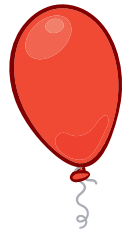
The Ticker Books and Mathematical Worksheets 6 - 10. Ready. Steady. Go!

- Use when your child is interested.
- Re-visit when needed.
- Use your own ideas to extend learning.

- Number, Shape, Space and Measure broadly in line with EYFS curriculum.
- Concepts taught as they appear in the Ticker Books and mathematical worksheets alongside reading and writing.

- Initially activities will need adult support and supervison, e.g. in reading, handwriting, cutting, measuring.



Children will have experienced the Early Years important pre-mathematical activities, along with valuable experiences, to enrich their mathematical language development across the EYFS seven areas of learning. It is intended that they will continue to do so, both in their freely chosen and structured play, alongside the Ticker Books and mathematical worksheets. These unique worksheets are intended to provide a wide range of progressive mathematical activities in line with the content of each page of each Ticker Book. They should provide meaningful mastery of relevant, ongoing mathematical skills alongside the pre-mathematical activities and promote the key skills that children need in order to develop and learn effectively.

The overarching aim is to promote children's mathematical confidence as they explore, find out and learn about the world around them. In the Ticker Books and worksheets, mathematics is taught through themes which broadly reflect the seven areas of learning. It is intended that both indoors and outdoors children will be supported by a wide range of practical activities.

The Ticker Worksheets offer structured opportunities to explore the different aspects of number, shape, space and measures, as they progress to their individual goals.

Every child is individual and the time it takes a child to master a mathematical concept and attempts to use a worksheet varies. Some worksheets can be folded or cut in half, to ensure the appropriate teaching or learning. Stop when interest wanes. Re-visit the books and worksheets as often as necessary. Use your own ideas to reinforce and extend the suggested tasks. Make haste slowly!

THE TICKER MATHEMATICAL WORKSHEET ACTIVITIES. ARE WE READY?

It is assumed that there will have been meaningful opportunities for children to use practical resources introduced to support children's understanding of numbers, before they embark on more formal, written recording tasks. The mathematics worksheets aim to be fun and engaging to foster early maths understanding through their themed activities which are linked to the seven areas of learning.

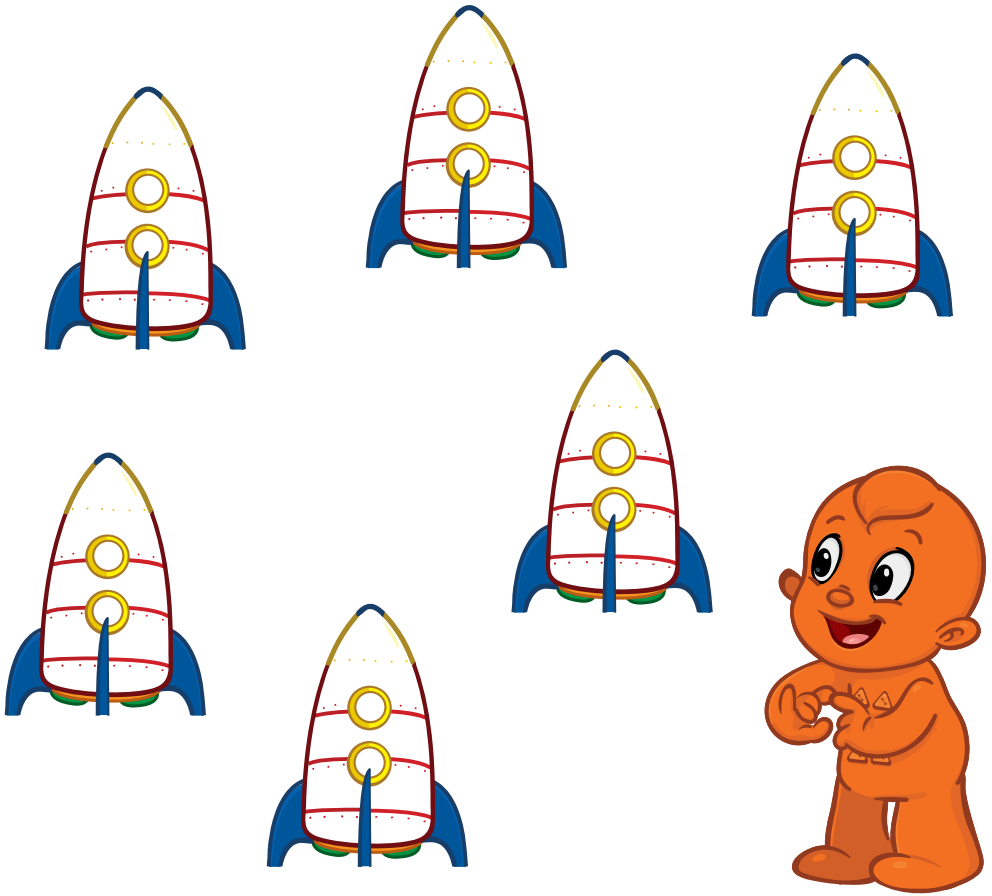
The Ticker mathematical worksheets use some familiar characters, objects and items to introduce concepts that children have already met in the reading books. They are intended to inspire confidence when children begin to attempt more formal tasks and to reinforce key processes and skills. The Ticker characters, their house, garden and adventures are reflected in the worksheets' illustrations and activities. Familiar animals, birds, frogs, the space travel characters, Ticker finger puppets and the delights of Ticker 8's birthday are reacquainted.

Mathematical concepts, i.e. Number, Shape, Space and Measure, are introduced sequentially and broadly reflect the EYFS curriculum. It is stressed that counting, numeral recognition and the additive composition of number are prerequisites for future learning. Activities such as counting, ordering, adding on and taking away 1 object, positional vocabulary, and problem solving are included, along with opportunities to compare objects, recognise patterns and use arbitrary measure to solve simple problems.

Also included is the use of practical activities and equipment, alongside daily routines built into the school day which help to reinforce and consolidate children's learning, e.g. lining up to go out at breaks to a specific instruction - cardinal order i.e. 1 2 3 or ordinal order – i.e. 1st, 2nd, 3rd.

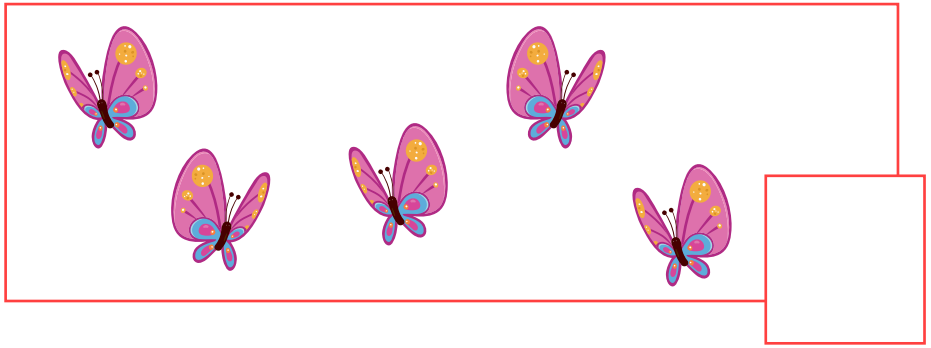
HAVE FUN TOGETHER!

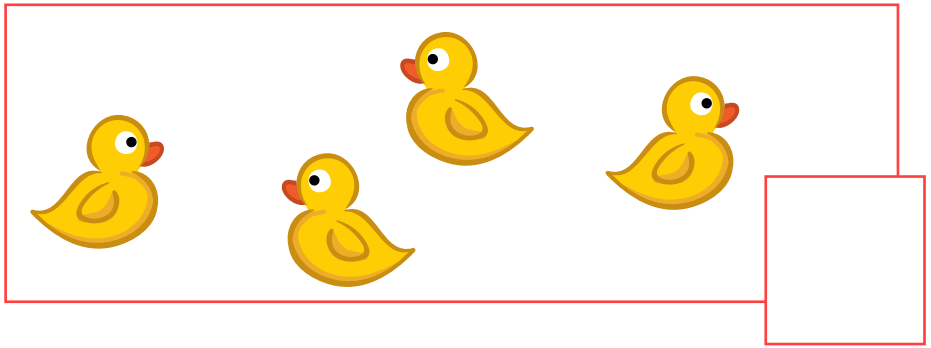
Ticker 6 is counting the rockets.
Count with Ticker 6.
As you say each number colour a rocket.

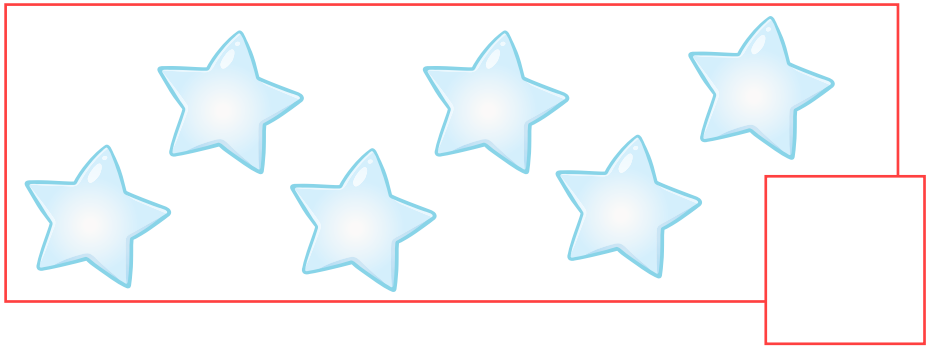


1 2 3 4 5 6

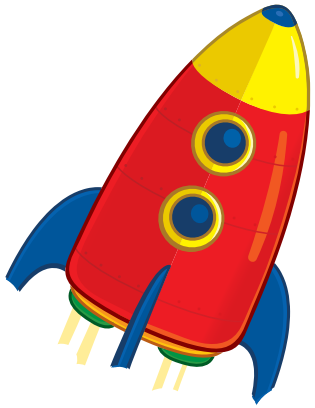
Count how many.







1 big red rocket up in the sky.



Draw 4 rockets and colour them.

Draw 6 small stars.

Ticker 6 has a silver helmet.

It has 6 triangles on it.

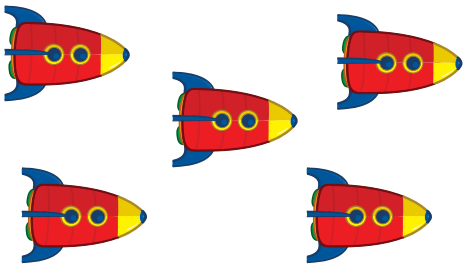
Draw 3 triangles.

Draw 5 squares.

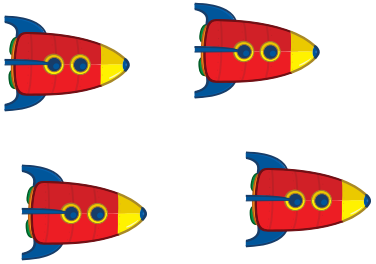
Draw 6 circles.

Colour them.

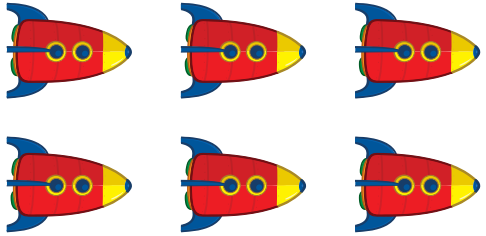
Circle the number that shows the correct number of rockets.



3 4 5



4 5 6



5 6 3

Write one more than the numbers below.

4 → 1 more

2 → 1 more

5 → 1 more

1 2 3 4 5 6

Circle the number name that shows the correct number of stars.

three
four
five

four
five
six

six
three
five

Write one less than the numbers below.

1 less

3

1 less

6

1 less

5

1 2 3 4 5 6

Write one more and one less than the numbers below.

1 less ☐ 4 1 more ☐

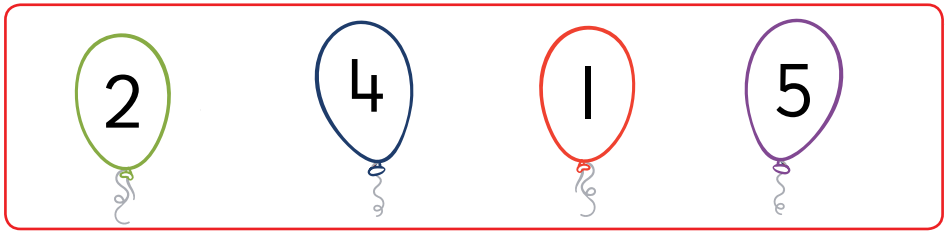
1 less ☐ 3 1 more ☐

1 less ☐ 5 1 more ☐

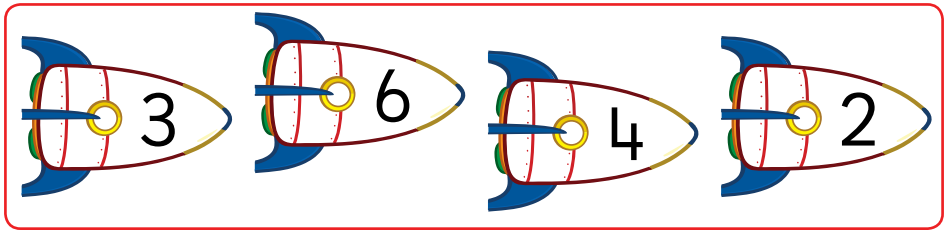
1 2 3 4 5 6

Colour the star which is 1 more than 2.

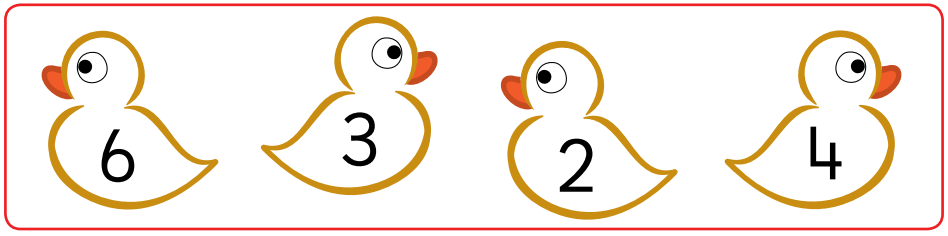
Colour the balloon which is 1 less than 3.



