

LESSON 2

Counting Games and Activities

Getting Ready

1. Read through the games and activities before working with the learner.
2. Organize the materials you will need for the games and activities you select.
3. Arrange a work space that will best suit the games and activities you select.
4. Begin working with the learner.

Directions

The following pages contain games and activities designed to give the learner practice in counting with common objects found in the home and school. Skills not practiced will be forgotten, so the instructor should plan to provide as much practice as possible in a variety of situations using a wide variety of objects.

n Counting for Fun in Daily Routines o

Materials needed: Any objects available to the learner and instructor during daily routines.

Game Procedure

Be alert to opportunities during daily routines when the learner can be asked to count objects:

During meals or snacks have the learner count the number of food items that he will eat.

When shopping, have the learner count the number of objects put into the shopping cart.

When dressing, have the learner count his fingers and toes, the buttons on his shirt, his shoes, etc.

When sitting in any room in the house, have the learner count the number of windows, chairs, lights, or other objects present in the room.

When the learner is playing with his toys, have him count the number of toys in his toy box.



n The "Bring Me" Game o

Materials needed: Any objects available to the learner and instructor.

Game Procedure

Ask the learner to bring you a certain number of one type of object; for example, five flowers, two pencils, four toys, one apple.



n The Hide and Seek Game o

Materials needed: Any objects available to the learner and instructor, such as buttons or coins.

Game Procedure

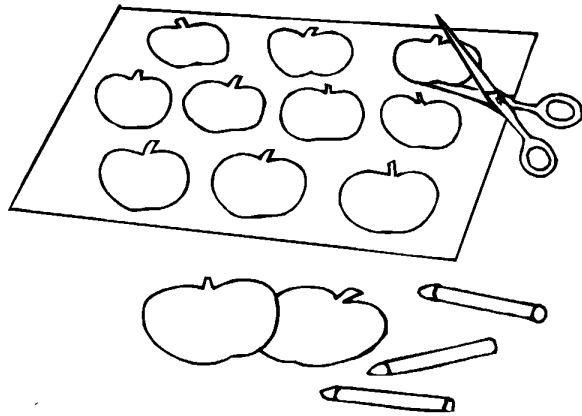
When the learner is not present, place a number of objects around a room in full view. When the learner enters the room, tell him that there are a certain number of "hidden" objects in the room. Tell the learner to count the objects as he finds them.



n Sorry, I'm Out of Apples! o

Materials needed: One piece of plain paper, crayons, and scissors.

Draw, color, and cut out ten apples.



Game Procedure

Ask another child or an adult to help you show the learner how to play the game the first time. In the beginning you will be the customer; the learner or the other person will be the shopkeeper. Give the shopkeeper the ten apples.

Customer (I): I need five apples.

Shopkeeper (L):(Counts and gives the apples, one at a time, to the customer.)

One, two, three, four, five.

Customer (I): I need six more apples.

Shopkeeper (L):(Counts and gives five more apples to the customer.)

One, two, three, four, five. Sorry, I'm out of apples.

After the shopkeeper runs out of apples, change roles and repeat the exercise. The customer may choose any number.

Customer (L):I need _____ apples.

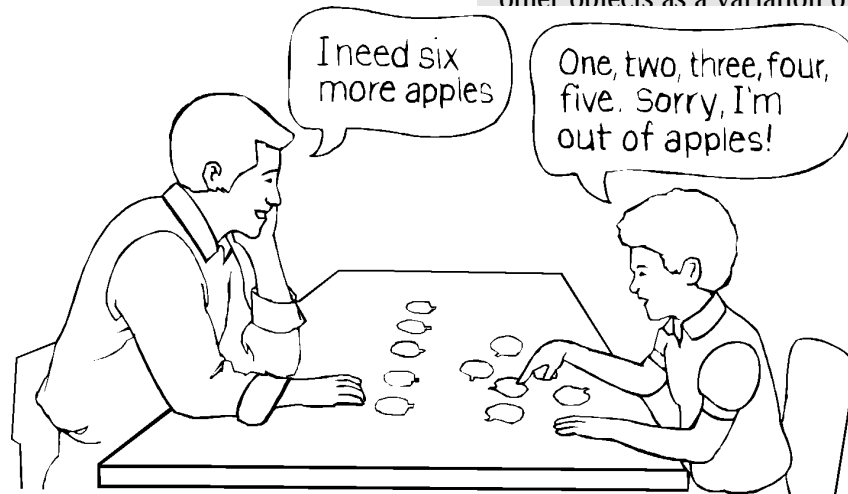
Shopkeeper (I):(Count and give the apples, one at a time, to the customer.)

One, two . . .

(Continue until you run out of apples.)

Sorry, I'm out of apples.

Note: Use real objects or pictures of other objects as a variation of this game.



