



INSTRUCTIONS FOR MAKING

Stamp Game

Montessori Maths Material

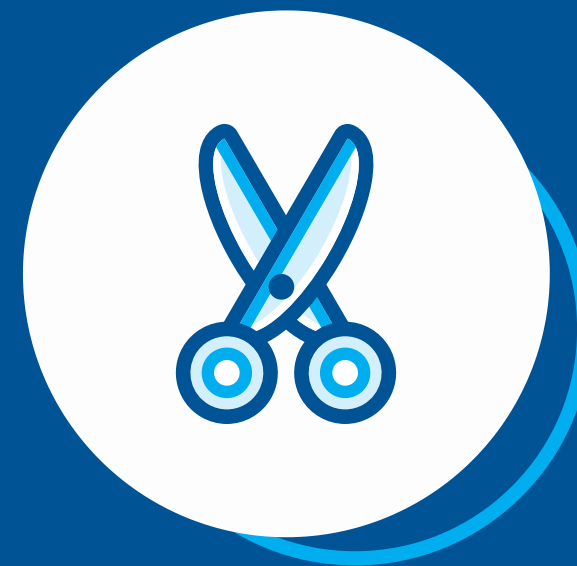
EQUIPMENT NEEDED



Computer



Printer



Scissors

Supplies Needed



COLOURED PAPER

Sheets of coloured paper in red, blue and green and plain white paper. Option: glue paper to cardboard to make them stronger.



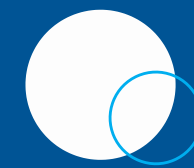
SKITTLES AND DISCS

If you have skittles and round flat discs (from other board games for example), these can be used, otherwise use the template to print these.



TEMPLATES

Stamp Game templates to print out.

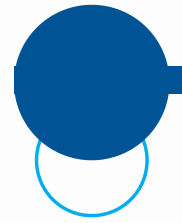


BOX OR CONTAINER

A container to store the pieces, preferably with 6 compartments.

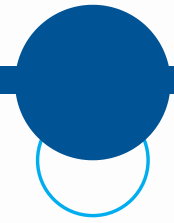
INSTRUCTIONS

1. PRINT THE STAMP TILES FROM THE TEMPLATES PROVIDED



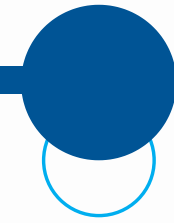
PRINT 1'S
TEMPLATE

Print the 1 tiles
on **green** paper.



PRINT 10'S
TEMPLATE

Print the 10 tiles
on **blue** paper.



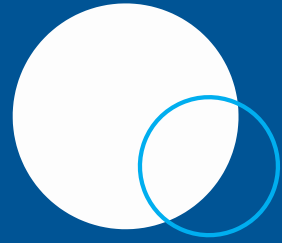
PRINT 100'S
TEMPLATE

Print the 100 tiles
on **red** paper



PRINT 1000'S
TEMPLATE

Print the 1000 tiles on
green paper.



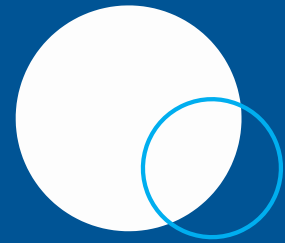
2. CUT

Cut out all the stamp tiles – a great activity of concentration and fine motor skills for your child.

They can also be glued to cardboard to make them stronger.

Place them into 4 containers.