Colour the rocket which is 1 more than 5.



Colour the duck which is 1 less than 5.



Colour the number 6 to get to the end of the maze.

Start		6	6	4	1
3	1	4	6	3	5
6	6	6	6	4	2
6	2	5	3	1	5
6	6	6	2	5	3
4	1	6	6	End	

Colour the bigger number.

6 4

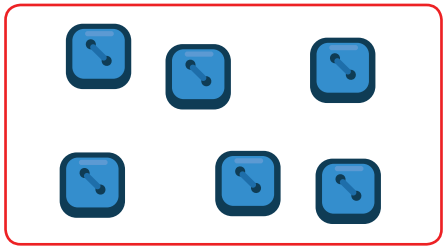
Colour the smaller number.

3 5

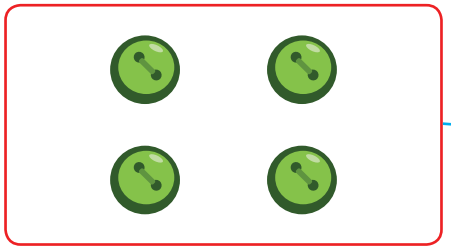
Write a number bigger than 3.

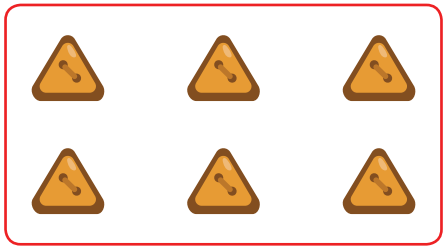
Write a number smaller than 6.

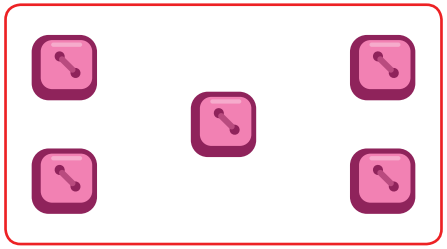
How many buttons?



Match the number of buttons.





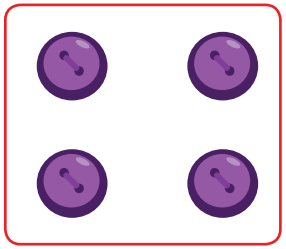


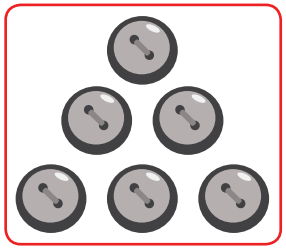
5

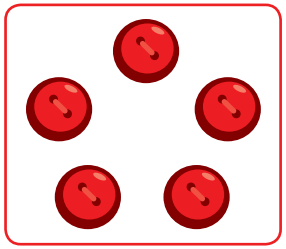
4

6

Colour the box with the biggest number of buttons.







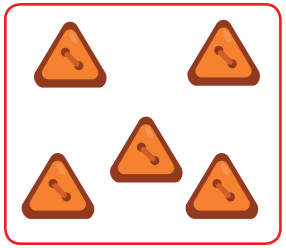
Colour the biggest number.

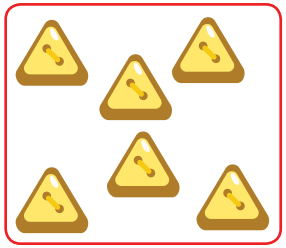
6

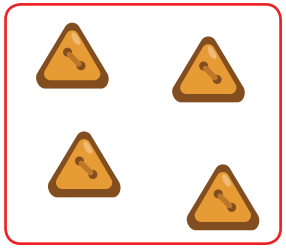
5

4

Colour the box with the smallest number of buttons.







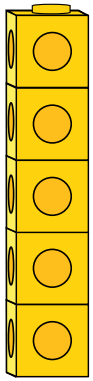
Colour the smallest number.

4

5

6

Make the cube tower.



How many?

5

Add 1 more cube.

How many now?

Count the counters.

How many counters?

Add one more counter.

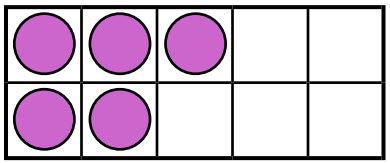
How many now?

Count the beads on the string.

How many beads?

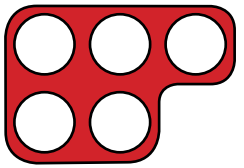
Add one more bead.

How many now?



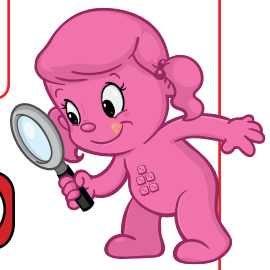
How many?

What is 1 more?

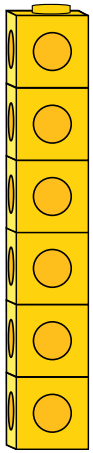


How many?

What is one more?



Make the cube tower.



How many?

Take away 1 cube.

How many now?

Count the counters.

How many counters?

Take away one counter.

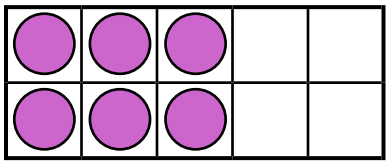
How many now?

Count the beads on the string.

How many beads?

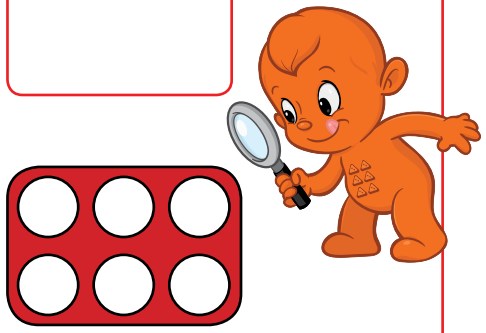
Take away one bead.

How many now?



How many?

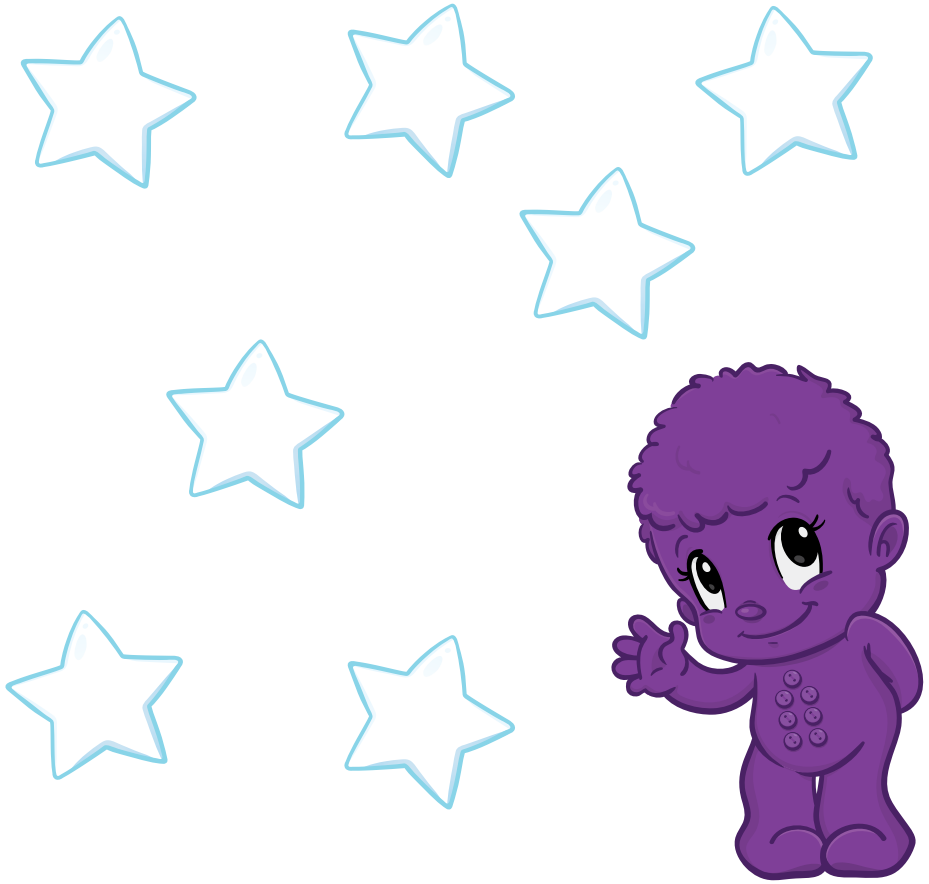
What is 1 less?



How many?

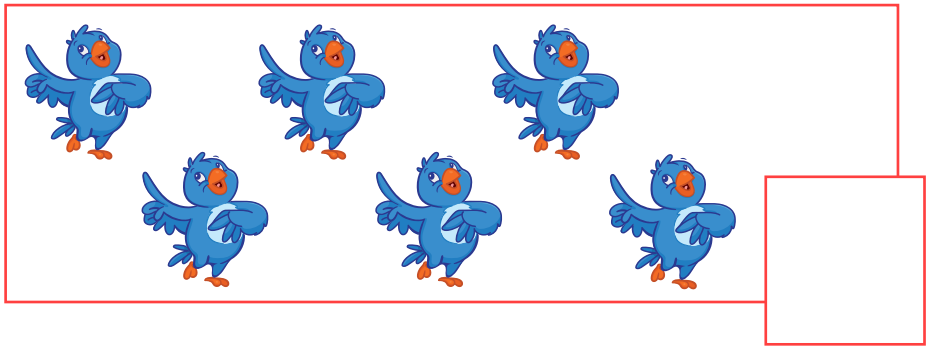
What is one less?

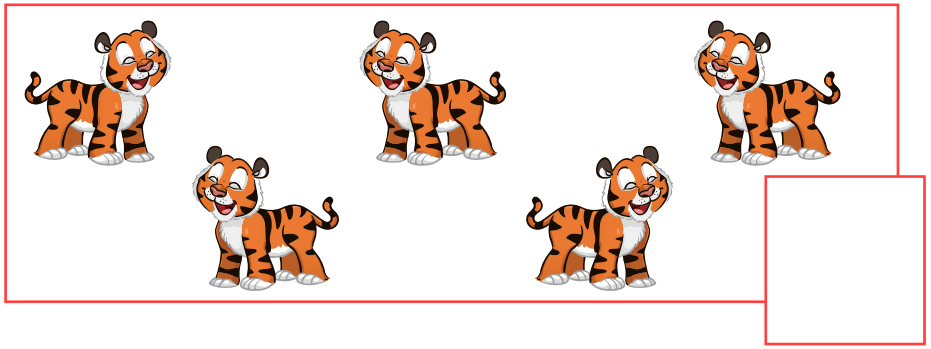
Ticker 7 is counting the stars.
Count with Ticker 7.
As you say each number colour a star.

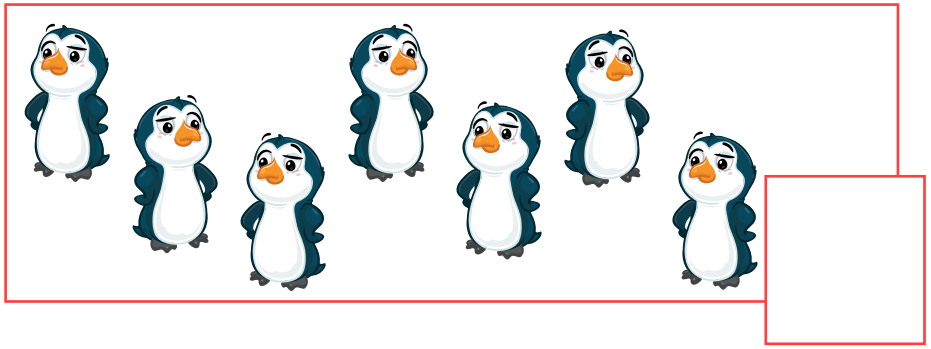


1 2 3 4 5 6 7

Count how many.

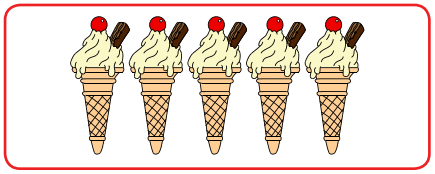


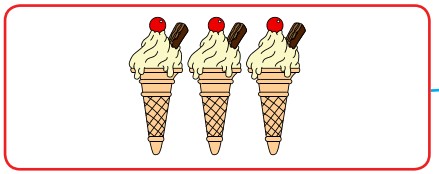


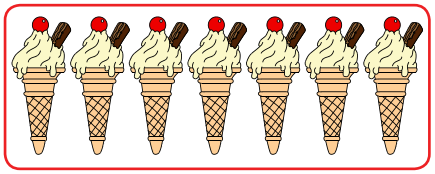


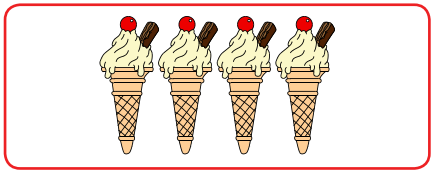
1 2 3 4 5 6 7 ice creams.

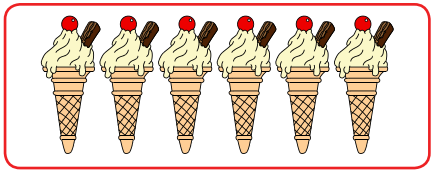
Match the number of ice creams.











3

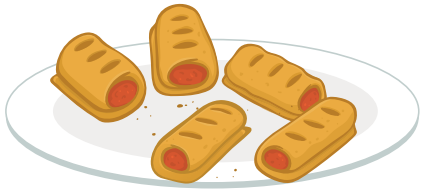
7

6

5

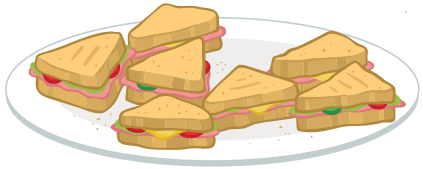
4

How many sausage rolls are on the plate?



_____ sausage rolls

How many sandwiches are on the plate?



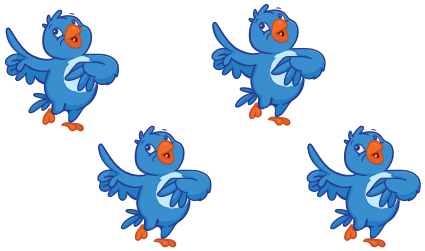
_____ sandwiches

Draw and colour 7 pizzas.

