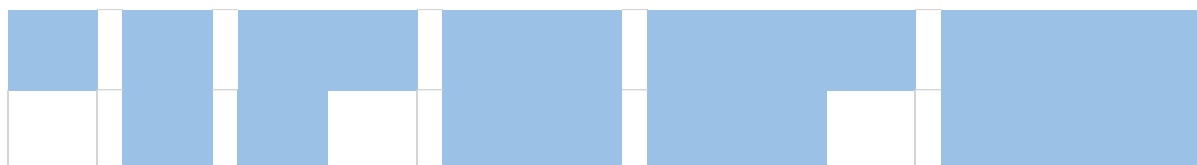


## Counting: Understand even (two balancing rows) or odd (one object left over)

### Numicon

Numicon is a great resource for odd and even numbers because of its shape.

If you don't have Numicon, you can cut out the number shapes or put counters in two rows to make the numbers from one to ten – and a little beyond if you wish. Eg



<https://www.youtube.com/watch?v=Vr3qb9Oz3jw>

(Note Numicon tiles are not correct colours in this video)

Follow the ideas in the video – for example lay out the ten Numicon numbers

- What do you notice about the shapes?
- Can you group them?
- How have you grouped them?
- Do any of them look similar? Why?

### Numicon Number Line

Line up the numbers 1 to 10 in Numicon.

Highlight that some have an extra bit. These are odd numbers. The other numbers are even.

- Find me an odd number
- Find me an even number
- What do you notice about odd numbers?
- What do you notice about even numbers?

### Numicon Feely Bag

Ask the child to feel the shape in the feely bag.

- Do you think the number is odd or even?
- Why do you think that?

Reveal the shape and check

## **Extensions:**

### **Odd or Even**

Give the child a number and ask them to predict if they think it is odd or even. How could they check?

### **Sharing**

To extend the child's learning, you can link odd and even to sharing. Pick a number and get that many counters. Ask the child to share the counters so that you both have the same amount. Can it be done? Keep track of the numbers that can be shared and the numbers that can't be shared. Use the Numicon to work out the relationship between odd and even and sharing.

### **Beyond 10**

Extend the child further by showing the child how odd and even numbers go beyond 10 and that they continue in the same pattern. Make numbers above 10 using Numicon.

- What do you notice about the units/ones?
- Can you work out which ones are odd/even?
- Can you predict if 25 is odd or even? How do you know? How could you check?