

Numicon 1 Securing Foundations 4: Naming Numicon shapes. Building patterns and counting objects

## Setting up Preparations for Focus groups:

Homework Explore More #4 to be photocopied and Assessment pp. 8 & 9 prepared

## Getting Started

### Visualizing and recording Numicon shapes and patterns

1. Activity 1 Review from Securing Foundations 2. Make fresh Play dough.
2. Activity 2 Matching Shapes. Review from SF 2. Aim for immediate recognition and confidence now. Quick flash games are fun!
3. Activity 3 Shapes and pegs. Review from SF 2. Aim for immediate recognition and confidence now. Quick flash games are fun!
4. Activity 4 Review from SF 3. Recording Shapes and patterns.

### Pattern and Algebra:

#### Creating and recording patterns with rods and cubes

1. Creating repeating patterns. Have ready number rods and trays
2. Have ready multilink or other blocks, building blocks, lego and musical percussion instruments- patterns of sounds

### Numbers and the number system:

#### Counting objects and ordering by size

1. Activities 1 and 2 Repeat as from the previous weeks.
2. Activity 3 Have a Teddy Day or other toy and put them all in order of size.
3. Activity 4 A variety of objects for seriation activities.
4. Activity 5 Building towers
5. Activity 6 Ordering with cuisenaire rods. Play all the previous ordering activities –Swaps etc.

### Calculating

#### Exploring contexts for adding

1. Activity 1 Explore More ready for class and home work
2. Activity 2 Finding how many altogether. Small world toys and habitats. Eg., ducks and ‘pond’, cows and ‘paddock’, birds and ‘nest’

### Independent activities:

1. Make fresh play dough
2. Use all the activity cards from 1, 2 & 3 for choosing time.
3. Feely Bags and shapes to join together
4. Plastic numerals, sand and water play. Measuring sticks of various lengths.
5. Pattern activities: collect beads, blocks, coloured squared paper to make mosaics, geometric pattern blocks
6. Provide children with Big Books of rhyming stories and poems. The Little Red Hen and others. Oxford Owl website has many books to enjoy.

### Whole class activities:

1. Counting – have a variety of objects ready. Large pictures of shapes from website to download. Laminate and cut out. Milk bottle lids for counters. Counting games from NZ Maths and other resources
2. Review from SF 1, 2 & 3
3. Big books with poems and rhymes, Numicon at the Seaside. Numicon Picture and Number overlays
4. “Swaps” and “close the gap” games as a class.

Group Organisation: Four groups with an **hour** each day for maths. **T** = focus teaching with this group  
 Intro 10 minutes, Activities 15 minutes each, Change time 5 minutes, Tidy up 10 minutes, Plenary 10 minutes  
 Take two weeks if necessary with these activities

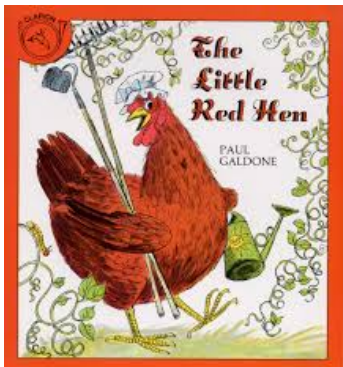
	Group 1	Group 2	Group 3	Group 4	Whole class
Day 1	Directed play with shapes in pairs: Visualizing and finding shapes in Feely Bag, Matching, Building and recording <b>T</b> GS Activities 1-4 Calculating - adding	Directed play with shapes in pairs: Visualizing and finding shapes in Feely Bag, Matching, Building and recording <b>T</b> GS Activities 1-4 Calculating - adding	<b>T</b> Visualizing and finding shapes in Feely Bag, Matching, Building and recording GS Activities 1-4 Calculating - adding	Directed play with shapes in pairs: Visualizing and finding shapes in Feely Bag, Matching, Building and recording <b>T</b> GS Activities 1-4 Calculating - adding	Finding opportunities for adding stories throughout the day. Show pictures of car parks with a car driving in as an adding story, or seagulls flying into the playground.
Independent activities this week: See cards from the previous weeks and pages following					
Day 2	<b>T Pattern</b> Refer to the school map and review the concepts from last week drawing attention to sizes of building and trees, and lengths of pathways and distances. Creating repeated patterns activities.				Show school map, lengths of sticks, rods, lines etc
Day 3	<b>T NNS</b> Activities- Counting and ordering activities Writing Numerals- Review every week for many months until fluent				Patterns in Music
Day 4	<b>T</b> Calculating – adding activity 2				Counting games
Day 5	<b>T</b> Assessment pages as the children complete their activities during the week. 8-9 repeating patterns. An adding story – cars and buses in a car park. Delay this assessment for children who are clearly not ready to allow more weeks of practice.				Review of the week: See words and terms for use

Notes:



Read and listen to these stories!

