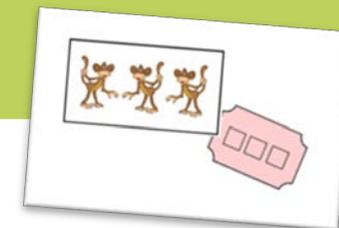


M26



15-20 minutes

ALL ABOARD THE SPECIAL NUMBER TRAIN



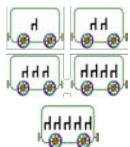
- To introduce/work with the names of numbers (from one to five)
- To reinforce the connection between a number (the quantity) and its name
- To reinforce the mathematical vocabulary of 'no more and no less' and 'as many as'
- To use visual representation to associate the names of the numbers with the quantities that they represent



- ❖ Animal Families – Set 1 and Set 2



- ❖ 5 carriages



- ❖ A train engine



- ❖ A Ticket Office sign



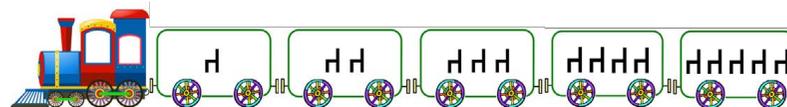
- ❖ 5 Tickets



- ❖ A sheet of A2 card
- ❖ A whistle (optional) and a torch
- ❖ A hat to dress up as the Ticket Officer (optional)
- ❖ Blu Tack or similar



Note: Before you start, stick your train and carriages onto a large sheet of card with Blu Tack, like this (or you could use shoe boxes and 'label' them with the engine and carriage pictures provided):



The Special Number Train:

Display the Special Number Train you have prepared, and discuss it with your child. Point out what makes it special: *Each carriage has a different number of seats. The nearer the carriage is to the engine, the fewer seats it has. The farther it is from the engine, the greater the number of seats it has.*

Explain that each carriage has its own special name – One, Two, Three, Four and Five. Tell your child that they need to remember the names of the carriages. Point to the carriage nearest to the engine and say: *The name of this carriage is One.* Point to the next carriage and say: *The name of this carriage is Two.* And so on.

To focus attention and create a memorable experience, now shine a torch on each carriage in turn, saying for example: *Carriage One now in the spotlight!*

Then to the tune of 'The Finger Family' song, sing these words and make appropriate gestures, and then have the carriage 'pop up' when you say 'Here I am'. Do this for each carriage in turn:

CONTINUED ON THE NEXT PAGE



- Your child can connect a carriage containing 1, 2, 3, 4, or 5 seats with the spoken name that designates both the carriage and the number of seats.
- Your child can use the special rule (as many passengers as there are seats, no more and no less) to help passengers buy the correct ticket.
- Your child can place cards showing sets of animals in the correct carriages.
- Your child can recognise and correct 'mistakes' made by the Ticket Officer.



KEY TO LEARNING
@HOME

ALL ABOARD THE SPECIAL NUMBER TRAIN – continued



*Carriage One, Carriage One,
Where are you?
Here I am! Here I am!
How do you do?*

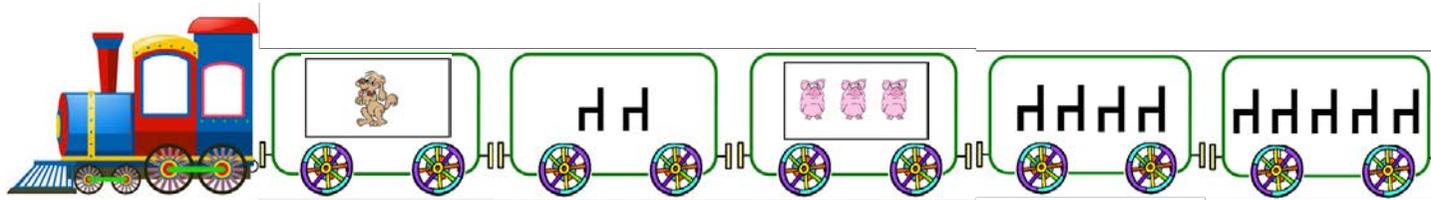
All Aboard the Special Number Train:

