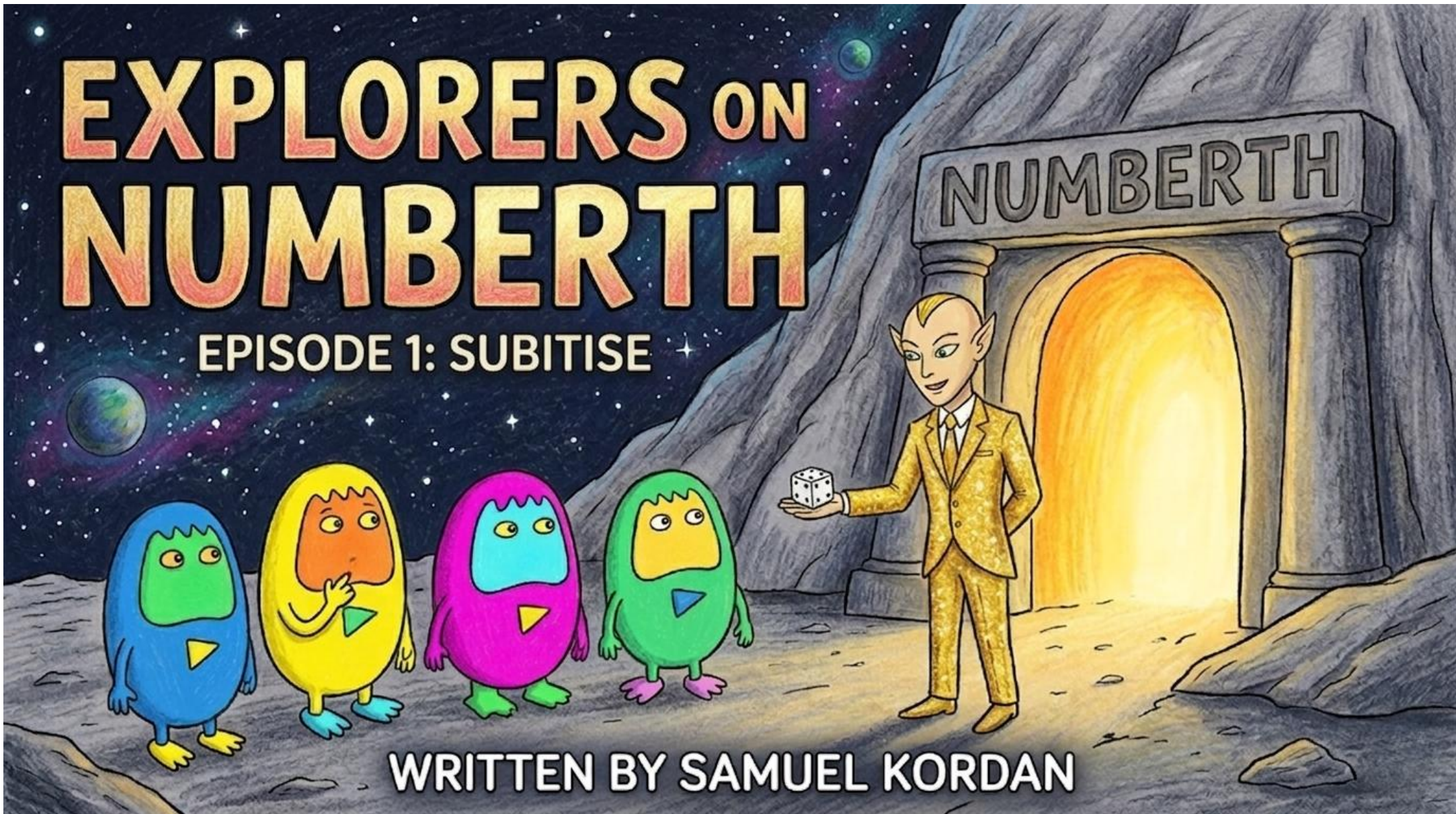


# EXPLORERS ON NUMBERTH

EPISODE 1: SUBITISE

WRITTEN BY SAMUEL KORDAN



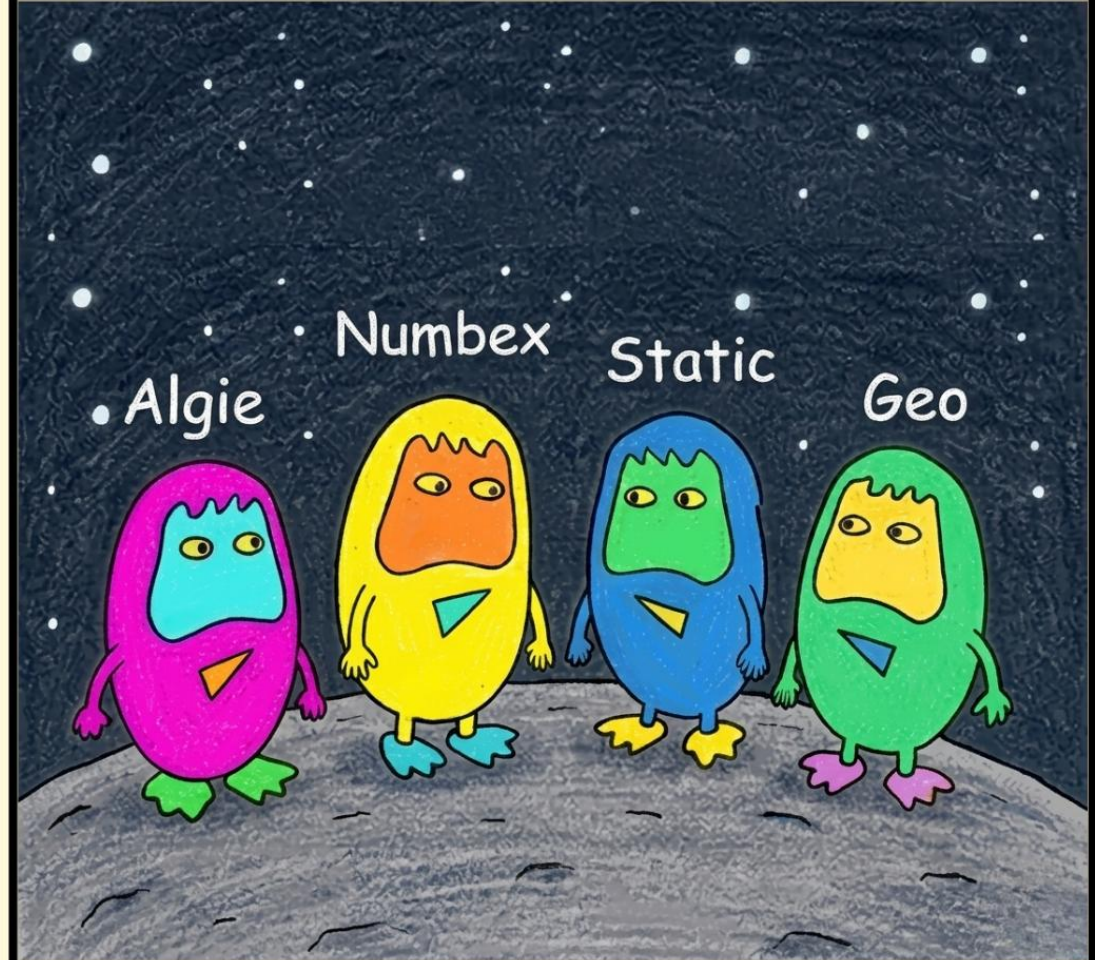
# EXPLORERS

## ON NUMBERTH

### Episode 1: Subitise



Written by Samuel Kordan



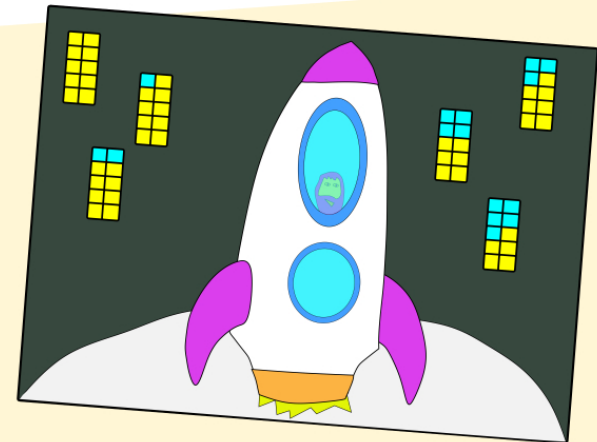
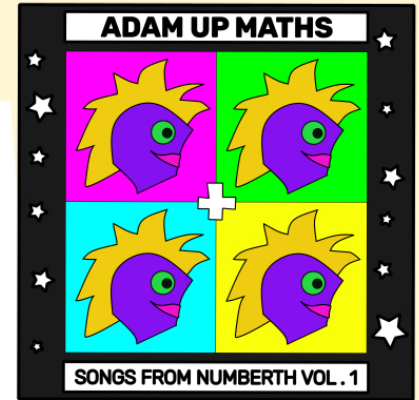
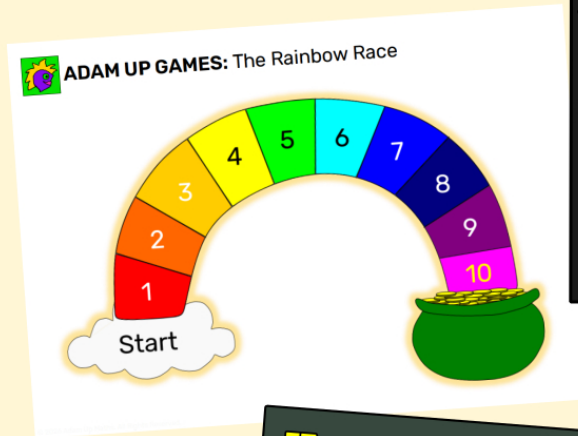
