

Beep Beep, Vroom Vroom
by Stuart J. Murphy

Parts of the Lesson	Materials Needed
<p>I. Pre-activity (Pre-assessment) Have children punch out the cars, vans, and trucks. Help them focus on details by sorting and classifying.</p> <p>1. Play "One of these things is not like the other" to see if children can find the vehicle that is different. For ex, in the 2x2 grid put three trucks and one van.</p> <p>2. Again use the 2x2 grid. Label six post-its as follows: RED, YELLOW, BLUE and CARS, VANS, TRUCKS. Put 2 at the top of the 2 columns and 2 at the left next to the 2 rows. Find vehicles to put in each box, using the sorting labels.</p> <p>3. Next use a Venn diagram and two post-its, one for each circle. Sort again.</p>	<p>I. Pre-activity Use <u>teaching tips on Funbook page 10</u>. For the sorting activities you will need copies or enlargements of the <u>2by2 grid</u> and the <u>Venn diagram</u>. You will also need <u>small post-its</u> to use as sorting labels. The children will need <u>sets of the punchout vehicles</u>, and plastic baggies for taking them home.</p>
<p>II. Read the Book (Talking points) This is a book that children will relate to, especially if they have younger brothers or sisters... or if they ARE the younger brother or sister. As you read the story, help the children figure out the patterns used to arrange the cars.</p>	<p>II. Read the Book. <u>A copy of the book.</u></p>
<p>III. Do the Math (Fraction Game). <u>Activity 1</u>: Use page 9 to "park" the vehicles in a pattern. See if a friend can figure out your rule. Take turns, Try several patterns <u>Activity 2</u>: Play "Traffic Jam" (page 11) by placing vehicles on the road in a "one difference train" (see example on p 12.)</p>	<p>III. Do the Math. 1. Use the punchout vehicles. <u>Make copies of page 9</u> for each child or for pairs of children to share. 2. Continue to use the punchout vehicles. <u>Make copies of page 11</u> for each child, or for pairs of children to share. Review the <u>teacher directions on page 12</u>.</p>
<p>IV. Wrap Up (Debrief) Look for patterns in the environment. On a different day, sort and classify other objects, like buttons or blocks.</p>	<p>IV, Wrap Up Leave a set of punchouts and game sheets at a learning center. Let children take home their own vehicles & game sheets.</p>