

Inspiring young minds...

### Objective

To count and recognise numbers up to 3, 5 or 10.

### Resources

Copies of the activity sheet 1 and 2, 3 and 4.  
Copy of the CD-ROM 'Mouse in the House'.

### Preparation

Find the Blast Off game on the CD-ROM. 2 sets of number cards (activity sheet 2) – glued onto card, covered and cut out.

### Early Learning Goals

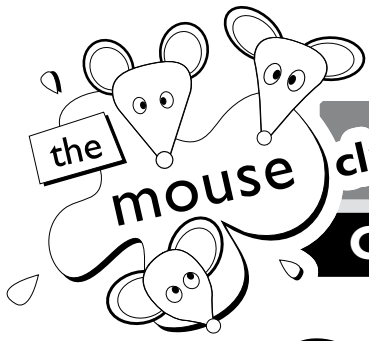
- **Personal, social & emotional development:** Chat with confidence and share ideas in a group. Sing 'Five currant buns in a baker's shop...' Choose 5 children to stand out as the currant buns. Choose a different child each time to come and buy a bun. Keep counting how many are left each time.
- **Communication, language & literacy:** Read the story sheet 3 'Space hat.' Choose some children to act out the story. Children join in counting forwards and backwards.
- **Mathematical development:** Use string to make a washing line. Peg individual numbers, from activity sheets 2a and 2b, onto the line. Ask children to point to different numbers. Ask - 'what is the number after 3..., before 5' etc? Using the same number cards, sit the children in a circle. Have a selection of objects in different shoeboxes and ask children to count out 4 cars etc. Take one car away, how many are left? Can children find the right number card?
- **Knowledge and understanding of the world:** Talk about birthdays. Bring in a selection of age birthday cards and look at the numbers on each. Draw 12 colourful birthday cakes and label one for each month of the year. If possible put a photograph of each child under their birthday month.
- **Physical development:** Use activity sheet 1. Mouse has lost some of his numbers. Help Mouse to put the numbers in the right place.
- **Creative development:** Make playdough cakes for the shop or café area and encourage the children to count them out as they are serving each other. The playdough recipe is on [www.themouseclub.co.uk](http://www.themouseclub.co.uk) in the activities section.

### Activity

Snail is going for a walk. He wants to eat some juicy leaves. Can you help him find his way through the garden maze? Activity sheet 4.

### Links with Home

If there is time let your child help you unpack after you have been to the shops. Count out the tins, pieces of fruit etc.