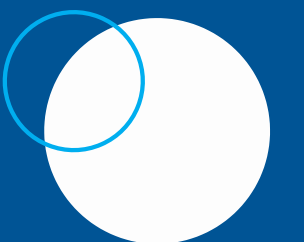
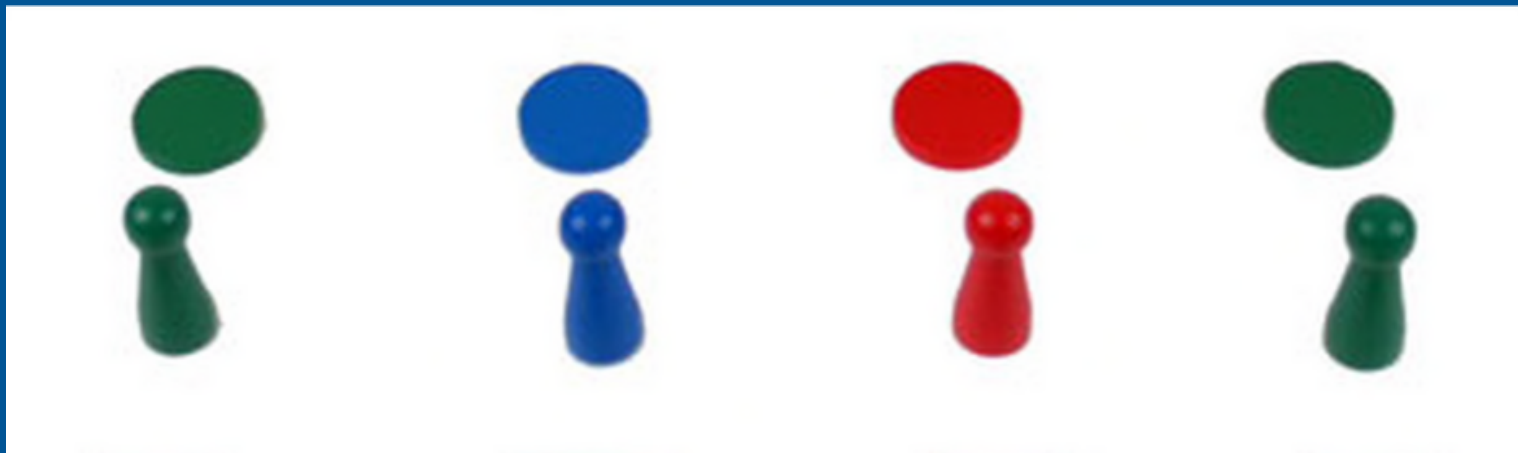
3. STAMP PIECES - SKITTLES & DISCS

If you have a board game with skittles and discs, you can use these for the Stamp Game.

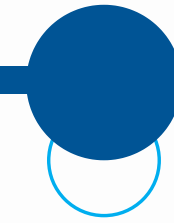
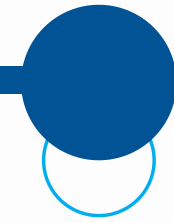
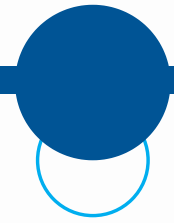
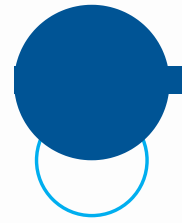
You will need **red, green** and **blue** coloured ones.

Alternatively, print them out from the template provided as per the instructions on the next page.

Put these into 2 containers.



4. CREATE THE STAMP GAME PIECES



FROM THE
TEMPLATE,
PRINT 2
COPIES ON
GREEN
PAPER

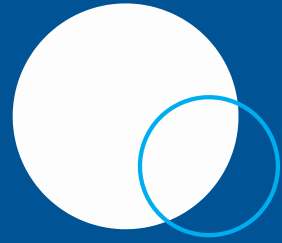
PRINT 1
COPY ON
BLUE PAPER

PRINT 1
COPY ON
RED PAPER

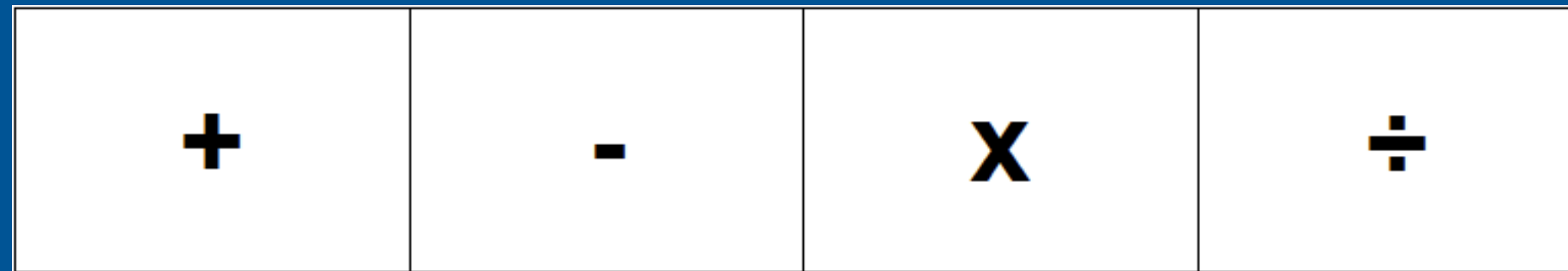
CUT OUT
THE PIECES

Only one green copy
of the large skittle is
needed.