Now discuss what makes the train special by saying: *I'm going to tell you a secret. I'm going to tell you why this train is so special. There's a special rule about getting on to this train, about boarding it. You can only board the train if you know the rule. Every carriage has to have as many passengers as there are seats – no more and no less. The number of passengers and the number of seats must be exactly the same – a seat for every passenger and every passenger in a seat. If there are more passengers than seats then you can't get on! If there are more seats than passengers, you can't get on!*

Continue: There are some animal families coming to the station. They all want to go to the beach on the train, but they don't know which carriages to board. Can you help all the animals find the right carriages, using that special rule?

Have Set 1 of the Animal Families next to you and bring out Dog. Explain that Dog is travelling alone, and ask which carriage Dog should board (Carriage One). When your child has identified the correct carriage, ask them if they can explain why this is the right carriage for Dog (if Dog boards any other carriage then there will be empty seats and this breaks the special rule – as many passengers as there are seats, with no seats left over). Ask your child to help Dog 'board' and take a seat – Blu Tack Dog onto Carriage One (or put him in it if using shoe boxes).

Now show the Pig Family (Three Pigs). Ask your child to say which carriage they should board (Carriage Three). Encourage your child to explain their choice, as before. Ask them to help the Three Pigs 'board and take their seats'. Confirm that there is *a pig in every seat with no seats left over*.



Continue in this way with the other animal families from Set 1, until all of them are in the right carriages. Keep encouraging your child's explanations and if necessary, reframe their answers using the appropriate vocabulary as in the examples above.

When all five carriages are full, 'blow the whistle' for the train to depart.

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ALL ABOARD THE SPECIAL NUMBER TRAIN – continued



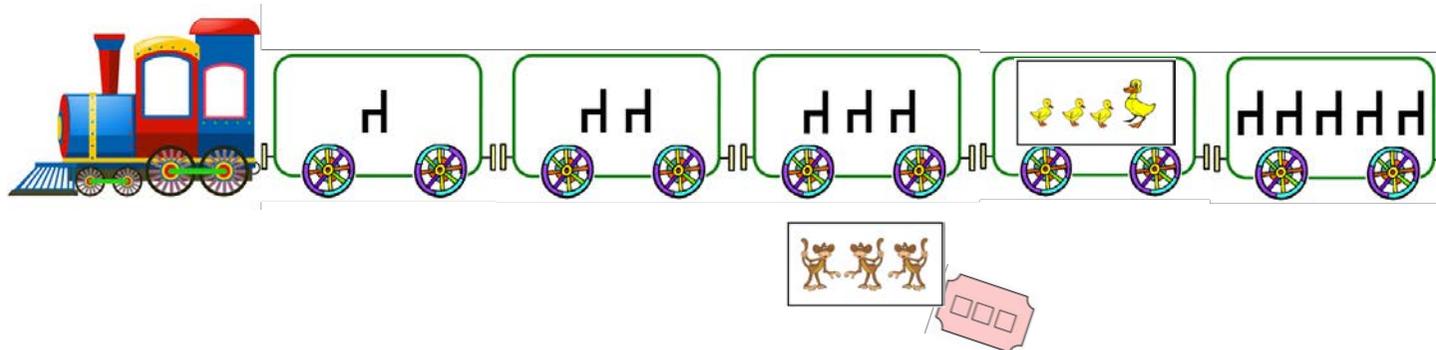
Tickets from the Ticket Office:

Quickly take off the animals and put them to one side, saying that they have arrived at the station near the beach.

