

## Games to practise 30s and 50s

*Cut out the set of 30s and 50s number cards, the **thir-** and **fif-** word cards and the 4 bingo boards. Before playing, ensure that pupils can hear the **th-** sound at the beginning of numbers and link this to the number 3, and link the **f** sound to the number 5. The word cards will continue to reinforce this throughout the activities. If pupils find it difficult to distinguish between the sounds, ensure they watch your mouth to see the different ways the sounds are produced – they will realise that making the **th** sound means sticking your tongue out!*

### **Listening activity 1**

Give the pupil either the **thir-** or **fif-** word card and ensure that they can say the sound. Put the number cards in a pile face down. Take the top card from the pile and read the number clearly without showing it. The pupil must say whether the number begins with the same sound as on their word card. If it does, they may keep the card. If not it is discarded.

### **Listening activity 2**

Place the **thir-** and **fif-** word cards face up and the number cards in a pile face down. Take the top card from the pile and read the number clearly without showing it. Ask the pupil to put it, face down, below the correct word card. Repeat until 10 cards have been drawn and placed. Turn the cards over to check if they have been positioned correctly.

### **Speaking activity**

Repeat the listening activities, but this time with the pupil reading the number cards for you to identify.

### **Guess my number 1**

Put the number cards in a pile face down. Pick the top card and say the number without showing it. The pupil must write that number on a piece of paper. If it matches the number on the card, they may keep the card, otherwise you keep it. Repeat as many times as you like.

### **Guess my number 2**

Put the number cards in a pile face down. One person picks the top card and says how many tens and units the number has. The other person must write the number on a piece of paper and then say it. If they do both correctly, they can keep the card. Switch roles after each turn.

### **Bingo (up to 5 players)**

One player is the caller, the other players all choose a board. The caller picks a card and says the number without showing it. Anyone with the number on their card can cover it with a counter. The first person to cover a row of four wins.

13	15	30	31
32	33	34	35
36	37	38	39
50	51	52	53
54	55	56	57
58	59	thir 3	fif 5

## Bingo Cards

13	50	38	54
36	35	57	33
53	51	59	30

15	53	39	35
32	36	30	52
54	57	50	34

30	54	50	33
34	52	31	15
55	59	37	35

50	52	55	34
33	38	32	13
56	58	31	36