

# Counting Ability in Preschool Children

## Numerical Board Games as an Intervention

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### Do numerical board games help children learn the English number naming system?

- Unpredictable number names between 11 and 19 in the English language may make it difficult for children to learn the counting sequence.
- In contrast, the simplicity of Asian and Turkish number naming systems may help children to acquire early numeracy skills (Dehaene, 1997; Miller et al., 1995).
- When numbers between 11 and 20 are introduced, Asian children are encouraged to create collections of 10 (Yang & Cobb, 1995).

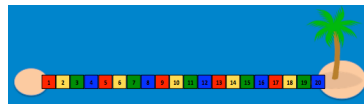
Arabic Number	Chinese	English	Turkish
1	yi	one	bir
2	er	two	iki
3	san	three	üç
...	...	...	...
10	shi	ten	on
11	shi-yi	eleven	on bir
12	shi-er	twelve	on iki
13	shi-san	thirteen	on üç

Linear numerical board games help children learn early numeracy skills (e.g., Ramani & Siegler, 2008). We extended the linear number board game to 20, and created a condition where the base-10 structure of the counting system was more obvious (Compare the row and linear versions in Figure 1).

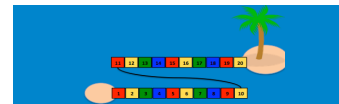
### Method

- **Procedure:** An intervention study consisting of pre-testing, 4 weeks of 15-minutes game intervention, and post-testing.
- **Participants:** 30 preschoolers ( $M_{age} = 3.5$  years); 11 in colour condition; 8 in rows condition; 11 in linear condition (20 children who could count beyond 12 were excluded).

Linear



Row

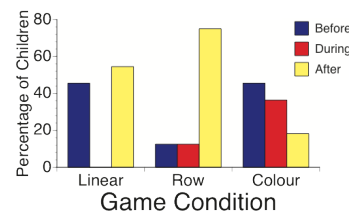
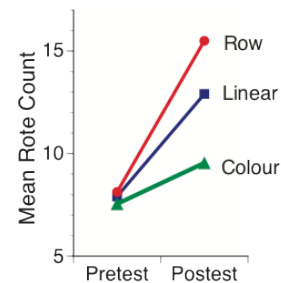


### Results

**Rote Counting** – counting as high as possible without error

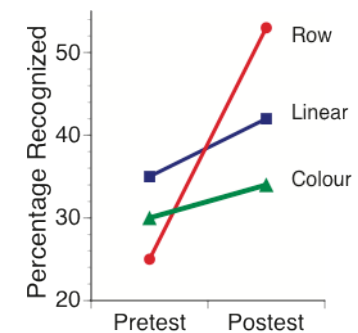
**Did children show improved counting after the intervention?** YES, children in the row and linear conditions counted higher than children in the colour condition.

**When did children have their BEST count?**



Most children in the row condition had their highest count after the intervention; for children in the linear condition, just over half showed improvement; few children in the colour condition improved.

**Number Recognition** – naming an Arabic number (e.g., 5 or 13).



- Children in the row condition learned to recognize more numbers.

### Discussion

- Consistent with previous research using 1-10 number games, this 1-20 number game helped children acquire early numeracy skills.
- Children in both number game versions improved, but those who played the row game learned more.
- The row game may have helped children learn the underlying base-10 structure of the system.

**For children with limited counting knowledge, practice with numbers organized by decade is an effective way to develop numeracy skills.**