

Take the Cake

This activity provides students with a fun, game context in which to develop recognition of 5 frame patterns



Take the Cake

Print sheet 3 four times

Print sheet 4 four times (you can also print sheet 5 as the backing if you wish)

Counters

How to play:

For up to 4 players.

Players take turns to turnover a card from the pile.

They either work out how many blue dots on the card or how many more blue dots are needed to fill the card.

If the number of dots matches a number on the Take the Cake board, the player covers the number with a counter.

If a player already has the number covered they miss that turn.

Only one counter is played at each turn.

The first person to fill their Take the Cake board is the winner!



2

3

2

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1

5

1

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3

4

Take the Cake

2

3

2

4

1

5

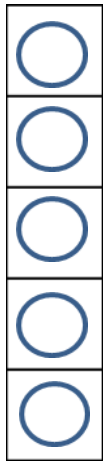
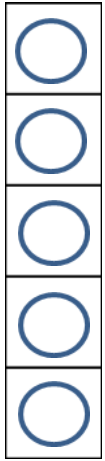
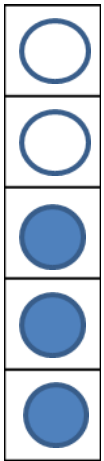
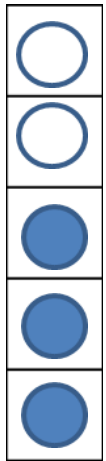
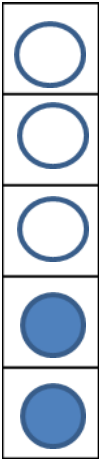
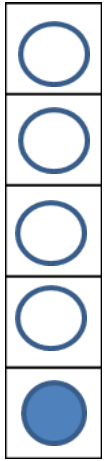
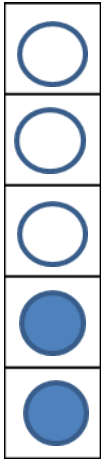
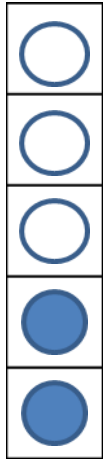
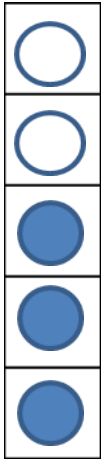
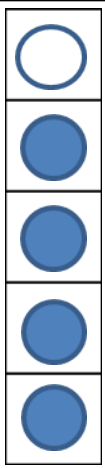
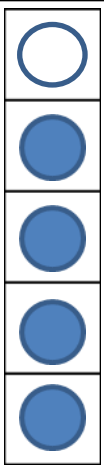
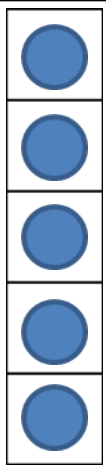
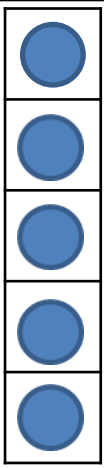
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