

# 059 Friends of 5

Work on mathematical concepts such as number decomposition, complementary numbers, quantity and symbols in a manipulative way.

## Introduction to the session

Hand out Miniland's The Rocket 10 game to familiarise pupils with its elements and the different game suggestions indicated in the game's instructions. The digital game can help to both reinforce the contents learnt while playing with the toy, and to present and become familiar with the game's dynamics. This activity makes it possible to "touch" and manipulate a series of mathematical concepts.

## Playing with Miniland products

- 1 Download and print the 059-A "Rocket 5" game printout and fold it along the dotted line (Fig. 1).
- 2 On side A of the printout, colour in blue a specific number of circles on the drawing of the rocket (Fig 2).
- 3 Using only one column of holes, place on the rocket (toy) the same amount of blue pins you have coloured in the printout, and in the same position.
- 4 Find the quantity-symbol card (blue) that corresponds to the amount of circles that have been coloured and place it on the square with the blue question mark (Fig 3).
- 5 The remaining circles are coloured in green (Fig 4). The green pins are then placed on the rocket (toy) in the same position.
- 6 Find the quantity-symbol card (green) which corresponds to the amount of buttons that have been coloured in green and place it on the square with the green question mark (Fig 5).



The activity can be self-corrected, if the teacher has previously filled in the other side of the printout.

## Digital game

The game consists of linking a quantity to its corresponding symbol and finding the complementary numbers of the number 5. A random number of blue pins will appear in different positions on the central part of the rocket, and the activity consists of counting them, associating that quantity to its number and finding the complementary number.

- 1 Count the blue pins indicated on the centre of the rocket.
- 2 Locate the quantity and symbol card that corresponds to the number of pins (left side of screen).
- 3 Drag the quantity and symbol card (blue) to the blue question mark. If it's correct you will hear and see a Correct! sound and image. If it's not correct, you will hear and see a Wrong! sound and image, asking you to try again.
- 4 Locate the card on the right side with the complementary number and drag it to the green question mark.
- 5 If you got the right answer, you win a mini rocket. After you win 3 mini rockets, the big rocket will take off!



## Educational Contents

### Mathematics

- Learning numbers 1 to 5.
- Counting agility.
- Decomposition of number 5, complementary numbers.
- Associating number-quantity.
- Numerical quantity conservation principle, i.e. the quantity does not depend on the arrangement of the elements.
- Introduction to addition and subtraction.

### ICT

Use in digital environments.



## Compatible Miniland material

- Ref. 31781 Rocket 10.

### Multilingual education

Vocabulary and speaking.



## Age

3-7 years.



## Themes

Math and Logic.