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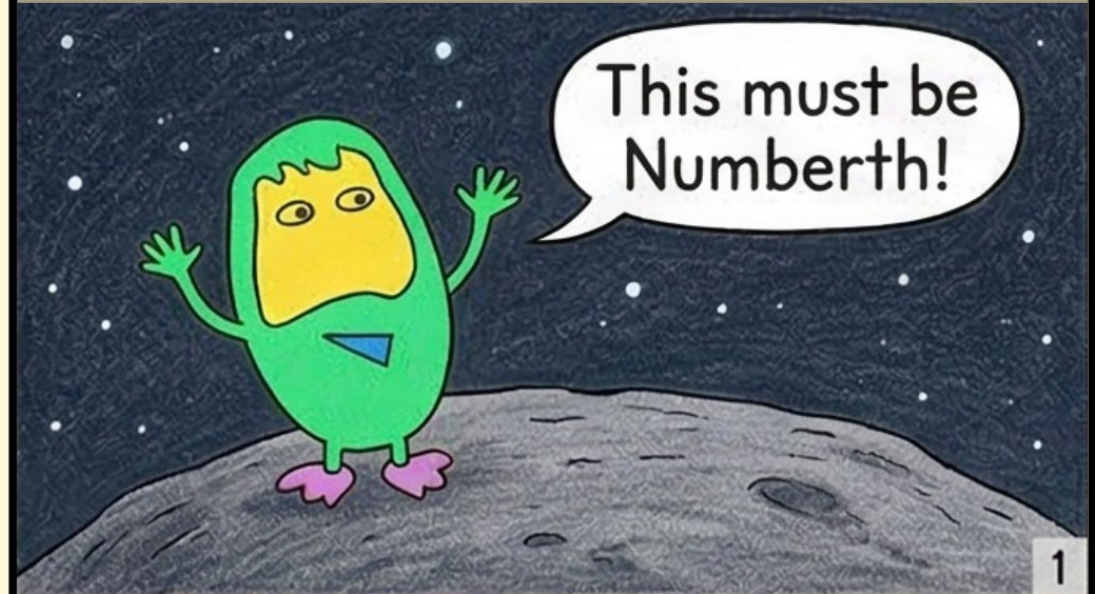
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A catalogue record for this book is available from the National Library of New Zealand.

For more maths from Numberth, visit  
[www.adamupmaths.com](http://www.adamupmaths.com)



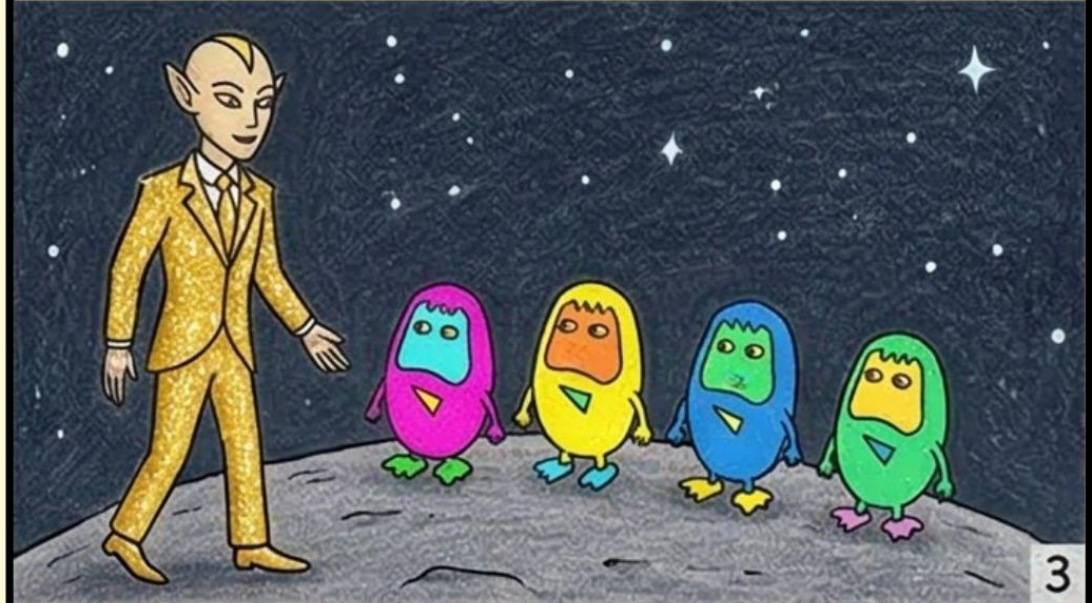
"This must be Numberth!"  
Geo said excitedly.





