Hello Beam number pack

Paper number practice for children aged 5 to 7



A short pack to print at home: a number board, counting pages, two sets of cards to cut out, a train to fill, numbers to trace and trains to split. It starts with 1, 2, 3 and goes as far as making ten. Use any page you like, in any order.

What is in this pack

2	**Number board and Hop Stop**	Finding numbers to 20. One more and one less.
3	**Count and bring**	Counting up to 20. Drawing that many friends.
4	**Dot cards (cut out)**	Seeing small amounts at a glance.
5	**Ten-frame cards (cut out)**	Seeing numbers to 10 on a ten-seat train. How many more make ten.
6	**Fill the train**	Building numbers on a ten-seat train. Making ten.
7	**Write the numbers**	Tracing 0 to 9 with a start dot and arrows.
8	**Split the number**	Splitting a number up to 10 into two parts.
9	**Grown-up notes and answers**	What to look for, and the answers.

Five minutes is plenty

1. Let your child pick a page, or a few cards. Sit beside them.
2. Read the bold lines on each page out loud. They are written for your child.
3. Counting with a finger, a pencil or little counters is welcome. So is counting out loud.
4. Talk about how your child worked it out ("You touched each one as you counted"), not about being right or being quick.
5. Look at page 9 before you start, not during. If your child's number is different, count it again together, say the number out loud, and move on. There is no need to tick or cross anything. Your child can keep the pages if they like.
6. Stop whenever your child is ready to stop. A page can stay half done.

Before you print

Print at actual size (100 percent) on US Letter or A4, one side of the paper.

Cut the cards on the dashed lines. Keep them in an envelope to use again.

You will need a pencil, and some counters: coins, buttons or dried beans.

This pack goes with the Hello Beam beta, a calm numbers game for a tablet. Pages 2 to 8 each match a game in it. Learn more at playhellobeam.com.

Number board

Point to the number I say.

Goes with Station Numbers. Say a number out loud and let your child point to it. Ideas are on page 9.



1	2	3	4	5	6	7	8	9	10
11	12	13	14	15	16	17	18	19	20

Hop Stop

One more is the next number. One less is the number before. Point to your number, or colour it in.

Goes with Hop Stop. Use the board above to hop one place along the number path.

6 friends wait. One more hops on. How many now?

6 7 8

9 friends wait. One hops off. How many now?

7 8 9

What is one more than 4?

3 4 5 6

What is one less than 7?

5 6 7 8

What is one more than 14?

13 14 15 16

What is one less than 11?