Now put on your Ticket Officer's hat (optional), lay out the Ticket Office sign and the five tickets in front of you and say: *I work in the Ticket Office (point to your sign) selling tickets for the Special Number Train. There are some animals coming that don't know which tickets they need. Can you help them please? I have a lot of work so sometimes I get distracted and give out the wrong ticket. So you'll need to check carefully. Otherwise the train conductor who checks the tickets on board the Special Number Train will be cross and might fine them.*

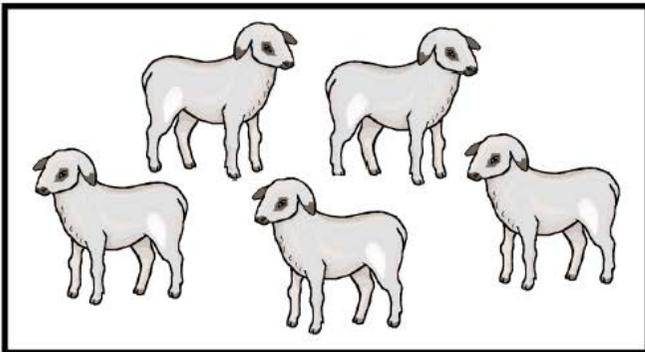
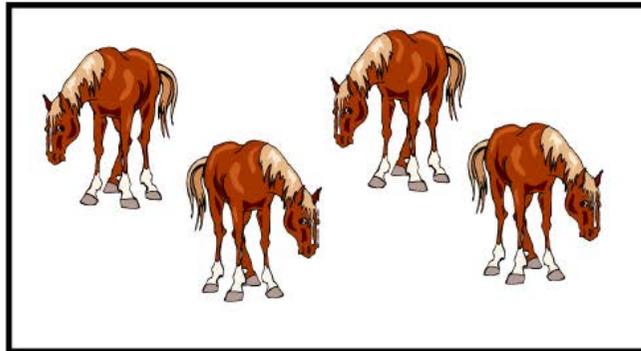
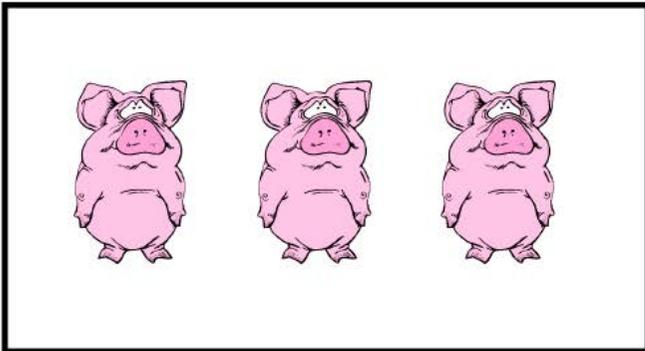
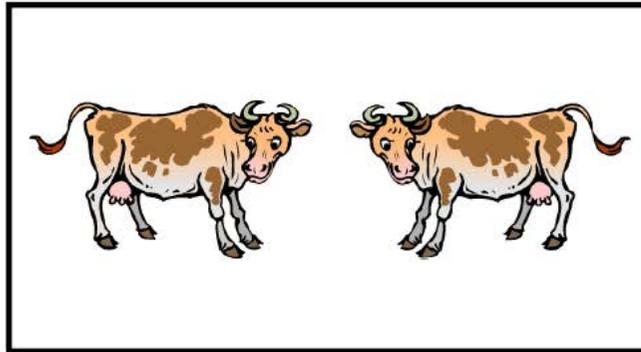
Have Set 2 of the Animal Families next to you. Move the first animal family, for example the Ducks, as if they are just arriving at the station. Ask your child to come to you and show you the Duck Family card. Then have your child take the ticket and check to make sure that the Ticket Officer has not made a mistake – by taking the card to the carriage designated on the ticket and making sure that there will be no seats left over, and no Ducks left standing. When your child has helped that animal family purchase the correct ticket, have them place the animal picture card in the correct carriage.

Repeat for the other animal families from Set 2 as they arrive – in random order and one at a time. Make some deliberate mistakes in issuing tickets, for example give out a ticket with four squares to the Monkey Family (three members, so they need Carriage Three) so they have to go back to you in the Ticket Office to change the ticket.