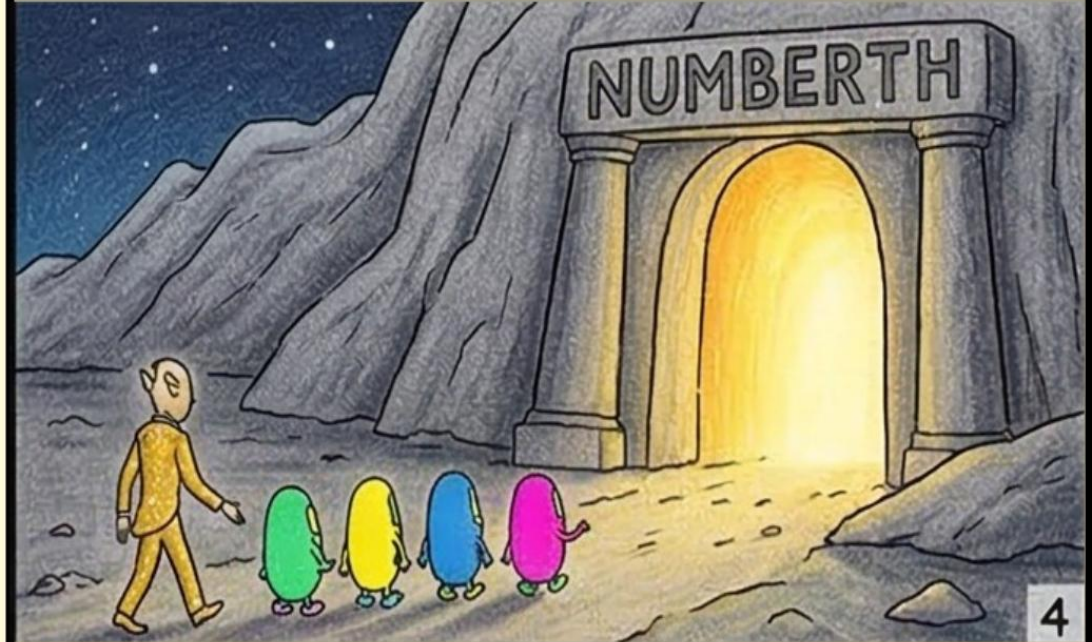
The four explorers wandered around the empty rock. Suddenly, they heard a calm voice behind them.

“Welcome to Numberth,” spoke a tall creature dressed in a sparkly gold suit. “My name is Subitise, and I am the gatekeeper of this wonderful planet. Please follow me.”



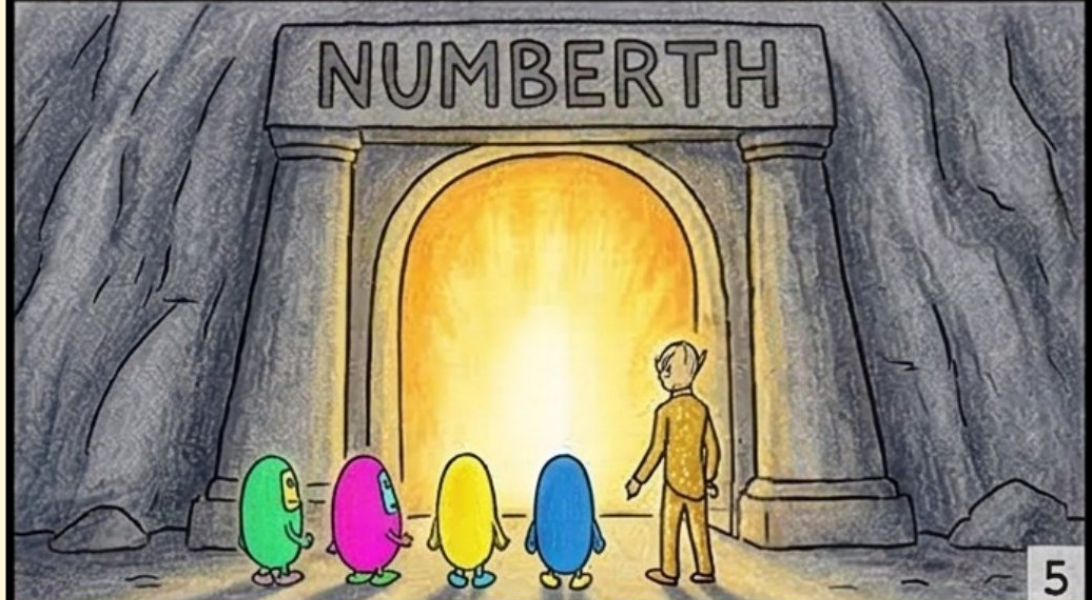
Subitise didn't make a sound as they walked.

Eventually, they stopped in front of a giant golden archway. The word 'Numberth' was carved into the stone at the top. Seconds later, the archway lit up with a bright glow!



The gold creature finally spoke again.

