Mathematics
1-3 Counting & Number Match

Subject: Mathematics
Topic/Unit of Study: Counting
Objective: Working on counting physical objects.

Summary
Students count beans and then match the count to a number on the mat.

Procedure
Fill a sock or other container with beans or other objects that are all the same (marbles, coins, counting bears, beads, etc.). Students take a handful of objects from the sock or container and count them. They then locate the matching number on a number line mat or the card mat with numbers displayed on it. Once the number is located the student navigates the Bee-Bot to the correct number on the mat.

Differentiated Instruction
For advanced students, this activity may include more objects and higher numbers (0-100).
For struggling students, use smaller sets of objects to begin and then build to a larger numbers.

Collaboration: Students work collaboratively in small groups.
Time Allotment: Multiple class periods, as needed. Time should 10-20 minutes.
Resources:
- Sock or similar container
- Beans or another set of objects to count
- Number line mat or card mat
- Number cards 0-9 (01-01_Oto9.pdf)
- Number cards 1-24 with names (01-01_NumberAndName.pdf)

Standards
NCTM Standards (National Council for Teachers of Mathematics)
- Subject: MATHEMATICS
- Grade Level: GRADE K
- Content Standard 1: NUMBER OPERATIONS AND CONCEPTS: Students use numbers, number sense, and number relationships in a problem-solving situation.

Benchmark 4: Students count with understanding up to 21 objects to solve problems.
Benchmark 1: Students use the concept of place value to read and represent numbers up to 99.

ISTE: National Educational Technology Standards for Students: The Next Generation
- Standard: 3. Research and Information Fluency- Students apply digital tools to gather, evaluate, and use information.
- Indicator: Students: d. process data and report results.

- Standard: 4. Critical Thinking, Problem-Solving & Decision-Making- Students use critical thinking skills to plan and conduct research, manage projects, solve problems and make informed decisions using appropriate digital tools and resources.
- Indicator: Students: d. use multiple processes and diverse perspectives to explore alternative solutions.