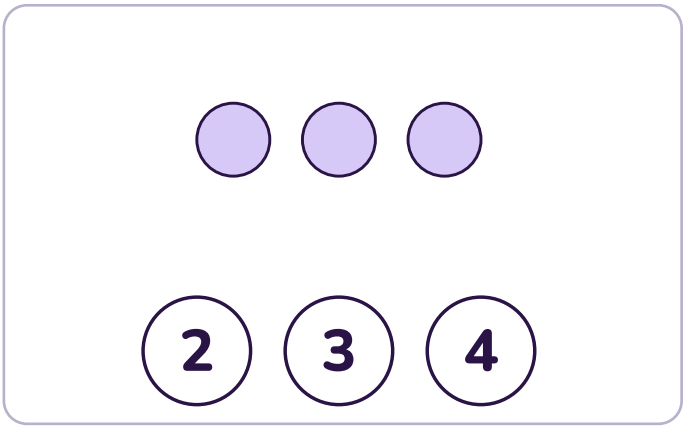
9 10 11 12

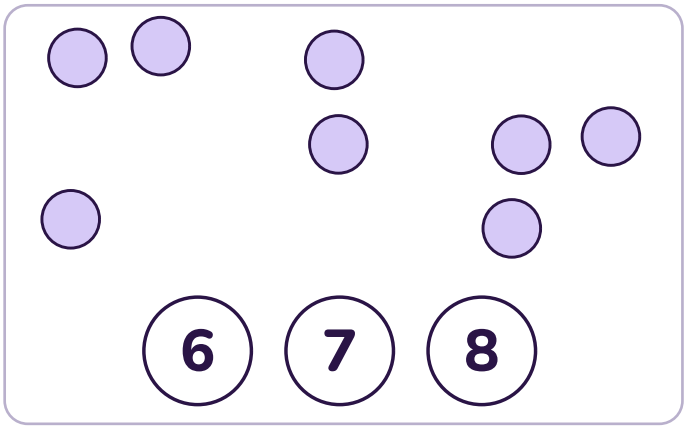
Count and bring

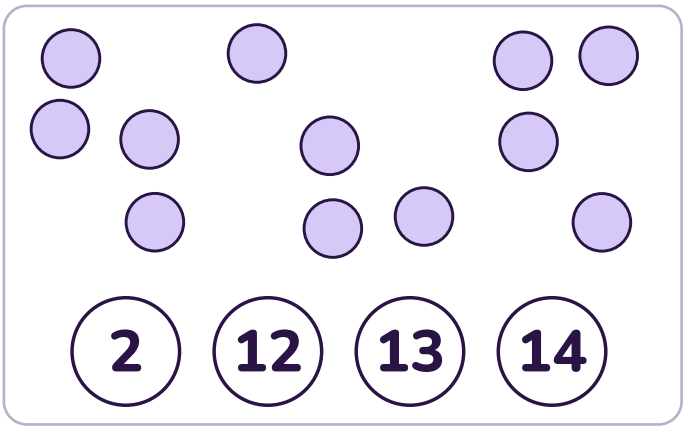


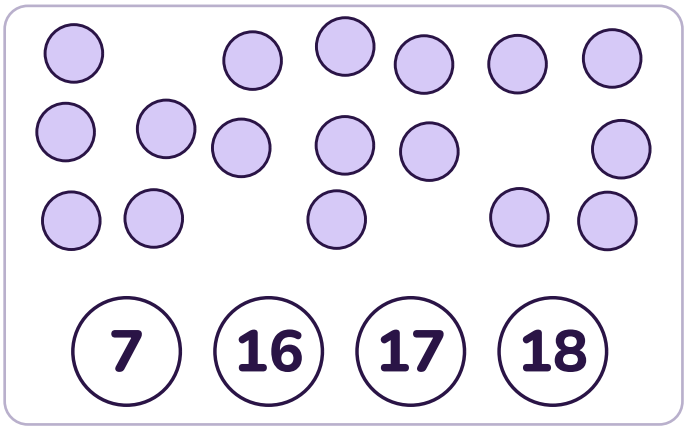
Count the friends. Touch each one as you go. Point to how many.

Goes with Platform Count. Count out loud together. A small pencil dot on each friend as it is counted helps keep track. The last number you say tells how many.









Bring that many

Look at the number. Draw that many friends in the box.

4	7	10

Dot cards

Look at the lights. How many?



Goes with Lighthouse Flash. Cut on the dashed lines. Show a card for about two seconds, then cover it with your hand. There is no rush to answer. Look again as often as you like; counting the lights is fine too.

Ten-frame cards

Look at the train. How many are on?



Goes with All Aboard! and Fill the Carriage. Cut on the dashed lines. Then ask: how many empty seats? How many more make ten?

Fill the train

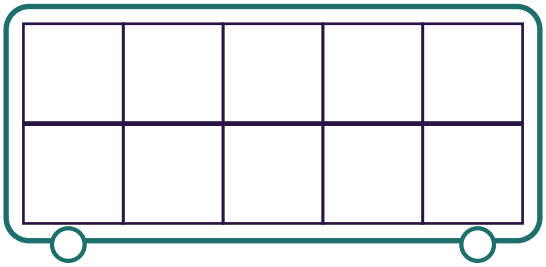
Look at the ticket. Put that many friends on the train. Count as you go.

Goes with All Aboard! and Fill the Carriage. Use coins, buttons or beans as friends, or draw a dot in each seat.