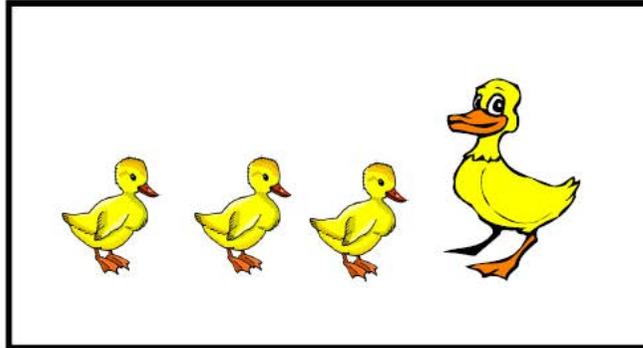
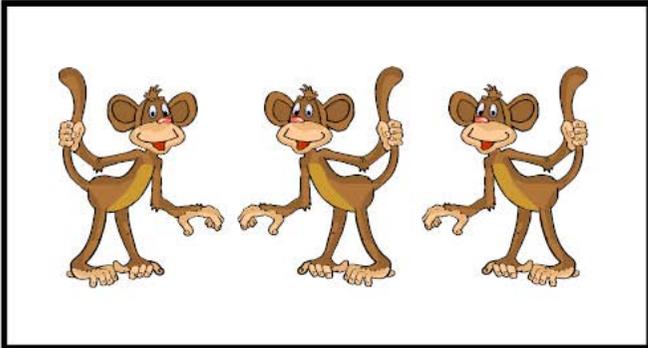
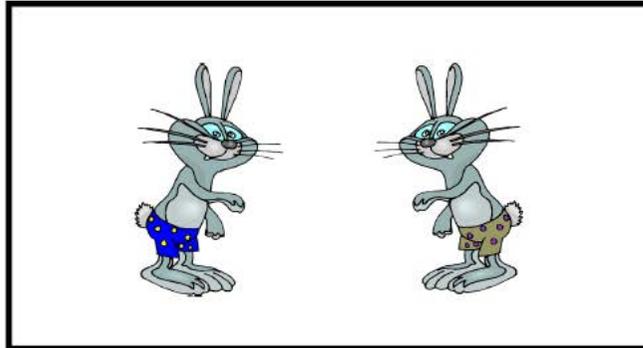
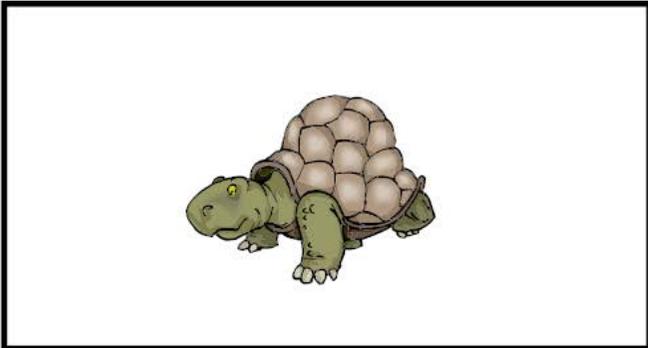


When all five carriages are full, 'blow the whistle' for the train to depart.

