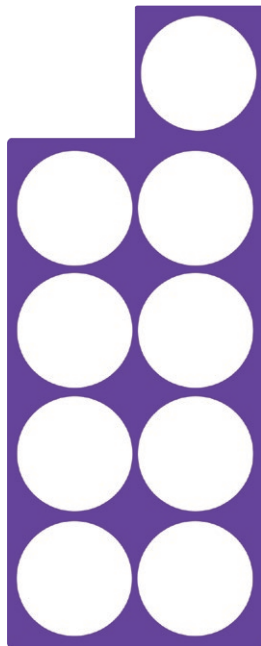
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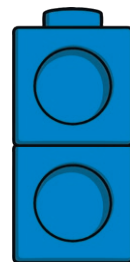
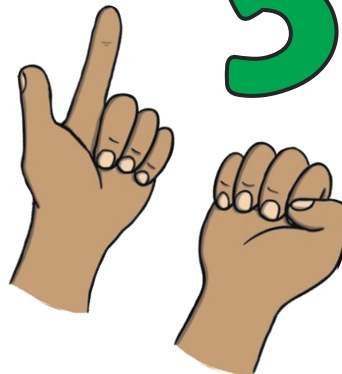
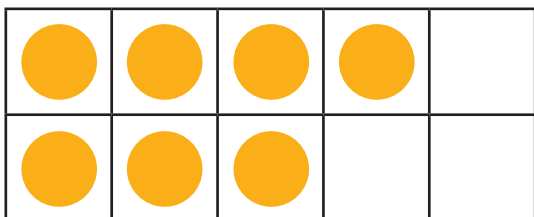
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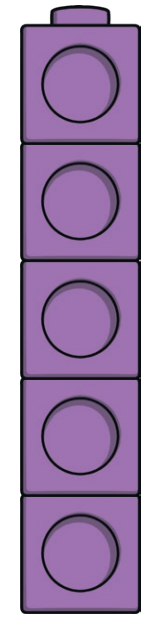
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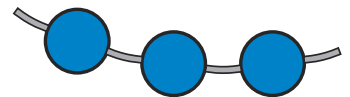
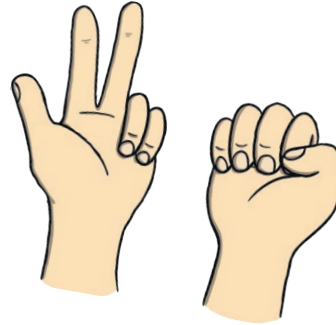
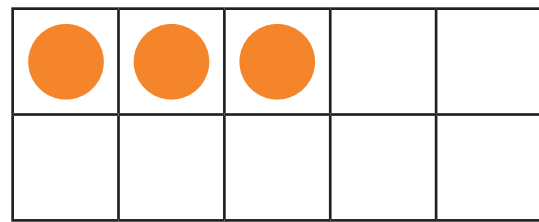
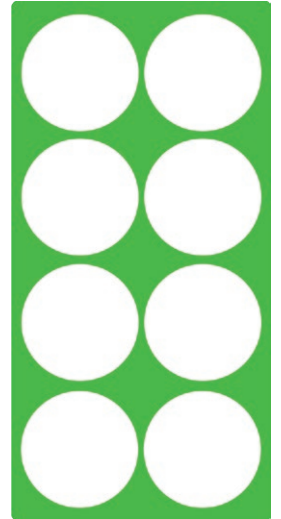
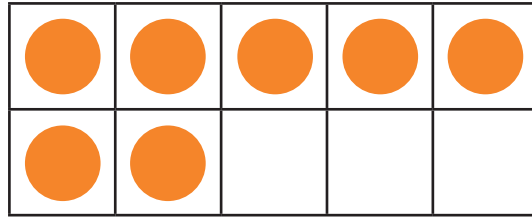
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Find and circle all of the number threes.