Say them too!



Take a photo of the books or just leave them out for children to read and enjoy together.

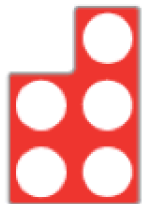
I am seeing in my mind's eye!

Guess!

It's ...

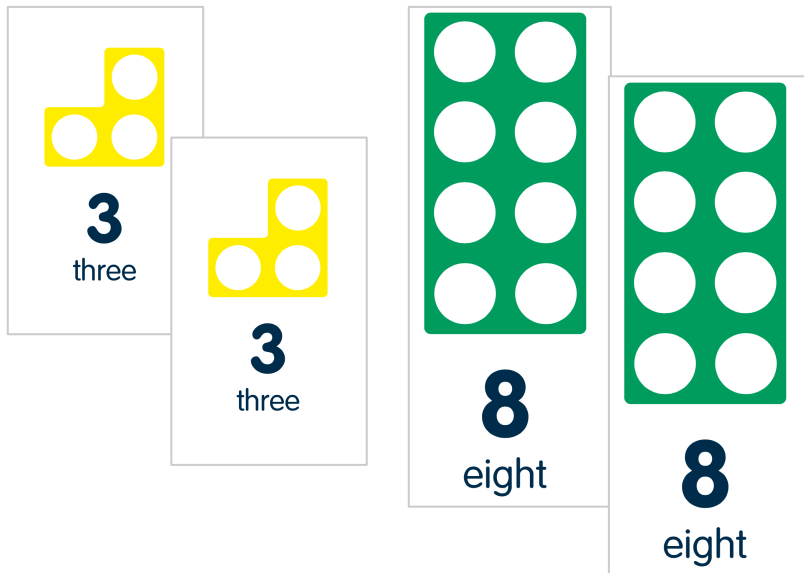
Ideas

My bed. My teddy.  
Numicon 5



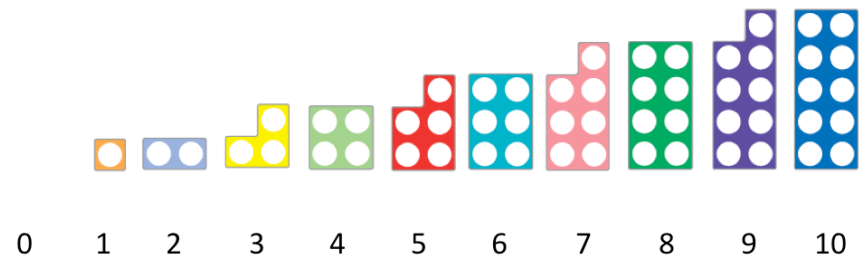
# Match my card!

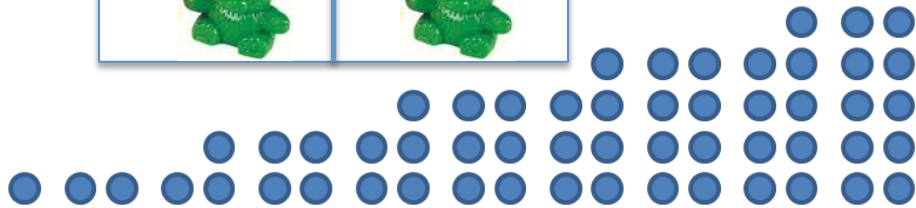
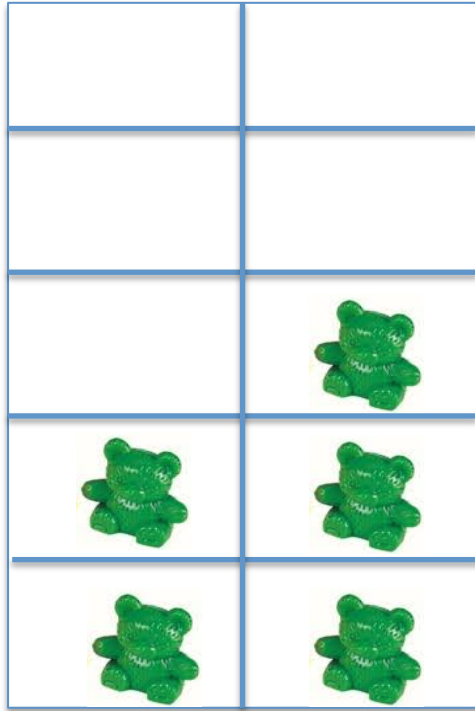
## Say them too!