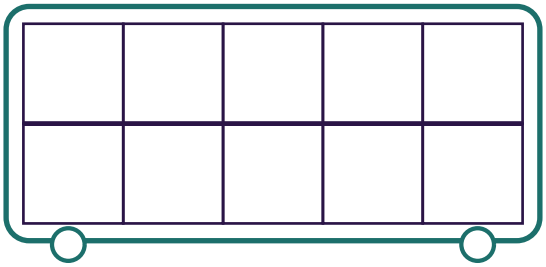


Board them

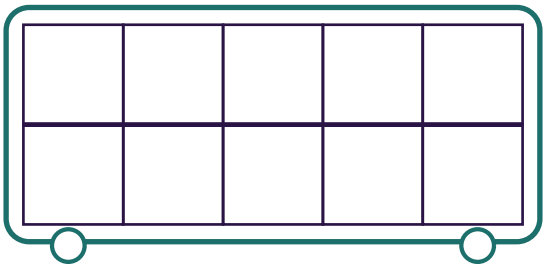
3 friends



6 friends

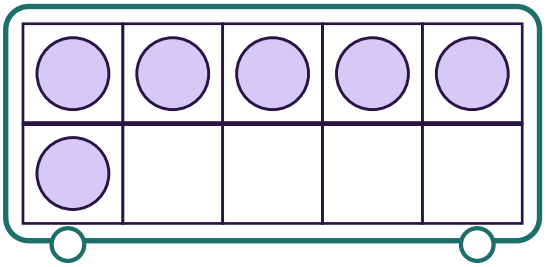


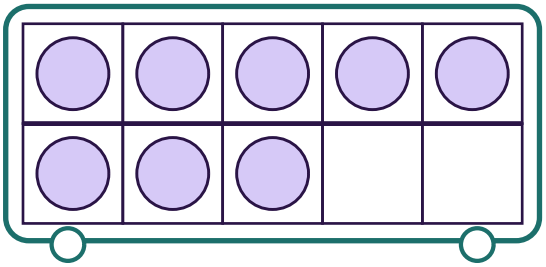
8 friends

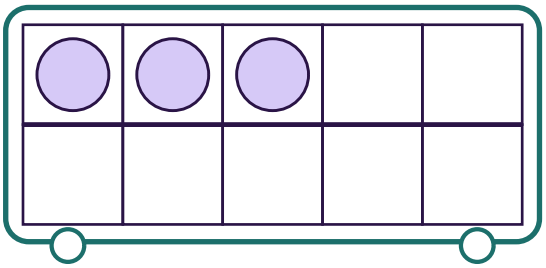


Make ten

Fill the empty seats. How many more make ten?







Write the numbers

Start at the dot. Follow the arrows.



Goes with Light the Numbers. If your child writes a number another way and it looks like the number, that is fine. Numbers 6 to 9 can wait until your child knows them by sight. Two or three numbers at a time is plenty.

Start here Go this way Lift your pencil. Start again here.

Look	Trace	Write	Look	Trace	Write
0	0		1	1	
2	2		3	3	
4	4		5	5	
6	6		7	7	
8	8		9	9	

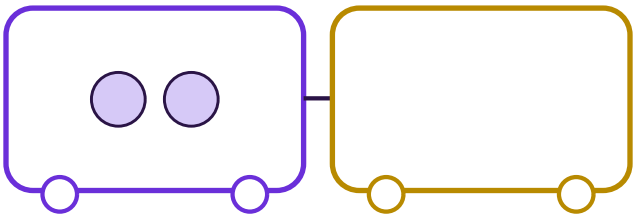
Split the number



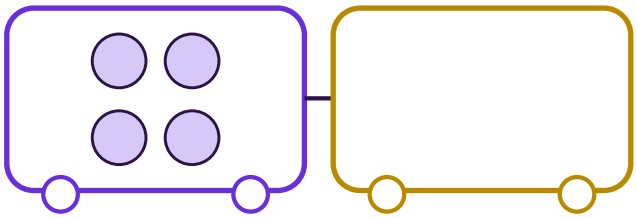
Some friends ride in front. The rest ride in back.

Goes with Split Bridge. Do just a few; leave the rest for another time. For each train, count out all the friends as counters first (5 for the first one). Put one counter on each friend in front, slide the rest into the back car, then count the back car. The number circles at the bottom can wait until the train pictures feel easy.

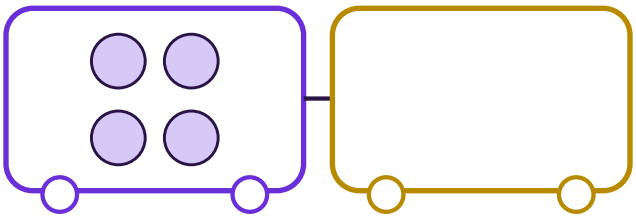
5 friends. 2 ride in front. How many ride in back?



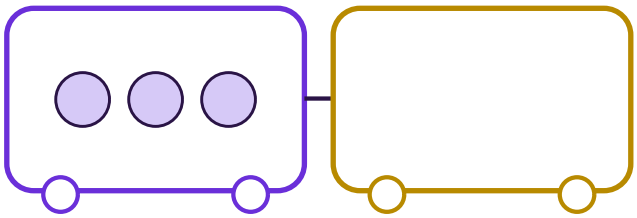
6 friends. 4 ride in front. How many ride in back?



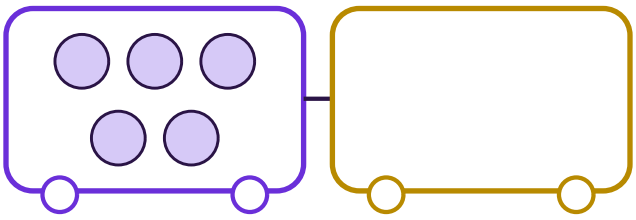
7 friends. 4 ride in front. How many ride in back?



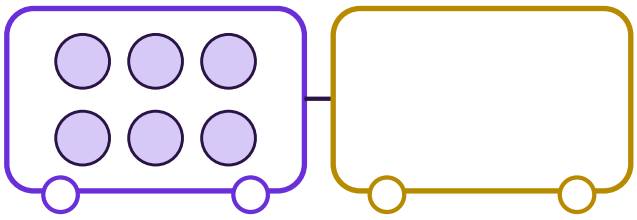
8 friends. 3 ride in front. How many ride in back?