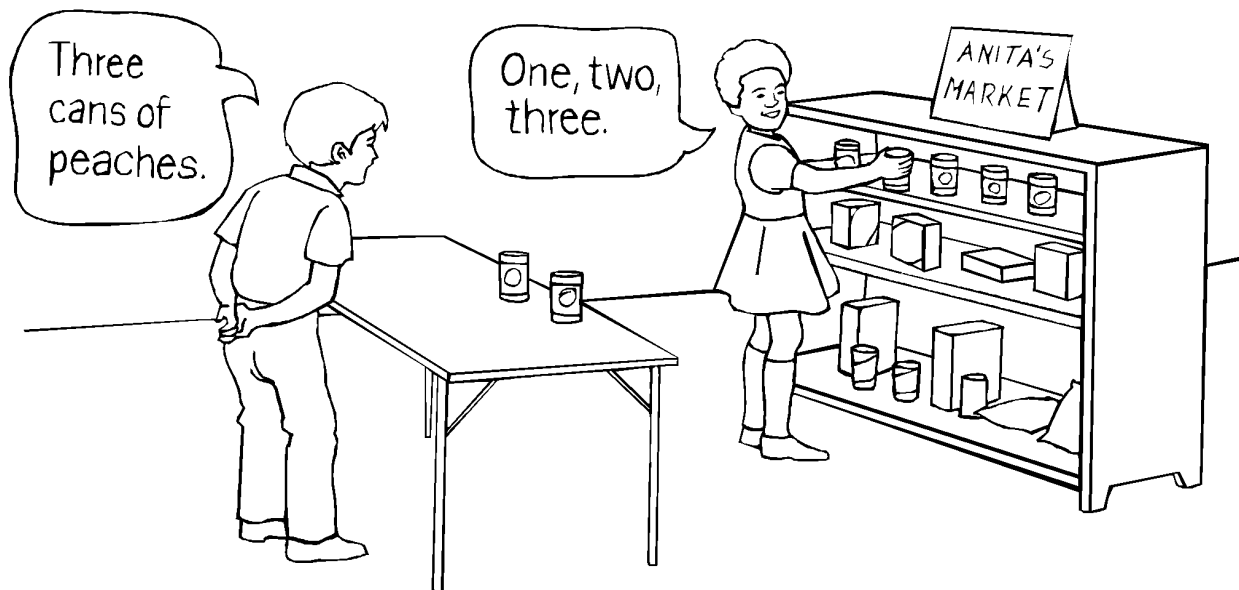
n The Market Game o

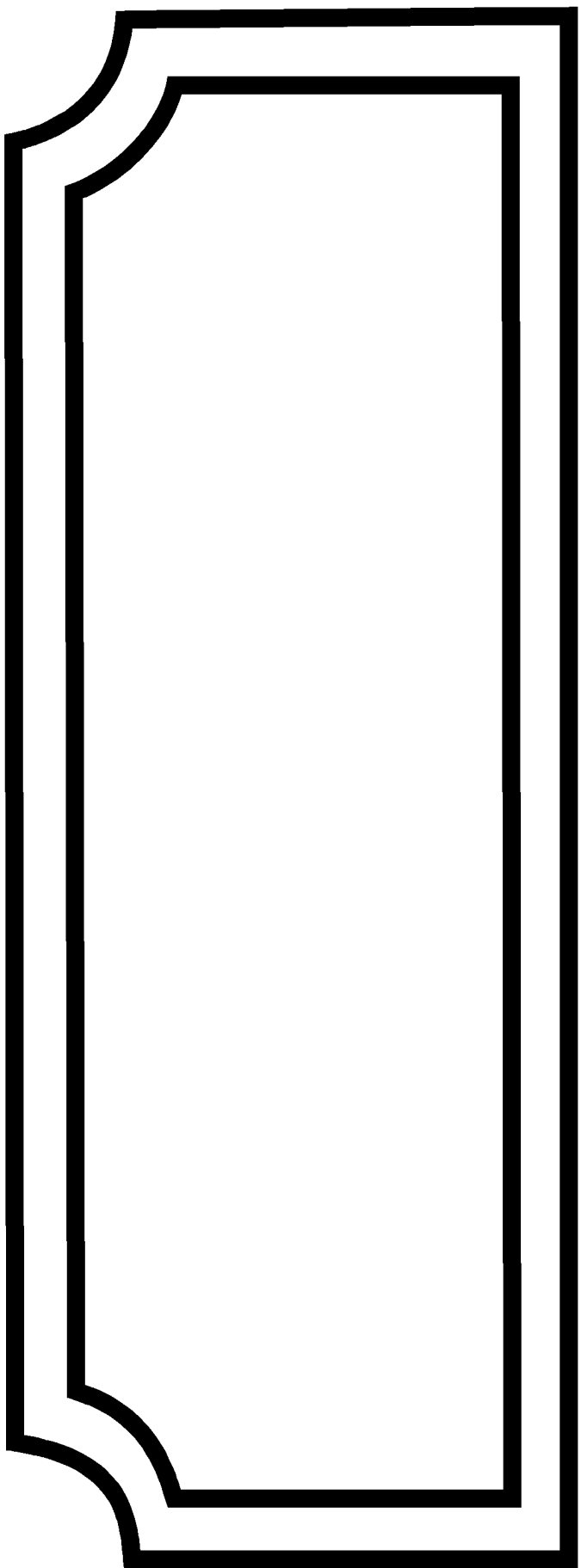
Materials needed: Market sign (page 49), table and shelf, and a variety of empty grocery cartons and cans. (For example, use milk, ice cream, and egg cartons, cereal boxes, soup and juice cans.)