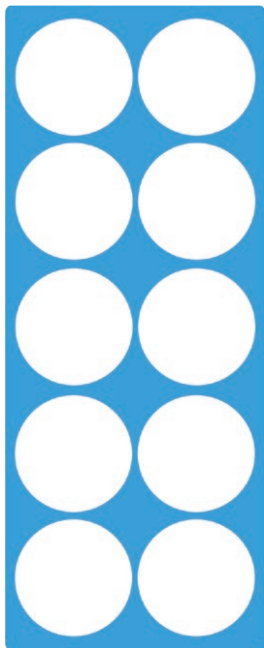
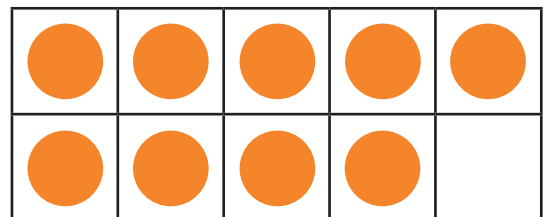
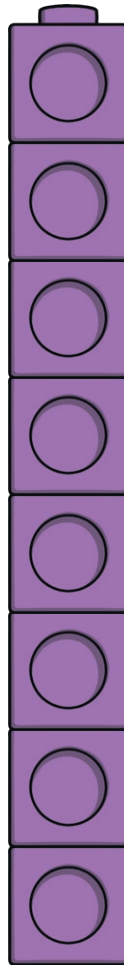
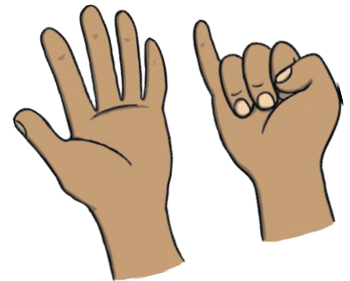
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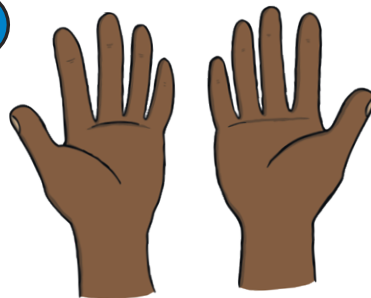
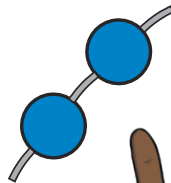
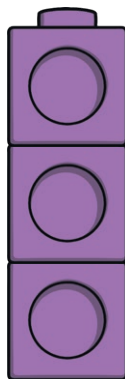
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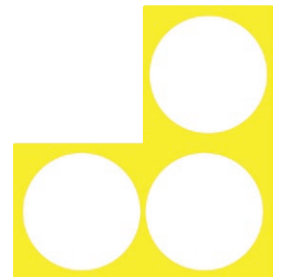
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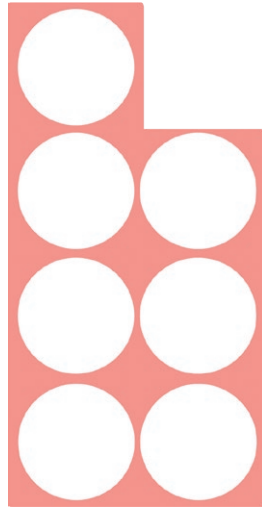
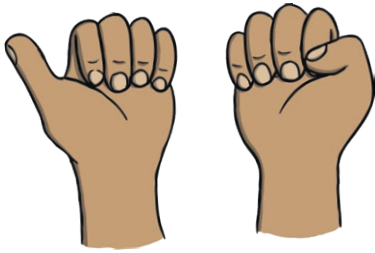
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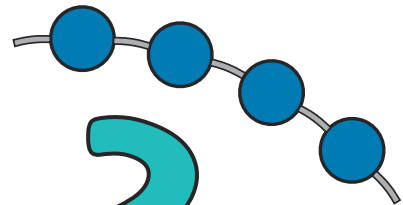
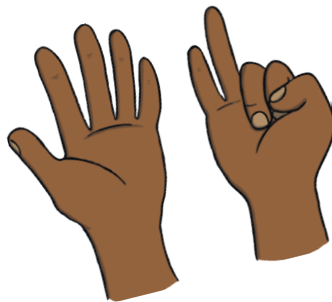
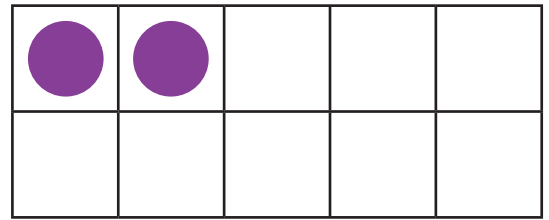
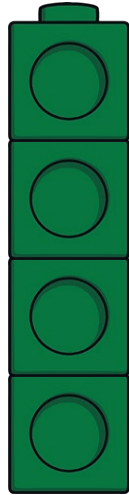
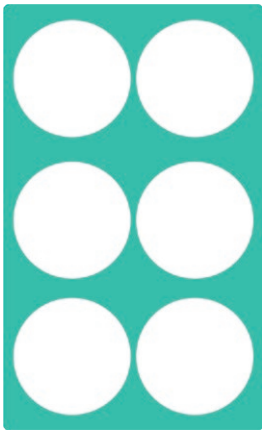
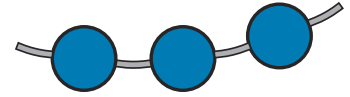
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Find and circle all of the number fours.

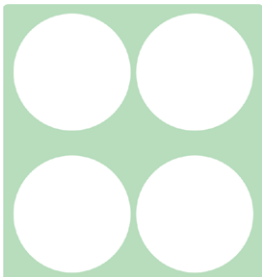
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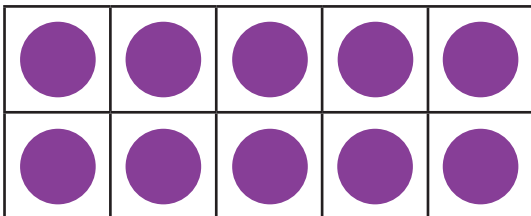
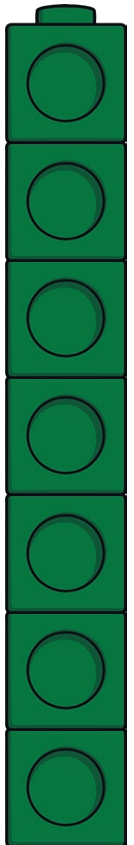
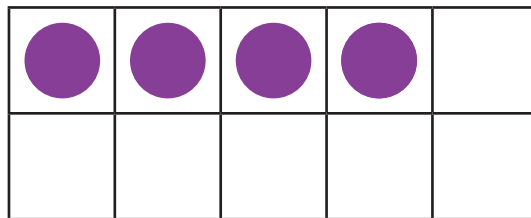
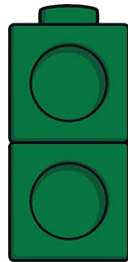
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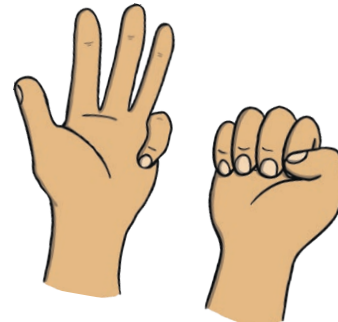
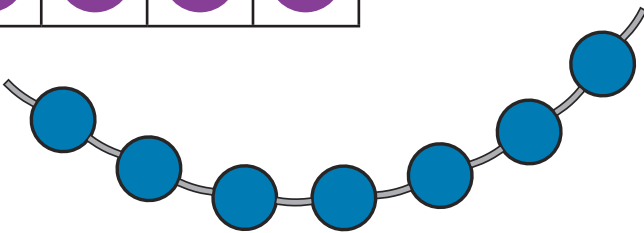
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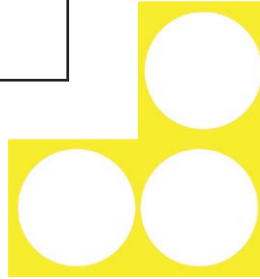
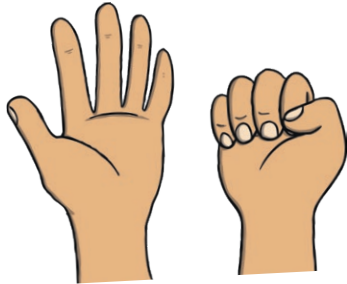
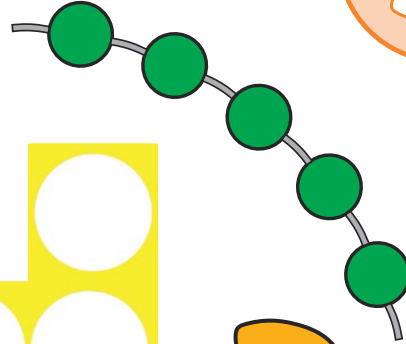
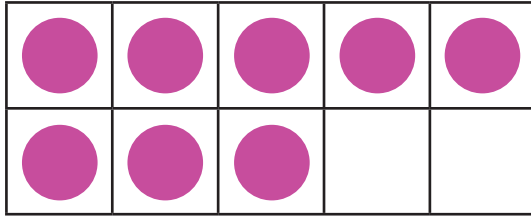