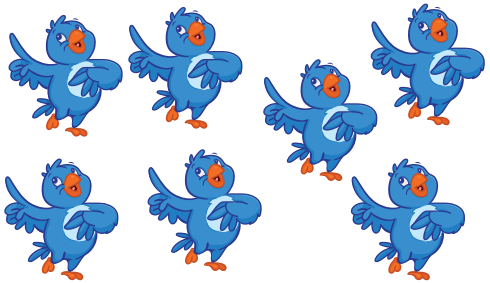
Join the dots.

7 7 7 7 7

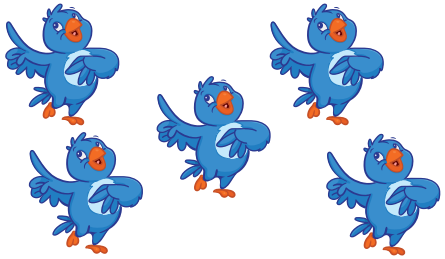
Circle the number that shows the correct number of birds.



4 5 6



5 6 7



4 7 5

Write one more than the numbers below.

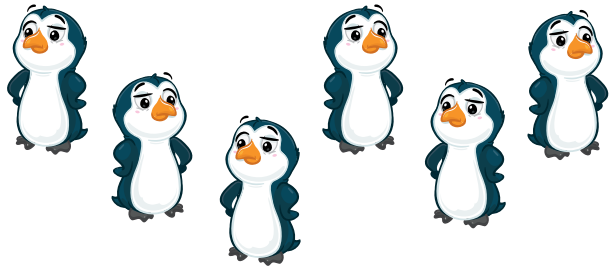
4 → 1 more

6 → 1 more

3 → 1 more

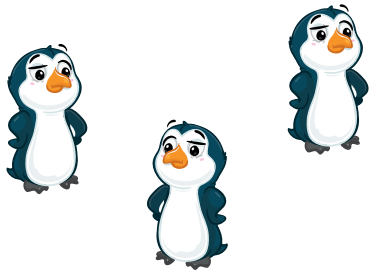
1 2 3 4 5 6 7

Circle the number name that shows the correct number of penguins.



four
five
six

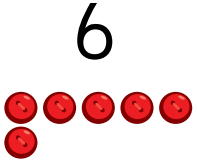
five
six
seven



seven
three
five

Write one less than the numbers below.

1 less



6

1 less

2

1 less

7

1 2 3 4 5 6 7

Write one more and one less than the numbers below.

1 less | 1 more

4

1 less | 1 more

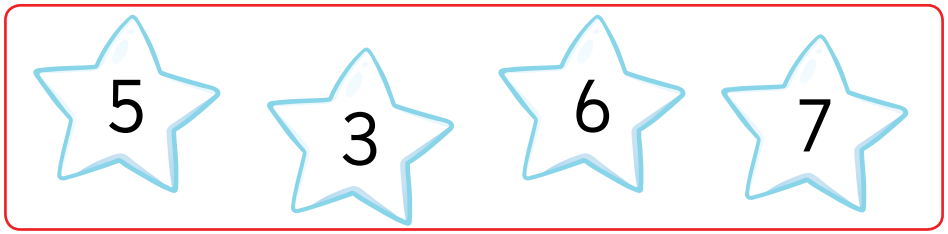
6

1 less | 1 more

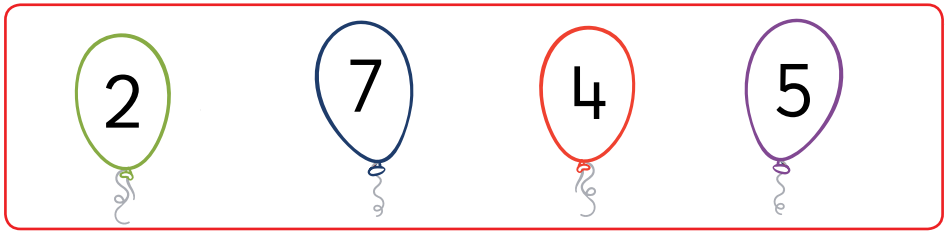
5

1 2 3 4 5 6 7

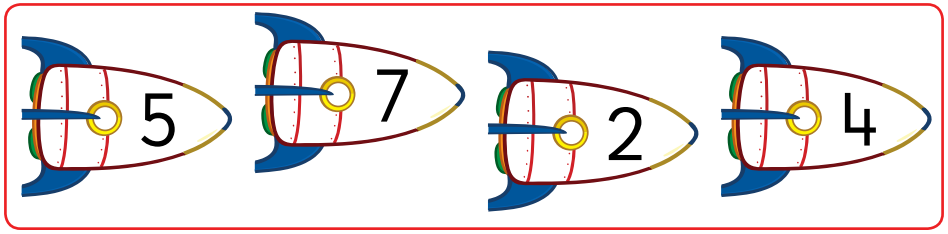
Colour the star which is 1 more than 4.



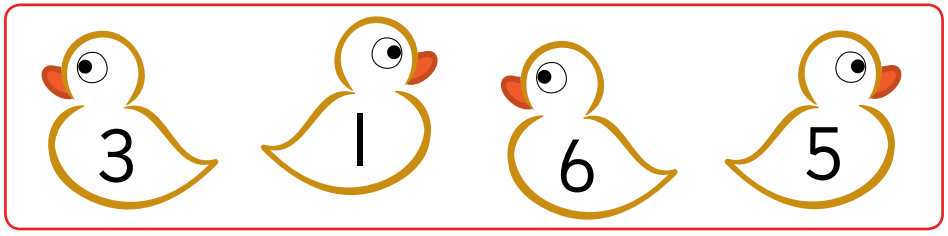
Colour the balloon which is 1 less than 6.



Colour the rocket which is 1 more than 6.



Colour the duck which is 1 less than 7.



Colour the number 7 to get to the end of the maze.

Start		3	2	4	6
7	2	1	6	5	4
7	5	6	7	7	7
7	7	7	7	2	7
3	6	1	4	3	7
1	3	5	2	End	

Colour the bigger number.

7 4

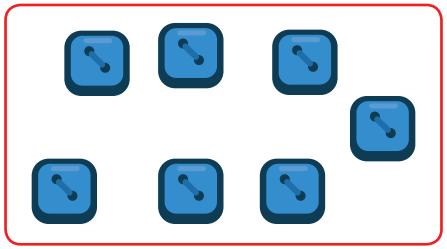
Colour the smaller number.

6 2

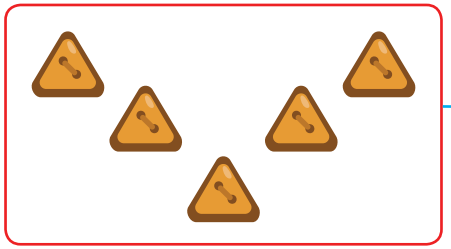
Write a number bigger than 4.

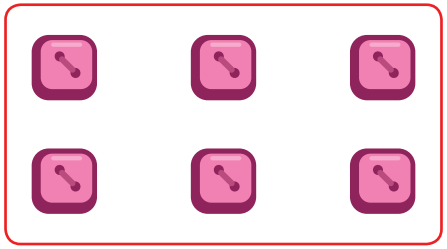
Write a number smaller than 7.

How many buttons?



Match the number of buttons.



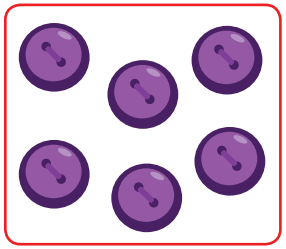


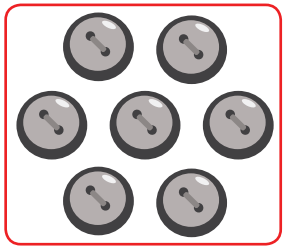
6

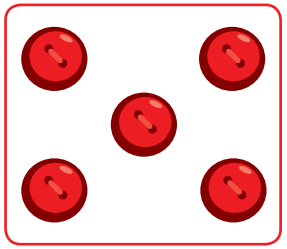
5

7

Colour the box with the biggest number of buttons.



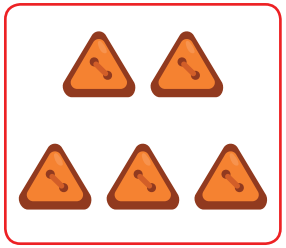


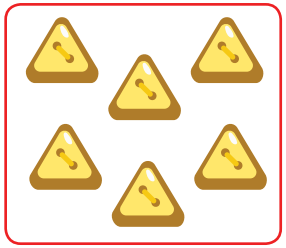


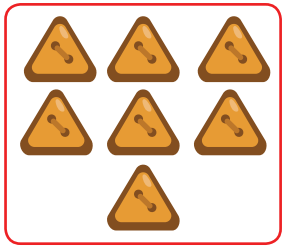
Colour the biggest number.

5 6 7

Colour the box with the smallest number of buttons.



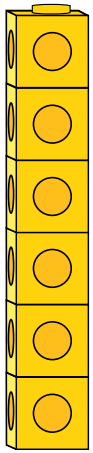




Colour the smallest number.

6 7 5

Make the cube tower.



How many?

Add 1 more cube.

How many now?

Count the counters.

How many counters?

Add one more counter.

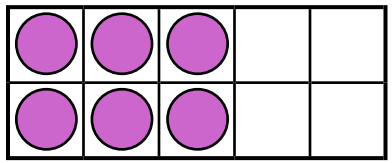
How many now?

Count the beads on the string.

How many beads?

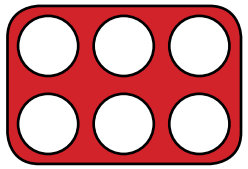
Add one more bead.

How many now?



How many?

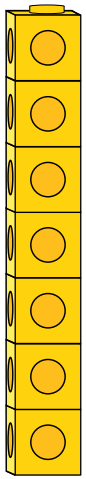
What is 1 more?



How many?

What is one more?

Make the cube tower.



How many?

7

Take away 1 cube.

How many now?

Count the counters.

How many counters?

Take away one counter.

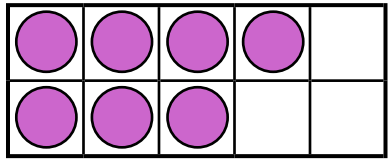
How many now?

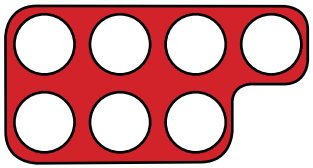
Count the beads on the string.

How many beads?

Take away one bead.

How many now?





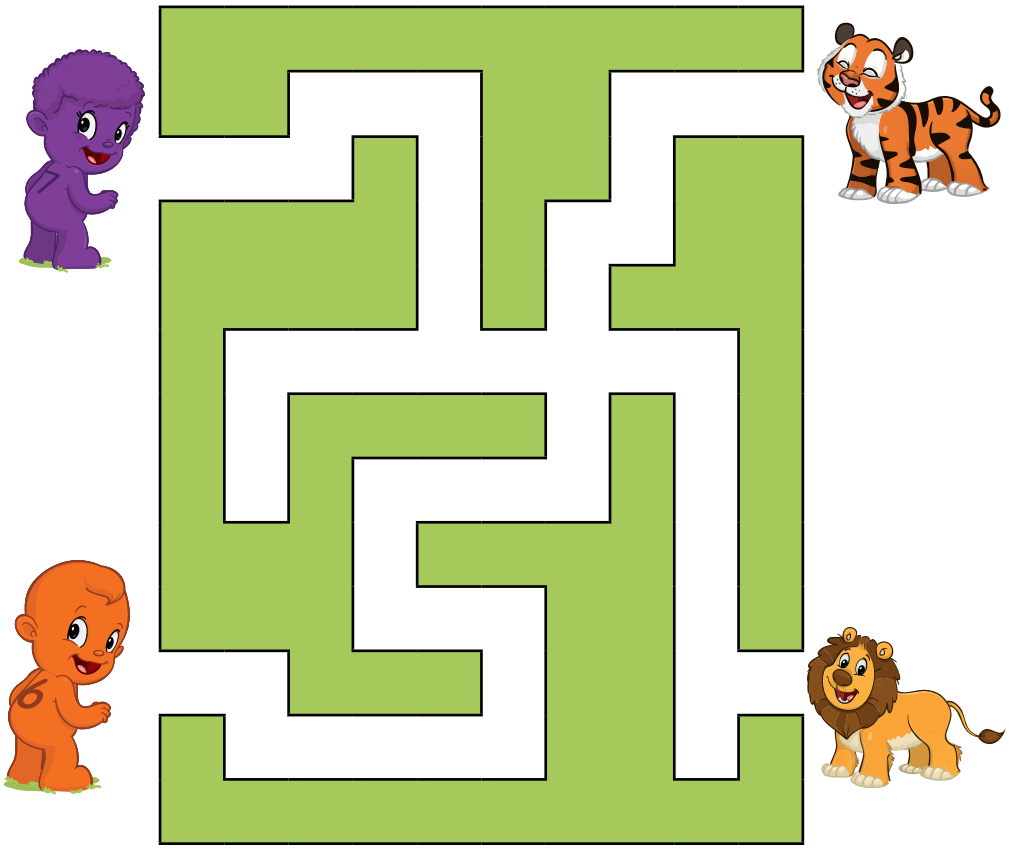
How many?

How many?