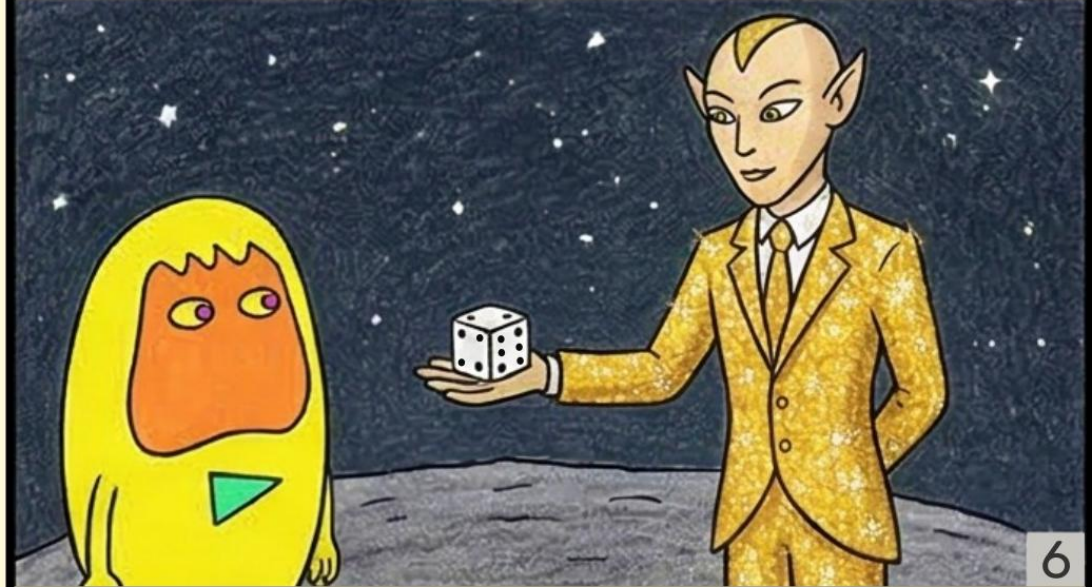
“You must pass through this door to see the real Numberth. But first, one of you must play a game with me. If you win, you may enter.”



The group looked to Numbex, their leader. She bravely stepped forward and stood face-to-face with Subitise.

“Excellent,” the creature said in its slow, smooth voice. It held out its hand, and a dice appeared. It rolled the dice, showing the number 2. “Each time I roll the dice, you have three seconds to tell me the number. I will roll the dice eight times. You must get five or more right!”

Numbex was confused by all the rules.



“This is what they said would happen!” butted in Algie. “Before we left home, they told us we would have to play maths games to collect the secrets of mathematics.”

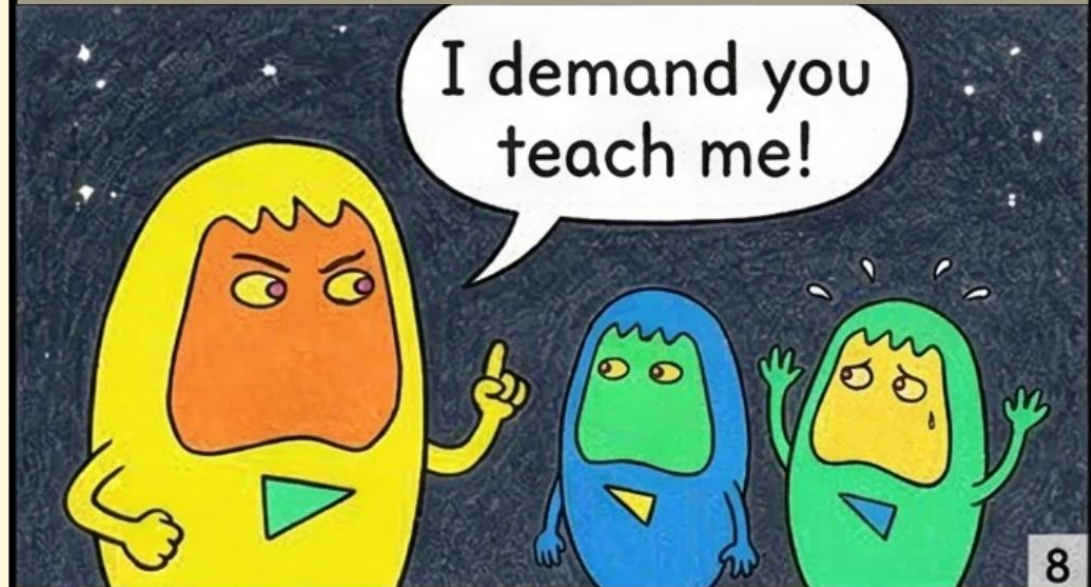
“That’s right,” continued Static, “and that’s what our computer is for!” The computer had a diamond and a triangle button with a star on the screen. “Every time we learn a new maths skill, it gets stored in here. When we go home, we can share all the secrets with everyone!”



“But how are we going to win the games if we don’t know how to play?” Geo panicked.

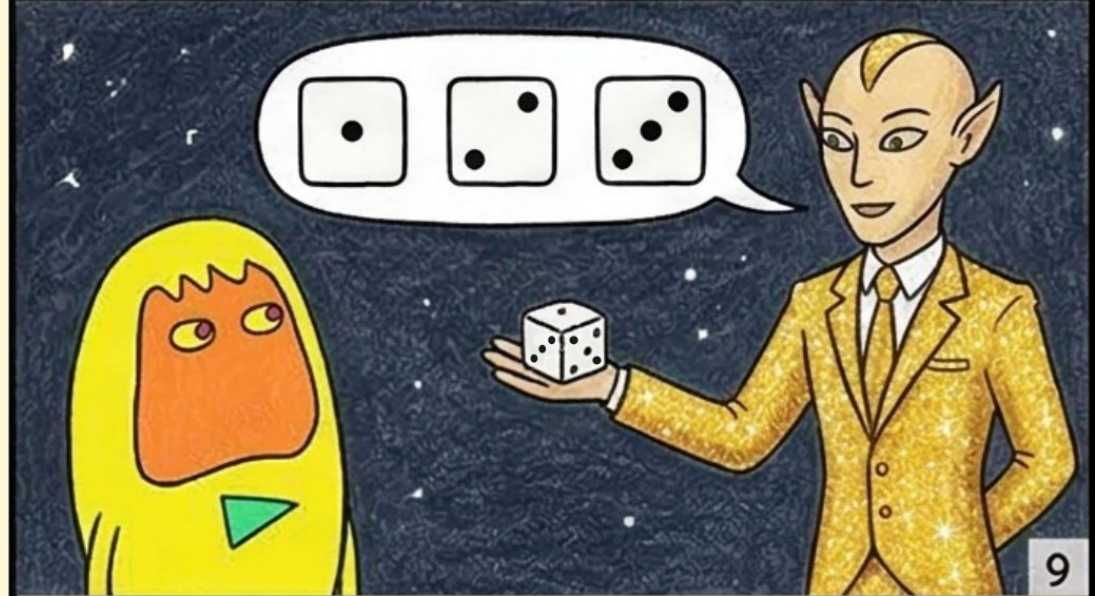
“I read that the helpers on Numberth always give you a lesson first,” Algie said. “Let’s ask!” Numbex stood up tall and spoke in a bossy voice. “Now listen here, strange gold creature! I demand you teach me how to win this game!”

“There is no need to be grumpy,” replied the creature gently. “If you ask nicely, I am happy to help.”