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# Early Years Lesson Plan

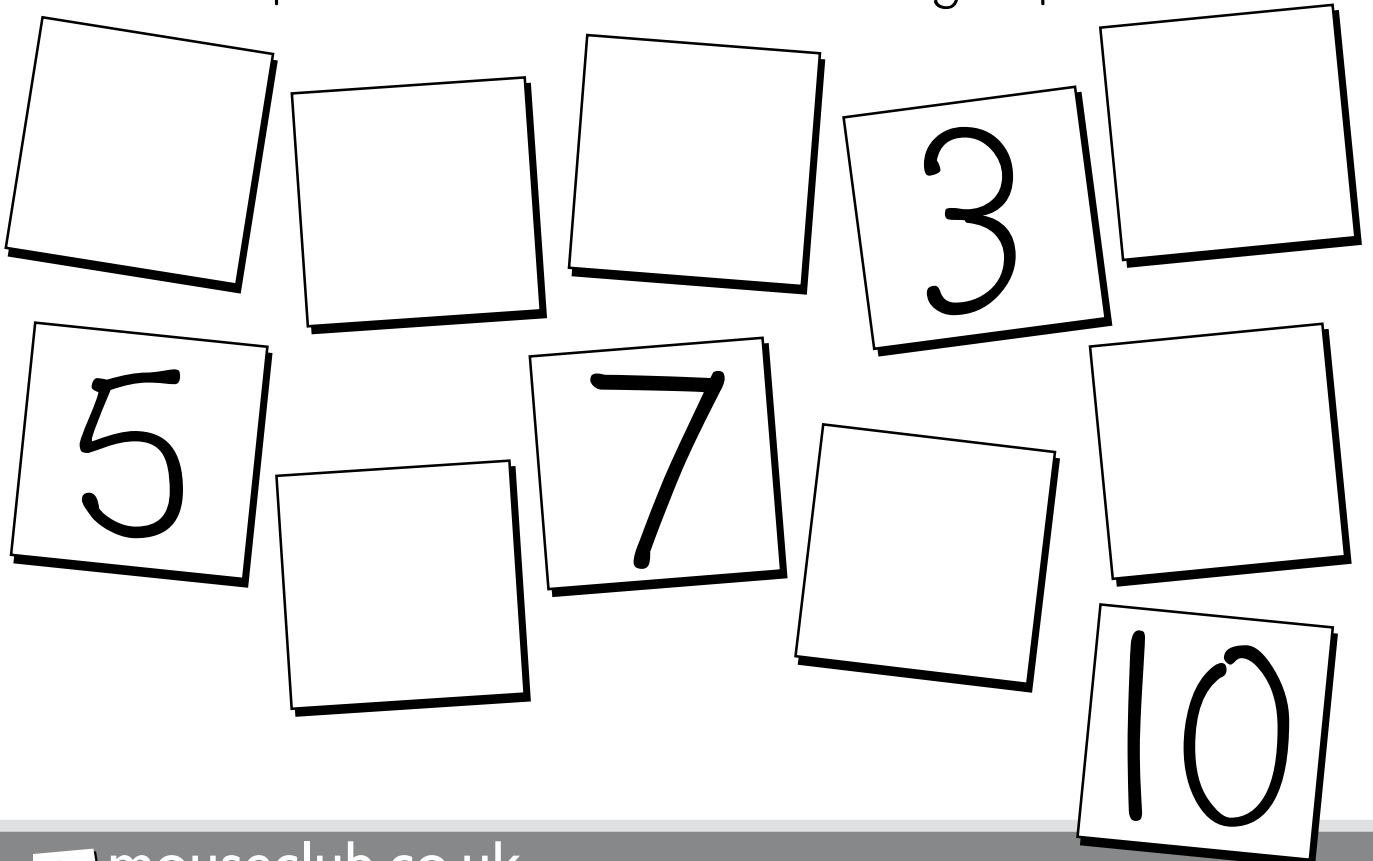
## Counting to 10

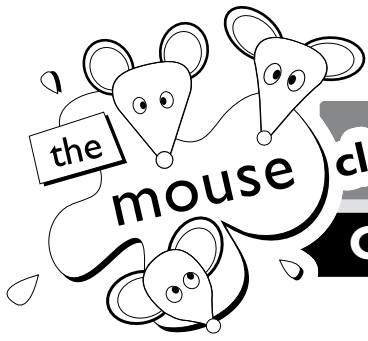
## Activity Sheet 1



0 1 2 3 4 5 6 7 8 9 10

Mouse has lost some of his numbers. Help mouse to put the numbers in the right place.





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Counting to 10

Activity Sheet 2a

1

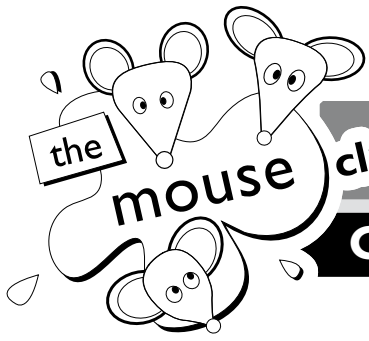
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3