# Find this shape in the Feely Bag

## Say it too!

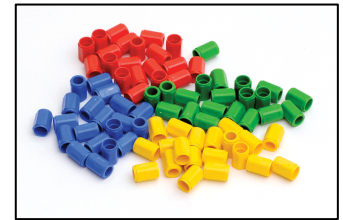
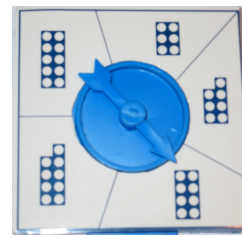
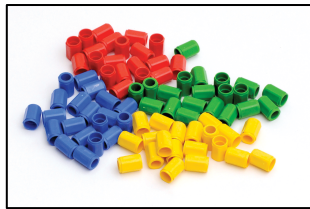




Build Numicon patterns with teddies

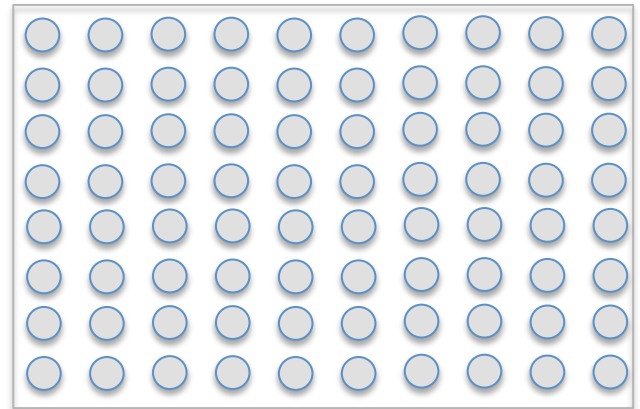


Match the Teddy patterns to Numicon



1. Spin

2. Build the Pattern



1. Spin and build

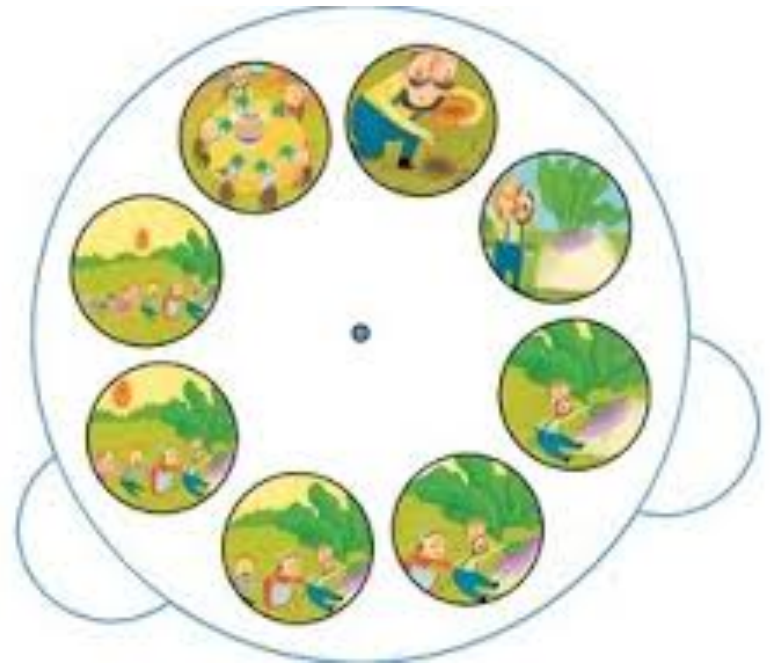
2. Colour in the pattern



Drive your cars!  
Show the way with



1, 2, 3, 4, 5



Put the story  
pictures in order



Thread the pegs in a pattern

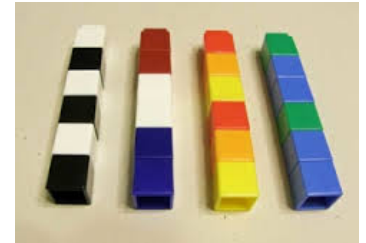
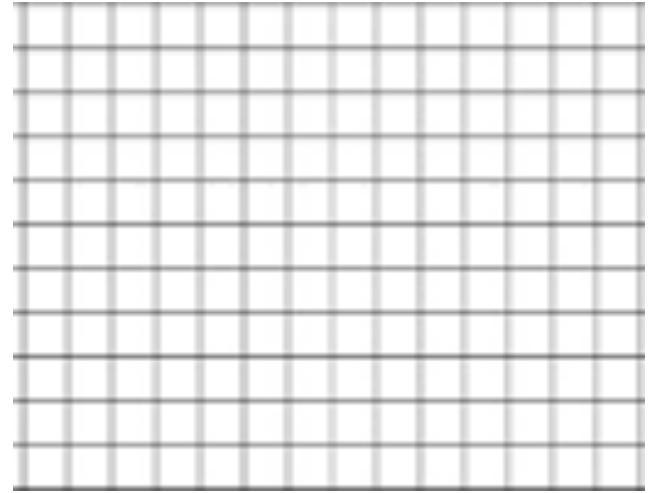