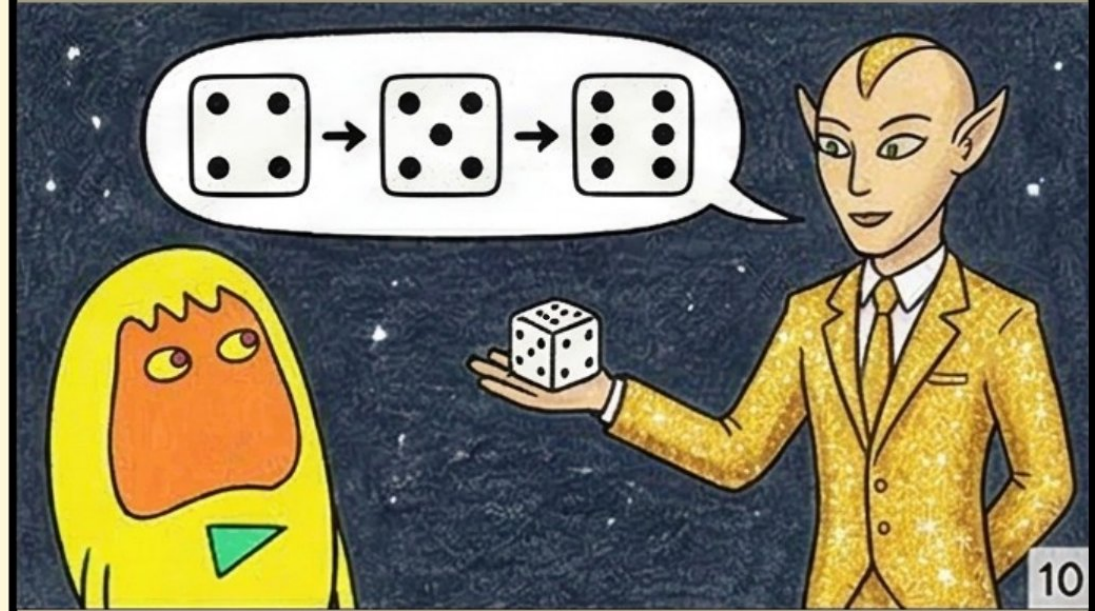


Numbex felt a little silly and apologized for being rude. She asked nicely and Subitise smiled.

“The secret is to recognize the number of dots without counting them one by one.” Subitise placed the dice in his hand with one dot showing. “This is 1.” He turned the dice to show two dots. “This is 2.” He then showed 3...



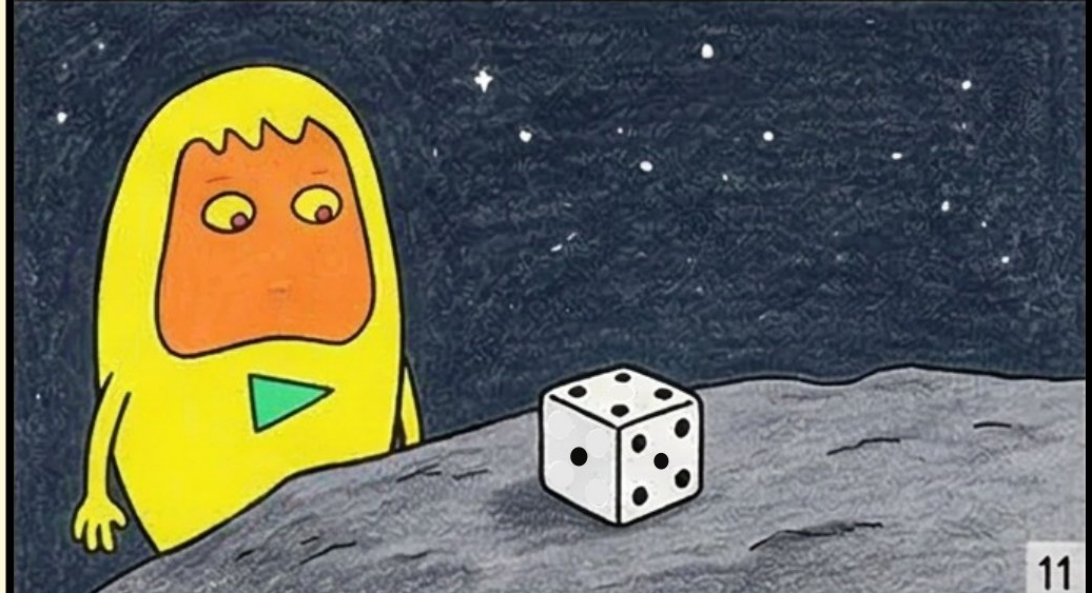
...then 4, then 5, then 6.



Subitise rolled the dice, and it landed on 4.  
Numbex looked at it, but her mind went blank.

“That’s okay,” the gold creature said calmly. He  
went through the numbers on the dice again,  
asking Numbex to say them out loud:

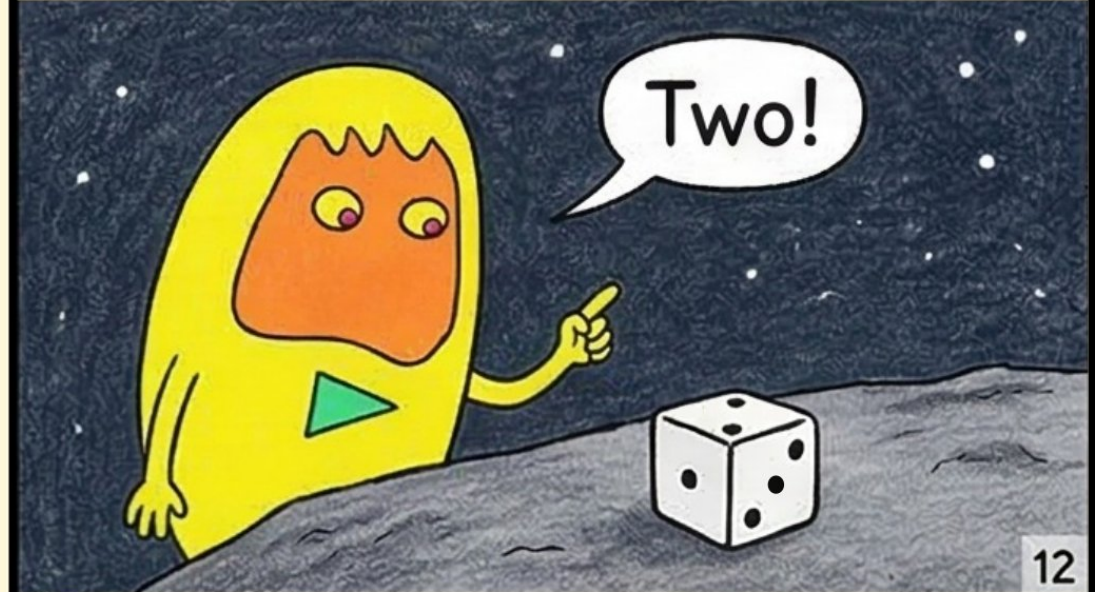
1, 2, 3, 4, 5, 6.