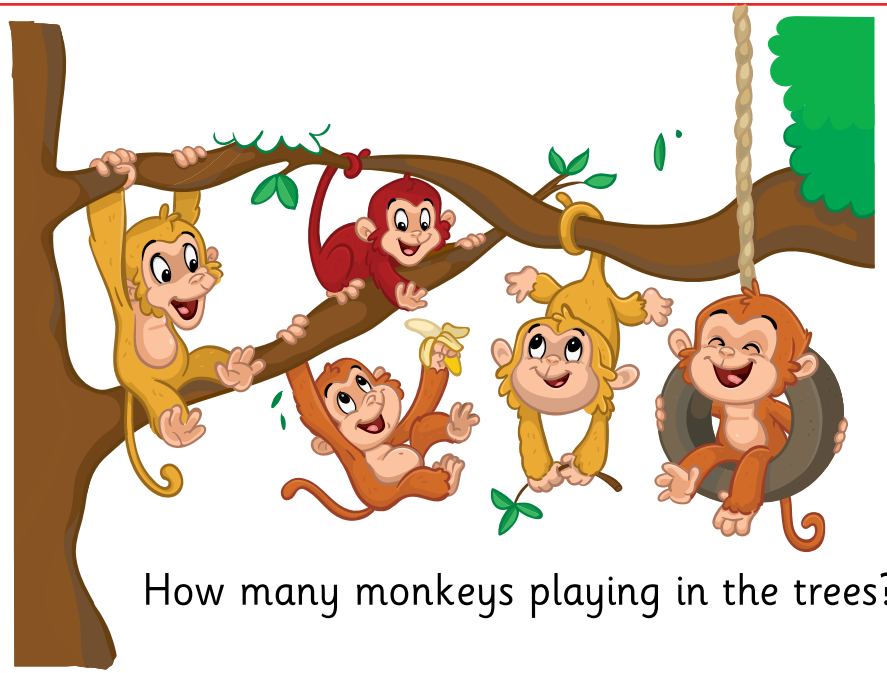
What is 1 less?

What is one less?

Draw a path to get Ticker 7 to the lion.



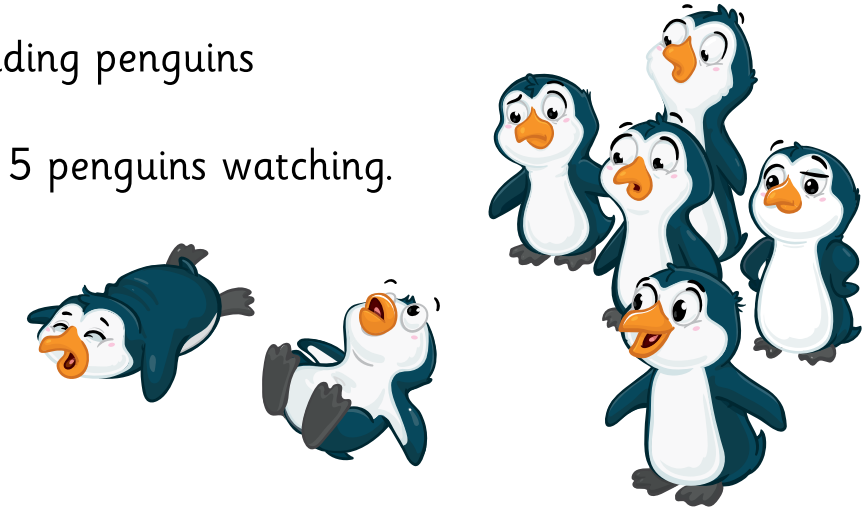
Draw a path to get Ticker 6 to the tiger.



How many monkeys playing in the trees?

2 sliding penguins

and 5 penguins watching.

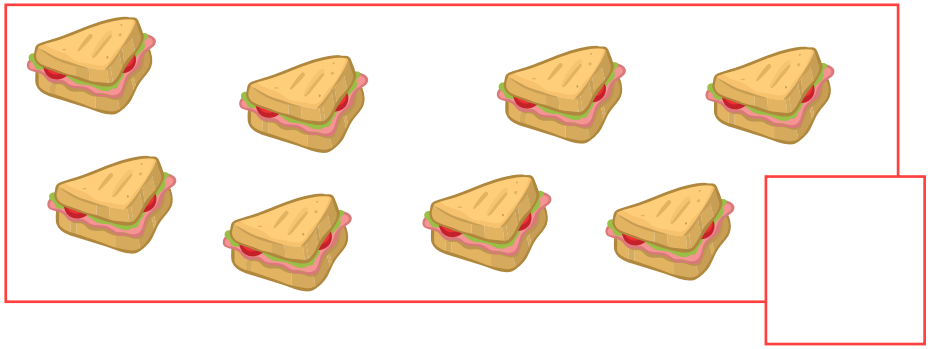


How many penguins altogether?

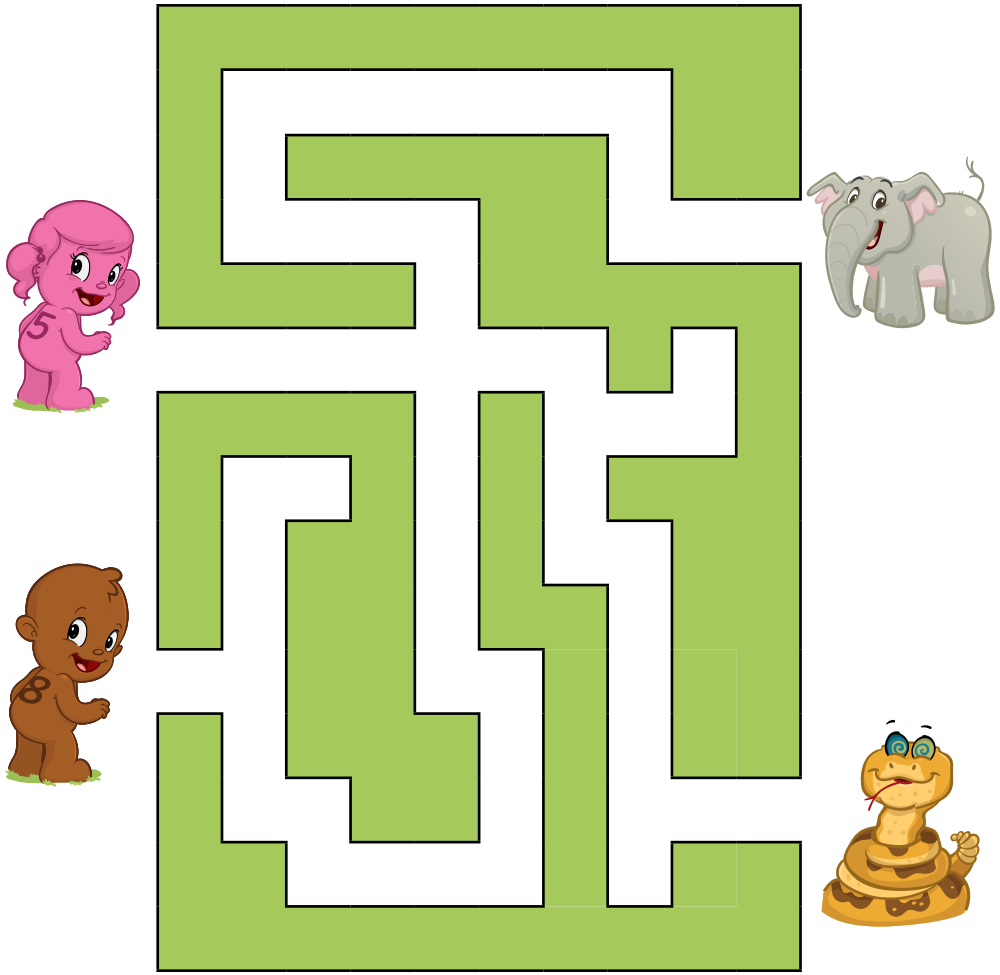
Ticker 8 is counting the sausages.
Count with Ticker 8.
As you say each number colour a sausage.

1 2 3 4 5 6 7 8

Count how many.

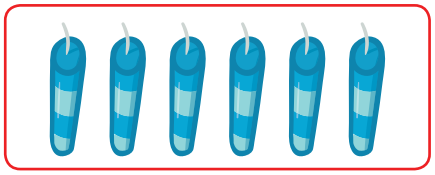


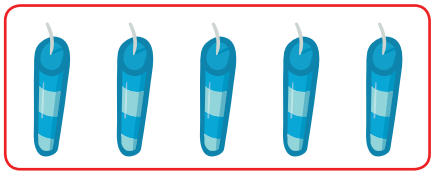
Draw a path to get Ticker 5 to the snake.

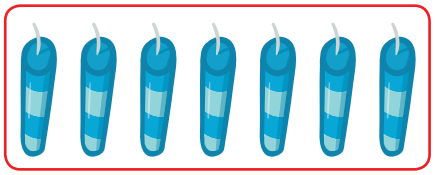


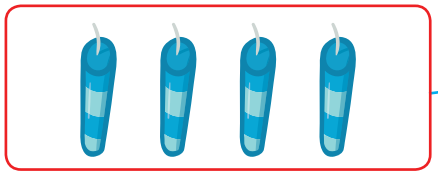
Draw a path to get Ticker 8 to the elephant.

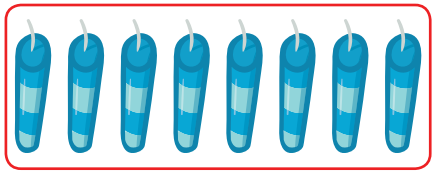
Match the number of candles.











7

4

6

8

5

Circle the number that shows the correct number of ice creams.

5 6 7

6 7 8

8 6 4

Write one more than the numbers below.

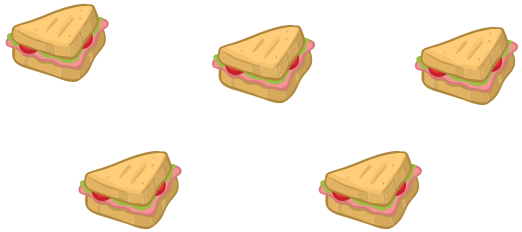
5 → 1 more

7 → 1 more

4 → 1 more

1 2 3 4 5 6 7 8

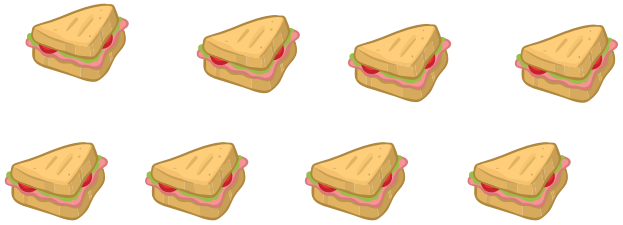
Circle the number name that shows the correct number of sandwiches.



five

six

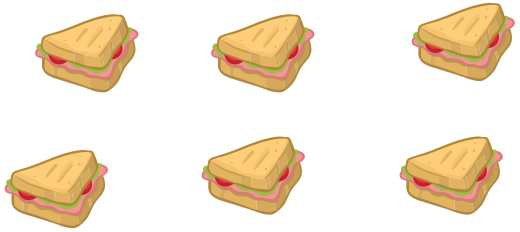
seven



six

seven

eight



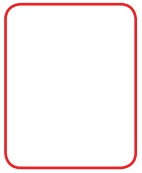
eight

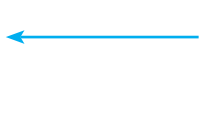
three

six

Write one less than the numbers below.

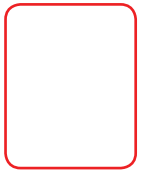
1 less

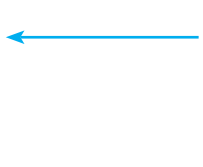




5

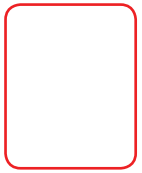
1 less

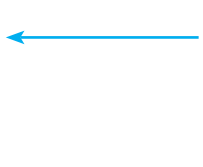




7

1 less





8

1 2 3 4 5 6 7 8

Write one more and one less than the numbers below.

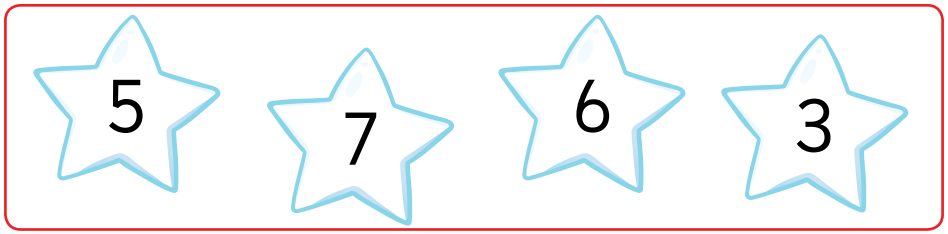
1 less ☐ 7 1 more ☐

1 less ☐ 3 1 more ☐

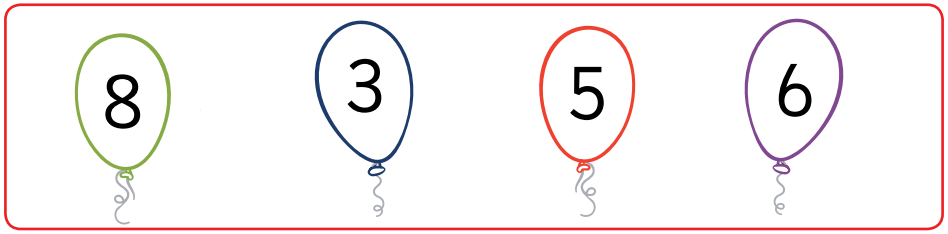
1 less ☐ 6 1 more ☐

1 2 3 4 5 6 7 8

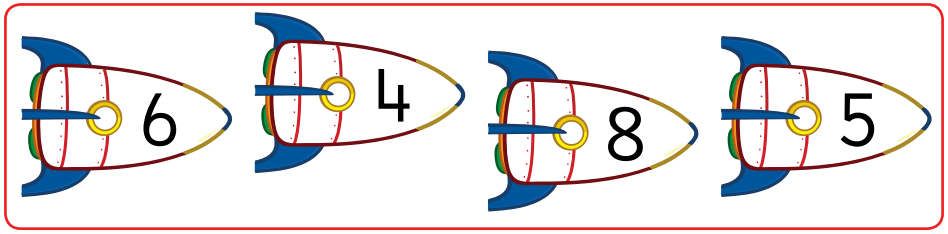
Colour the star which is 1 more than 4.



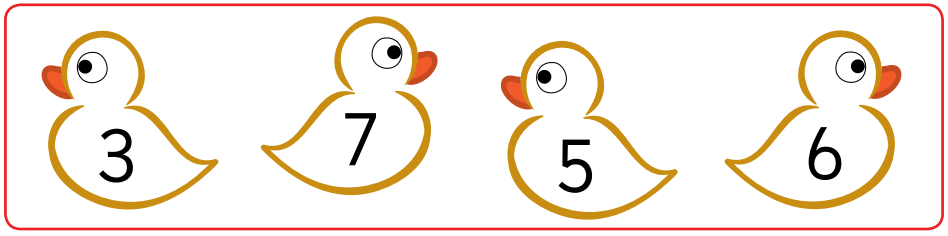
Colour the balloon which is 1 less than 7.



