Bright Path Sped

20 MATS

120 CARDS



SUBITIZING SORT

Number Match Task Box · 1 to 20

Preview : Bright Path Sped

Number Match Task Box

One number, six ways: dots, ten frame, tally, cubes, numeral, word. Numbers 1 to 20.

Start here

1. Print the mats and cut pages. Cut the cards on the dashed lines. Put each number's cards in one bag with its label, and one spare card from the spare sheet.
2. The student takes a mat and the six cards for that number and puts each card in the slot with its name.
3. Check with the key. Mark the data sheet.

What's inside

- 20 target mats, one for each number 1 to 20, and a finished mat to show
- 120 cards: 20 numbers x 6 ways, in color and black and white (10 cut sheets each, 12 cards a sheet)
- 40 odd-one-out sets on 8 pages, 20 bag labels and 20 spare cards, two sheets of ten frames to fill, draw it six ways, two line match sheets, two sheets of number words to trace
- Three recording sheets, a note for home, a hand-off page for a helper, answer keys, a data sheet, a filled example and a roll-up

The three levels

- ● Level 1 Four quantity cards a mat: dots, ten frame, tally, cubes. They are on cut sheets 1 to 7.
- ■ Level 2 All six cards a mat. The numeral and word cards (on cut sheets 7 to 10) are added.
- ▲ Level 3 Odd one out. Four cards, three show the same number. Sets 1 to 14 are three apart, the next 13 are two apart, the last 13 are one apart.

Each level is marked with a shape, not a number, so students are not comparing levels. The circle and square marks sit by each mat slot name so you can see which cards a level uses.

Which page for which student

- Needs a model: show the finished mat first, then work one mat together.
- Likes to move: ten frames to fill with counters, or the cards as a matching game on the floor.
- Ready to write: the record sheets, line match, number words, draw it six ways.

PREVIEW

My name _____

Put the cards on the mat.



1 one

dots

ten frame

tally

cubes

numeral

word

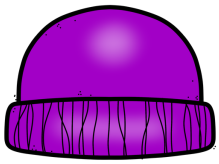
not this number

One card in the bag
is not this number.
Put it here.

PREVIEW

My name _____

Put the cards on the mat.



3 three

● dots

● ten frame

● tally

● cubes

■ numeral

■ word

not this number

One card in the bag
is not this number.
Put it here.

PREVIEW

My name _____

Put the cards on the mat.



7 seven

● dots

● ten frame

● tally

● cubes

■ numeral

■ word

not this number

One card in the bag
is not this number.
Put it here.

PREVIEW

My name _____

Put the cards on the mat.



11 eleven

PREVIEW

● dots

● ten frame

● tally

● cubes

■ numeral

■ word

not this number

One card in the bag
is not this number.
Put it here.

My name _____

Put the cards on the mat.



15 fifteen

dots

ten frame

tally

cubes

numeral

word

not this number

One card in the bag
is not this number.
Put it here.

PREVIEW

My name _____

Put the cards on the mat.



