



# Egg cards

Great for  
transitions and  
maths groups!

This collection of 48 cards contain pictures of eggs.

Each egg is unique and differs from others in various ways, including:

- Shape (round and ovoid) **Note:** *ovoid is a 3D shape, oval 2D.*
- Size (big and little/large and small)
- Colour
- Pattern (plain, striped, and spotted; including size of spots and thickness of stripes)

The cards are designed to be used with the interactive resource *Which egg is mine?* The activities support and extend logical thinking and problem solving strategies developed in the digital interactive story *Dragona's Lost Egg*.

The cards can also be used on their own for a *Guess my egg* card game; or for a variety of number, sorting and patterning activities.

Children can use them to practise giving descriptions; for example, "I have a big, pink, ovoid egg with little purple spots".

## Preparation

Print, cut out, and laminate the cards. Store in a box or resealable bag.

## How to play

**Which egg is mine?** *A game for any number of players using the interactive white board.*

- Open the interactive digital resource to the *Egg Collection* slide.
- Explain that children will take turns to be the "Hider" and the "Guessers".
- The Hider takes an egg card, ensuring that no one else can see it.
- The Guessers take turns to ask questions to which the Hider may answer only "Yes" or "No".
- Each answer eliminates some eggs. The Hider may click to remove all the eliminated eggs, or Guessers may take turns to do so.
- When only one egg remains, the Hider reveals the matching card.
- Questions should refer to only one feature at a time. Questions about thickness or colour of stripes should not be asked until stripes has been identified as a feature. Likewise, questions about the size and colour of spots should only be asked when spots has been identified as a feature.

For example:

*Is your egg big?* A "yes" response eliminates all the little eggs; a "no" response eliminates all the big eggs.

*Is your egg round?* A "yes" response eliminates all the ovoid eggs; a "no" response eliminates all the round eggs.

## How to play

**Guess my egg.** *A card game suitable for small groups in language or maths activities. (Children are using the mathematical language of description.)*

- Children take turns to be the "Selector" and the "Guessers".
- Shuffle the cards and spread them all out face up on the floor or table between the players.
- The Selector decides on a card for the other players to identify, but does not remove it. Explain that children must not change their minds once the Guessers have started asking questions.
- Guessers take turns around the circle to ask questions that can be answered with only a "Yes" or "No" response. The Guesser removes the cards which are eliminated.

For example:

*Is your egg big?* A "yes" response eliminates all the little eggs; a "no" response eliminates all the big eggs.

*Is your egg round?* A "yes" response eliminates all the ovoid eggs; a "no" response eliminates all the round eggs.

- Play continues until only the Selector's card remains. The player who asked the last question is the next Selector.

## How to play

**Which egg is missing?** *A memory game suitable for any number of players.*

Display some cards. Six or seven is a good starting number.

Give the children 20 seconds to look at the cards. They close their eyes and you remove one. Children describe the egg that was removed.