Colour the rocket which is 1 more than 7.



Colour the duck which is 1 less than 8.



Colour the number 8 to get to the end of the maze.

Start		4	8	8	8
5	8	8	8	6	8
3	7	2	6	5	8
7	2	8	8	8	8
5	3	8	5	3	7
1	6	8	8	End	

Colour the bigger number.

3 8

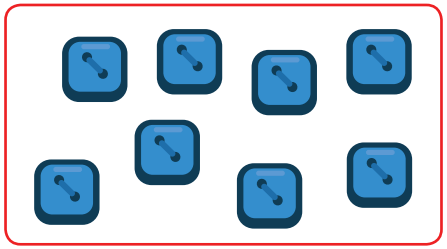
Colour the smaller number.

7 5

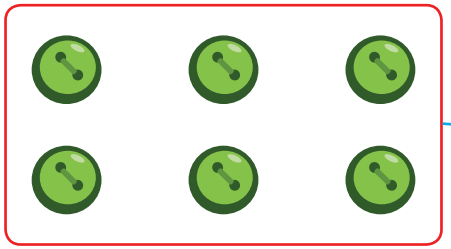
Write a number bigger than 6.

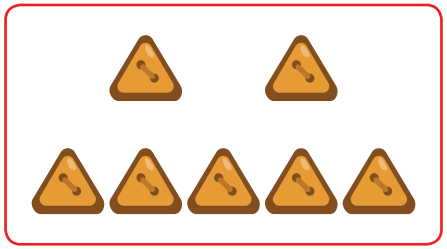
Write a number smaller than 8.

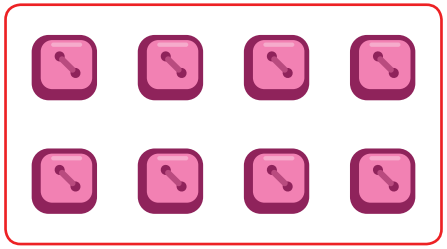
How many buttons?



Match the number of buttons.





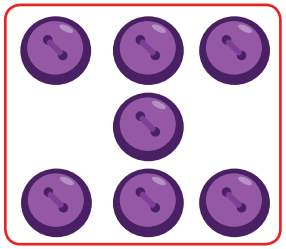


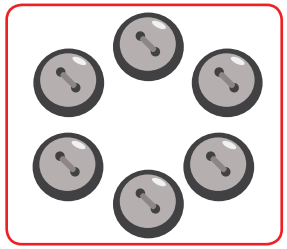
7

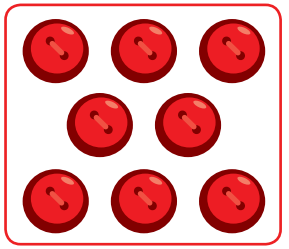
6

8

Colour the box with the biggest number of buttons.



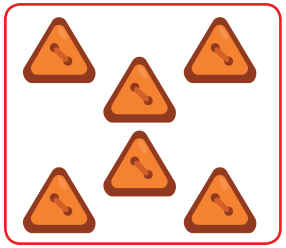


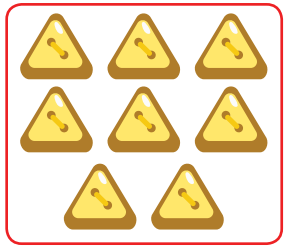


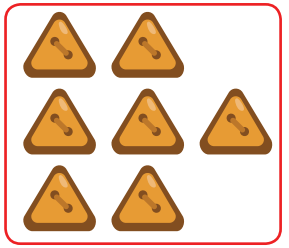
Colour the biggest number.

8 7 6

Colour the box with the smallest number of buttons.



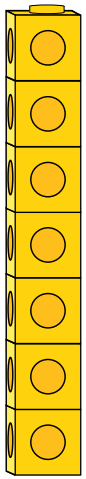




Colour the smallest number.

6 7 8

Make the cube tower.



How many?

7

Add 1 more cube.

How many now?

Count the counters.

How many counters?

Add one more counter.

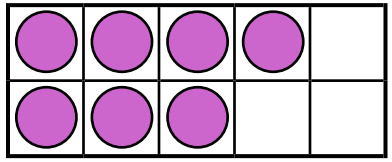
How many now?

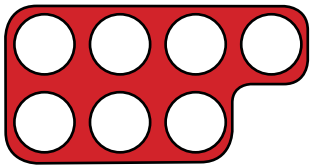
Count the beads on the string.

How many beads?

Add one more bead.

How many now?





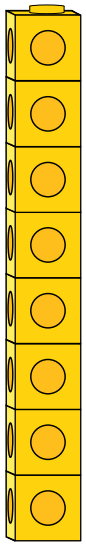
How many?

How many?

What is 1 more?

What is one more?

Make the cube tower.



How many?

8

Take away 1 cube.

How many now?

Count the counters.

How many counters?

Take away one counter.

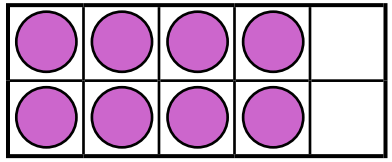
How many now?

Count the beads on the string.

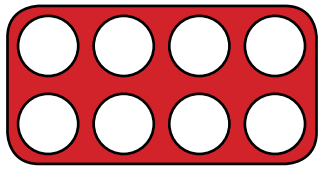
How many beads?

Take away one bead.

How many now?



How many?



How many?

What is 1 less?

What is one less?

Join the stars.

You have made a circle.

Join the stars.

You have made a square.

Join the stars.

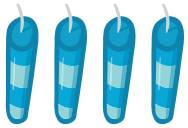
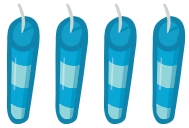
What shape have you made?

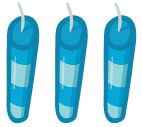
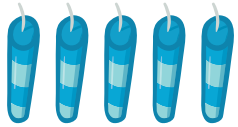
Colour them.

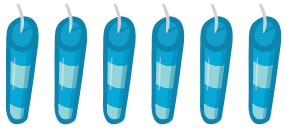
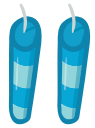
Look at the big birthday cake.

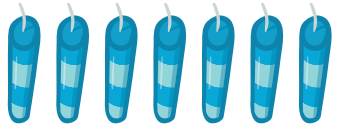
Count the candles.

How many candles?

 and 

 and 

 and 

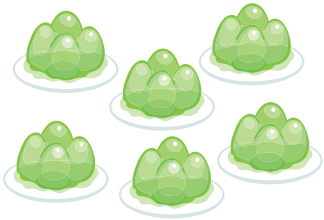
 and 

Count the ice creams.

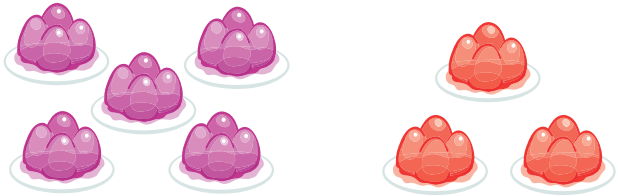
1 2 3 4

5 6 7 8

How many altogether?



6 and 2 make 8



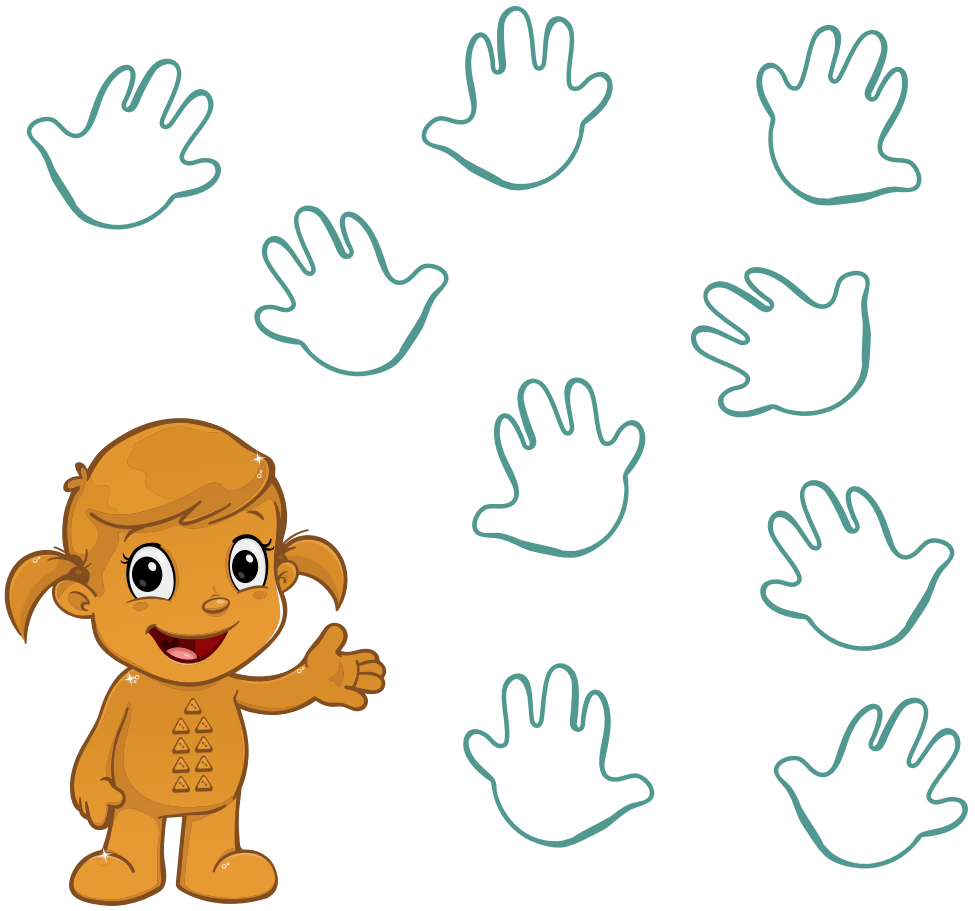
5 and ☐ make ☐

☐ and ☐ make ☐

Draw around your hand in the box below.
Cut it out. This is your hand span.

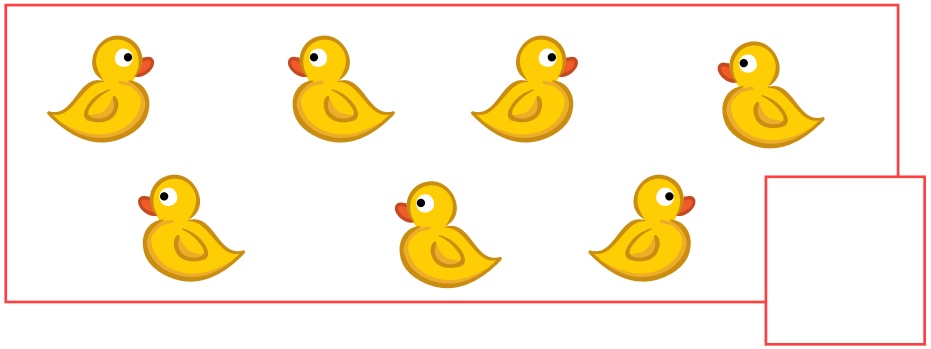
Use your hand span to measure objects in your house.

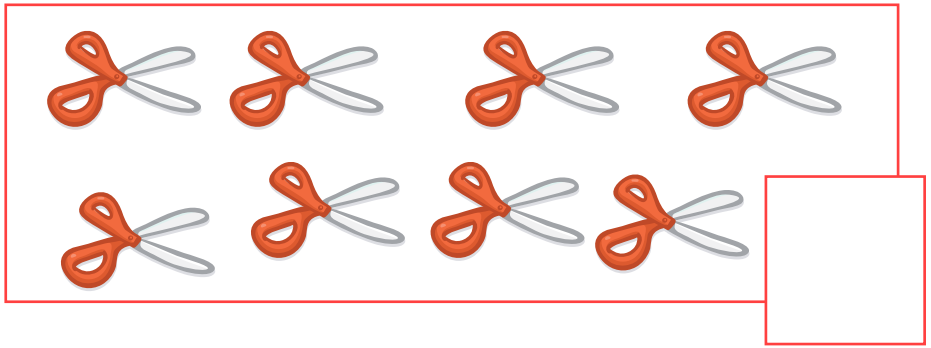
Ticker 9 is counting the hand spans.
Count with Ticker 9.
As you say each number colour a hand span.

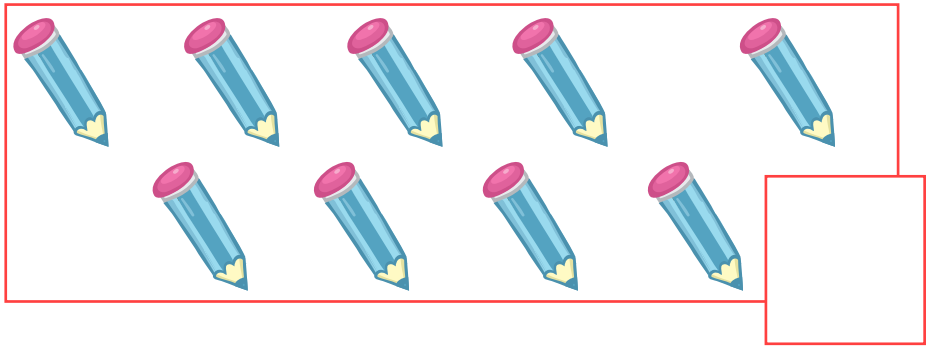


1 2 3 4 5 6 7 8 9

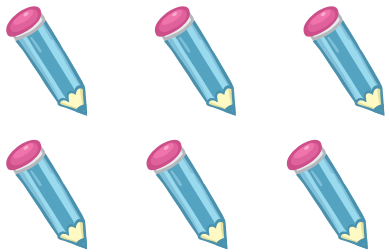
Count how many.