19 nineteen

dots

ten frame

tally

cubes

numeral

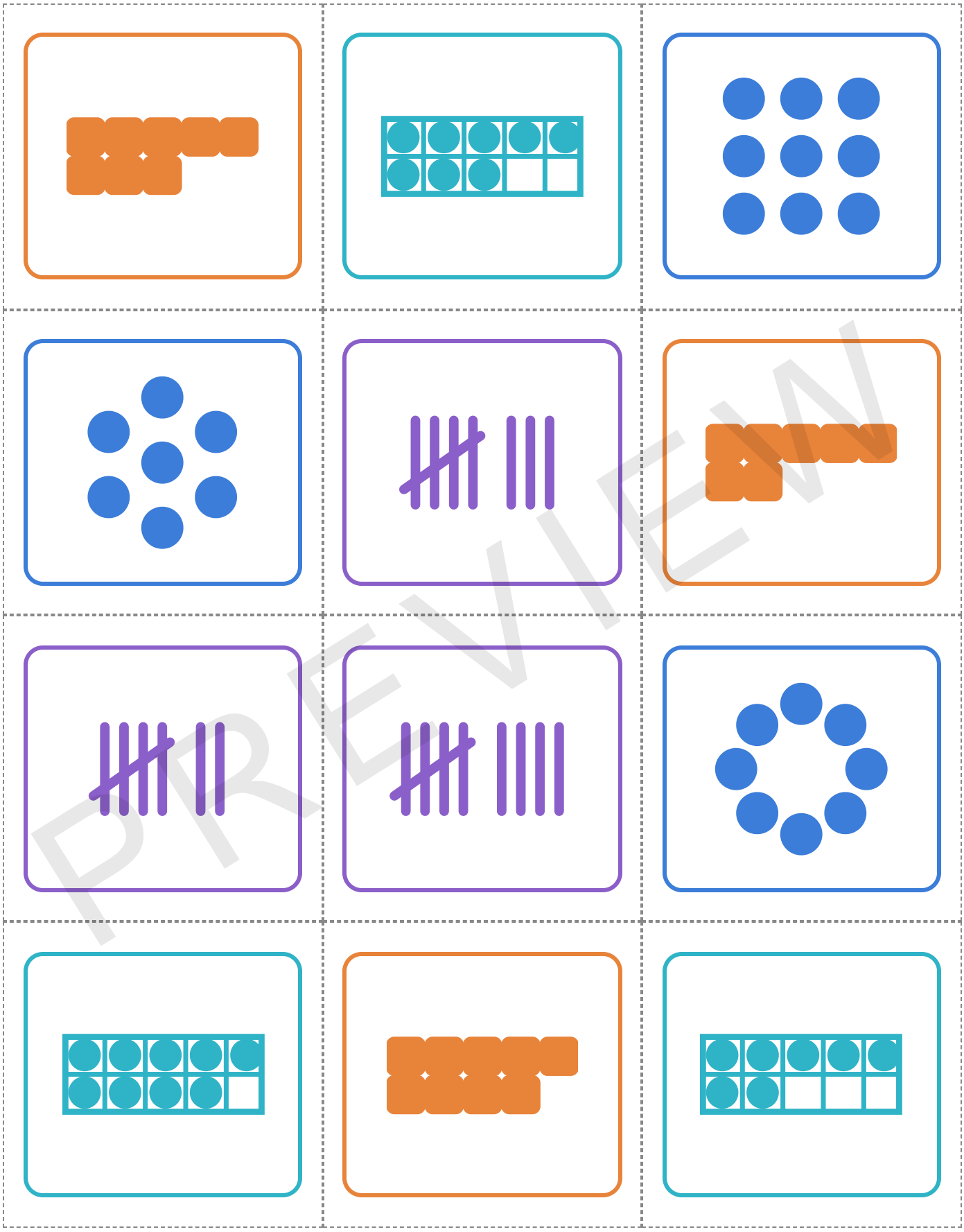
word

not this number

One card in the bag
is not this number.
Put it here.

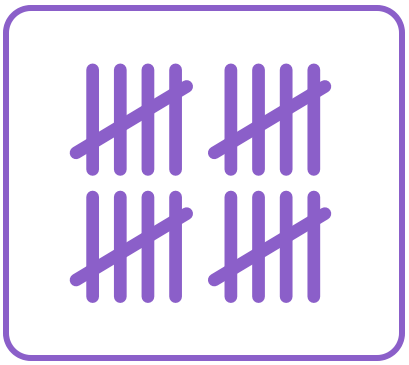
PREVIEW

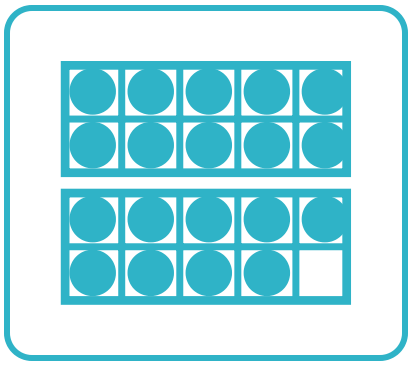
Cut on the dashed lines.