0 1 2 3 4 5 6 7 8 9 10

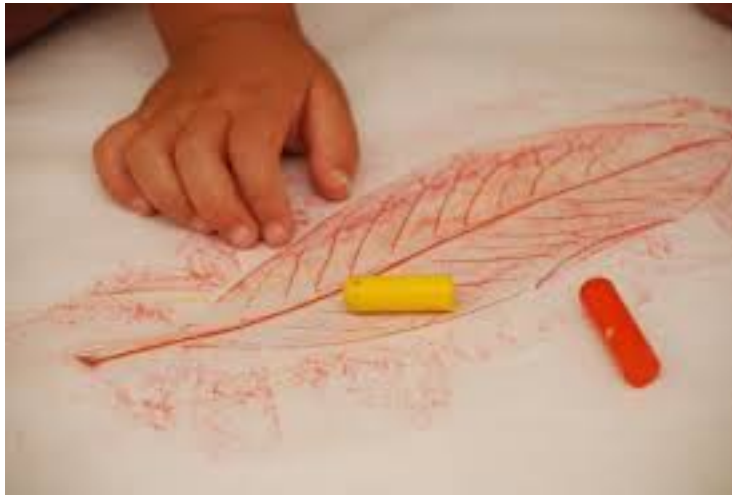
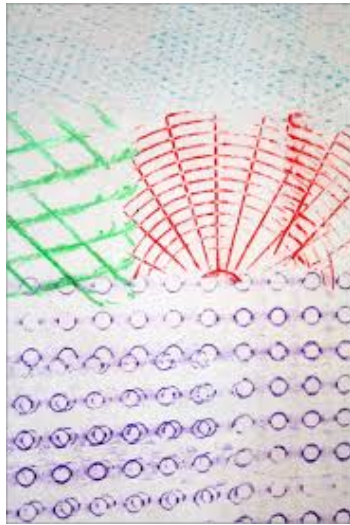
Use buttons to fill the shapes



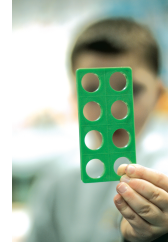
Glue patterns with nature



Make patterns - colour in the squares



Leaf and other rubbings



Paint inside the shapes





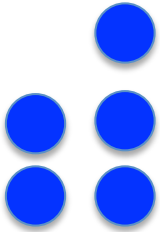
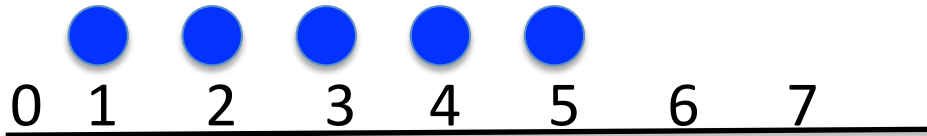
0 1 2 3 4 5 6 7 8 9 10

Patterns with shells



1. Find the shape on the number line

2. Make the pattern with pegs



1. Counting on the line
2. Make the pattern



Sand tray



Glitter numerals



Finger paint numerals