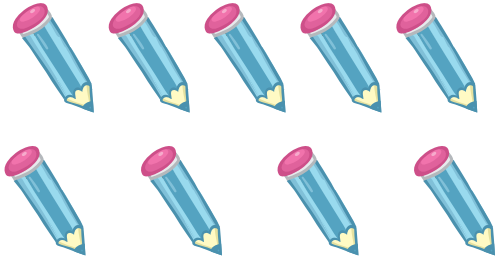




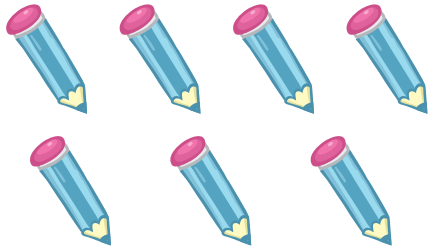
Circle the number that shows the correct number of pencils.



6 7 8



7 8 9



6 9 7

Write one more than the numbers below.

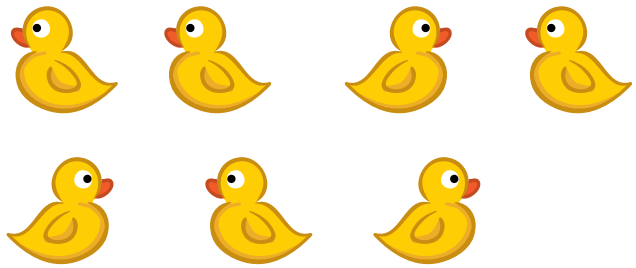
6 → 1 more

8 → 1 more

7 → 1 more

1 2 3 4 5 6 7 8 9

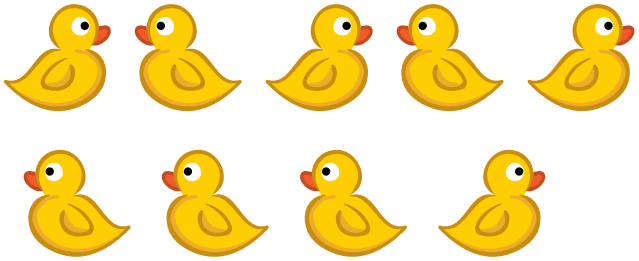
Circle the number name that shows the correct number of ducks.



six

seven

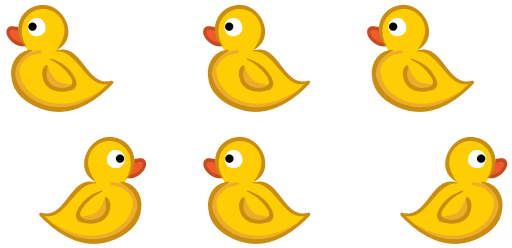
eight



seven

eight

nine



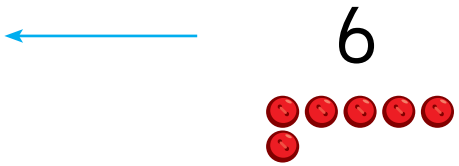
six

nine

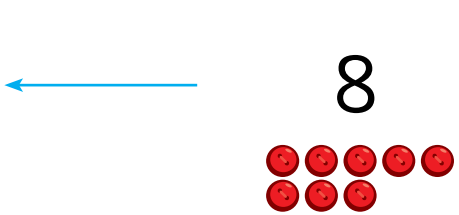
seven

Write one less than the numbers below.

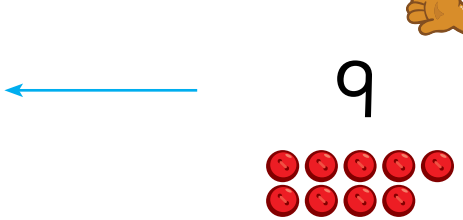
1 less



1 less



1 less



1 2 3 4 5 6 7 8 9

Write one more and one less than the numbers below.

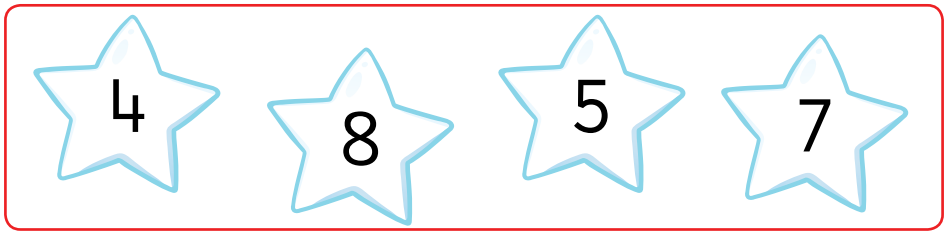
1 less ☐ 7 1 more ☐

1 less ☐ 5 1 more ☐

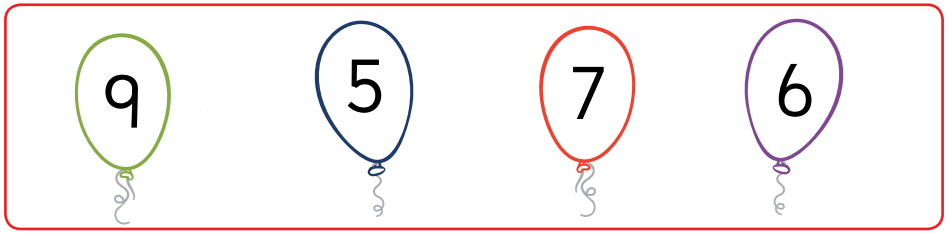
1 less ☐ 8 1 more ☐

1 2 3 4 5 6 7 8 9

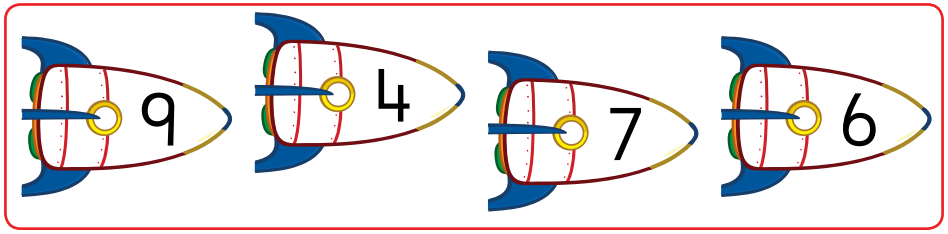
Colour the star which is 1 more than 6.



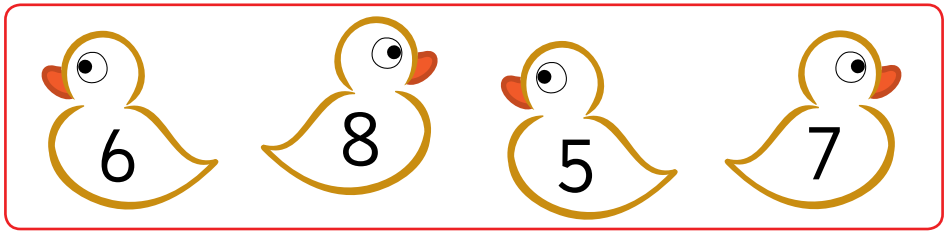
Colour the balloon which is 1 less than 8.



Colour the rocket which is 1 more than 8.



Colour the duck which is 1 less than 9.



Colour the number 9 to get to the end of the maze.

Start		8	5	3	7
9	6	4	9	9	9
9	3	9	9	8	9
9	7	9	2	6	9
9	9	9	8	5	9
8	1	4	6	End	

Colour the bigger number.

9 7

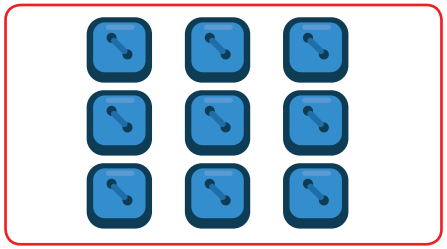
Colour the smaller number.

4 8

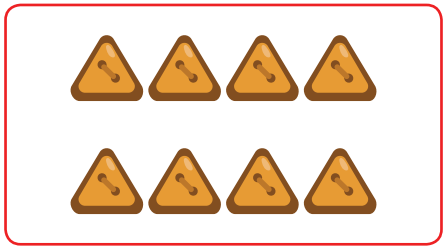
Write a number bigger than 7.

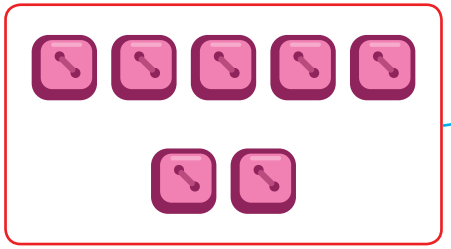
Write a number smaller than 9.

How many buttons?



Match the number of buttons.



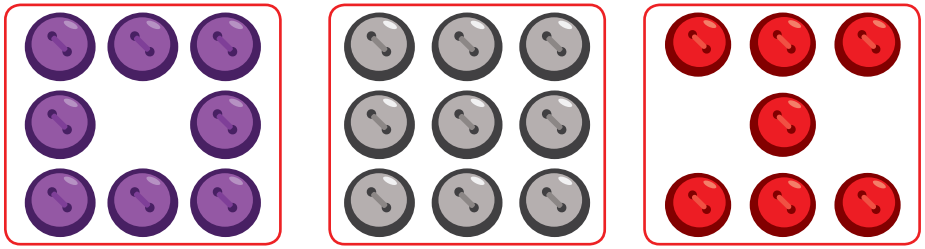


7

8

9

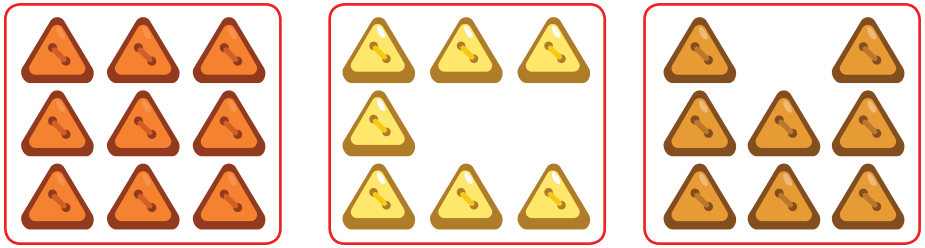
Colour the box with the biggest number of buttons.



Colour the biggest number.

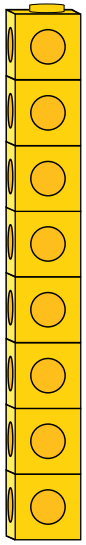
9 8 7

Colour the box with the smallest number of buttons.



Colour the smallest number.

9 8 7



Make the cube tower.

How many?

8

Add 1 more cube.

How many now?

Count the counters.

How many counters?

Add one more counter.

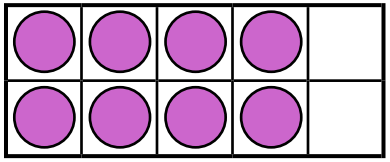
How many now?

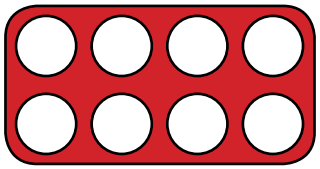
Count the beads on the string.

How many beads?

Add one more bead.

How many now?



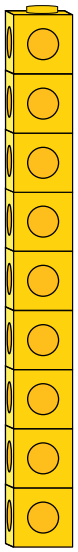


How many?

How many?

What is 1 more?

What is one more?



Make the cube tower.

How many?

9

Take away 1 cube.

How many now?

Count the counters.

How many counters?

Take away one counter.

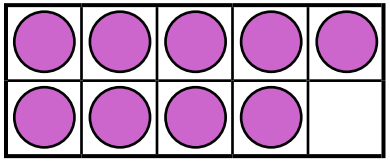
How many now?

Count the beads on the string.

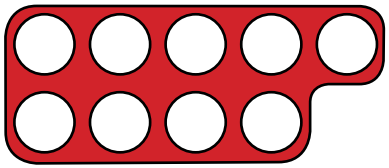
How many beads?

Take away one bead.

How many now?



How many?

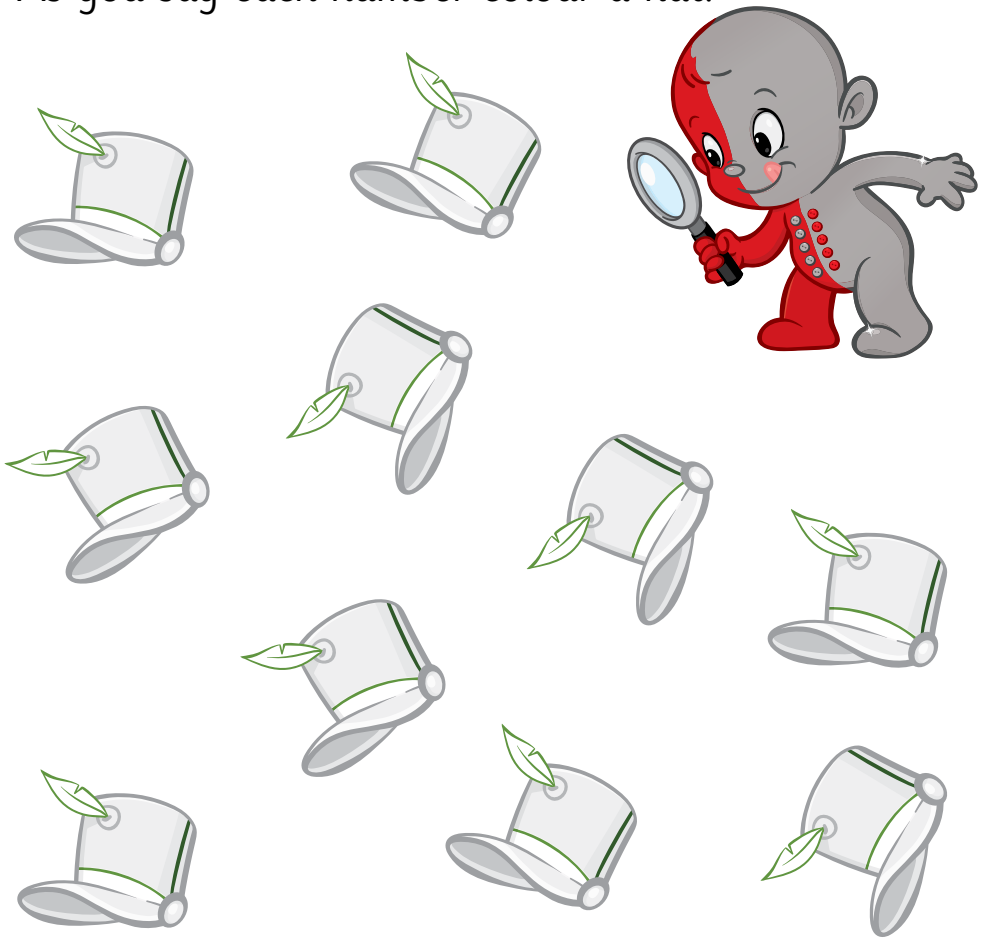


How many?