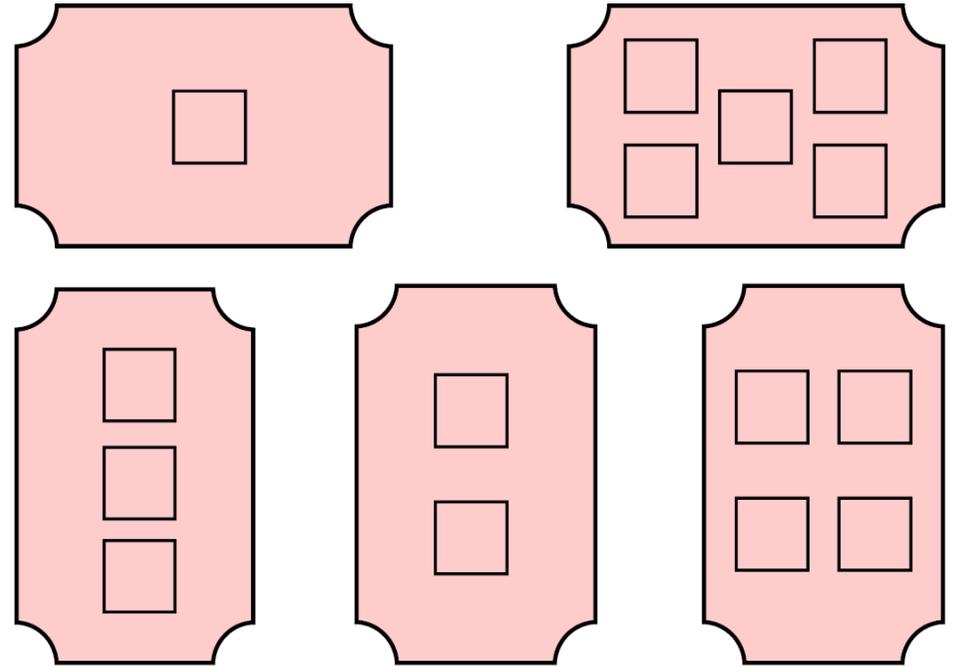
Set 1 - Animal Families. Cut out each family (card) separately.