Subitise rolled once more, and the dice landed on 2. “Two!” cried Numbex with delight.

Numbex made a few mistakes, but she kept practicing. Finally, it was time for the real challenge!

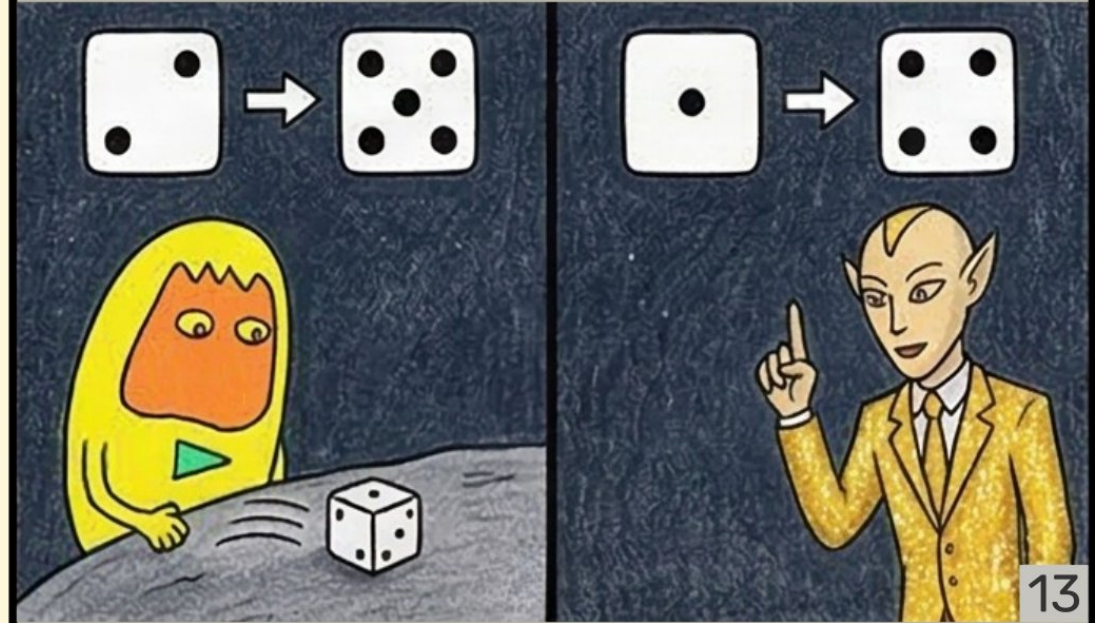
“Remember,” said Subitise. “I will roll the dice eight times. You must get five correct, and you only have three seconds for each roll. Let the game begin!”



The first roll was a 2. Numbex got it!

The second roll was a 5. Numbex got it!

The third roll was a 1. Numbex got it!



The fourth roll was a 4. Numbex got it...  
but she took too long.

The fifth roll was a 3. Numbex panicked and  
guessed "4".

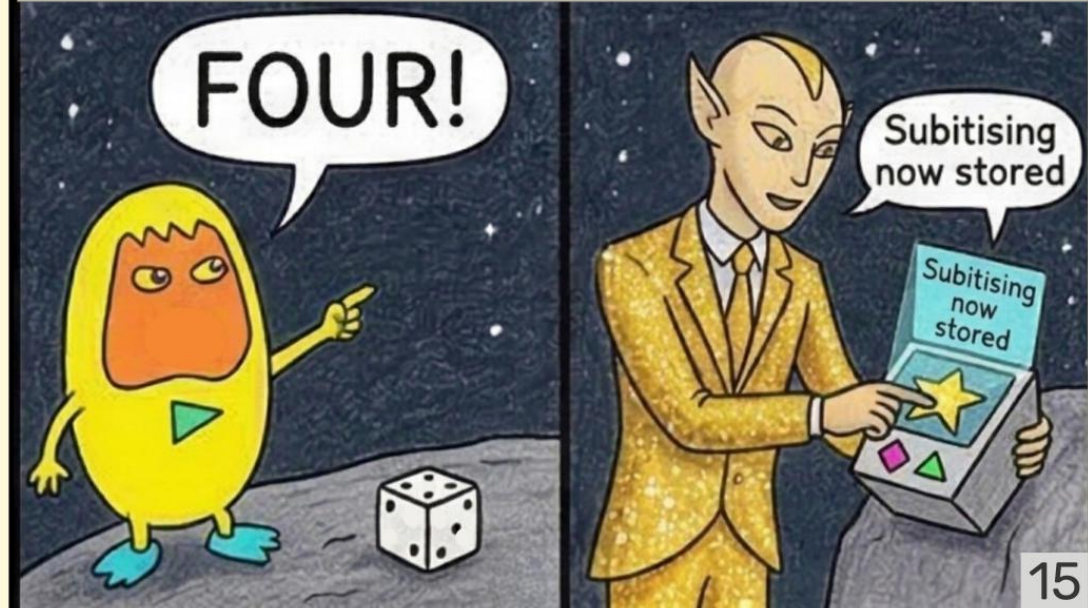
The sixth roll was a 6. Numbex started to count  
the dots one by one, and time ran out.



There were two rolls left. Numbex had to get both right to win!

The seventh roll was a 1. Numbex got it!  
The eighth roll was a 4. This was the one Numbex kept getting wrong... but not this time! Numbex shouted "Four!" and won the challenge!

"Congratulations, you did it!" cheered Subitise. He gently took the machine from Algie and pressed the star buttons. The screen lit up with the words: 'Subitising now stored'

