



BUILDING BLOCK ACTIVITIES (COLLATED IDEAS)

Build these rectangular prisms:

1. Length = 3 blocks; width = 2 blocks; height = 2 blocks
2. Length = 2 blocks; width = 2 blocks; height = 2 blocks
3. Length = 5 blocks; width = 3 blocks; height = 4 blocks
4. Length = 4 blocks; width = 4 blocks; height = 4 blocks

Now answer these questions for 1; 2; 3 and 4:

- a) How many blocks were used in each structure? Can you explain how you worked each one out?
- b) Draw a picture of the floor plan (floor stamp) each prism makes.
- c) Which rectangular prisms are cubes? Why?

Ways to use wooden blocks:

1. Glue blocks together in groups so that they form bonds of 10 (5+5, 3+7, 6+4, etc.)
2. Use these as concrete representation of 10ths, common fractions and decimals.
3. Use them to add through 10 and 100.
4. Use them to show Fibonacci.
5. Use them to show concrete representation of tables. (Grouping and sharing)
6. Use the m to show making up and breaking up of numbers.
7. Use blocks to show 3D shapes, LXBXH
 - a. 1X1X1
 - b. 2X3X4 etc.
 - c. Squares and rectangles, cubes and prisms
8. Use them for Singapore Maths.
9. Use them to practice measurement.
10. Use them for fun! Constructing shapes.



Adapting wooden cubes into dice for use as maths activities



Adapting dice:

Wooden cubes: Use permanent markers to adapt the cubes. Cover with varnish (optional)

Noise control:

Felt makes a great surface for dice games

You could also paint a wooden tray with blackboard paint, then line one half with felt.

Roll the dice in the felt half and score with chalk on the other!

Containers for dice:

Bank bags/resealable bags, film canisters, pencil cases are just a few examples.

Grade R, 1 Number range 0 - 5 Number recognition (snap), counting on skills, combinations

"Snap" Throw the 2 dice. If the dice falls on the 4 and the 4 dots, child shouts "snap"

Counting on: Throw the 2 dice. If dice falls on 4 and 2 dots, child says 4,5,6

Combinations: Add the 2 numbers together

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••• •	••	••	••	•	4					
••• •	••	••	••	•	3	2	5			
								1		

Grade R, 1 Number range 5 - 9 Number recognition (snap), counting on skills, combinations

Same as previous activity, using higher numbers

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••• •••	••	••• •••	••	••	9					
••• •••	••	••• •••	••	••	5	6	7	8		
				••					0	



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