DOUBLING NUMBERS

(An introduction to Early Years Addition)

The following are some games that will help lay the foundation for ‘Addition’. It is important that children progress from ‘counting all’ to ‘counting on’.

Definitions:
Counting all – counting every item to find the total of two groups.

Counting on – counting on from the biggest number, or in the case of doubles counting on from one recognised amount. I.e. If someone rolls a 5 & 5, use ‘counting on’ to find the total. We know that one dice represents 5 so we don’t need to count the dots, then proceed to count the dots on the other dice 6, 7, 8, 9, 10.

<table>
<thead>
<tr>
<th>1 and 1 is 2</th>
<th>6 and 6 is 12</th>
</tr>
</thead>
<tbody>
<tr>
<td>2 and 2 is 4</td>
<td>7 and 7 is 14</td>
</tr>
<tr>
<td>3 and 3 is 6</td>
<td>8 and 8 is 16</td>
</tr>
<tr>
<td>4 and 4 is 8</td>
<td>9 and 9 is 18</td>
</tr>
<tr>
<td>5 and 5 is 10</td>
<td>10 and 10 is 20</td>
</tr>
</tbody>
</table>

ROLLING DOUBLES:

You will need:

- 2 or more players
- 2x 6-sided dice (or 2x 10-sided dice for a challenge)
- Counters (coloured paper clips are a good substitute if you don’t have counters)
How to play:
- Roll two dice.
- If you roll doubles, add them together (by counting on) to find the total and take a counter.
- The first person to get 5 counters wins.

**Doubles Memory:**

You will need:
- 2 or more players
- 1 set of memory cards.

How to play:
- Spread the cards face down on the ground.
- Similar to normal memory, turn over two cards.
- If they are doubles, practice ‘counting on’ to find the total of the two cards.
- If the total can be found, the person gets to keep the cards.
- The person with the most cards at the end is the winner.

Ie. If someone turns over a 3 & 5, they are not doubles. If someone turns over a 6 & 6, use ‘counting on’ to find the total. One card has a number 6 on it, the other card has 6 dots. Point to the number 6 card and say 6, then count the dots: 7, 8, 9, 10, 11, 12.
Doubles Board Game:

You will need:

- 2 or more players
- 1x 6-sided dice
- Counters (coloured paper clips are a good substitute if you don’t have counters)
- 1x game board

How to play:

- Roll a six sided dice, double the number (by counting on) and put a counter on the total.
- The first person to complete a line wins. Similar to ‘Connect 4’.

*ie. If you roll a 3, double 3 is 6, put a counter on six.*