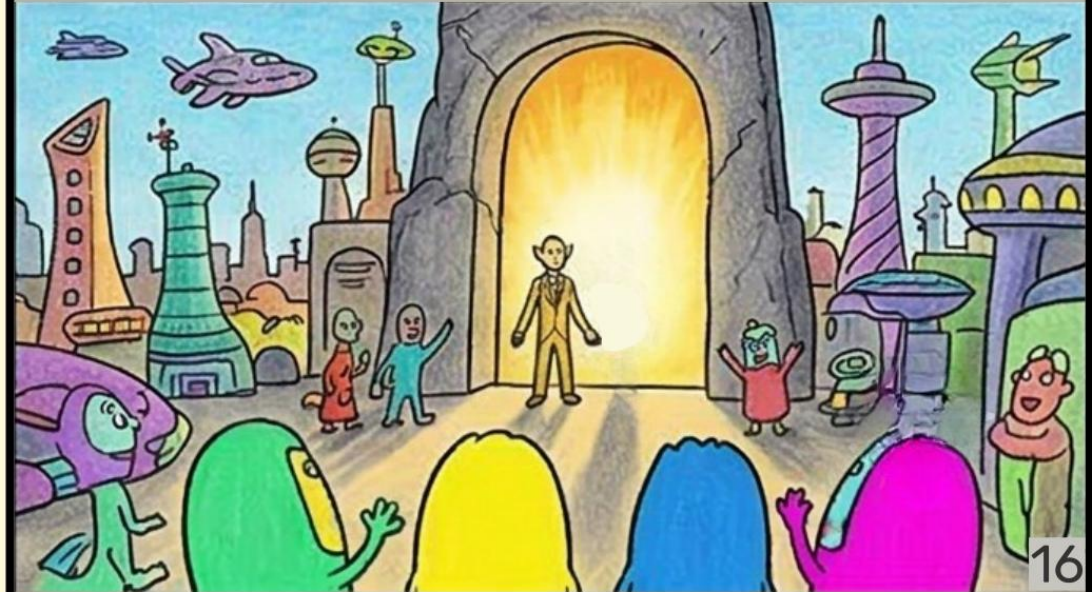


“You may now go through the archway. Have a wonderful time on Numberth!”

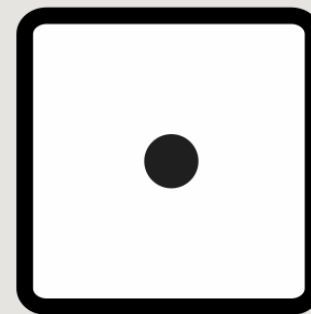
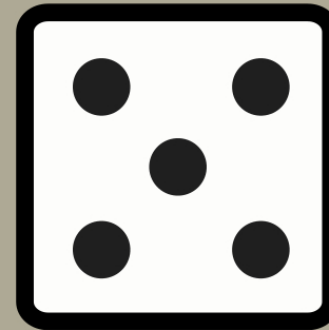
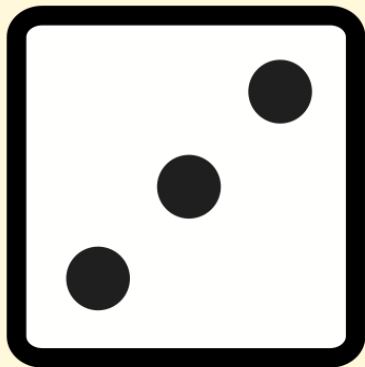
The four friends nervously walked through the glowing door. Suddenly, the empty rock was gone! The planet was filled with busy roads, tall buildings, flying vehicles, and friendly citizens.

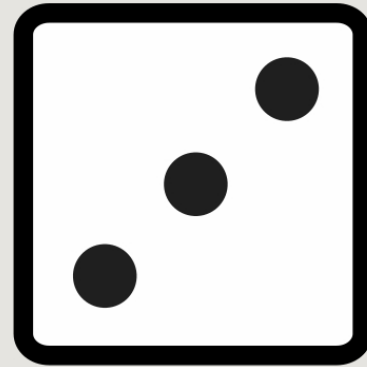
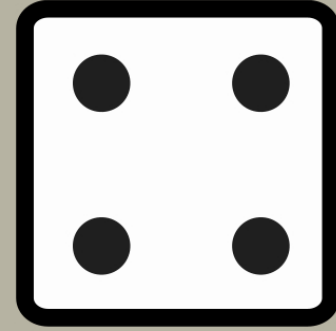
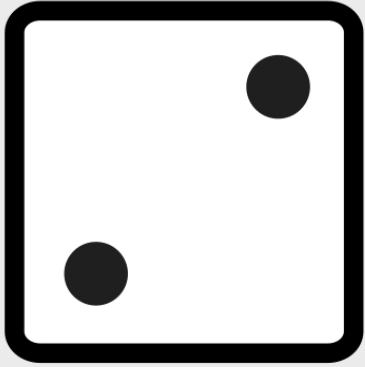
“So this is Numberth,” Algie said in awe. “It’s just like they said it would be.”

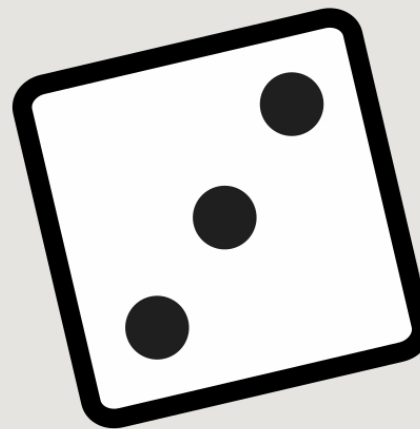
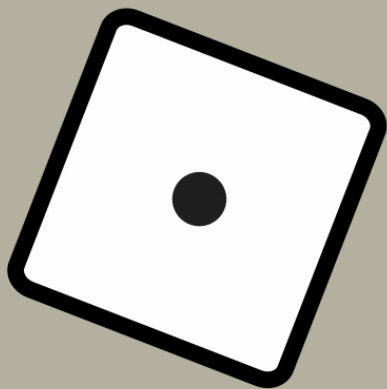
The explorers walked forward, ready for the many maths adventures ahead!

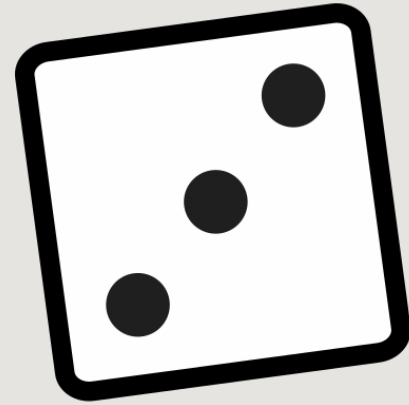
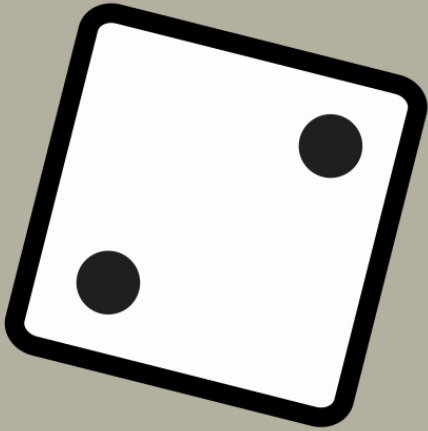


Can you say the number on each  
dice without counting the dots?