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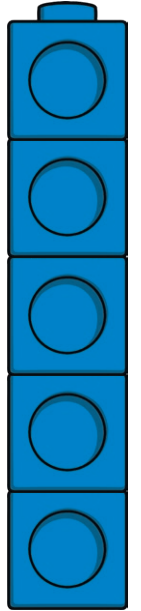
Find and circle all of the number fives.

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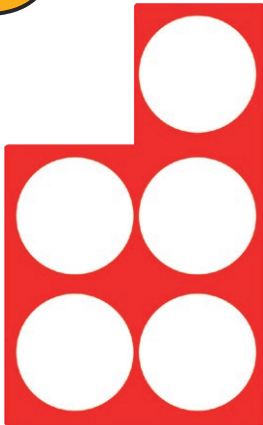
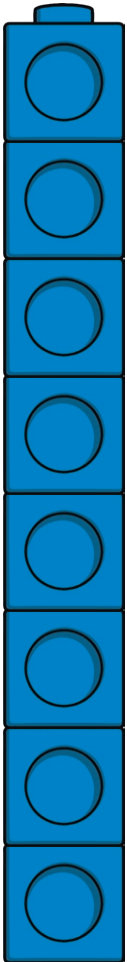
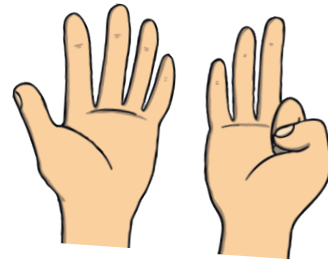
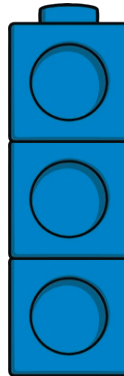
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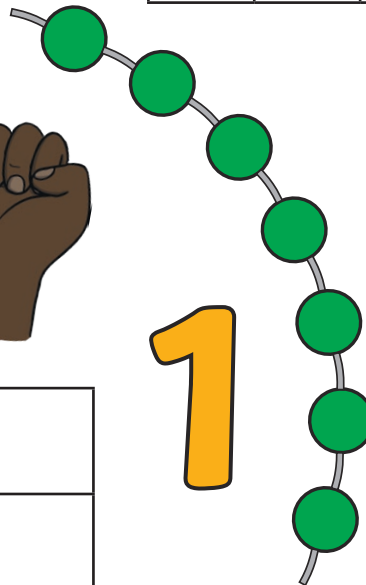
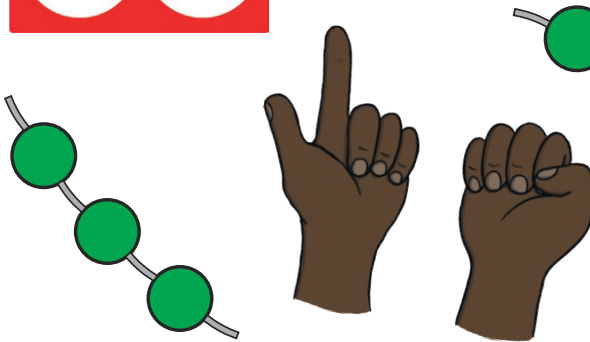
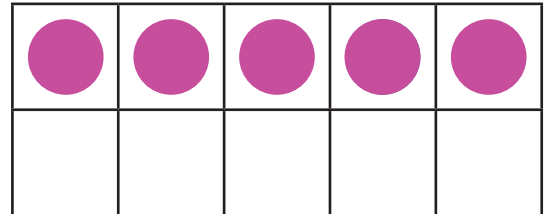
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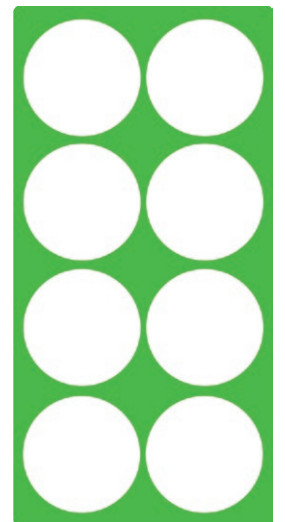
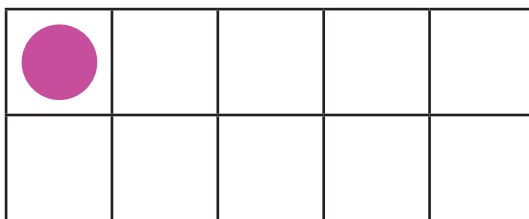
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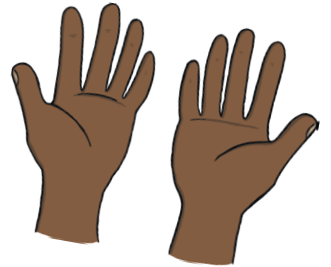
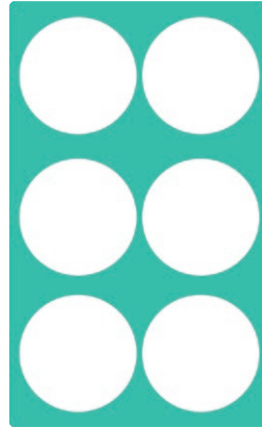
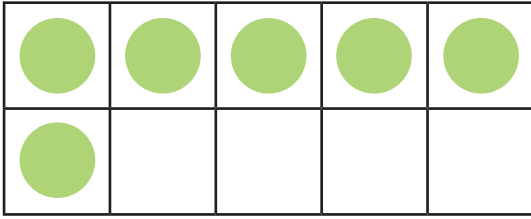
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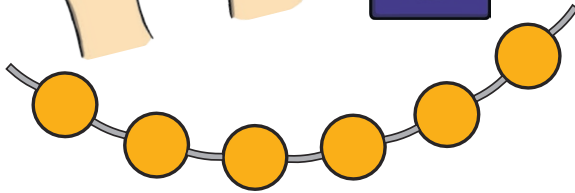
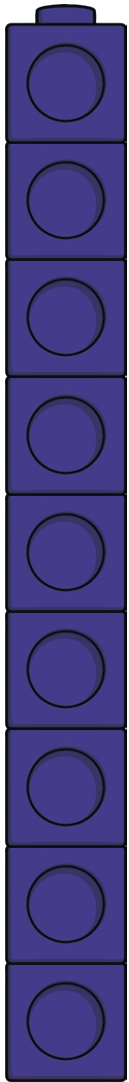
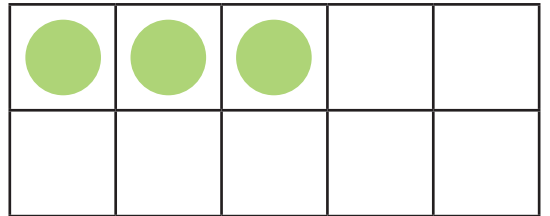
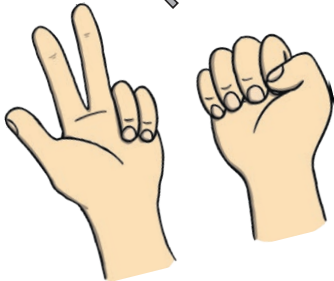
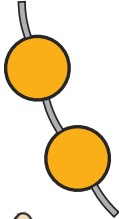
# I Spy Number Six

