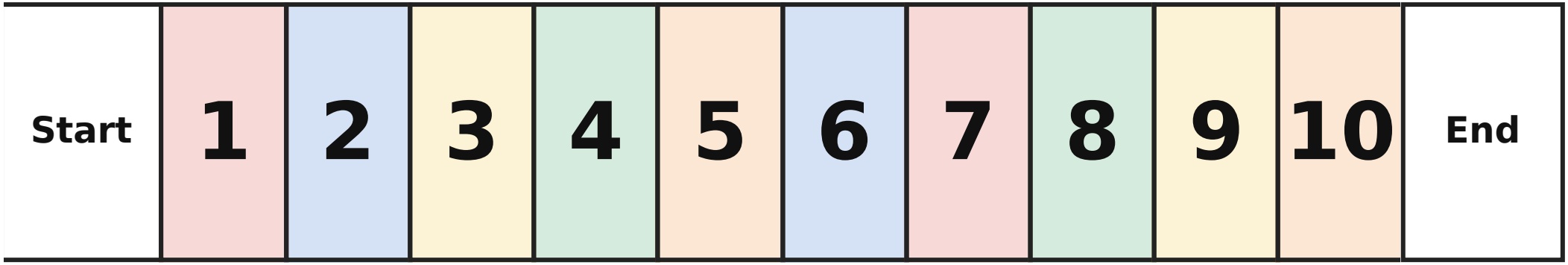
The number board (1 to 10)

Print at 100% on A4, or copy the squares onto a long strip of manila paper. Ten squares in one row, numbered 1 to 10 from left to right.



How to play (two to four children with an adult)

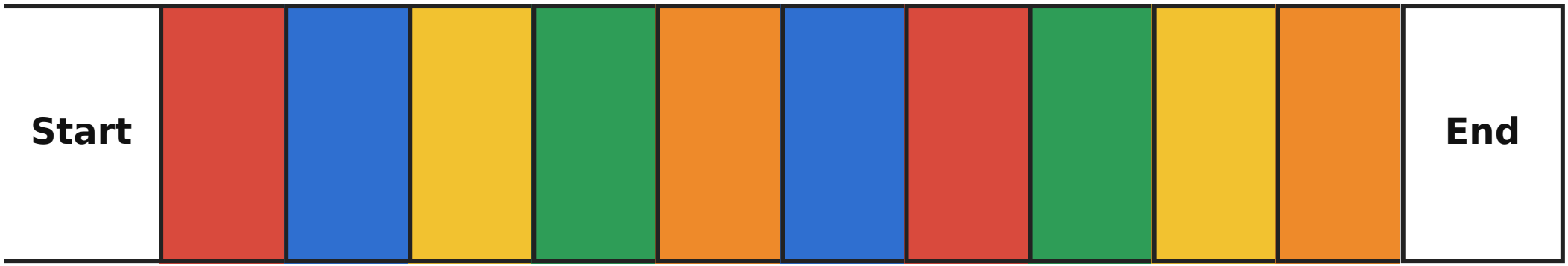
1. Each child puts a token (a bottle cap) on Start.
2. On a turn, the child spins: 1 or 2. The child says the number spun, then moves one square at a time, **saying the number on each square**: on 3, a child who spins 2 says "4, 5".
3. If a child names a square wrongly or counts "1, 2" instead of the squares' numbers, the adult says the numbers and the child moves again, saying them.
4. The first to reach 10 wins; play again. A game takes a few minutes.

The game follows Ramani and Siegler (2008): a 10-square board numbered 1 to 10, a spinner with a "1" half and a "2" half, and the child saying the numbers while moving.

A sample with invented data, for teaching: nash.com.ph/blog/action-research-kindergarten · NASH Reviewer. Not a DepEd form. Print at 100% ("Actual size").

The color board (the comparison game)

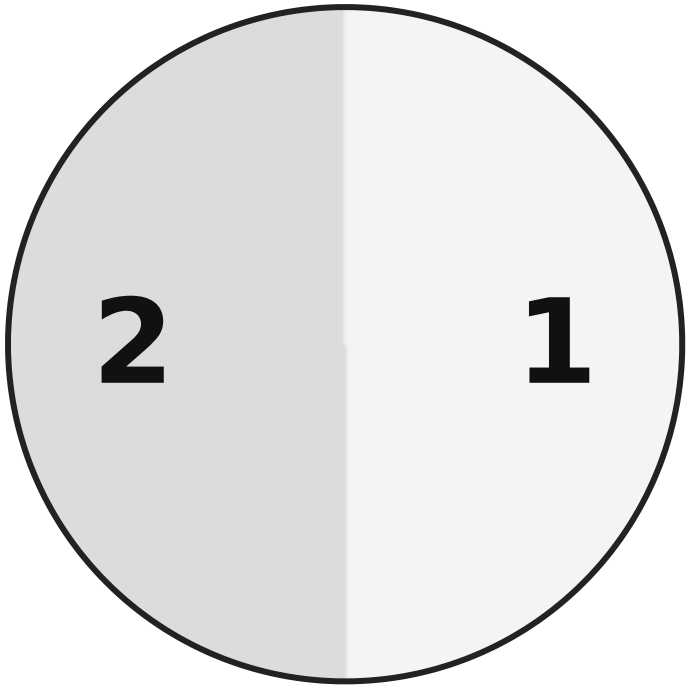
The same board with colors and no numbers. On a turn, the child spins a color and moves to the next square of that color, naming each color passed. The comparison group plays it with the same adult, the same minutes and the same group size.



A sample with invented data, for teaching: nash.com.ph/blog/action-research-kindergarten · NASH Reviewer. Not a DepEd form. Print at 100% ("Actual size").

The spinners

Glue on cardboard. Put a pencil point through a paper clip at the center and flick the clip.





Number spinner: a "1" half and a "2" half. Color spinner: the board's five colors.

A sample with invented data, for teaching: nash.com.ph/blog/action-research-kindergarten · NASH Reviewer. Not a DepEd form. Print at 100% ("Actual size").