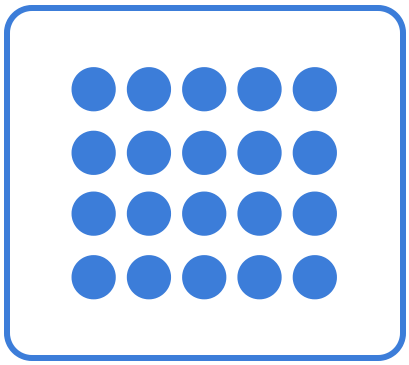


PREVIEW

Cut on the dashed lines.







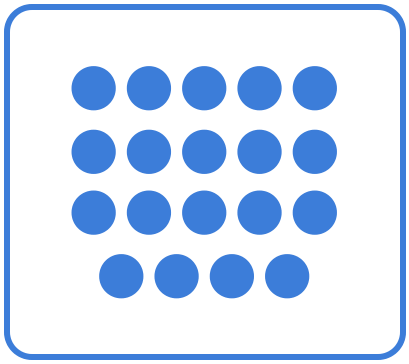
2

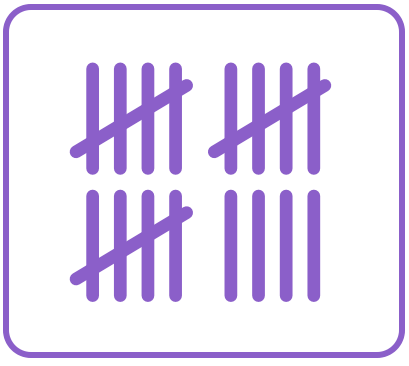
1

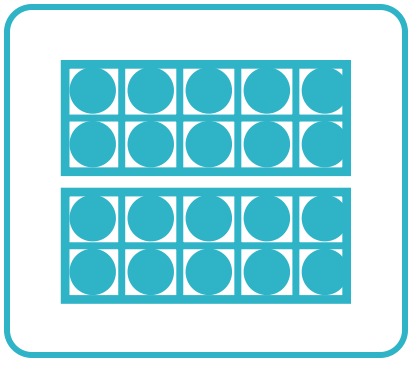
4

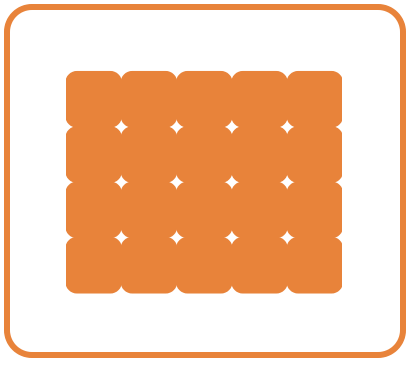


3