Find and circle all of the number sixes.

6



8

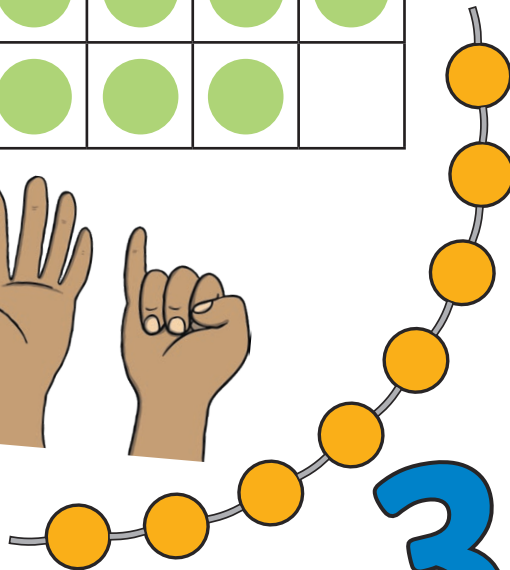
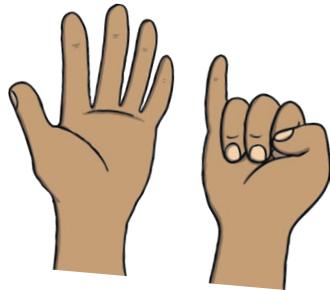
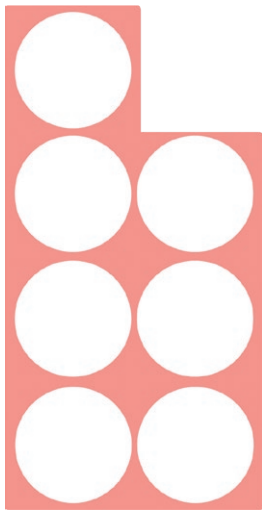
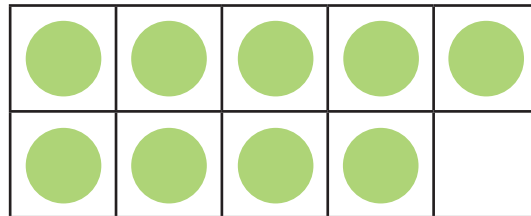


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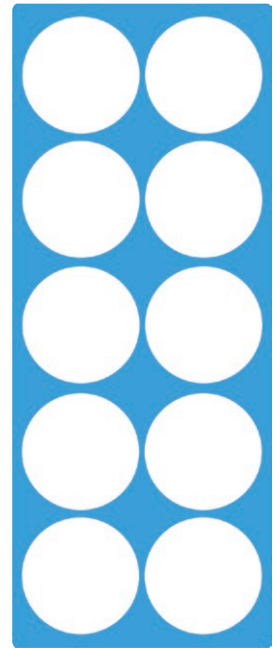


