

Building Blocks Tips Week 6- Producing (counting out)

BB Week 6 SEND HOME PARENT NEWSLETTER

Big Ideas- counting small groups of objects -producing groups of a specific amount -comparing and ordering small groups –**subitizing** (p. 82 and Appendix B3/4 in TE)

Objectives- to participate in rhythmic patterns –to connect number words to the quantities they represent –to make groups up to five items –**to verbally count to 10 w/ understanding** -to name the number of objects in a group up to 5

Whole Group- (WG) (refer to TE for instructions for the week)

- Tuesday: Instead of “Place Scenes”, demonstrate the small group activity for the week, “Pizza Game 1”. Show children how to “flip” the dice instead of “throwing” it. Remember to use the small plate to count out the pizza toppings – demonstrate putting counters on plate first and having friend check the number.
- For “Snapshots” (Wednesday) use arrangements of 3-5 counters.

Small Group (SG) “Pizza Game 1” p. 88

(Remember to reference SGRS from week 3 to support differentiation and grouping students)



Pizza Game 1

Always play with *at least* 2 children, unless you are working with a single child who needs extra help. You Should look for counting and/or subitizing, producing (Counting out correctly) and comparing skills. Make sure to have different pizza slices with circles for differentiation, and dice with different number of dots – (1-3, 1-6,)

Remember to have children ask their partners, “Am I right/ correct?” before placing toppings on the pizza.

SAFETY NOTE: Red/yellow counters are a choking hazard – use only with supervision. DON'T LEAVE THEM OUT!! If you have children who put things in their mouths use poker chips instead or modify the activity to use bigger counters (eg. Instead of filling up a pizza, use vehicles to fill up a parking garage – draw grid on colored paper)

ConnectEd –Chrome Book/iPad/computer - Pizza Pizzazz 2 or Number Snapshots from week 5.

- Sample Codes (suggestions)
 - C= Count and the # counted accurately
 - P= Produce and the # produced accurately
 - S= S91177ubitized and the #