They can also be glued to cardboard to make them stronger.

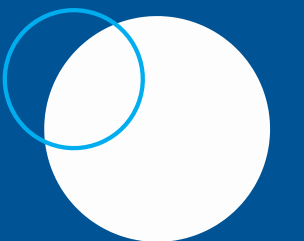


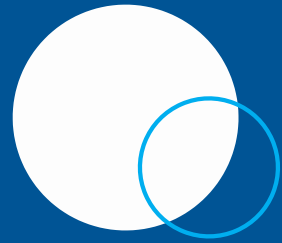
5. STAMP GAME OPERATIONS



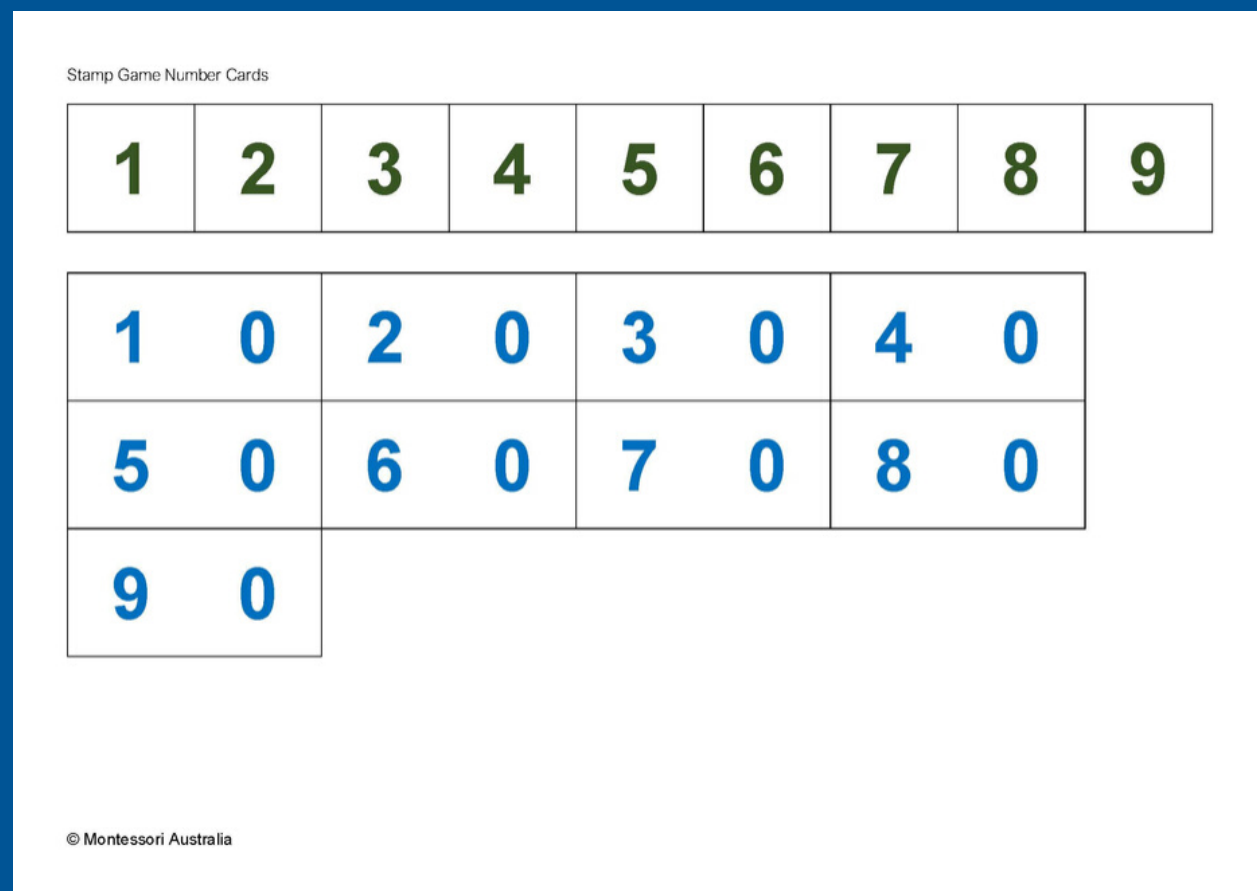
When starting the child using the Stamp Game we use printed Operations and Number Cards to represent the numbers and operations (the signs for addition, subtraction, multiplication and division).

