

1. Make numerals out of play dough and press the correct number of counters into each number.
2. Give each child a number card, this must be kept secret. They do actions to match the number on their card [if the number is 21, they may do 21 jumps, touched the ground 21 times etc. Close brackets the other children then have to guess the number on the card.
3. Practise drawing large numerals on the playground with chalk, then do 4 jumps, Sprint repetitions.
4. Label containers with numbers. Ask children to put the correct number of buttons, counters in each tub. Place a number of counters in the pot, label with for example -8 ask them to remove the correct amount and see what is left, layout in a sum- provide a model at first.
5. Print out lots of the target numerals and ask the children to stick all of the odd ones on the green piece of paper all the even numbers on the red pieces of paper etc.
6. Use a zero to 12 number track for each child. In turn, each child takes a domino and counts the spots. They then cover the matching number on the track with the domino. If the number is already covered, they must put the domino back. The 1st player to cover all of their numbers is the winner.
7. Make towers of cubes or bricks to match the numbers on cards. Swap over two of the towers. Can the children work out which ones have been changed? You could also use beads on a string or biscuits on a plate instead of towers.
8. Throw a dice and collect the matching number card. The winner is the first person to collect the number cards one to six.
9. Children each have a set of number cards, put these in order. Show a number of fingers and the children have to point to the correct card. If they're correct, they can turn the card over.
10. Make post boxes, each with a different numeral on. Children draw a picture for example 12 sweets on an envelope and post it into the appropriate box. Empty the boxes and check the envelopes have been posted correctly.
11. Provide opportunities for writing numerals in the role play area such as making stamps or tickets and price labels.
12. Look for numbers in newspapers or magazines. Cut them out and put all the new rules that are the same together. Can you find enough new rules to make your own number line?
13. Order a set of birthday cards with ages on match them to pictures of children of different ages.
14. Roll a large dice and order the numbers from the spot patterns.
15. Mix up numbers on a washing line while the children have their eyes shut. Can they spot what has happened and put the numbers back in order? Count along the washing line to help.
16. Give children Velcro backed numerals and ask them to place them on a number stick in the right order.

17. Find out by counting which two collections has more or fewer objects. In each case, check if necessary, by lining up and matching 1 to 1.
18. Set out a picnic blanket and count the cups and sources; are there the right number of cups or more sources or the same number?
19. Using large chalk ask the children to chalk their own number line on the playground.
20. Make a staircase pattern with bricks or on a pegboard make each step one more two more three more four more and five more. Count how many cubes or pegs make each step, predict which will come next.
21. Order sets of items such as eggs in a nest, box with bricks in, bags with buttons in, sticks in plant pot, pots of pens.
22. Match a variety of different picture sets of one and lots to the appropriate symbol or symbols to picture sets. Encourage the child to say the word, if appropriate.
23. Bury objects in sand. Children can record how many objects have been found by collecting them drawing shapes or pictures to represent each object they find all by making tally marks.
24. Play a game such as Skittles or throwing bean bags into a hoop; record your score on a whiteboard using a tally or drawing a pictorial representation or even writing the correct numeral.
25. Hide groups of animals around the classroom and then take the children on a safari hunt how many animals do they find in each group for example four elephants.
26. Write the numerals next to a symbol supported recipe such as a fruit salad to help the child understand how much of each ingredient they need.
27. Make price labels for items in a play shop
28. Make tickets for the bus and then put a number onto a chair so that you can take your bus ride.
29. Make menus for a role play cafe with prices on
30. Line up a set of chairs and rolled play a coach journey or aeroplane make tickets with numbers on and give the tickets out can the passengers find their seats?
31. Label pots with the number of seeds to put in them and have a role play garden centre.
32. Make stamps for a post office and have a till so you can count money.
33. Set up a play office and write down telephone numbers.
34. Set up an administration desk for doctors' surgery and note down appointment times.
35. Jump on a mini trampette while learning a rote skill.
36. Walking review-what can you remember while you walk?

REMEMBER:

If the child is leaving the classroom for an intervention the activity outside the classroom must be better suited to the pupil than what they would be doing in the classroom