



## ACTIVITY 2:

## Snap

### N.C. Objectives:

*To read numerals to 100 (I to C) and know that, over time, the numeral system changed to include the concept of 0 and place value*

**Resources Required:** both sets of Snap cards (see following page) and, for display, safe matchsticks, squares of coloured card, glue

### Players: 2+

1. Give each player a set of cards - one person will have a set of Roman Numeral cards and the other person will have a set of numbers
2. Players shuffle and lay their cards in a pile in front of them
3. Take it in turns to flip a card and place in the centre of the table, one on top of the other
4. If a player lays the corresponding card on top (e.g. a 6 onto a VI), the first player to shout **SNAP** will win the pile
5. Play then starts again
6. The winner is the person to have the most or all of the cards at the end of the game!

Once players become confident with numbers to 10, they could make new cards to extend their range to:

- Numbers to 20
- Multiples of 10
- Multiples of 100

### Challenge:

*To make a class display, why not give each child a square of coloured card and a number(s) - can they create their Roman Numeral using safe matchsticks?*