Preschool

HOW TO PLAY

Setup

Cut out the pieces on the following pages

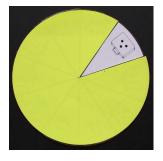
Gameplay

- Players take turns being the passenger by getting a number from the digital number spinner. That number is his luggage number.
- The other turns the luggage belt slowly while the passenger looks at the luggage numbers showing.
- When the passenger's luggage number shows, the passenger needs to call out "stop" to stop the belt.
- If the passenger stops the belt at the right number, he/she will get the luggage tag to leave the airport.

MATH SKILLS

- Number recognition
- Subitizing (visual number recognition)

 $2+_{players}$

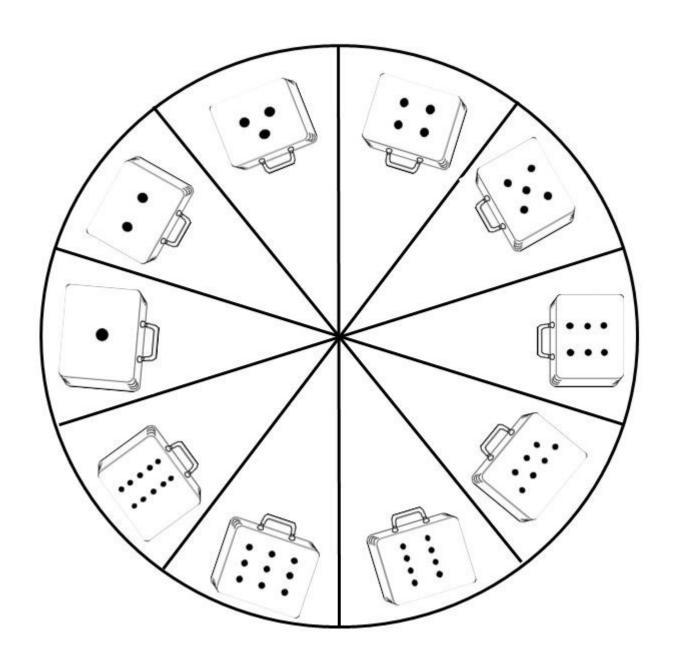


MATERIALS

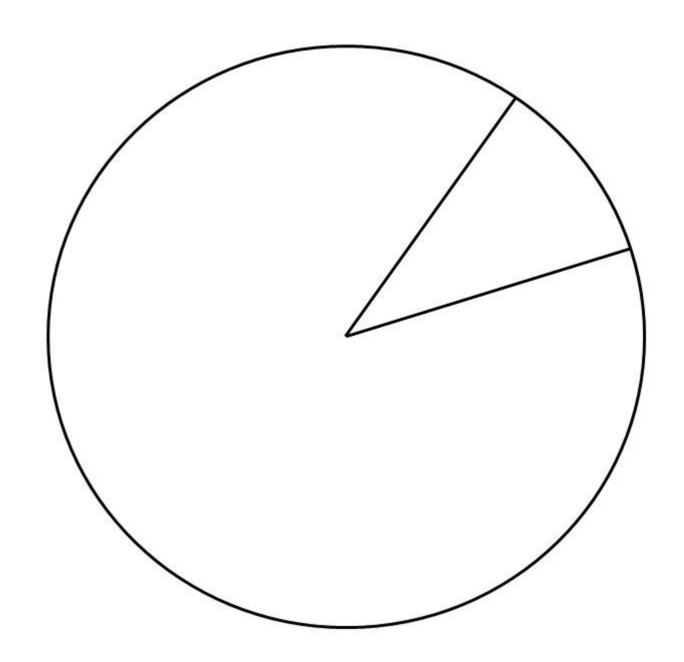
- Conveyer belt cutout
- Luggage belt cutout
- Digital number spinner (http:// mingmath.com/ random)
- Exit ticket
- A push pin, and a notebook/stack of paper



Conveyer belt



Belt cover



Luggage tags