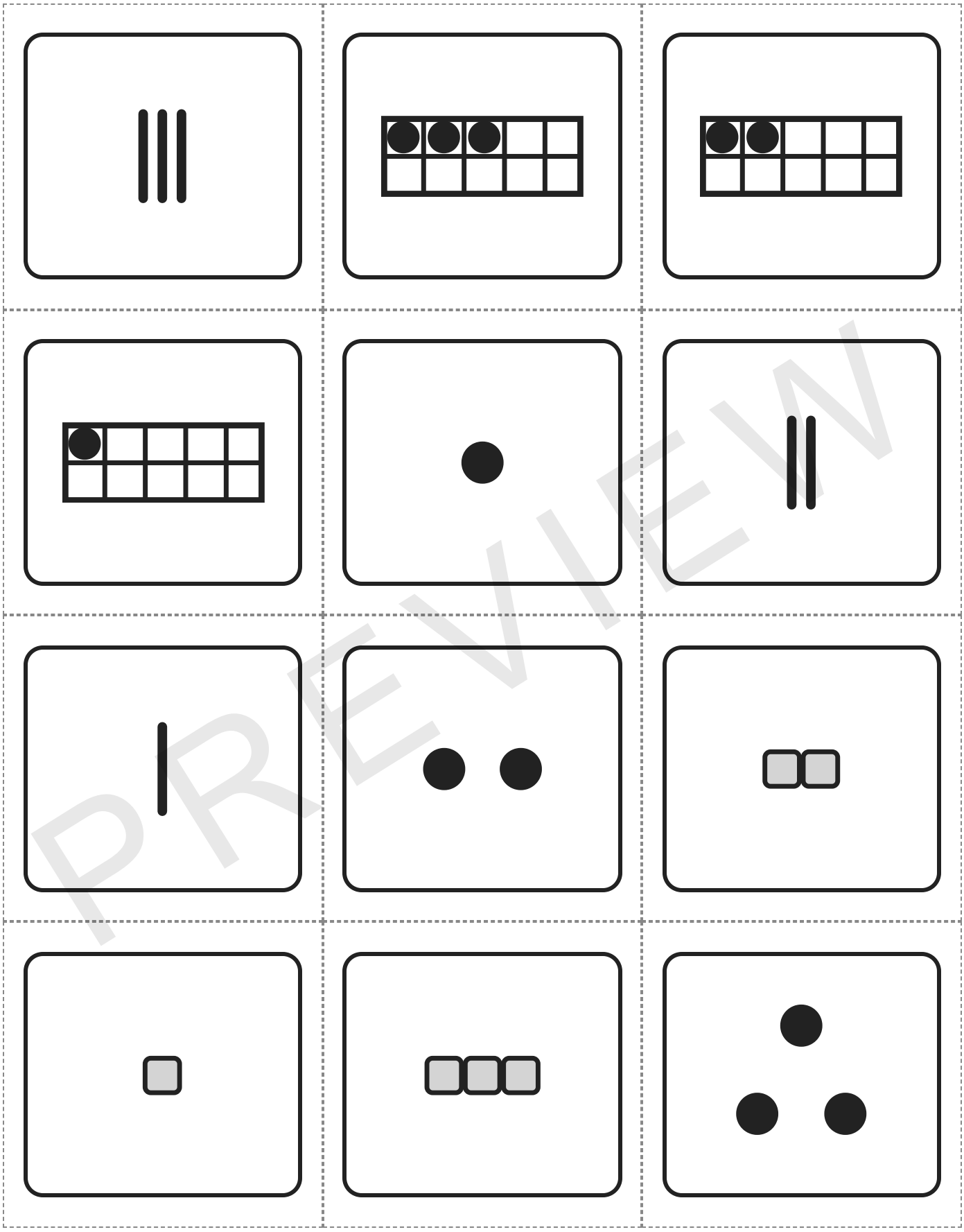






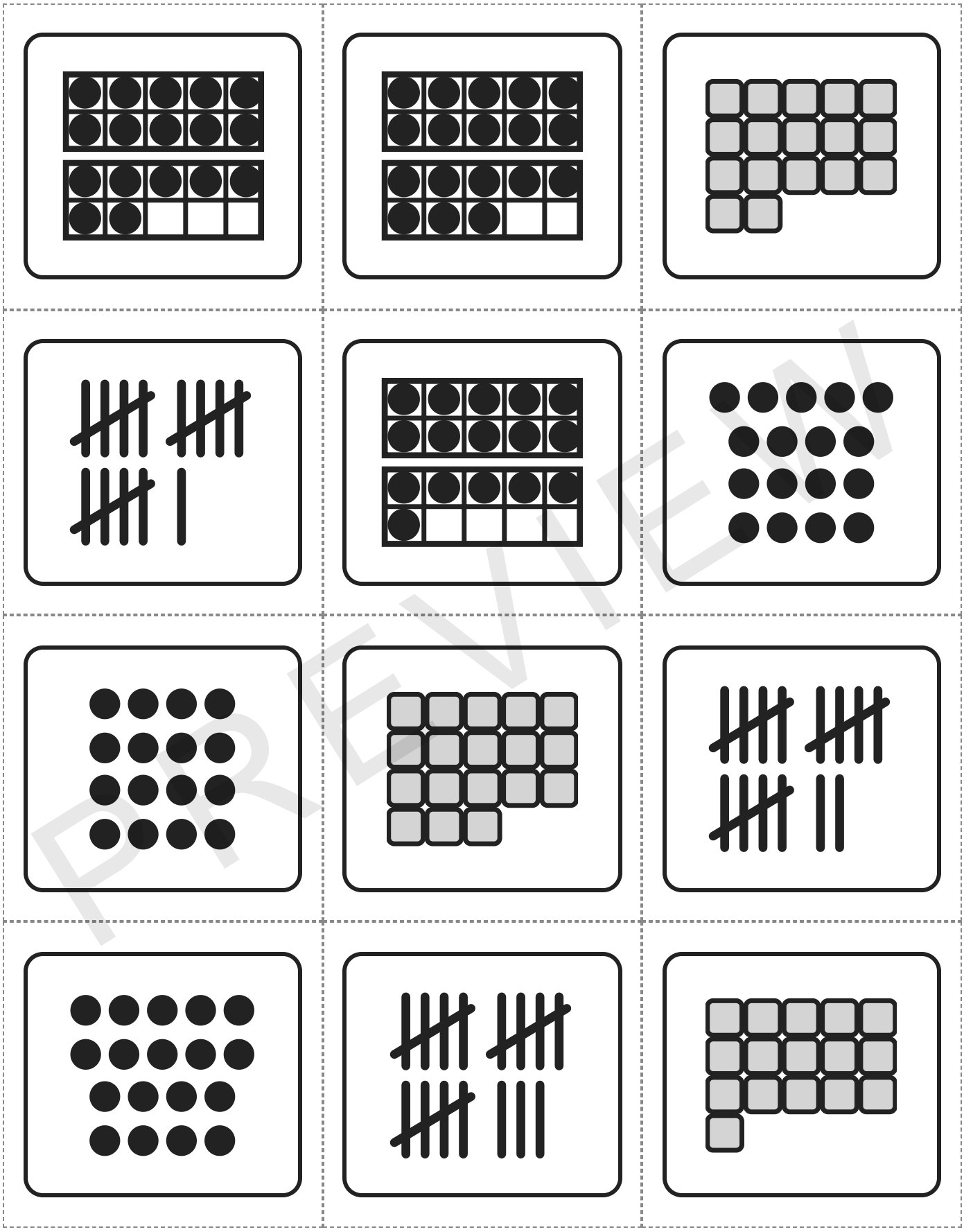
PREVIEW

Cut on the dashed lines.



PREVIEW

Cut on the dashed lines.



PREVIEW

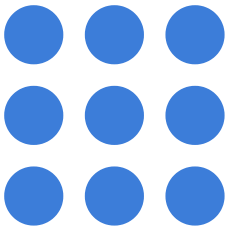
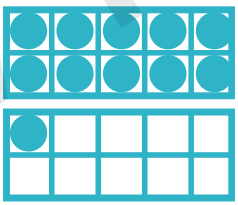
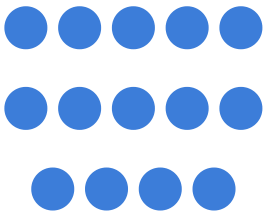