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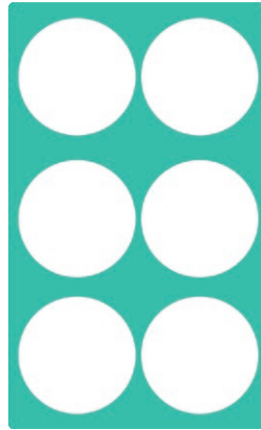
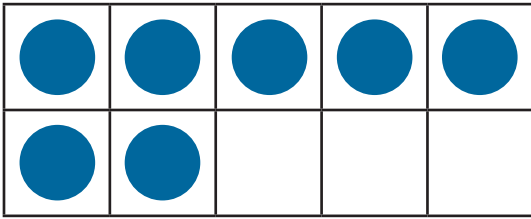
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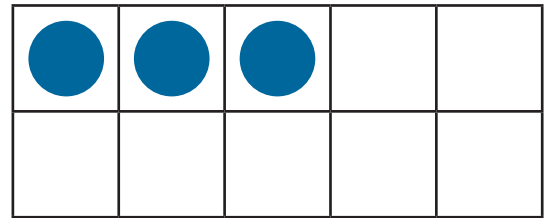
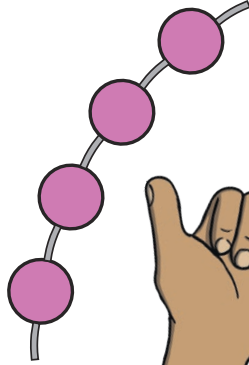
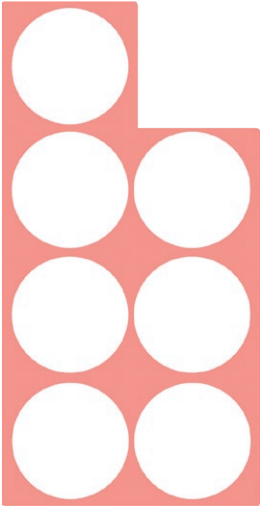
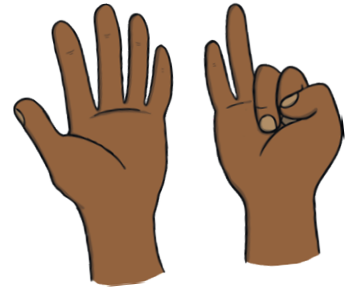
# I Spy Number Seven

Find and circle all of the number sevens.

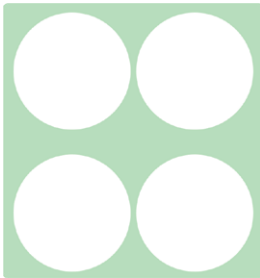
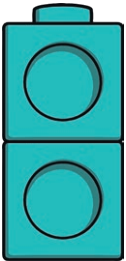
7



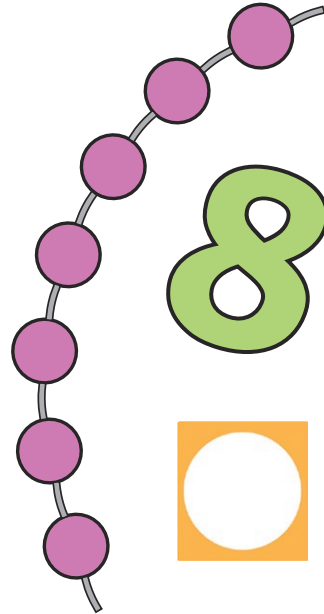
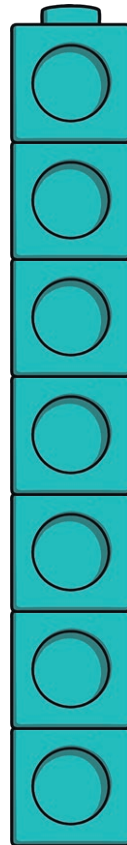
1



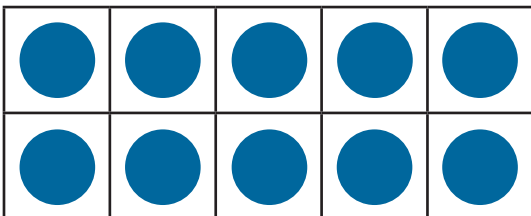
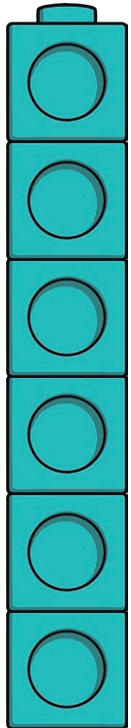
3



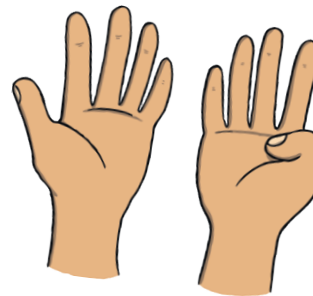
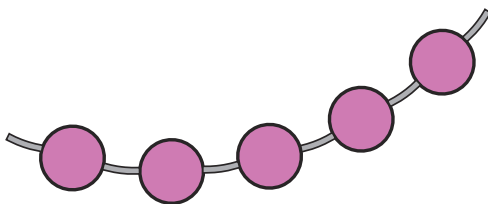
9



8

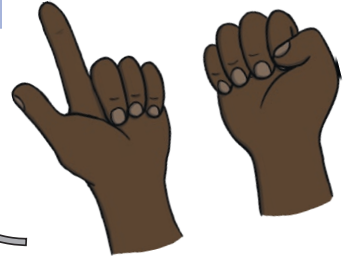
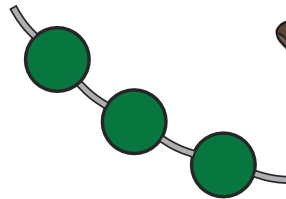
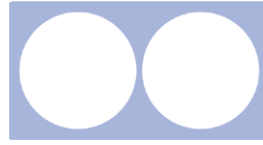
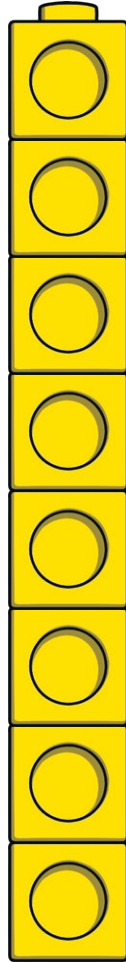
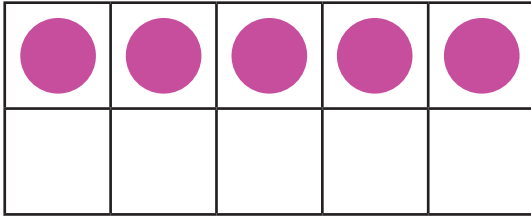