What is 1 less?

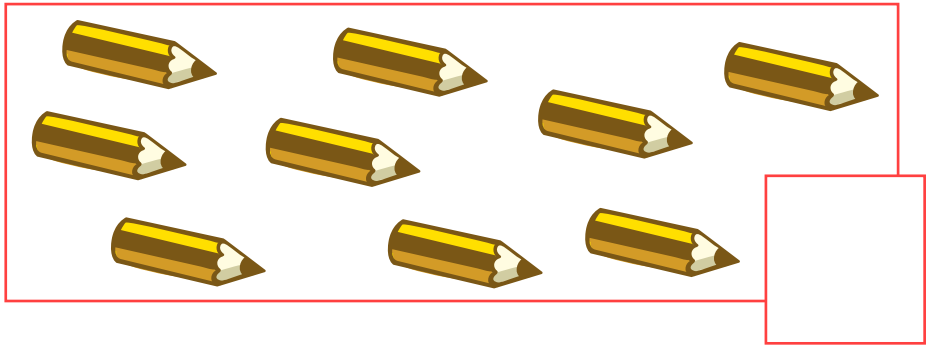
What is one less?

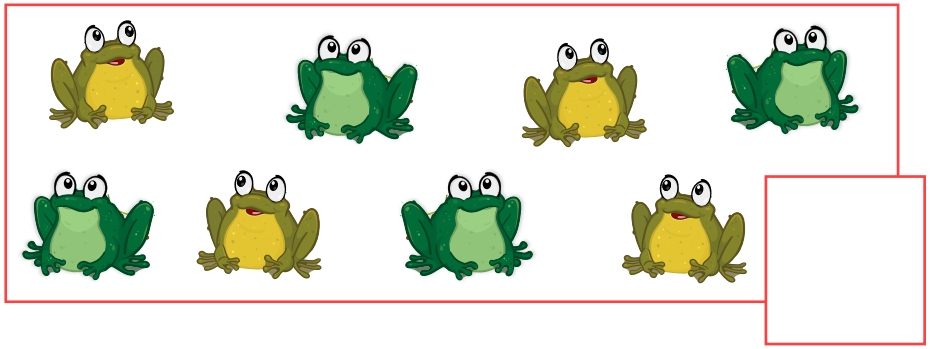
Ticker 10 is counting the hats.
Count with Ticker 10.
As you say each number colour a hat.

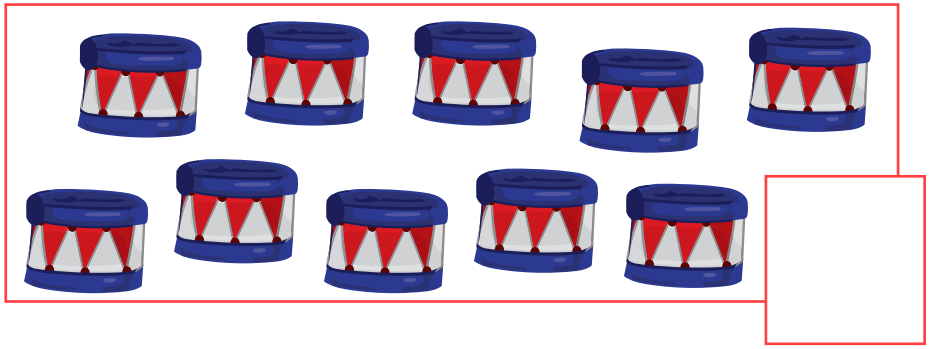


1 2 3 4 5 6 7 8 9 10

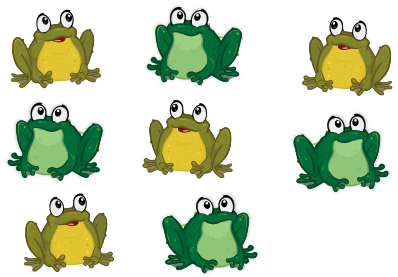
Count how many.



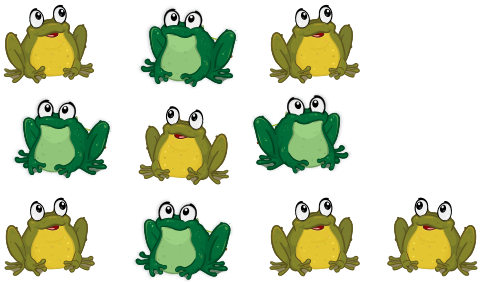




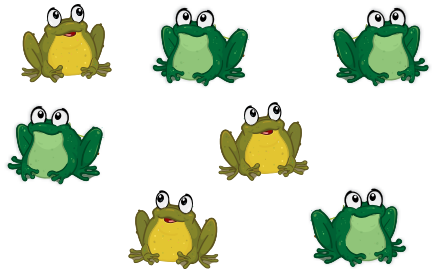
Circle the number that shows the correct number of frogs.



7 8 9



8 9 10



8 10 7

Write one more than the numbers below.

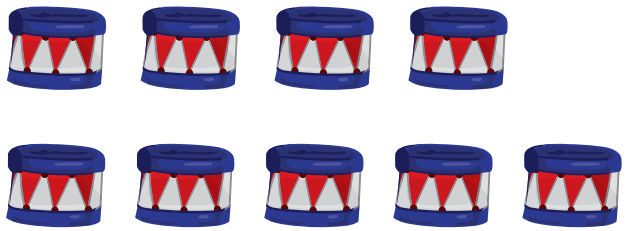
7 → 1 more

9 → 1 more

8 → 1 more

1 2 3 4 5 6 7 8 9 10

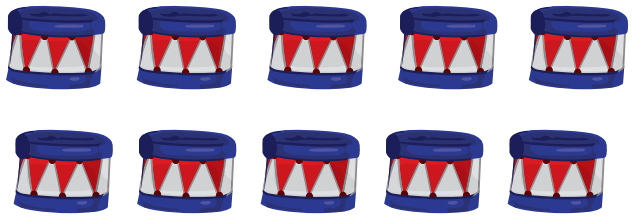
Circle the number name that shows the correct number of drums.



seven

eight

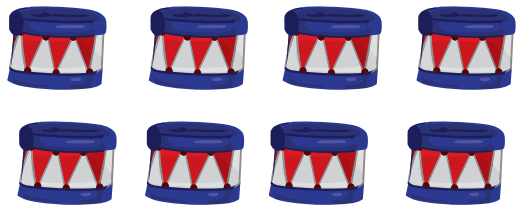
nine



eight

nine

ten



eight

ten

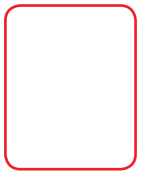
seven

Write one less than the numbers below.

1 less

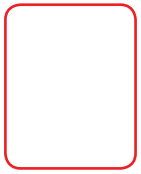
9

1 less



7

1 less



10

1 2 3 4 5 6 7 8 9 10

Write one more and one less than the numbers below.

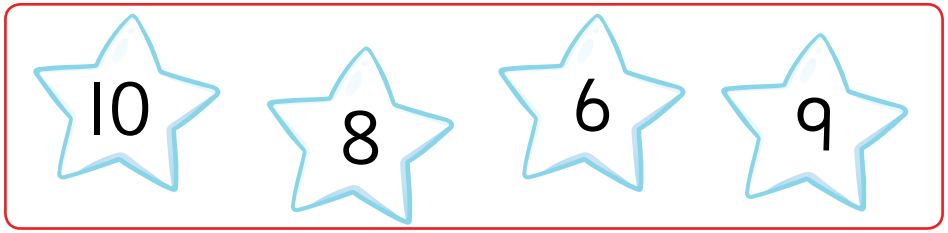
1 less ☐ 6 1 more ☐

1 less ☐ 9 1 more ☐

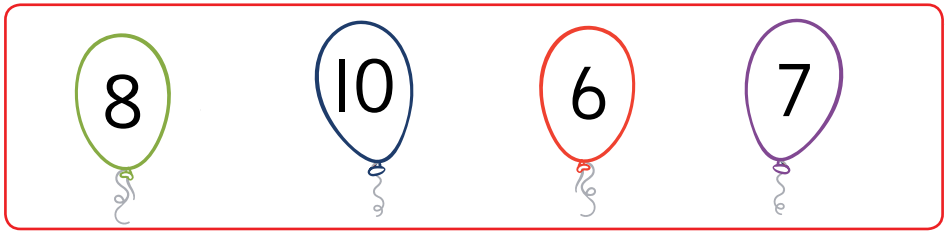
1 less ☐ 8 1 more ☐

1 2 3 4 5 6 7 8 9 10

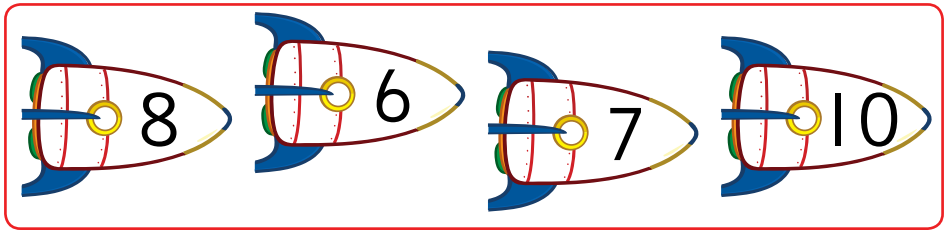
Colour the star which is 1 more than 7.



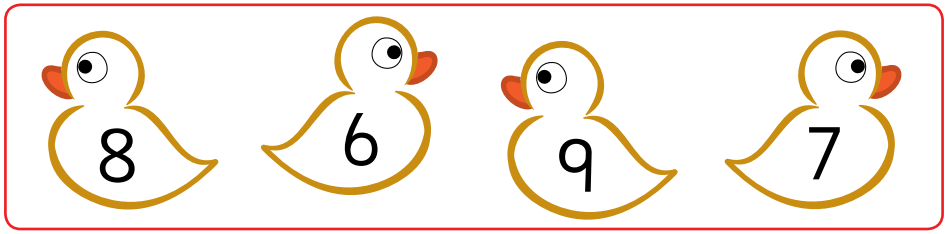
Colour the balloon which is 1 less than 9.



Colour the rocket which is 1 more than 9.



Colour the duck which is 1 less than 10.



Colour the number 10 to get to the end of the maze.

Start		9	5	1	8
10	7	2	6	9	3
10	9	10	10	10	5
10	6	10	4	10	10
10	9	10	1	7	10
10	10	10	8	End	

Colour the bigger number.

8 10

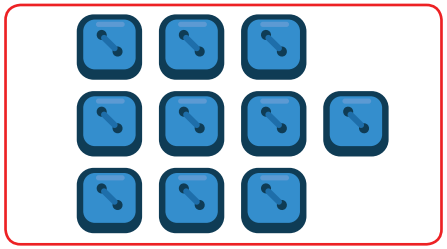
Colour the smaller number.

9 6

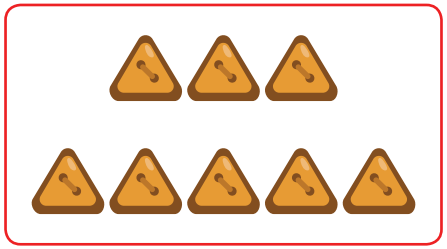
Write a number bigger than 8.

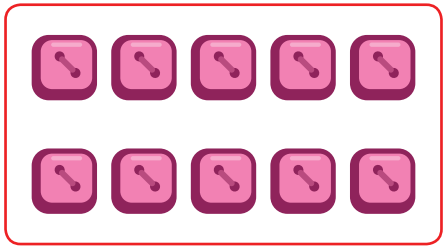
Write a number smaller than 10.

How many buttons?



Match the number of buttons.



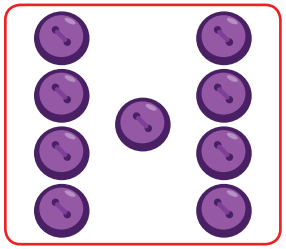


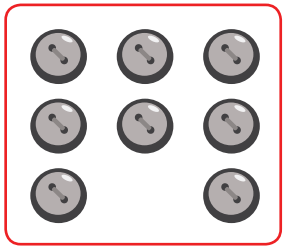
10

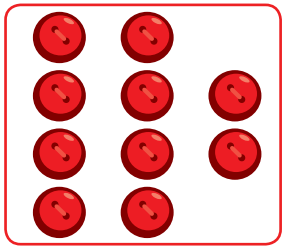
9

8

Colour the box with the biggest number of buttons.







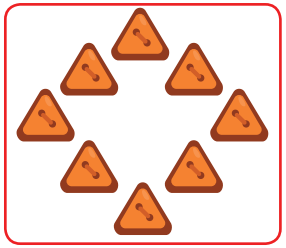
Colour the biggest number.

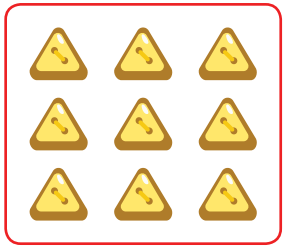
9

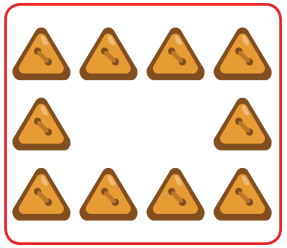
10

8

Colour the box with the smallest number of buttons.





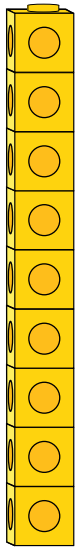


Colour the smallest number.

10

9

8



Make the cube tower.

How many?

Add 1 more cube.

How many now?

Count the counters.

How many counters?

Add one more counter.

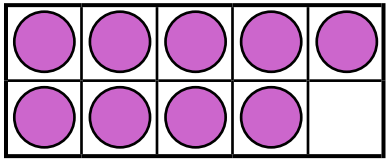
How many now?

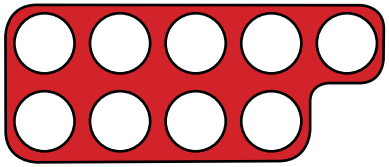
Count the beads on the string.