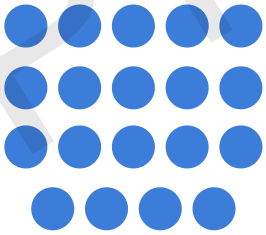
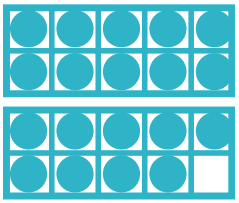
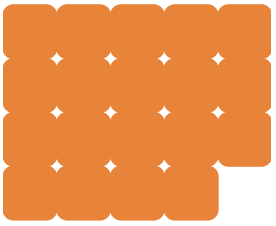
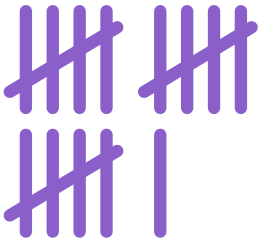
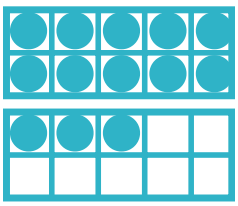
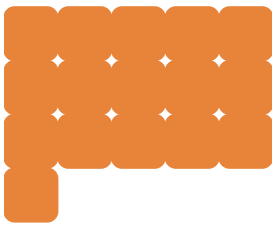
Cut on the dashed lines.