7

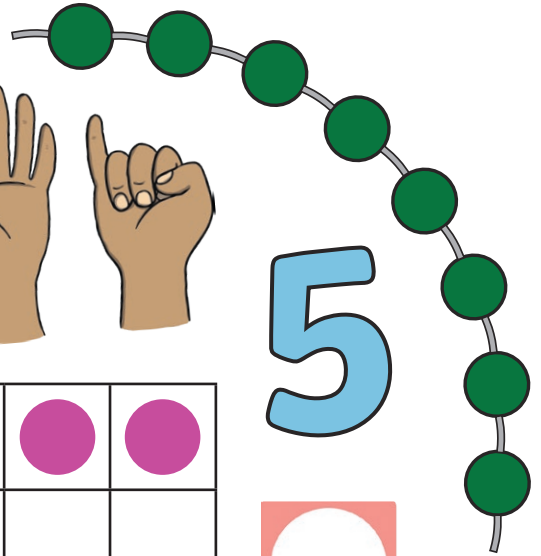
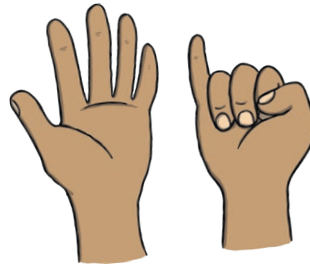
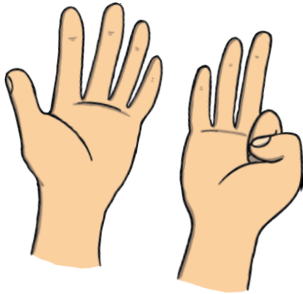
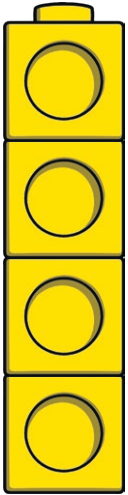
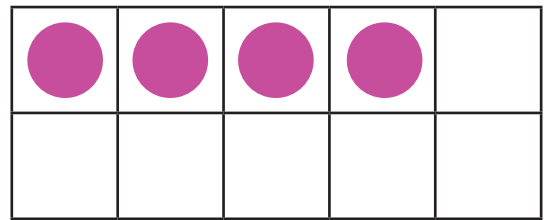
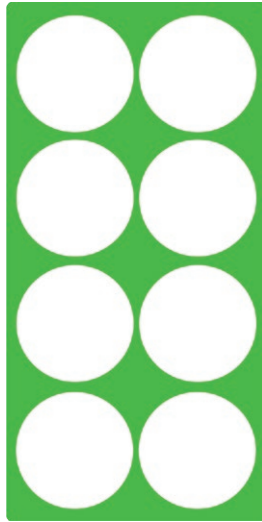


# I Spy Number Eight

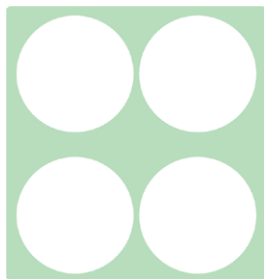
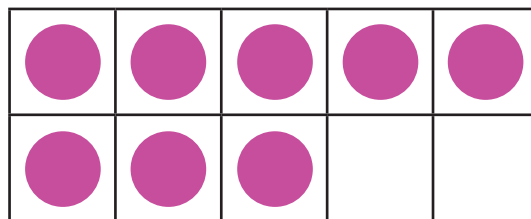
Find and circle all of the number eights.



2

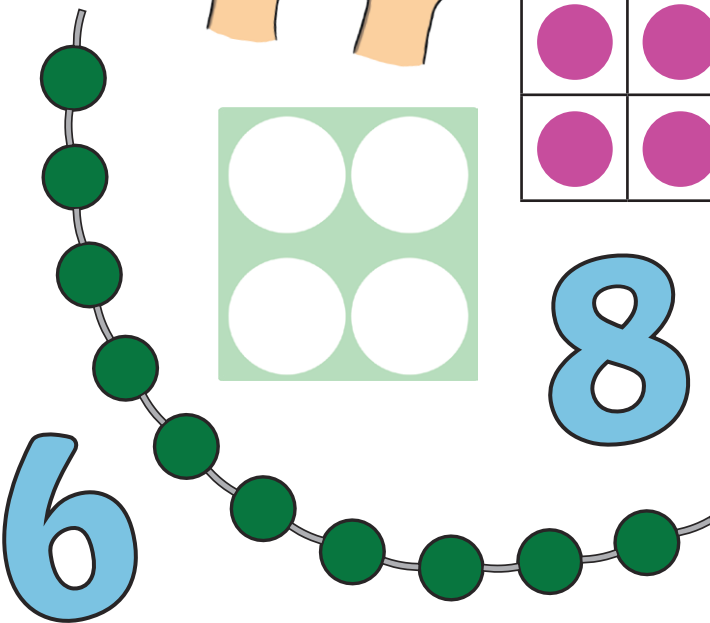
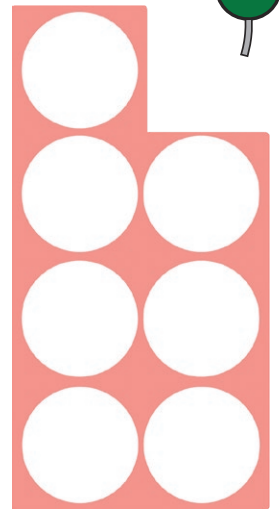
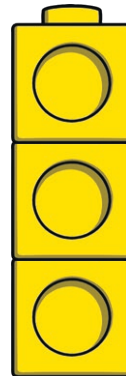


5



8

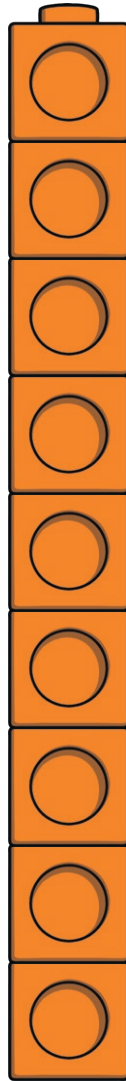
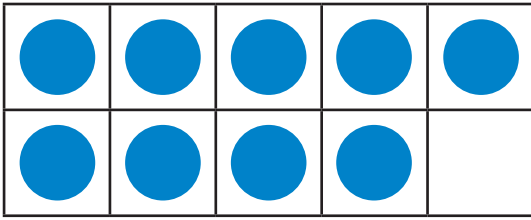
3



