## Fish in the sea

## What children should learn

Mathematics - to recognize numbers and count.

## What you need

Two paper plates (painted blue), twelve fish (coloured and cut out), a die with spots, magnet, string, paperclips.

## Activity

This is a game for two children. Make sure they know how to throw the die and help them to count the spots.

The children play 'Fish in the sea' in pairs. Each child has a blue plate (the sea) and six fish. They take it in turns to throw the die. The number it reads is the number of fish that should be in the sea, so they put in (or take out) the appropriate number of fish to make that number. Encourage the children to count out loud each time. The first to have six fish in the sea wins the game. The game starts again.

## Extension

Put a paper-clip on the end of each fish. You need a small magnet with a piece of string tied to it. Show the children how to 'catch' the fish in the pond and 'count' them as they catch them.

## Talk about

How many fish are in the pond now? Are there too many? Are there enough? How many should we put in? Can you count how many fish? Can you count how many fish there are in and out all together?