How many beads?

Add one more bead.

How many now?



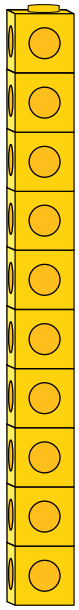


How many?

How many?

What is 1 more?

What is one more?



Make the cube tower.

How many?

10

Take away 1 cube.

How many now?

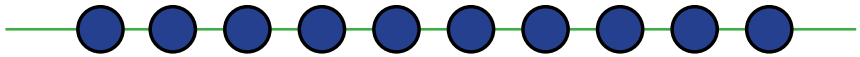
Count the counters.

How many counters?

Take away one counter.

How many now?

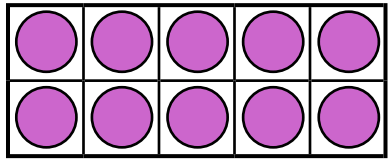
Count the beads on the string.



How many beads?

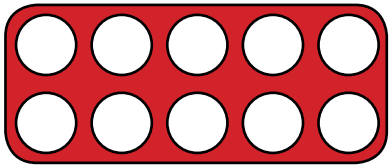
Take away one bead.

How many now?



How many?

What is 1 less?



How many?

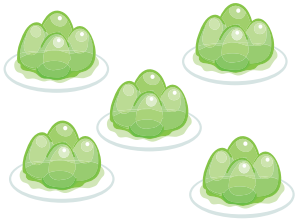
What is one less?

Count the ice creams.

1 2 3 4 5

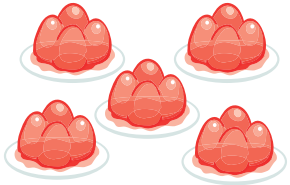
6 7 8 9 10

How many altogether?



5 and 3 make 8

5 and ____ make ____

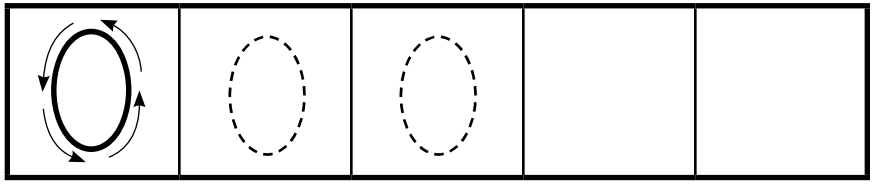


____ and ____ make ____

3 birds in a nest.

3 birds fly away.

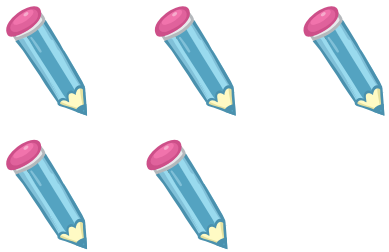
How many birds are left in the nest?



Zero Zero

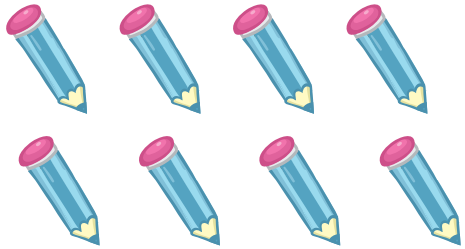
Match the presents.

Circle the number that shows the correct number of pencils.



0 2 5

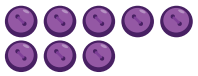
3 7 0



4 0 8

Write one more than the numbers below.

8 → 1 more ☐

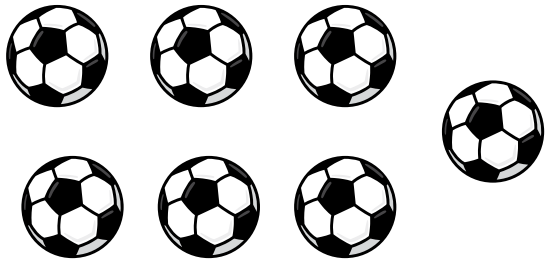


0 → 1 more ☐

5 → 1 more ☐

0 1 2 3 4 5 6 7 8 9

Circle the number name that shows the correct number of balls.



zero

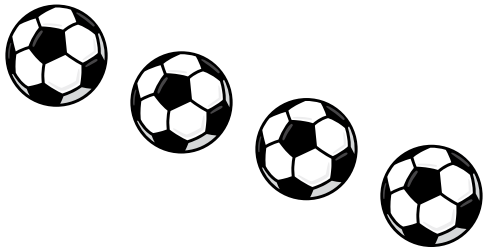
two

seven

three

ten

zero



four

zero

eight

Write one less than the numbers below.

1 less

7

1 less

1

1 less

4

0 1 2 3 4 5 6 7 8 9

Write one more and one less than the numbers below.

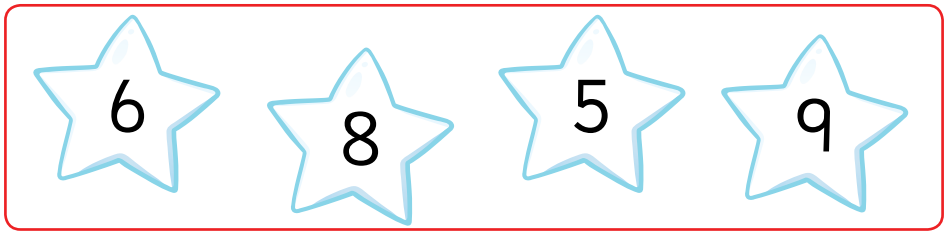
1 less ☐ 5 1 more ☐

1 less ☐ 1 1 more ☐

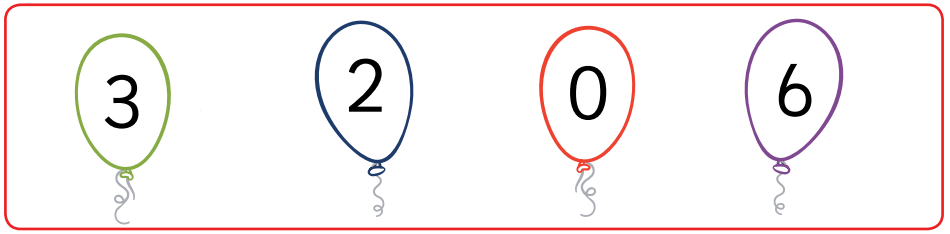
1 less ☐ 9 1 more ☐

0 1 2 3 4 5 6 7 8 9 10

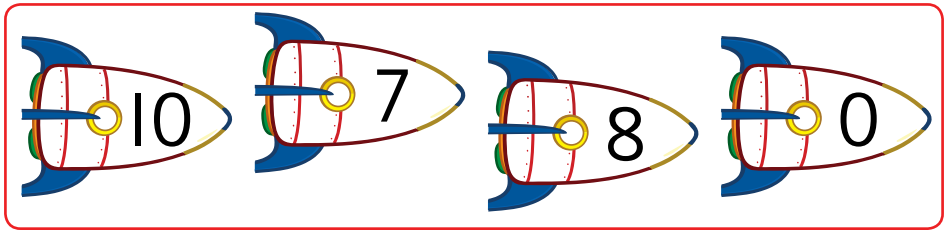
Colour the star which is 1 more than 7.



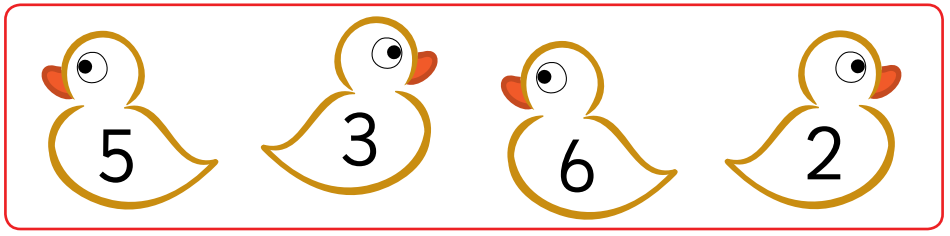
Colour the balloon which is 1 less than 1.



Colour the rocket which is 1 more than 9.



Colour the duck which is 1 less than 4.



Colour the number 0 to get to the end of the maze.

Start		0	0	0	0
10	4	1	6	9	0
0	0	0	0	0	0
0	2	9	1	10	3
0	7	0	0	0	8
0	0	0	5	End	

Colour the bigger number.

10 6

Colour the smaller number.

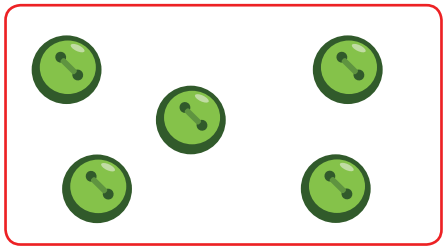
0 4

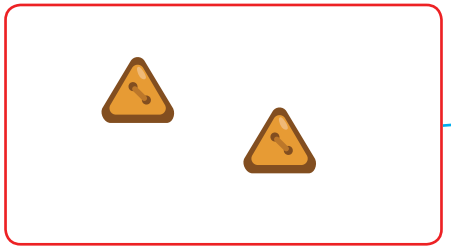
Write a number bigger than 7.

Write a number smaller than 1.

How many buttons?

Match the number of buttons.



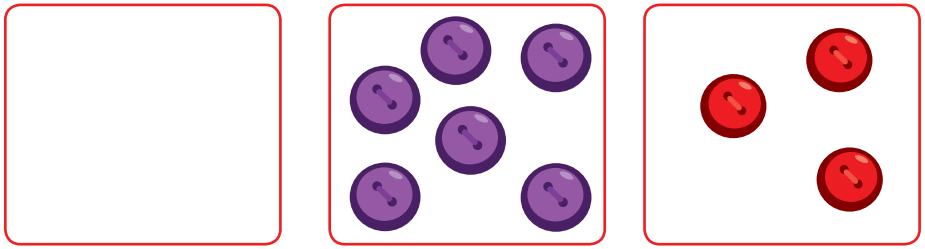


2

0

5

Colour the box with the biggest number of buttons.



Colour the biggest number.

7 0 4

Colour the box with the smallest number of buttons.

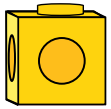
Colour the smallest number.

6 8 0

Make the cube tower.

How many?

Take away 1 cube.



How many now?

Count the counters.

How many counters?

Take away one counter.

How many now?

Count the beads on the string.

How many beads?

Take away one bead.

How many now?

How many?

What is 1 less?

How many?

What is one less?

The 10Tickers Book Series

by Jik

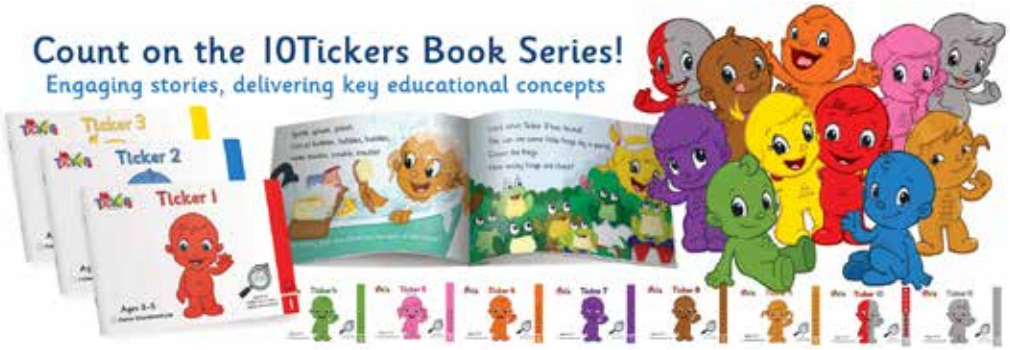
A set of 11 Early Years numeracy and reading books. Concepts are introduced sequentially and progressively throughout the book series. The books are cross mapped with ideas from the Early Years Foundation Stage Framework.

"I cannot describe how cute these books are, and what a truly original idea it is. You can use these books in so many different ways each time you read through, as your child develops and depending on what your child likes to do and how they learn best; whether that's reading, playing games with you, completing the writing tasks associated or even the tablet based activities." Deborah Banasko

- Engaging stories, delivering key educational concepts
- Each page mapped to EYFS Framework with extension activities
- Hidden QR codes lead to online games/activities
- Flash cards for subitising and recognising numbers
- Free supporting mathematics, reading and writing worksheets

"Young children learn best through play. The Ticker books provide an excellent resource for them, together with their parents, carers and teachers, to experience the joy of learning about words and numbers, shape and colour, in ways that are playful, engaging and enjoyable."

Professor Lesley Abbott, Professor of Early Childhood Education



- **Ticker 1** introduces the number one, along with words associated with size and position. 978-1-912492-00-8
- **Ticker 2** introduces the number two, along with words associated with colour and opposites. 978-1-912492-01-5
- **Ticker 3** introduces the number three, along with words associated with counting and colour. 978-1-912492-02-2
- **Ticker 4** introduces the number four, along with simple 2-D shapes and their properties. 978-1-912492-03-9
- **Ticker 5** introduces the number five, along with the ordering of activities for getting ready for school. 978-1-912492-04-6
- **Ticker 6** introduces the number six, along with counting forwards and backwards, on a trip into space. 978-1-912492-05-3
- **Ticker 7** introduces the number seven, along with simple addition and subtraction, on a trip to the zoo. 978-1-912492-06-0
- **Ticker 8** introduces the number eight, along with simple addition and subtraction, during birthday party preparations. 978-1-912492-07-7
- **Ticker 9** introduces the number nine, along with words associated with simple measurement. 978-1-912492-08-4
- **Ticker 0** introduces the number zero, along with the concept of zero. 978-1-912492-10-7
- **Ticker 10** introduces the number ten, along with counting forwards and backwards. 978-1-912492-09-1

Special offer

10% off only at www.10Tickers.com
*** Use discount code: TENPERCENT**

Special edition bookmarks only at www.10Tickers.com

Look inside each book at www.10Tickers.com/Books

Early Years AWARDS SHORTLISTED

Teacher Guidance notes at www.10Tickers.com/Guidance

About the authors

Jik is a writing team. Jean Fisher is a former head teacher, university and PGCE lecturer, and Ofsted Inspector. Ian Fisher is a former maths teacher who set up the ground breaking 10ticks maths websites. Between them they have over 100 years of experience in education.

*** 10% off code can not be used with any other offer.**

www.10Tickers.com