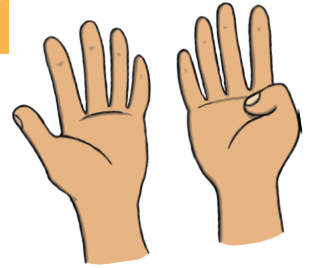
6

# I Spy Number Nine

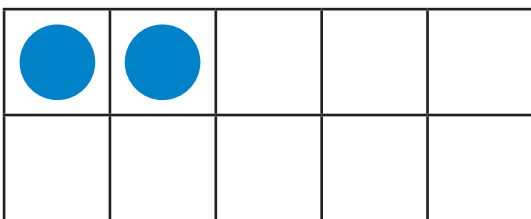
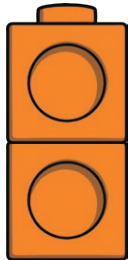
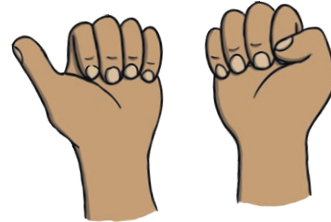
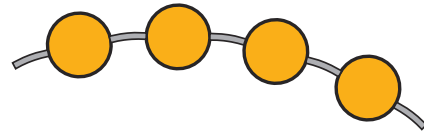
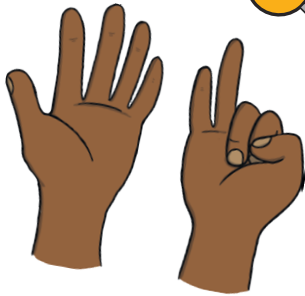
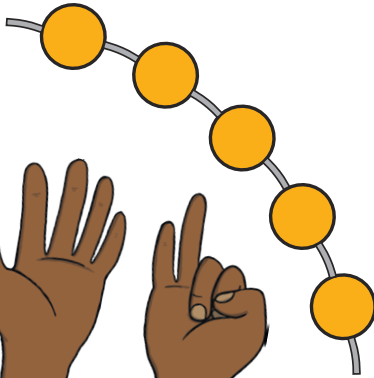
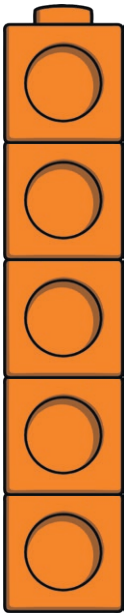
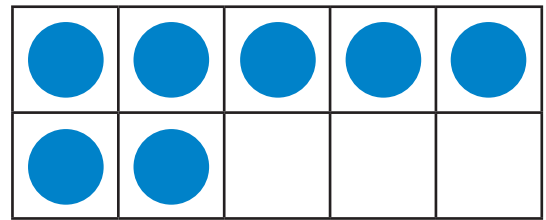
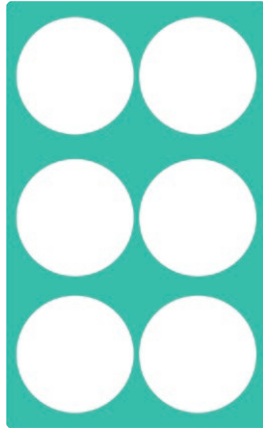
Find and circle all of the number nines.



5



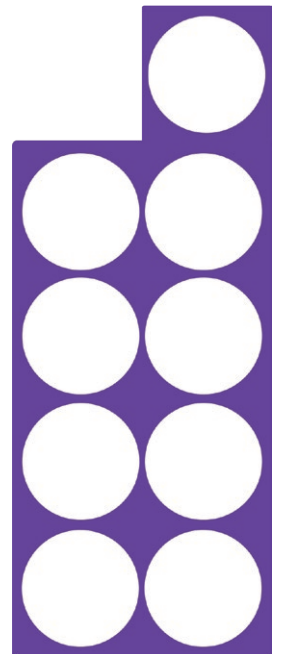
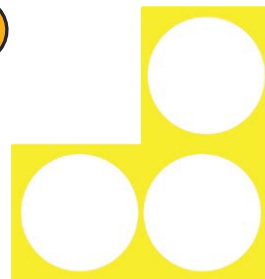
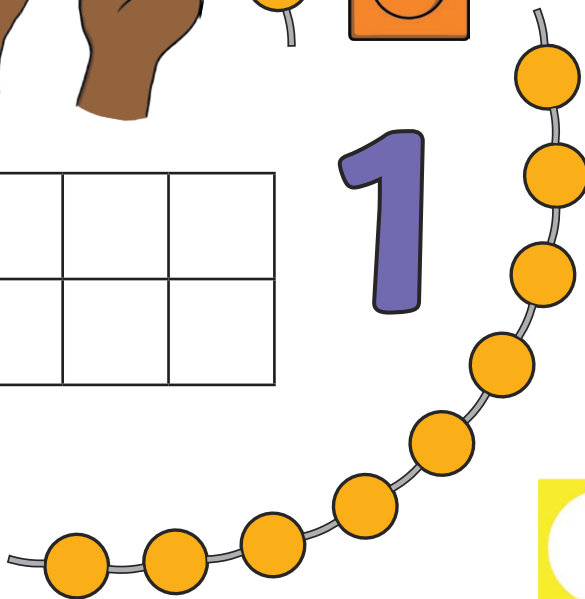
9



