## Number code



21 Boom slides

Click HERE for a playable preview

Meet Olliver, the extraordinary owl, who speaks using numbers instead of letters. Each letter of the alphabet corresponds to a number from 1-26. For each number in Olliver's 'words', the student must locate the corresponding letter from the key and enter it into the correct place.

This is a great game to help recognize letters and numbers and to apply critical thinking.

Olliver will guide the student through a series of instruction cards, including a couple of simple puzzles to solve. Once that's complete, there



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