9 friends. 5 ride in front. How many ride in back?

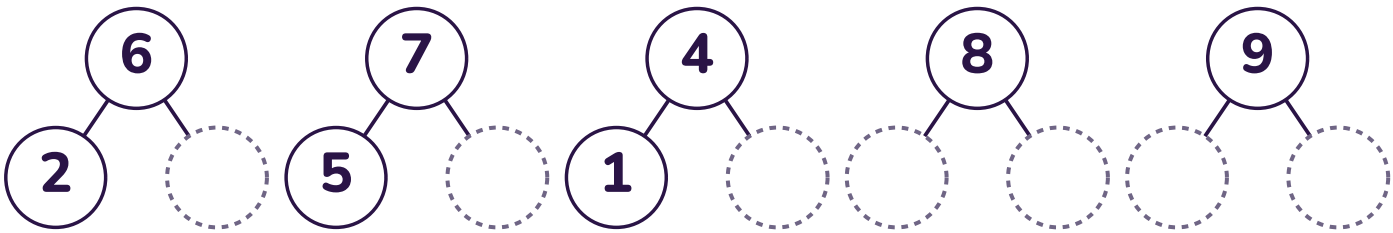


10 friends. 6 ride in front. How many ride in back?



Write the missing number

Write in the dotted circles.



2 and how many make 6?

5 and how many make 7?

1 and how many make 4?

Two numbers that make 8.

Two numbers that make 9.

Grown-up notes and answers

This page is for the grown-up.



This pack is for sitting beside your child. If an answer is different from the one below, count together, say the number out loud, then move on or stop. There is nothing to mark or send back. If something stays hard over several weeks, or you have questions, your child's teacher is a good person to ask.

Page 2. Number board and Hop Stop

Say a number and let your child point to it. Try 4, 14, 6, 9, 16, 19. Teen numbers are written with the ten first (14 is a 1 and a 4) but said with the ones first ("four-teen"). In 14, the 1 stands for one ten. Hop Stop: your child may count the friends, or find the number on the board.

Hop Stop answers: 1) 7 2) 8 3) 5 4) 6 5) 15 6) 10

Page 3. Count and bring

Let your child touch each friend once as they count, or put a small pencil dot on each one, so no friend is counted twice. The last number said tells how many. In a big crowd a dot on each friend keeps track, and the bigger crowds can wait. For Bring that many, count what your child drew; dots are fine and the drawings do not need to be neat.

Count: 1) 3 2) 8 3) 12 4) 17. Bring that many: 4, 7 and 10 friends.

Page 4. Dot cards (Lighthouse Flash)

A short look helps your child see the amount without counting one by one. Cover the card after about two seconds, wait for your child's answer, and look again as many times as your child likes. Ask what they saw. "Two and three" is a fine way to say five.

Answers by row, left to right: row 1: 3, 5; row 2: 1, 4; row 3: 4, 3; row 4: 2, 5. (Row 4, right: the lights are in two groups, 3 and 2.)

Page 5. Ten-frame cards (All Aboard! and Fill the Carriage)

Look for the row of five: a full row and some more, or a row that is not full yet, instead of counting every seat. Empty seats tell how many more make ten. The full train has 0 more (it is already full).

Friends on the train, by row: row 1: 7, 4; row 2: 9, 5; row 3: 3, 8; row 4: 10, 6. Empty seats (more to make ten): row 1: 3, 6; row 2: 1, 5; row 3: 7, 2; row 4: 0, 4.

Page 6. Fill the train

Board them: one friend per seat until the ticket number is reached, counting out loud as they go. Make ten: your child fills the empty seats and says how many more.

Board them: 3, 6, 8. Make ten: 6 on, 4 more; 8 on, 2 more; 3 on, 7 more.

Page 7. Write the numbers (Light the Numbers)

The dot shows where to start; the ring on 4 and 5 shows where the second line starts (on the 5, the ring goes round the dot: the flag starts at the same corner). Any way of writing that looks like the number is fine, and neatness does not matter. Many children write some numbers, like 2, 3, 5, 7 and 9, facing the other way for a while. This is common at this age. Now and then, trace the model together; there is no need to fix every one.

Page 8. Split the number (Split Bridge)

For the trains, counting out all the friends as counters first, then sliding the extra ones into the back car, is the way the game does it. A number can be split in more than one way. For the last two circles, any two numbers that make the whole are fine, for example 3 and 5 for 8, or 4 and 5 for 9.

Friends in the back car, in page order: 3, 2, 3, 5, 4, 4. Missing part, left to right: 4, 2, 3. Last two: any two numbers that add up to 8, and to 9.

Using the cards again

Shuffle the cards and use a few. Or put the ten-frame cards in a line, from the fewest friends to the most. Keep both sets in an envelope. For use at home or in your classroom. Please don't sell it.