Color the market sign. You may wish to paste it on cardboard. If you want to laminate the sign, each learner who is playing shopkeeper may write his name on the sign when it is his turn.

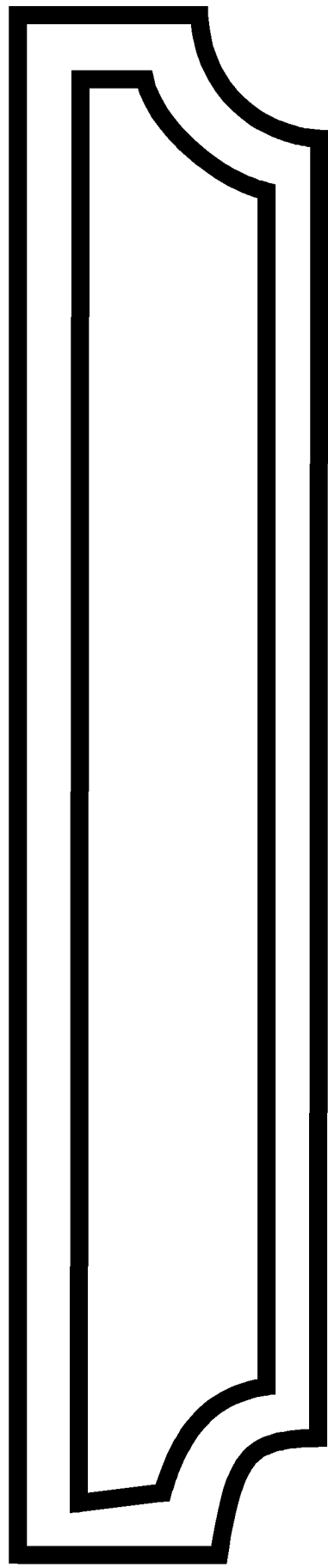
Game Procedure

Take turns being "shopkeeper" and "customer." Most learners can play this type of game with little prompting. The customer asks for a given number of items (for example, three cans of peaches). The shopkeeper then takes the items off the shelf and counts them as he places them on the table for the customer. The customer should also count the objects after they have been placed on the table.





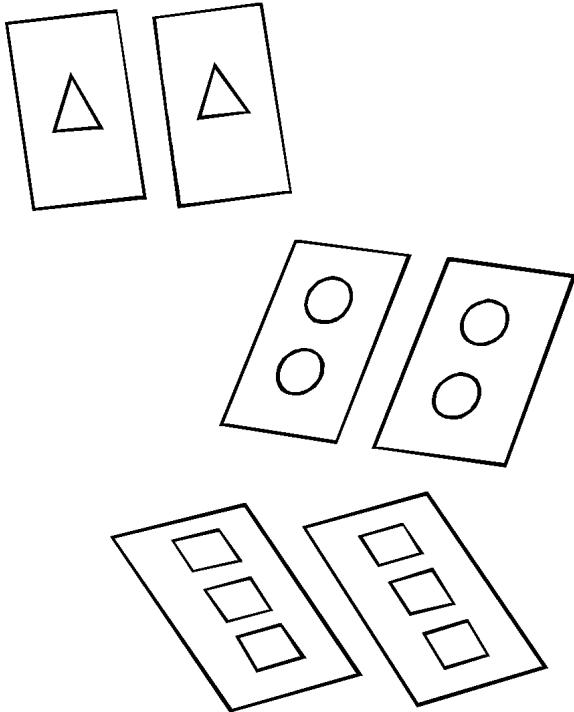
MARKET



n Fish o

Materials needed: Twenty 3" x 5" cards, a pen or crayon, and scissors.

Mark pairs of cards with circles, squares, or other simple patterns. Each pair should show a different number of objects (from one through ten).



Game Procedure

To play the "Fish" game, follow these six steps:

1. Shuffle the cards and deal two cards to each player.
2. Place the remaining cards face down in a pile.
3. Player One asks the Player Two for a card to match one he has.
4. Player Two gives him that card if he has it, which gives Player One a pair.
5. If Player Two does not have the requested card, he says "Fish," and Player One draws a card from the pile.
6. Then Player Two takes his turn. Play continues until all the cards are paired.

Object of the Game: The player with the most pairs wins.

n Puzzle Matching o

Materials needed: Ten 3" x 5" cards, a crayon or pencil, and scissors.

Draw the same number of shapes or objects on each half of a puzzle card. Each card should represent a different number from 1 to 10. Each card should show a different shape or object. Cut each card into two puzzle pieces.

Game Procedure

Mix up the puzzle pieces. Put the puzzle pieces together by matching shapes and number of objects.

