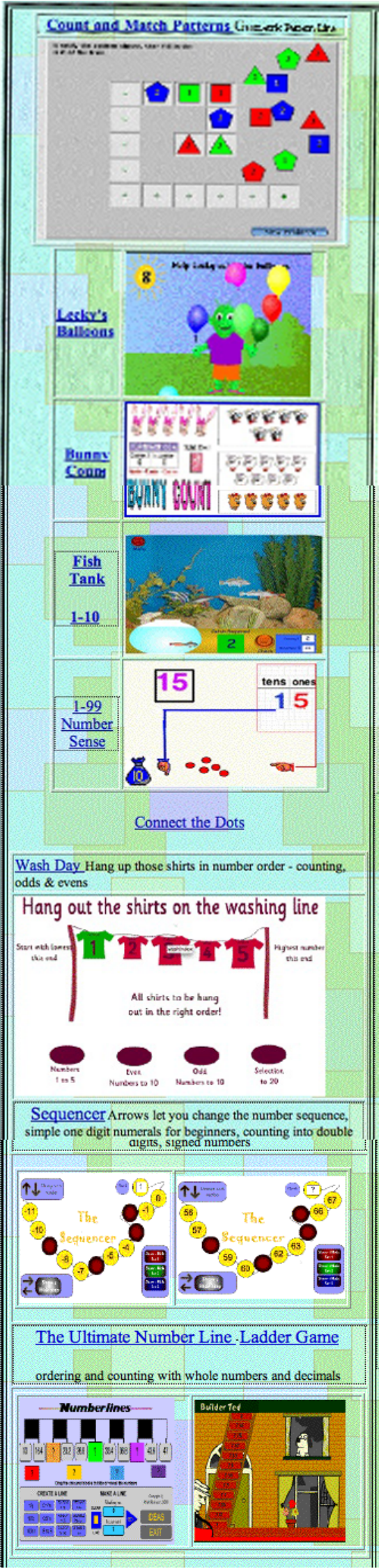




Count and Match Patterns

Players are challenged to complete shape sequences of increasing complexity by identifying the correct pattern of color, shape and number attributes.

Follow-up: Players design their own pattern by pasting pre-cut shapes on a blackline path. They can describe their pattern to classmates.

Programs to Review Beginning Counting
Lecky's Balloons

Help Lecky count and catch the correct number of balloons.

Bunny Count

Make the number of bunnies to groups with the same number of members. Three levels of match.

Fish Tank

Catch the right number of fish, 1 - 10.

1-99 Number Sense

Make numbers by moving chips and 10's.

Connect the Dots

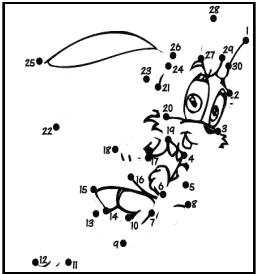
Practice counting by completing drawings.

Wash Day

Hang up those shirts in number order with sequences of units, odds and evens.

Follow-up: Printouts:

- Sequences with missing members (1 _ 3 4 _ 6 7 8 _ 10)
- Paste pre-numbered shirts on a clothesline.
- Connect the dots pages
- Children can draw their own sequence.



Programs for Higher Countings
Sequencer

Arrows let you change the number sequence. Try one digit numbers for beginners, counting into double digits and signed numbers.

Ultimate Number Line

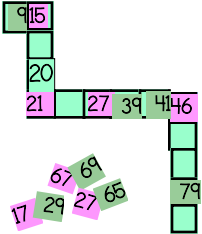
Work with whole numbers or decimals to complete sequences.

Builder Ted

Ted build his wall by cementing his bricks in sequence.

