

1

The sports carnival day

Groups take the sports carnival cards, a day they have not had, lay them out in order and say which card they put first and what on it told them.

"Put this day in order. Which one goes first?"

"What is it on that card that tells you it comes first?"

2

Before and after with the cards turned over

Pairs put the school day cards face down and take turns naming an event for the other to say what comes before it and after it, with nothing to look at.

"What happens before lunch? What happens after it?"

"Could you still answer with the cards turned over?"

3

Counting on in a line and in a circle

Pairs lay the day cards in a line, peg today and count on a given number of days, then lay the same cards in a circle and count on from Friday, where the line would have run out.

"Today is Tuesday. What day is it in four days?"

"Now start at Friday and count on four. Why does the circle help?"

4

Two timetables

Pairs find library and sport on their own timetable and count the days between them, then take a timetable from another class, with two activities on some days, and find music on it.

"How many days are there between library and sport?"

"This timetable is not ours. When does that class have music, and how did you find it?"

Print one set for each group and cut along the dashed lines. The carnival cards are for the first activity, the school day cards for the second and the day cards for the third. The blank cards under each set are for events your class adds.



arriving with bags



warm up



the races



lunch



presentations



home time















arriving



writing



fruit break



play time



lunch



reading

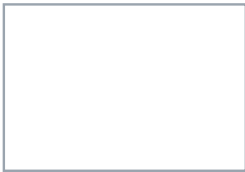


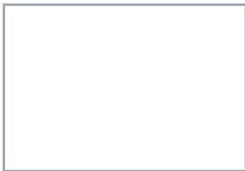
music

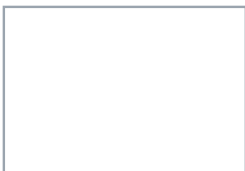


home time









Monday

Tuesday

Wednesday

Thursday

Friday

Saturday

Sunday