seventeen	eighteen	nine
nineteen	twelve	sixteen
eleven	ten	twenty
thirteen	fourteen	fifteen

PREVIEW

My name _____

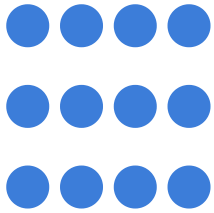
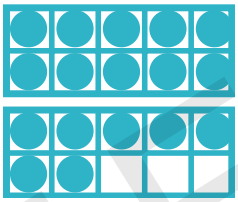
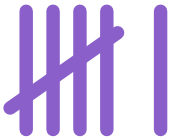
Find the one that is different. Circle it.

	A	B	C	D
6	nine			
7				five
8	fourteen	14		
9				
10	16	sixteen		

PREVIEW

My name _____

Find the one that is different. Circle it.

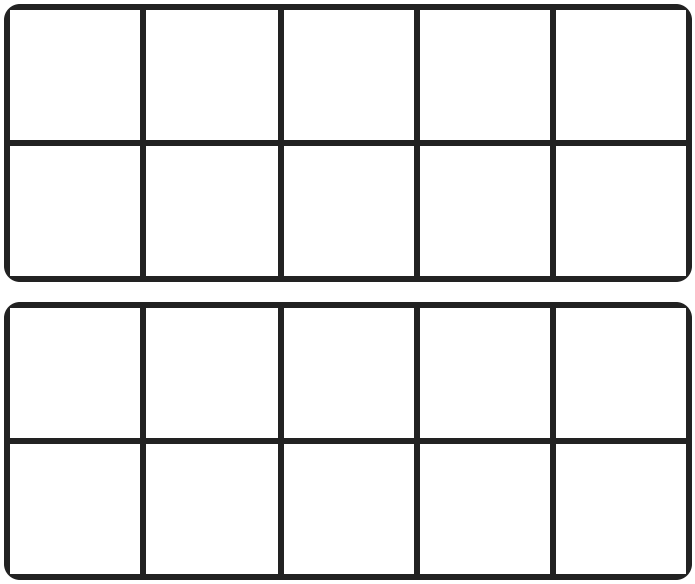
	A	B	C	D
26	14			
27		17		
28	six			
29	one	1		
30	two	1	2	

PREVIEW

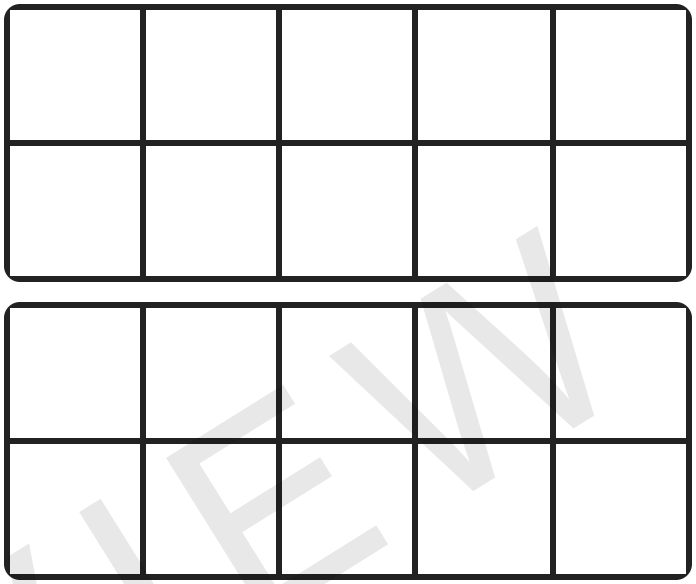
My name _____

Show the number with counters.

