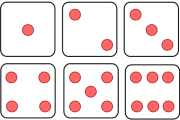


SUBITISING RANGER TEST	DOUBLES RANGER TEST	COUNTING 1-20 RANGER TEST	WRITING RANGER TEST	TENS MATE M RANGER TEST	MORE OR LESS RANGER TEST
<p>RECOGNISING A NUMBER OF OBJECTS, UP TO 5, WITH NO COUNTING.</p> <p><b>EXAMPLE:</b> ABLE TO IDENTIFY WITHOUT POINTING OR COUNTING.</p> 	<p>KNOWING DOUBLE FACTS FROM 1-10.</p> <p><b>EXAMPLE:</b> DOUBLE 5 = DOUBLE 8 = DOUBLE 3 =</p>	<p>BEING ABLE TO COUNT FROM 1-20.</p> <p><b>EXAMPLE:</b> GIVE STUDENTS A RANDOM PILE OF OBJECTS LESS THAN 21. THEY HAVE TO COUNT THEM CORRECTLY.</p>	<p>WRITING NUMBERS FOR 0-20 CORRECTLY.</p> <p><b>EXAMPLE:</b> STUDENTS MUST WRITE THE NUMBERS FROM 0-20 IN ORDER WITH NO REVERSALS OF NUMBERS. (5 AS S OR 2)</p>	<p>KNOWING PAIRS OF NUMBERS THAT ADD TO 10.</p> <p><b>EXAMPLE:</b> STUDENTS NEED TO RESPOND WITH AUTONOMY WHAT NUMBER GOES WITH THE OTHER TO MAKE TEN. 7 AND.... 4 AND...</p>	<p>KNOWING 1 MORE AND 1 LESS THAN FOR NUMBERS UP TO 20.</p> <p><b>EXAMPLE:</b> WRITTEN OR VERBAL. STUDENTS NEED TO RESPOND TO ONE MORE THAN OR ONE LESS THAN A CHOSEN NUMBER LESS THAN 21.</p>
<p><b>IDEAS:</b> USE DICE WITH DOTS FOR BOARD GAMES.</p> <p>REMINDE YOUR CHILD THAT THEY DON'T ALWAYS NEED TO COUNT THEY CAN USE THEIR EYES.</p> <p>GUESS HOW MANY THINGS THERE ARE AND THEN COUNT THEM.</p>	<p><b>IDEAS:</b> USE PLAYING CARDS FOR GAMES LIKE SNAP.</p> <p>STUDENTS NEED TO ADD THE MATCHING CARDS AND SAY CORRECT ANSWER IN ORDER TO KEEP THE PILE.</p> <p>ASK DOUBLES QUESTIONS IN THE CAR WHILST DRIVING, WHILST WALKING TO SCHOOL, WHILST COOKING DINNER, ETC.</p>	<p><b>IDEAS:</b> PRACTISE COUNTING WHENEVER POSSIBLE.</p> <p>COUNTING THINGS WHILST OUT SHOPPING, WHILST WALKING OR DRIVING.</p> <p>READ BOOKS THAT INCLUDE COUNTING.</p>	<p><b>IDEAS:</b> WRITE NUMBERS AND HAVE YOUR CHILD TRACE OVER THEM.</p> <p>HAVE A NUMBER LINE PRESENT IN A POPULAR PLACE IN YOUR HOME SO YOUR STUDENT CAN VISUAL SEE THE WAY NUMBERS ARE WRITTEN.</p>	<p><b>IDEAS:</b> PLAY GAMES LIKE SNAP WHERE NUMBERS ADD TO TEN IN ORDER TO COLLECT THE PILE.</p> <p>ROLL A DICE AND INSTEAD OF SAYING THE NUMBER ROLLED STUDENTS NEED TO RESPOND WITH WHAT CAN BE ADDED TO THE ROLLED NUMBER TO EQUAL 10.</p>	<p><b>IDEAS:</b> PRACTISE COUNTING FORWARDS AND BACKWARDS.</p> <p>WRITE THE NUMBERS 0-20 AND THEN COVER SOME OVER. ASK WHAT'S MISSING. STUDENTS SOLVE THE QUESTION WITHOUT COUNTING.</p>