Print the operations from the template provided and cut out. These can be printed or glued onto cardboard to make them more resilient.



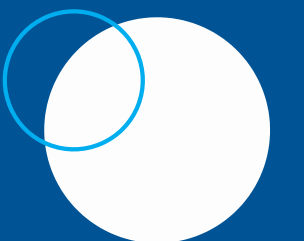


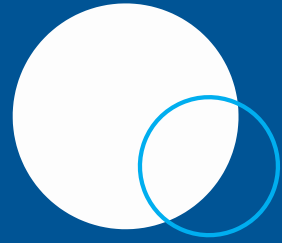
6. STAMP GAME NUMBER CARDS



Print out the Stamp Game Number Cards and cut them out to create the units, tens, hundreds and thousands.

These can also be printed or glued onto cardboard to make them more resilient.

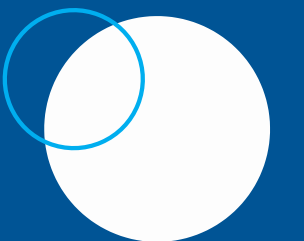


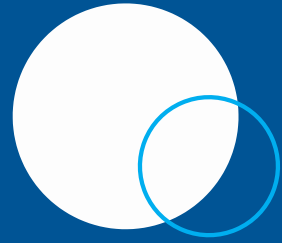


7. STAMP GAME ANSWER PAPER

Children start by writing their answers on blank pieces of paper (as shown in the video series).

Cut out rectangular pieces of blank white paper for this.





8. STAMP GAME ACTIVITY PRINTOUTS

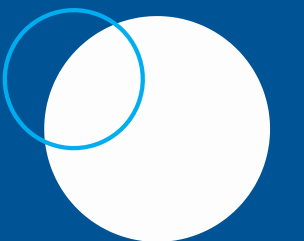
Stamp Game Activities

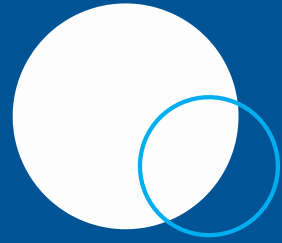
		3	8	2
+		3	2	2

As the child progresses, they move from using the number cards and operations to printed activities.