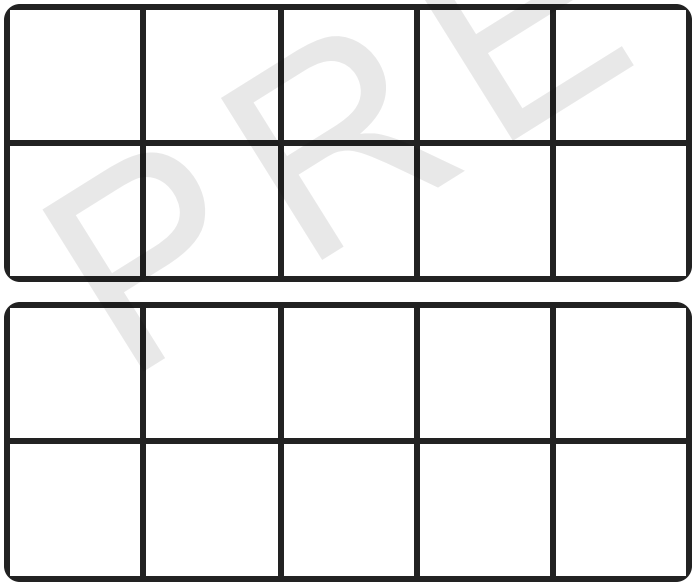
Show 12



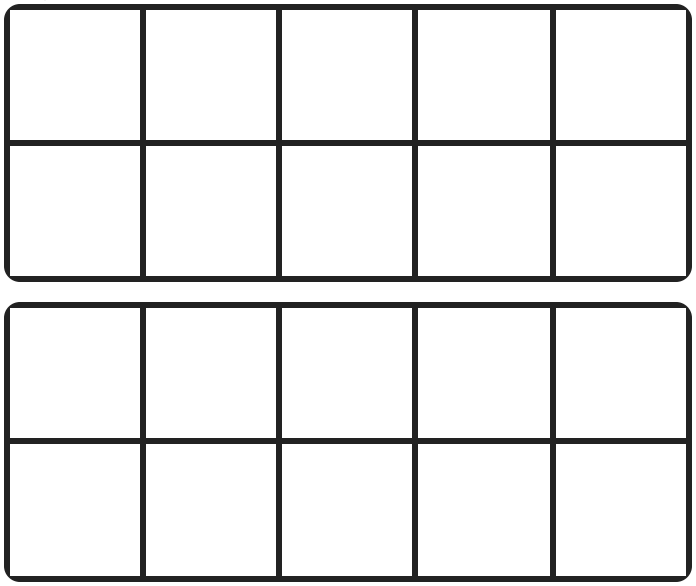
Show 15



Show 18



Show 14



PREVIEW

Use buttons, pebbles, or a marker dot. Fill the first frame, then the second frame.

My name _____

Trace the word. Write it.

1	one	_____
2	two	_____
3	three	_____
4	four	_____
5	five	_____
6	six	_____
7	seven	_____
8	eight	_____
9	nine	_____
10	ten	_____

PREVIEW

My name _____

Circle the letter that is different.

1 A B C D	11 A B C D	21 A B C D	31 A B C D
2 A B C D	12 A B C D	22 A B C D	32 A B C D
3 A B C D	13 A B C D	23 A B C D	33 A B C D
4 A B C D	14 A B C D	24 A B C D	34 A B C D
5 A B C D	15 A B C D	25 A B C D	35 A B C D
6 A B C D	16 A B C D	26 A B C D	36 A B C D
7 A B C D	17 A B C D	27 A B C D	37 A B C D
8 A B C D	18 A B C D	28 A B C D	38 A B C D
9 A B C D	19 A B C D	29 A B C D	39 A B C D
10 A B C D	20 A B C D	30 A B C D	40 A B C D

PREVIEW

Answer Key: Odd One Out

Set	Odd	Shows	Rest
1	**D**	16	13
2	**B**	14	11
3	**C**	5	2
4	**A**	13	10
5	**B**	10	7
6	**D**	6	9
7	**B**	8	5
8	**C**	11	14
9	**D**	16	19
10	**C**	13	16

Set	Odd	Shows	Rest
11	**B**	4	1
12	**A**	9	6
13	**A**	18	15
14	**C**	14	17
15	**B**	4	2
16	**D**	13	15
17	**C**	1	3
18	**D**	3	1
19	**D**	11	9
20	**C**	16	18

