

MISSING NUMBER FLUENCY

An Activities Guide for Families

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At Home Activities

Off Decade Tens

Start with a number that doesn't end in zero, like 4. Have your child count by tens from there: 14, 24, 34, 44.

High-Five Fives

Use actual high-fives. Give a starting point like 35. Every time you high-five, they count by five: 40, 45, 50.

Star Jumps

Pick a starting number like 15. Have your child do a star jump (jumping jack) and count by ones, fives or tens on every jump.

Number Tennis

"Serve" a starting number and a rule. Say, "Start at 23, count by tens!" They "return" the next number: "33." You say "43." Keep going until someone misses.

"Shift Gears" Game

Tell your child to start counting by tens from 20 (20, 30, 40...). Suddenly yell, "GEAR SHIFT: ONES!" They must instantly switch strategies and continue from where they left off by ones (41, 42, 43).

Red Light, Green Light

Play the classic game with a twist. Say, "Green light! Start at 55 and count by fives!" They walk and count: 60, 65, 70. Yell "Red light!" to stop. Then say, "Green light, start at 70 and count by tens!" (80, 90).

Did You Know?

The Ishango Bone, found near the headwaters of the Nile and dating back about 20,000 years, contains groupings of notches that suggest an early understanding of prime numbers and multiplication.

