



## Week 18

### **BIG IDEAS:**

- Producing (counting out) items
- Naming quickly an amount of items
- Recognizing shapes and their attributes

### **OBJECTIVES:**

- To name the number of objects in a group up to **5+** (*please note change in TE*)
- To produce a certain number of objects up to 10
- To recognize and name a variety of shapes

### **OVERVIEW:**

- What is your main focus?
- How do children learn?

## **WHOLE GROUP:**

- Number Jump (Numerals)
- Snapshots
- Listen and Copy
- Guess My Rule
- Mr. Mix-up (Shapes)

## **SMALL GROUP: SNAPSHOTS** (Conceptual Subitizing)

Materials: Counters, SGRS, dark cloth, or Snapshot cards created

Objective: To name the number of objects in a group up to 3, 4, 5.

What to look for: What size groups can the child recognize and count?

Sample Codes: L = Linear dot arrangement

NL = Non-linear dot arrangement

S# = Subitizes

Trajectory Name: Perceptual Subitizer to 5

Things to consider when planning:

- Remember to vary the arrangement of the counters for number 5-10 during Snapshots (2-3 different arrangements is a good start)  
  
If a student can recognize 5 counters arranged in a straight line, are they able to recognize the same number in the die formation, also?
- Be sure to document the number and the arrangement the students were able to recognize.
- Be sure to ask the students, "What did you see?, What did it look like? Students might say, "It looked like an X or it looked like a straight line."
- Remember to note responses

## **SMALL GROUP: MEMORY NUMBER** (Refer to SGRS from week 11)

Materials: Dot and Numeral Cards, memory grid, and SGRS

- What will you do differently this time around?
- How will you set this game up for students struggling with numeral recognition?

Objective: To count / produce a certain number of objects up to 10

What to look for: What amount can the child count and produce objects?

Sample Codes: N = Finds number(s) \_\_\_\_

XN = Did not find number(s) \_\_\_\_

IN = Identifies numeral(s) \_\_\_\_

Trajectory Name: Counter (10)

### **HANDS ON CENTER:**

- Places Scenes
- Shape Pictures
- Memory Number

Refer to Instructions in TE for appropriate set up.

What other activities can you provide to support previous concepts?

### **COMPUTER ACTIVITIES:**

- Party Time 3
- Memory Number 2

Reminder: BB games are to be set on a weekly basis. Preview games for your own understanding of the activities

### **PLANNING AHEAD:**

- Building Blocks - Places Scenes, X-Ray Vision 1, Dinosaur Shop

### **RELATED RESOURCES:**

- TE pages **A17, B4**

## **Week 19**

### **BIG IDEAS:**

- Counting
- Producing (counting out) items
- Comparing Amounts by Counting