**What to do**

*IMPORTANT Parent or Carer –*

*Please check that you are happy with any weblinks or use of the internet.*

**1. Counting practice**

* Ask your child to start counting up to twenty slowly and clearly.
* Stop them by clapping once.
* They must whisper the number they would be saying next. Are they correct?
* Repeat this several times, stopping them at different points.

Extension

* Do as above but counting backwards from 20
* Or start at 40 and count forwards. Or start at 56… etc.

**2. Working together**

* Read the instructions for *Track the Coin* below and then use the board to enable you to enjoy playing the game together.
	+ You will need coins: 1p, 2p, 5p, 10p, 20p, 50p and £1 – one of each. You also need counters, which can be Lego™ pieces, dried beans, wooden beads or even something edible like raisins!
* Line the coins up in the middle of the track.
* Take turns to play the *Track the Coin*.

**Try these Fun-Time Extras**

* Choose two coins and hold them in your closed fists. Ask a child to choose a fist. Describe the coin to them. E.g. it is not round, it is quite big and heavy and it is silver.
* If they guess correctly, they eat a raisin!
* Now they do the same for you.

**Track the Coin Instructions**

**You will need**

Coins, one each of: 1p, 2p, 5p, 10p, 20p, 50p and £1

A coin for spinning (to have it land heads or tails)

Counters, which can be Lego™ pieces, dried beans, wooden beads or even something edible like raisins!

**How to play**

* Line up the coins in the middle of the track.
* Take a counter each and place it on the start.
* Take turns to play.
* Use a different coin and spin it.
* If it lands heads, move 2 spaces.
* If it lands tails, move one space.
* If you land on an amount, read it aloud. Then point at the coin that matches it.
* If you are correct, you may stay on that space and take a counter.
* If you are incorrect, you must move back to where you started your turn.
* Take turns to play like this.
* If you land on a robber, he steals one of your counters!
* When you both reach the start again, count your counters.
* The winner has the most counters.

**Track the Coin**