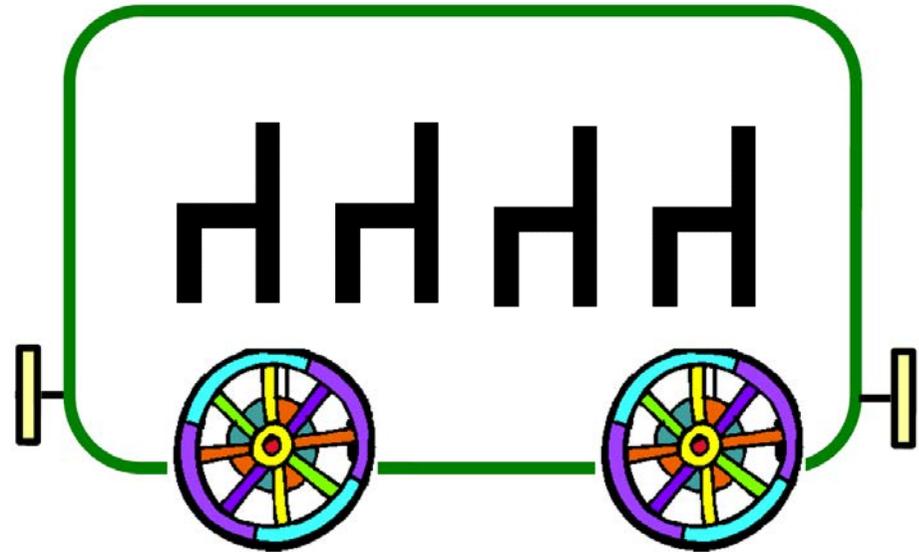
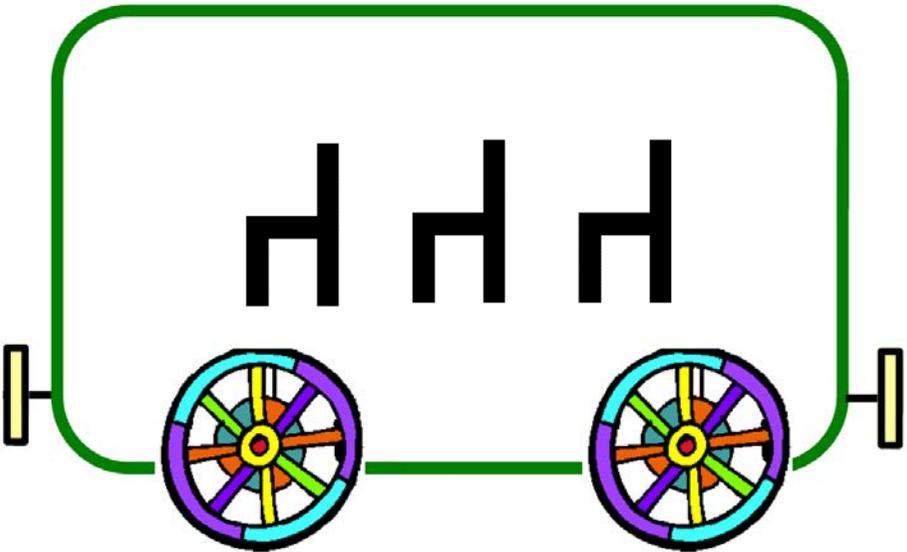
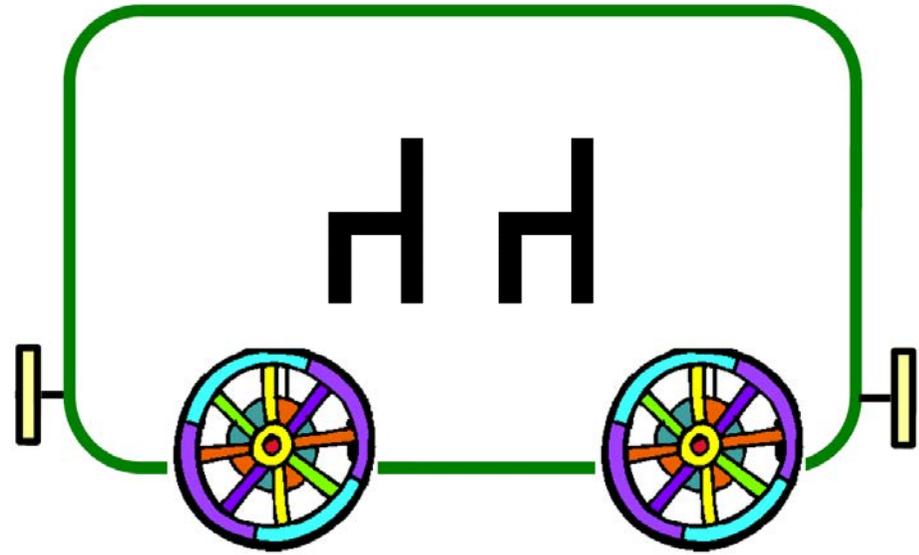
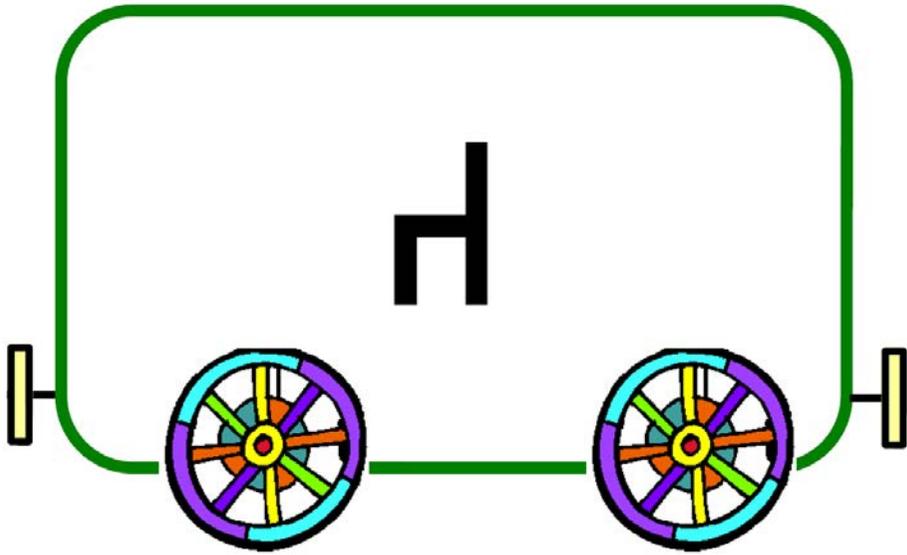
Set 2 - Animal Families. Cut out each family (card) separately.



Cut out the train engine, the Ticket Office sign and each ticket separately.



Cut out each carriage separately.



Cut out the carriage.

