

What Comes in 2's, 3's and 4's?  
by Suzanne Aker

Parts of the Lesson	Materials Needed
<p>I. Pre-activity Work in pairs or small groups to generate a list of things that come in 2's, 3's and 4's. Record ideas on blank paper.</p>	<p>I. Pre-activity <u>Blank paper.</u> Or for older children, provide <u>photocopies to generate lists</u> of things that come in groups of 2 to 13.</p>
<p>II. Read the Book (Talking points) This book is for very young children. As you read it, compare the items in the book to ideas generated in pre-activity.</p>	<p>II. Read the Book. <u>A copy of the book.</u></p>
<p>III. Do the Math (Games). <u>Activity 1: Concentration (Memory)</u> Use stickers to make four sets of cards. Play with two sets at a time. Mix up the cards and place them down in a 4x5 array to aid memory. If player gets a match s/he gets a second turn. [Alternatively, play with playing cards. Separate into red and black cards, and play with just one color (26 cards) or remove KQJ (leaving just 20 cards).] <u>Activity 2: TicTacToe</u> Demonstrate game and how to draw a TicTacToe board. Have children play in pairs for 5-10 minutes, on blank paper. <u>Activity 3: Dots</u> Demonstrate the game and how to draw an array of dots (a 5x5 array of 25 dots is a good introductory board). Have children play in pairs for 5-10 minutes, on blank paper.</p>	<p>III. Do the Math. 1. <u>Each child needs 40 cards in 4 different colors.</u> Use halves of colored index cards, or cut cards out of cardstock paper. Each child needs a set of <u>stickers</u>. Each kind of sticker goes on a different color card. For example, numerals on pink, number words on blue, dominoes on yellow, and mittens on green. Alternatively, children can play Memory with <u>decks of playing cards</u>. 2. <u>Blank paper and pencils</u> for playing TicTacToe and Dots.</p>
<p>IV. Wrap Up (Debrief) At the end of each game have children talk about strategies that they used during the game, to demonstrate that games involve reasoning. Take home the memory cards, and game page 49.</p>	<p>IV, Wrap Up - copies of Funbook p 49. Post a <u>large chart</u> and add to it as children think of real-life things that come in groups. Leave blank paper and sets of memory cards at a learning center, to encourage game-playing.</p>