Strand: Number  
Band: Early years  
Standard: 1  
Year Level: 1

**Key Idea**  
Children construct their concepts of counting numbers, simple fractions and the base 10 number system using symbols and collections from everyday life. [In] [T] [C] [KC1]

**Outcome**  
1.6 Uses the base 10 number system and fractions to represent numbers when working with their peers, collections of objects, measurements and data. [In] [T] [C] [KC4]

**Task/Activities**  
The bankers game

**Examples of evidence towards achievement of outcomes**  
Students are able to bundle groups of ten, count and record

Rules and board on the next page
The Banker’s Game

Each group of students has a board on which to place counting sticks.

<table>
<thead>
<tr>
<th>Tens</th>
<th>Units</th>
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- Each group has one die and pop sticks for counting
- The die is tossed
- The number of sticks indicated by the die is collected from the pile
- Sticks are placed on the board in the units column
- Once ten sticks are in the units column the ten is bundled with a pipe cleaner or elastic band and the whole bundle placed into the tens column.
- Students continue having turns, adding the numbers tossed to the existing number on the board and counting.
- The adding can be recorded.