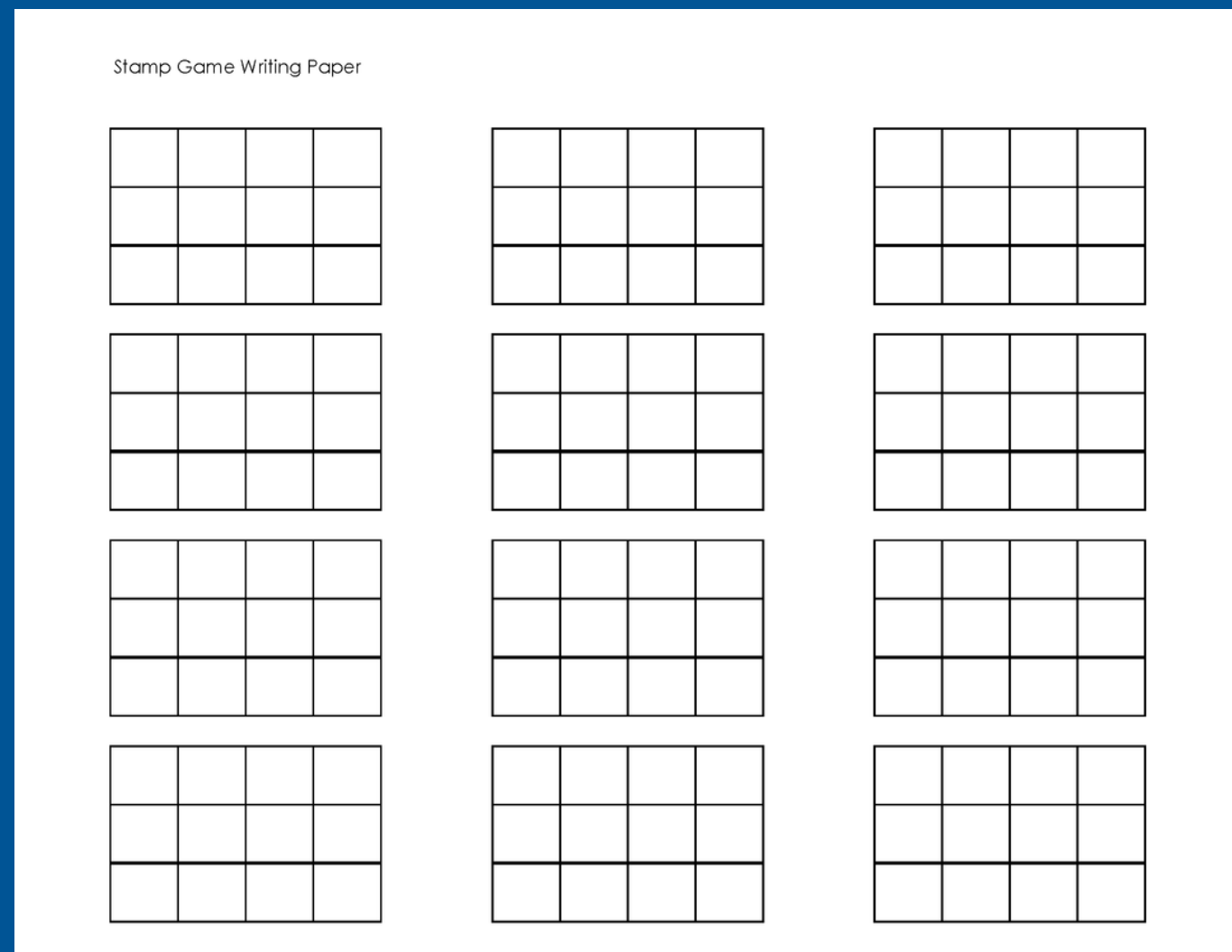
The Stamp Game Activities Generator is an Excel file that provides printed sheets of operations for the child to work independently through maths activities.

Each time the file is opened, it will randomly generate new sums so it can be used endlessly to print out new activities.





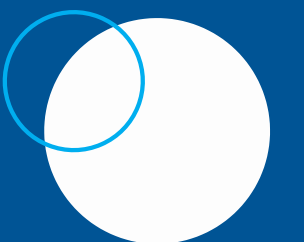
9. STAMP GAME WRITING PAPER



Older children can then create their own calculations.

Print out the template for the Stamp Game writing paper onto white paper.

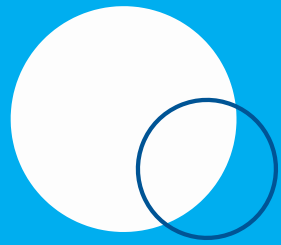
You can print as many sheets as your child would like to practice writing their own sums.





YOU ARE NOW READY TO PRESENT THE STAMP GAME

**FOLLOW THE STAMP
GAME PRESENTATION
INSTRUCTIONS**



This system in which a child is constantly moving objects with his hands and actively exercising his senses, also takes into account a child's special aptitude for mathematics. When they leave the material, the children very easily reach the point where they wish to write out the operation. They can thus carry out an abstract mental operation and acquire a kind of natural and spontaneous inclination for mental calculations.

MARIA MONTESSORI, THE DISCOVERY OF THE CHILD

