

## Numeracy days- November 2011 - LOCAL ACTIVITIES

### FIRST GRADE

#### Objectives of reference :

The pupil will be able to:

1.2- write, read, compare and order the natural numbers 0-100;

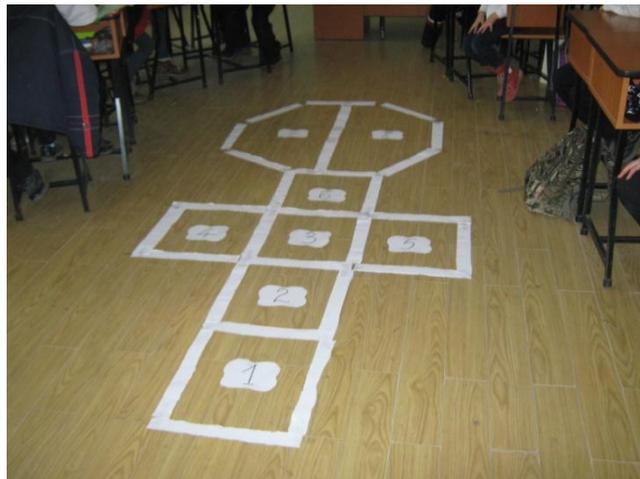
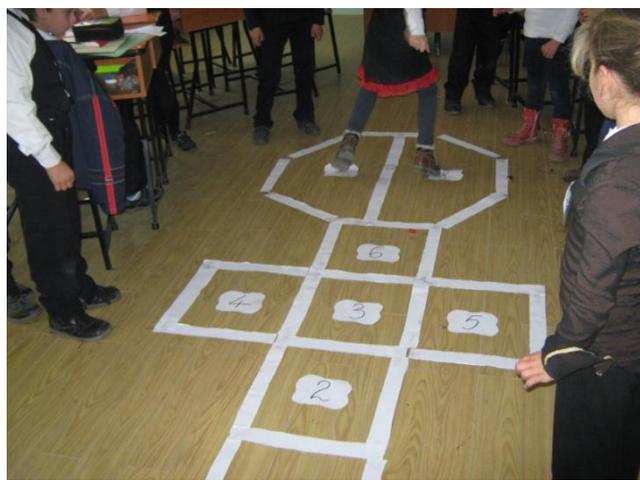
1.3- perform addition and subtraction (decrease) operations in focus 0-30, without passing over an order.





### The envelope

- Game of movement;
- It exercise 1-6 numeracy and operations of addition and decrease.



### The hopscotch

- Game of movement;
- It exercise 1-8 numeracy.



We learn numbers modeling plasticine.





We learn numbers making collages of crepe paper.



During **numeracy week** **the first grades** have repeating the numbers 0-9 by making puzzles with them and then ordering ascending and descending the numbers obtained.



The second activity was the development of games, "Monopoly", "Do you mind brother", "In the land of Piticot" Through these games the students practiced the 0-9 numeracy.



Logical-mathematical games: *Piticot-counting game*

The objective:

1.1. training to understand the decimal system of numbers (in hundreds, tens and units) using objects for justification;



**Clock - Puzzle**

**The objective:**

2.3. to use the units for time and monetary units;

-read-clock, a clock-model representation of the different hours;

-time-expression in several ways (using the mechanical clock and the one with electronic display);



### Role play "Shopping"

The objective:

2.3. to use the units for time and monetary units;

-real or imagined construction of situations in which children can decide if they can buy one or more objects with a sum of money (the game);



### „Monopoly”-game

**The objective:**

2.3. to use the units for time and monetary units;

- real or imagined construction of situations in which children can decide if they can buy one or more objects with a sum of money (the game);



### Don't be mad, brother

There are 4 players at the game, each player has 4 pieces. The players play the dice on the board. According to the numbers from the dice, the players move the pieces on the board. The player that moves the pieces to the finish line the first is the winner.

**Purpose:** It is a game that is verified by the students acquire the mathematical operations.





**Reference objectives tracked:**

1.3. pupils will be able to perform addition and reduction with numbers from 0 to 100

2.6. to solve problems that has at least one learn operation

\* to solve problems that involve at least 2 addition and reduction operations

**Third grade**

**THE MATHEMATICAL TWISTER GAME**

**Reference objectives tracked:**

1.3. to perform operations of addition and reduction numbers less than 10,000:

- without crossing order
- with crossing order

1.4. to perform multiplication and division operations with natural numbers less than 100

**Purpose:** It is a game that is verified by the students acquire the mathematical operations.

**Development mode:**

Lie on the floor sheets with numbers from 0 to 10 and the signs of the four operations. Students have the task to choose the sign of an learned operation and to position each one foot on the floor number. At the time say the operation and its outcome.





### THE TARGET DRAWING GAME

#### Reference objectives tracked:

1.3. to perform operations of addition and reduction numbers less than 10,000:

- without crossing order
- with crossing order

**Purpose:** It is a game that is verified by the students acquisition the operations of addition with and without crossing order.

#### Development mode:

It made a poster of a target with concentric circles that are written scores from 10 to 25. Students have three attempts to shoot the target with the requirement to calculate the score and report.



## ROLE GAME

### “Shopping”

The children brought toys and money. They grouped after their wish and played the seller and buyer roles.

#### Reference objectives tracked:

1.3. to perform operations of addition and reduction numbers less than 10,000:

- without crossing order
- with crossing order

4.3. to apparent adequately meet their in relationships with colleagues from a working group within the practical activities in problem solving.



## MONOPOLY GAME

The goal of this game is to become the richest player and bankrupt the others.

At the beginning of the game, each player receives 1500 dollars. The number of players can be between 2 and 8. Each player chooses a pawn. The first player in order throws the two dice and moves the pawn over the same number of spaces as it is shown on dice. The properties the pawns are arriving on after throwing the dice can be sold, bought or switched by the players.

The game overs when only one player holds the whole properties and the other players are bankrupt.

**Reference objectives tracked:**

1.3. to perform operations of addition and reduction numbers less than 10,000:

- without crossing order
- with crossing order

4.3. to apparent adequately meet their in relationships with colleagues from a working group within the practical activities in problem solving.



**BINGO**

Each pupil receives a file which has 4 lines and 4 columns with mathematical calculations written on it. The children solve each other a calculation on the file. The first who fills in a line or column on the file, shouts “Bingo!”. If the calculations are correct, he wins.

**Reference objectives tracked:**

1.3. to perform operations of addition and reduction numbers less than 10,000:

- without crossing order
- with crossing order