1

4

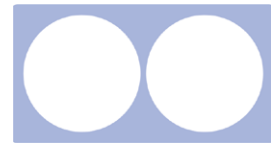
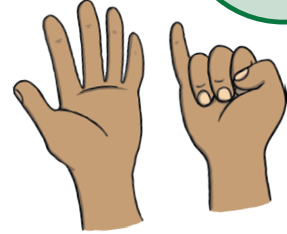
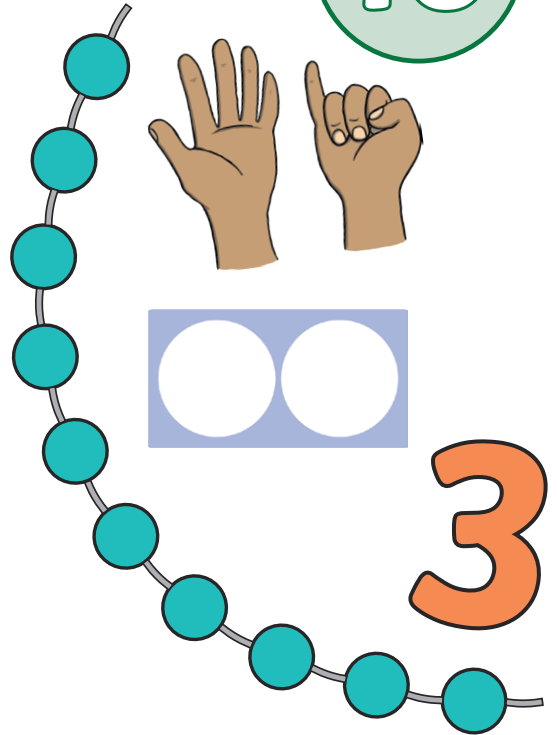
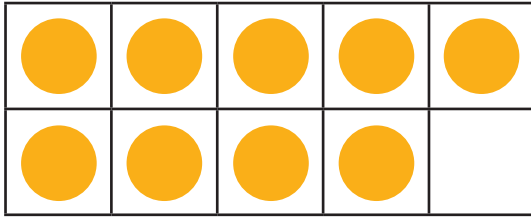
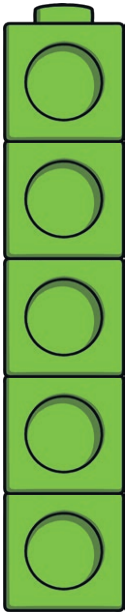
7



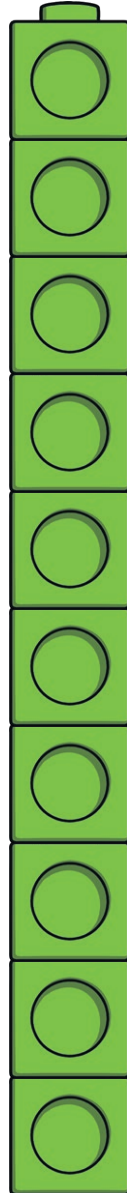
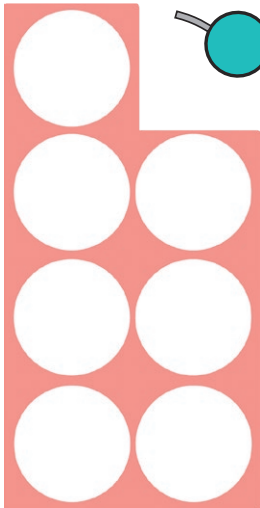
# I Spy Number Ten

Find and circle all of the number tens.

10

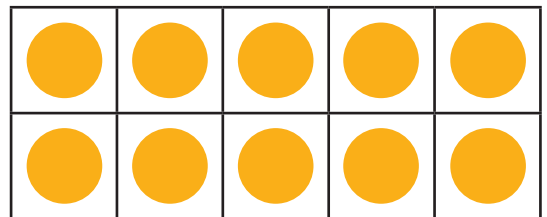
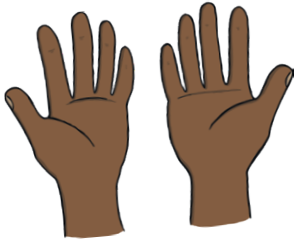
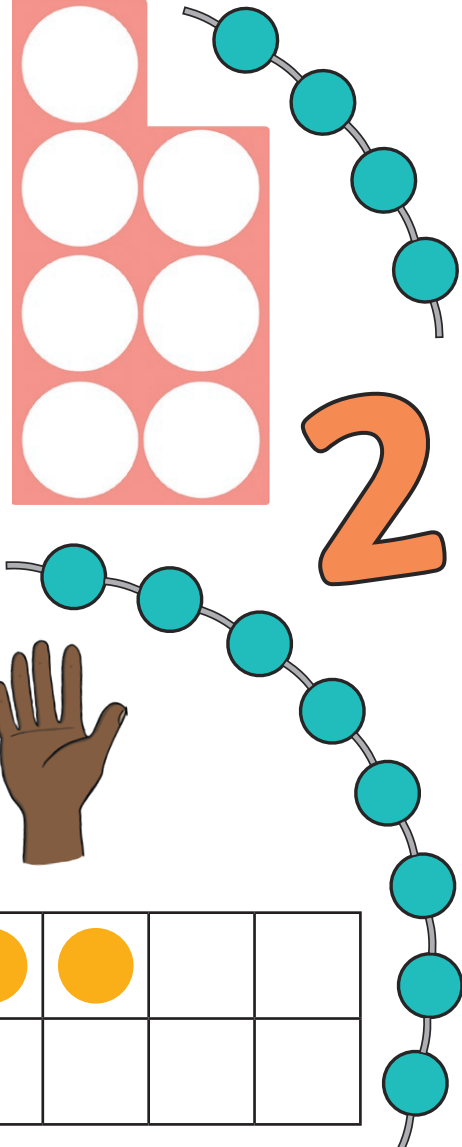


3

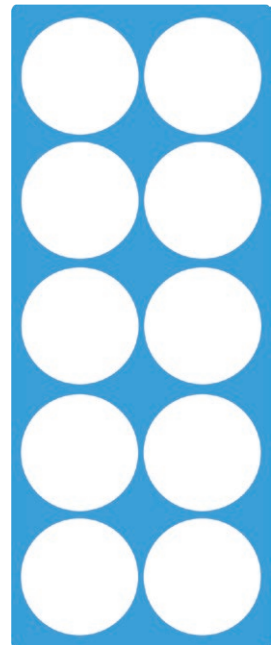
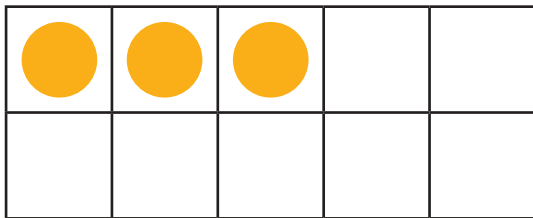


8

2



9



10

