Term 1 – Grade R: 1-5 Number sequence, ordering, 1 more and 1 less, before and after Collect 5		wits maths connect CAPS
 Children play the game in pairs on their individual blank tracks. Level 2 Two blank class 1 – 5 number track, class 1,2 spinner, large counters Whole class: Split the class into two teams. Each team has one number track. Spin the spinner. Ask children to say many counters to take, 1 or 2? Start to fill the number track – eg if 2 is spun, cover 1 and 2 on the track. Spin again. Ask children how many counters to take. Before adding counters to the track, ask how many counters will there be in total? Play until all five numbers are covered. Pairs: Children play the game in pairs on their individual blank tracks. 	 What to look for: Children say the number of counters on the track. Children can show a correct 'quantity' on their fingers (without counting in ones) that matches a number of counters. Children can say what is 1 or 2 more than a given number in the 1-5 range. 	TERM 1 (Identify symbols is TERM 2)