4

5

6



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# Early Years Lesson Plan

## Counting to 10

## Activity Sheet 2b

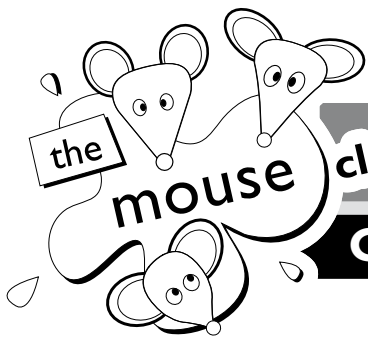
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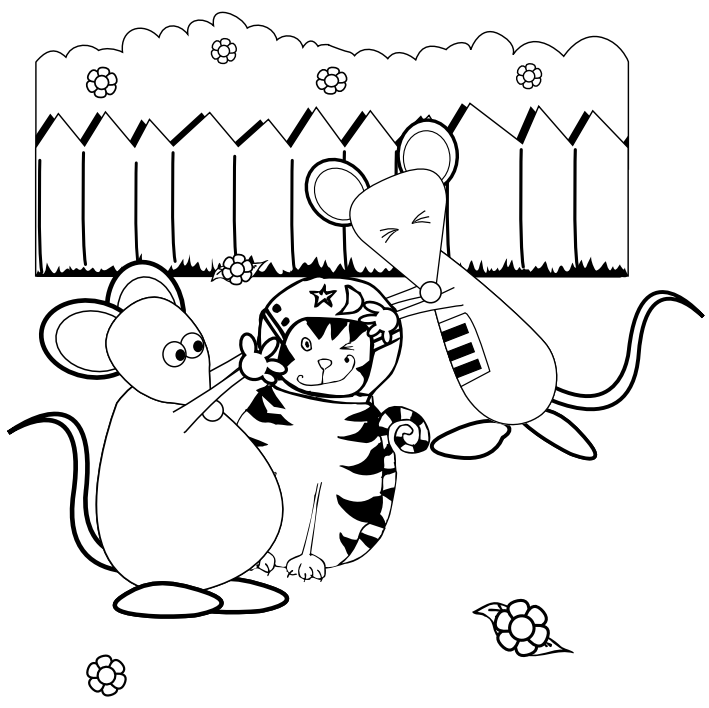
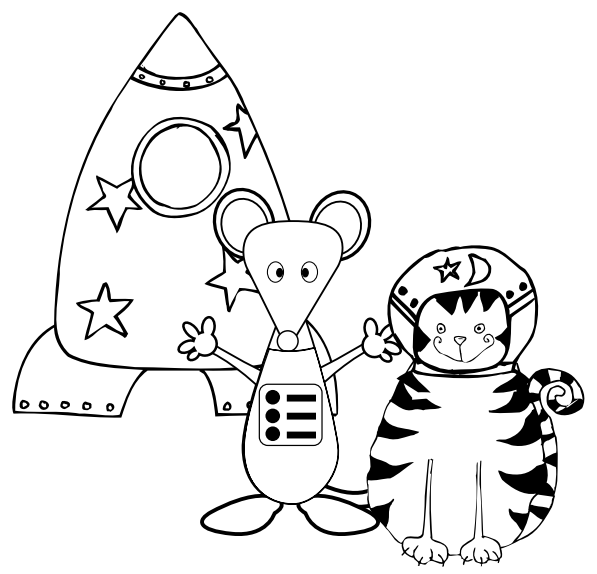
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10

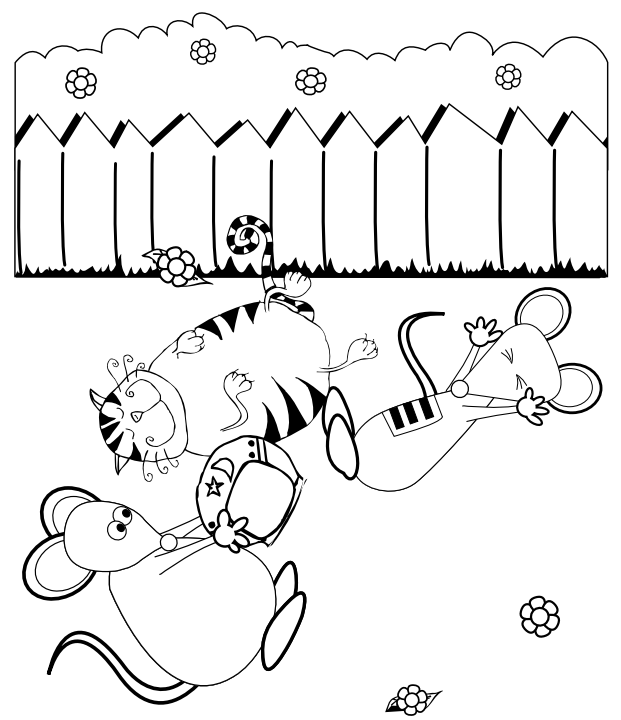
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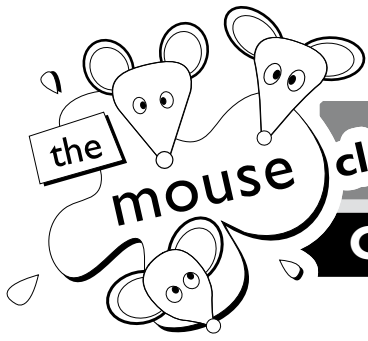
One day Red mouse had a nice surprise.  
His cousin Cat came to visit.  
They both love rockets and space travel.  
Dad made a rocket for them to play in.  
Cat looked good in Red mouse's space helmet.  
Red mouse had his space suit on.



Just then there was a knock at the door.  
It was Roly.  
They all went into the garden to play.  
Roly wanted to wear the helmet.  
Cat couldn't get it off.  
They pulled and they pulled.  
"I think you'll have to sleep in it," said Roly.



"Let's count," shouted Red mouse.  
Roly and Red mouse started to count.  
"0..1..2..3..4..5..6..7..8..9..10.. blast off!"  
Nothing happened. Poor Cat was still stuck!  
"Let's try counting backwards," said Roly.  
"10..9..8..7..6..5..4..3..2..1..0..blast off!"  
This time it worked. The helmet came off.  
And the 3 friends fell in a heap on the floor.



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Counting to 10

Activity Sheet 4

Help snail find some juicy leaves.