Set	Odd	Shows	Rest
21	**C**	17	19
22	**B**	9	7
23	**D**	18	20
24	**B**	8	6
25	**A**	13	11
26	**A**	14	12
27	**D**	15	17
28	**B**	7	6
29	**C**	2	1
30	**B**	1	2

Set	Odd	Shows	Rest
31	**A**	13	14
32	**A**	9	8
33	**C**	13	12
34	**C**	6	7
35	**D**	19	18
36	**B**	16	17
37	**D**	20	19
38	**A**	5	4
39	**A**	11	10
40	**A**	19	20

Line match

Page one, then page two, top to bottom: each picture goes to the numeral it shows. 1: fifteen (dots) goes to 15, 2: two (ten frame) goes to 2, 3: seventeen (tally) goes to 17, 4: three (cubes) goes to 3, 5: ten (dots) goes to 10, 6: four (ten frame) goes to 4, 7: twenty (tally) goes to 20, 8: nine (cubes) goes to 9, 9: fourteen (dots) goes to 14, 10: eight (ten frame) goes to 8.

PREVIEW

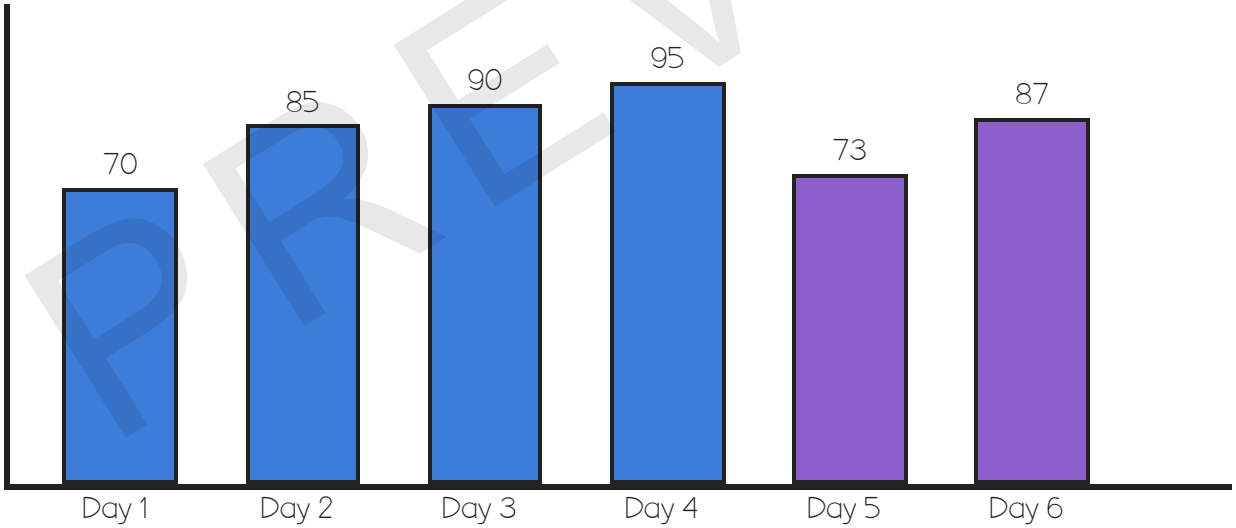
Preview : Bright Path Sped

A Filled Data Sheet

Sam is an invented student. These numbers are made up to show how to use the sheet.

Day	Level	Placed right / given	Percent
Day 1	●	14 / 20	70
Day 2	●	17 / 20	85
Day 3	●	18 / 20	90
Day 4	●	19 / 20	95
Day 5	■	22 / 30	73
Day 6	■	26 / 30	87

Roll-up for the team



At the circle level Sam placed 14 of 20 cards on Day 1 and 19 of 20 on Day 4. Sam then moved to the square level, with six cards a mat, and placed 26 of 30 cards on Day 6. The hardest cards were the cubes and tally cards for 13 to 20.

Percent = placed right divided by given, rounded. Blue bars are the circle level and purple bars are the square level.

PREVIEW