

ACTIVITY 2

Treasure Hunt

PURPOSE:

Treasure Hunt is a game designed to help students develop their verbal counting. It can be played forward or backward. The game should be played using approximately 10 numerals. For young students, it can be played with numerals 1-5.

SUPPLIES:

Numeral Cards 0-31

GOAL:

All kindergarten students will identify numerals 0-31, count forward to 31 and count back from 20.

TIMELINE:

Students may move to the next range of numbers once they are confident with the current range.

PROCEDURE:

1. Select an appropriate number range (e.g., 1-5, 1-10, etc.) based on the needs of the student(s). Use two different-colored sets of numeral cards in that number range. The students will be not only locating the correct numerical location but will also be attending to the color for each row.
2. If working on forward counting, place the smallest number on the far left. If working on backward counting, place the largest number on the far right. This number is called the "start number" and should be face up.
3. Shuffle the remaining numeral cards.
4. Deal cards into two even rows, face down.
5. The game begins by Player 1 turning 1 card over. The student counts forward or backward from the "start number" to determine where the card goes. The student places the card face up in the correct position (numerical and appropriate row based on the color) and removes the card previously in that position. Player 1 gives the new card to the next player who then places this card face up in the appropriate position.
6. Note: It is interesting to watch how students find where to place each new card. Students may find an efficient strategy to find each card's position. (For example, some may use a face up card as a reference number.) These strategies may be used, but should be "checked" by counting forwards or backwards from the "start number". This ensures that the students practice the verbal sequence.
7. The game ends when all cards have been placed into the correct positions.

Example: Below is an example of how the game may look, if playing backwards in the range of 10-1.

						7			10
				5					10