<p><b>ONLINE RESOURCES:</b></p> <p>DICE ROLLING: <a href="http://www.curriculumbits.com/prodimages/details/maths/singledice.html">HTTP://WWW.CURRICULUMBITS.COM/PRODIMAGES/DETAILS/MATHS/SINGLEDDICE.HTML</a></p> <p>LADY BUG COUNTING: <a href="http://www.topmarks.co.uk/learning-to-count/ladybird-spots">HTTP://WWW.TOPMARKS.CO.UK/LEARNING-TO-COUNT/LADYBIRD-SPOTS</a></p> <p>GINGERBREAD MAN COUNTING: <a href="http://www.topmarks.co.uk/learning-to-count/gingerbread-man-game">HTTP://WWW.TOPMARKS.CO.UK/LEARNING-TO-COUNT/GINGERBREAD-MAN-GAME</a></p>	<p><b>ONLINE RESOURCES:</b></p> <p>ROBIN HOOD DOUBLES: <a href="http://www.ictgames.com/robindoubles.html">HTTP://WWW.ICTGAMES.COM/ROBINDOUBLES.HTML</a></p> <p>DOUBLE BRIDGE: <a href="http://www.ictgames.com/bridgedoubles.html">HTTP://WWW.ICTGAMES.COM/BRIDGEDOUBLES.HTML</a></p> <p>MONKEY RACER: <a href="http://www.sheppardsoftware.com/mathgames/monkeydrive/addition/mdadd_doubles.htm">HTTP://WWW.SHEPPARDSOFTWARE.COM/MATHGAMES/MONKEYDRIVE/ADDITION/MDADD DOUBLES.HTM</a></p>	<p><b>ONLINE RESOURCES:</b></p> <p>COUNT ALONG: <a href="http://resources.hwb.wales.gov.uk/vtc/ngfl/ngfl-flash/numbers_eng/numbers_e.html">HTTP://RESOURCES.HWB.WALES.GOV.UK/VTC/NGFL/NGFL-FLASH/NUMBERS_ENG/NUMBERS_E.HTML</a></p> <p>BALLOON POP: <a href="http://www.sheppardsoftware.com/mathgames/earlymath/ballooncount20.htm">HTTP://WWW.SHEPPARDSOFTWARE.COM/MATHGAMES/EARLYMATH/BALLOONCOUNT20.HTM</a></p>	<p><b>ONLINE RESOURCES:</b></p> <p>COUNT ALONG: <a href="http://resources.hwb.wales.gov.uk/vtc/ngfl/ngfl-flash/numbers_eng/numbers_e.html">HTTP://RESOURCES.HWB.WALES.GOV.UK/VTC/NGFL/NGFL-FLASH/NUMBERS_ENG/NUMBERS_E.HTML</a></p> <p>BALLOON POP: <a href="http://www.sheppardsoftware.com/mathgames/earlymath/ballooncount20.htm">HTTP://WWW.SHEPPARDSOFTWARE.COM/MATHGAMES/EARLYMATH/BALLOONCOUNT20.HTM</a></p>	<p><b>ONLINE RESOURCES:</b></p> <p>BALL ADDITION: <a href="http://akidsheart.com/math/games/addtoten.htm">HTTP://AKIDSHEART.COM/MATH/H/MATHGAMES/ADDTOTEN.HTM</a></p> <p>GHOST MATCH (2PLAYER): <a href="http://resources.oswego.org/games/ghostbusters/2/gb2nores.html">HTTP://RESOURCES.OSWEGO.ORG/GAMES/GHOSTBLASTERS/2/GB2NORES.HTML</a></p>	<p><b>ONLINE RESOURCES:</b></p> <p>ONE MORE ONE LESS(PPT): <a href="http://parkfield.typepad.com/parkfield/2010/01/1-more-1-less-game.html">HTTP://PARKFIELD.TYPEPAD.COM/PARKFIELD/2010/01/1-MORE-1-LESS-GAME.HTML</a></p> <p>ONE OR TWO LESS: <a href="http://www.helpingwithmath.com/resources/games/target-what-number02/what-number02.html">HTTP://WWW.HELPINGWITHMATH.COM/RESOURCES/GAMES/TARGET-WHAT-NUMBER02/WHAT-NUMBER02.HTML</a></p> <p>ONE OR TWO MORE: <a href="http://www.helpingwithmath.com/resources/games/target-what-number01/what-number01.html">HTTP://WWW.HELPINGWITHMATH.COM/RESOURCES/GAMES/TARGET-WHAT-NUMBER01/WHAT-NUMBER01.HTML</a></p>