Treasure Hunt Directions

Intended Learning

To identify numerals, dot patterns, finger patterns, and / or words 1 to 10 to order correctly

Materials

Treasure Hunt Deck (cards with numbers, words, dot patterns and finger patterns 1 to 10, treasures)

Description

The teacher decides the range to use for the activity: 1 to 6 or 1 to 10; also decide whether to include the word cards. The teacher places the “one” card for each category in a column, and shuffles the rest of the cards and then places nine cards face down in rows beside each “one” card. All of the remaining cards are placed face down in a stack, to make the Draw Pile (check to make sure there are no treasures in the draw pile, if there are, trade them out for non-treasure cards form the rows of face-down cards).

The first child to turns over a card from the draw pile. If the child turns over a finger pattern 5, the card must be paced in the finger pattern row in the 5th position. The child determines where that is, picks up the card that is there, and replaces it with the 5 finger pattern card. If the card that was picked up is a treasure, the child keeps the treasure and the next player draws a card from the draw pile to continue the game. If the card is not a treasure, it is handed to the next player to place in its correct row and position.

The game ends when each card is in its correct position. Players can count their treasures to see how many they have.

Notes

- Children might observe that the number represented in a given column are the same.
- If they make a mistake in their counting the numbers in a given column are not the same and the error is apparent
- If the child turns over a card that is already in its correct position, any other card is turned over.
- Initially, two rows rather than three or four could be used in order to reduce the complexity of the activity.
- Children who count from one, often find more efficient ways to determine a card’s placement.
- This activity is suitable for individuals, pairs or small groups where children take turns in placing cards.

