

## **Doubling using Finger Patterns**

### **Purpose:**

- To develop children's ability to double numbers 1 – 20.

### **You need:**

- Nothing

### **How to play:**

- The game starts with two players facing each other.
- Each player puts their hands behind their backs.
- Player one calls out a number between 1 - 5.
- Each player holds up the finger pattern for that number.
- Player one calls "double".
- The players press their finger pattern to the finger pattern of their partner.
- Both players call out the total number.
- The game is repeated using all the numbers 1- 5.

### **Variations:**

- Double numbers 6 -10. When working with numbers bigger than 5 it is best to show a hand of 5 then the additional fingers. For example, 6 would be shown as 5 fingers on one hand plus one finger on the other hand.
- A solo doubling activity can be done with a mirror. Your child calls out a number and holds up that amount of fingers. Your child rests their finger tips on the mirror and says the number of the fingers he/she can see altogether.