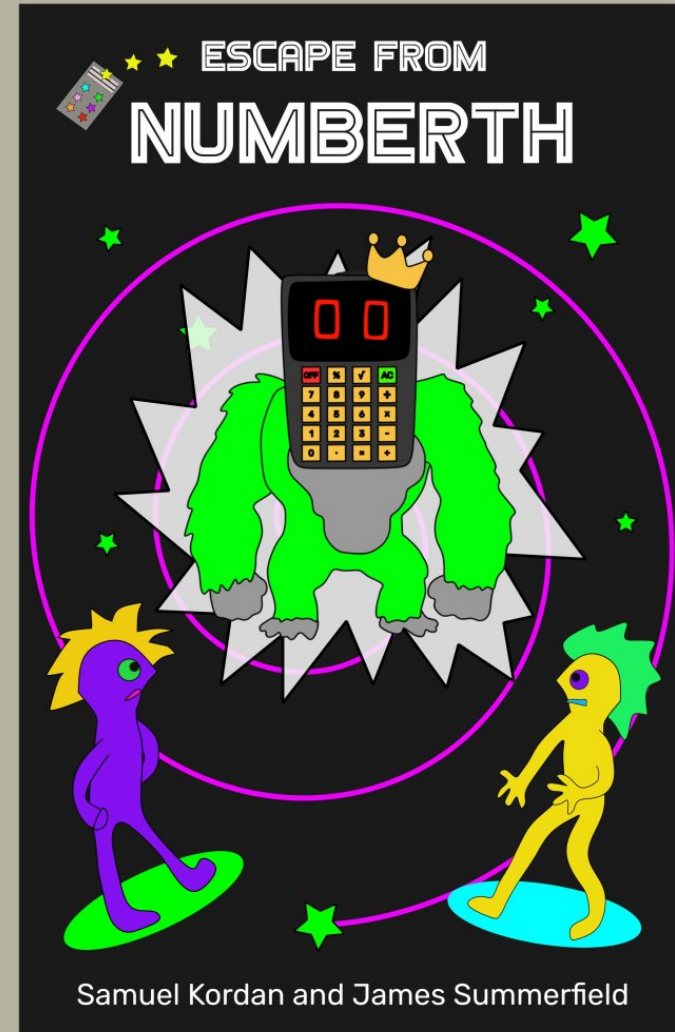


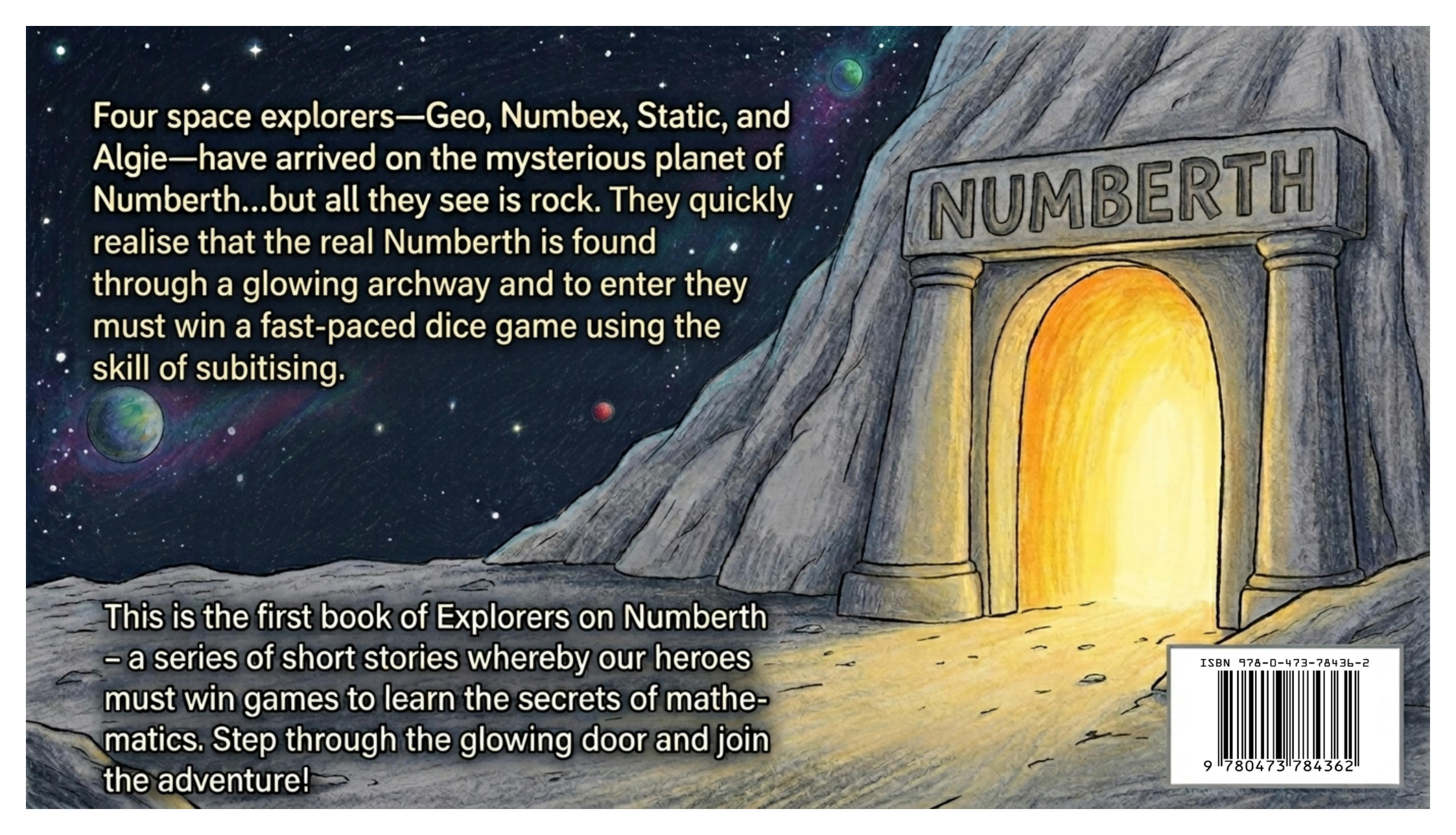
## About the author

Samuel Kordan has been involved in maths teaching since 2007. Whilst working at a wonderful Special Educational Needs school in the UK, he met James Summerfield. The duo began writing maths songs and making games which take place on planet Numberth.

Later they created [www.adamupmaths.com](http://www.adamupmaths.com) - a website with songs, videos, stories and games to help humans enjoy maths.

In March 2026 they released their first book, 'Escape from Numberth'. Go to [www.adamupmaths.com/books](http://www.adamupmaths.com/books) for more information.





Four space explorers—Geo, Numbex, Static, and Algie—have arrived on the mysterious planet of Numberth...but all they see is rock. They quickly realise that the real Numberth is found through a glowing archway and to enter they must win a fast-paced dice game using the skill of subitising.

This is the first book of Explorers on Numberth – a series of short stories whereby our heroes must win games to learn the secrets of mathematics. Step through the glowing door and join the adventure!

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