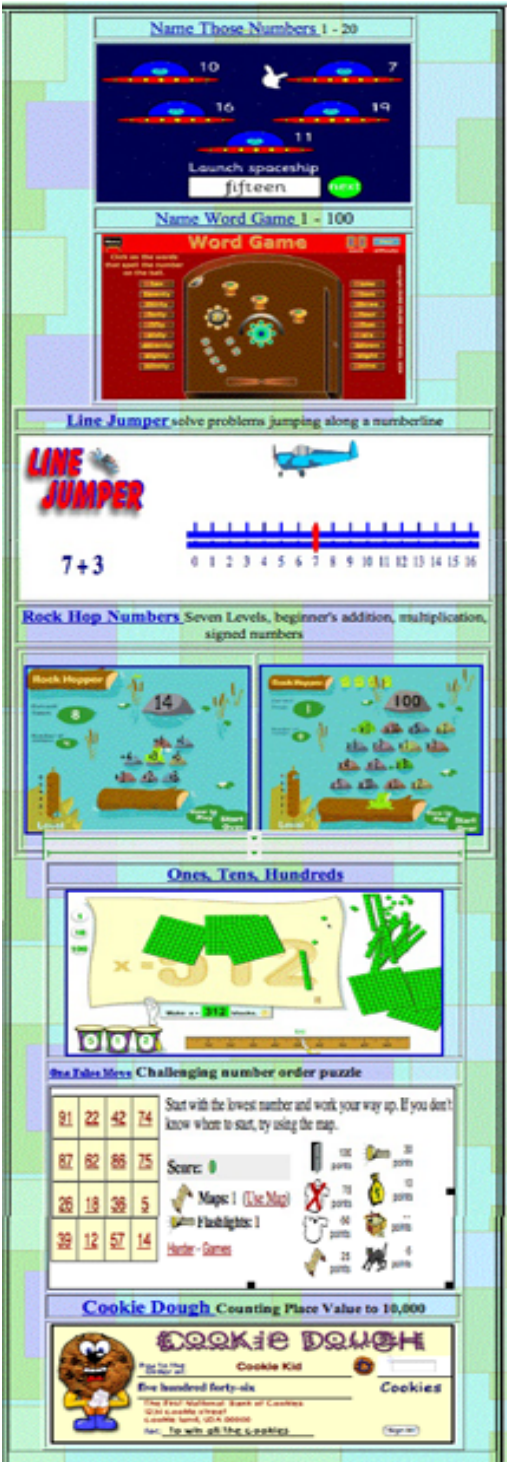
Follow-up: Printouts:

- Make number cards. Have students take turns placing a card in the correct place.
- Make a number track of 15 - 20 squares.



Players chose from face down number cards. Cards are imprinted with 2 digit numbers 1-99. They take turns putting their cards on blank spots until there are no more spaces for the cards.

- Connect the dots pages
- Children can draw their own sequence.



Name Those Numbers - Name Word Game

These match games help students read number words.

Follow-up: Worksheet matching number names and numerals, picture groups for word/numeral labelling.

Line Jumper

Simple operations reinforce using a numberline.

Follow-up: Hands-on use of numberline. Worksheet with numberlines requiring students to generate problems.

Rock Hop Numbers

Players plan a path to create target number (on large rock).

Seven levels ranging from simple one digit addition to multiplication, signed numbers and decimals.

Follow-up: Printout of facsimile of rock hop for students to plan path. This may also be done as a group activity preparing student to use the program.

Ones, Tens, Hundreds

A terrific activity for developing number sense. Students build target numbers by adding and subtracting blocks. A numberline is presented for reinforcement. Slash marks keep track of score and graphic hands applaud responses.

Follow-up: Worksheets with tens/hundreds blocks for correct number labelling.

One False Move

Number ordering challenge for more advanced students. Extra reinforcement with magic icons.

Cookie Dough

Reading number words and generating number words.

Follow-up: Shopping spree, use newspaper page. Have students choose three items and write a check for the total price.

Make up a shopping list with simple prices Have students calculate the cost of pairs of items or give them a specific amount and challenge them to keep their costs to a target amount of money.

This is a sample of the one page on number sense with follow-up activities so that the kids are encouraged to transfer computer work to hands-on.

How to introduce programs

Computer programs should be introduced as a group activity, either by using a projector, connecting to a television or seating small groups in front of the computer. Demonstrate and then have students take turns responding. (If you want to encourage communication skills, choose one child to explain to a second child how to respond.)

This will allow teachers to observe which students quickly catch on and these students may be assistant teachers. Interestingly, computer savvy kids are often not the higher readers. It's a great way to build self esteem and put students in charge of their own learning.