

Getting Started: Learning About Numicon shapes, Cuisenaire rods, Pattern and Counting

Most of the preparation in this first week will have application throughout the year and immediately into this week and the next 12 weeks. If you have parent helpers and a Teacher Aide, make the most of their assistance in your preparations. Enjoy the week. Extend it into two weeks if necessary.

Setting up Preparations for Focus groups:

Getting Started:

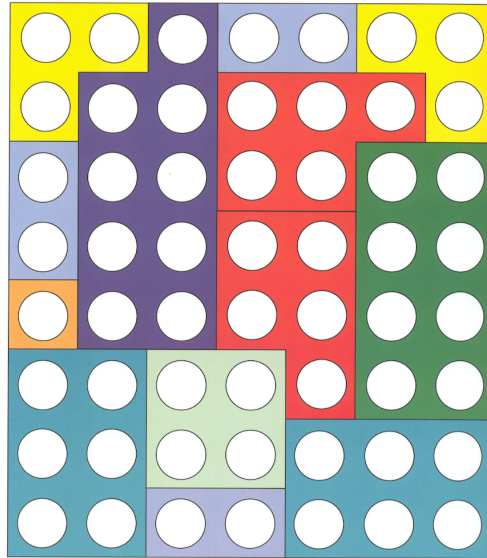
1. Activity 1: Numicon shapes, Baseboards, Pegs, Numeral cards 0-10 (PCM 25) Letter for children to take home re Numicon.
2. Extension ideas—Press shapes into play dough and put buttons on bumps. Make playdough, collect buttons, make sign. Print off spinner overlays and colour in for children to play matching games
3. Activity 2: Baseboards and shapes. Extension – jigsaw puzzles
4. Activity 3: Building shapes patterns. Step 1 see activity cards below
5. Activity 4: Photocopy master 9 and Explore More homework pages to take home
6. Activity 5: Photocopy master 15, display number line,
7. Activity 6: Numeral cards 26, word cards 24 1 set per student
8. Activity 7: Photocopy master 26 and 24 (Already Made)
9. Activity 8: Play time. Download the play activities from Cuisenaire Booklet on the Numicon NZ website.
10. Activity 9: Photocopy master 25 (Already made)
11. Activity 10: Photocopy master 26 and 24 (Already Made)
12. Activity 11: Language phrases to match, use in conversation
13. Activity 12: Games cards with language to help children play the game
14. Set out the Numicon and other maths equipment in trays or containers for children's easy access
15. Set out counting of various objects on Maths Table. Small collections in cups, Numicon number line 0 – 10, Numicon number line 0 - 30

Independent activities:

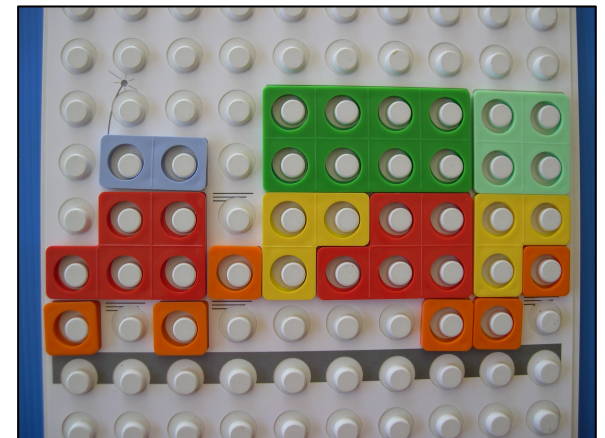
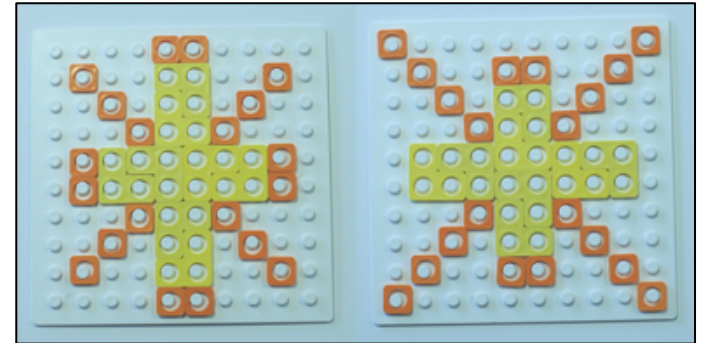
1. Instruction cards with photos to make pictures with Cuisenaire rods. Download from website. Sharing Page and other websites
2. Instruction cards with photos to make pictures with Numicon shapes. Download from website. Sharing Page and other websites. Purchase Picture and Number overlays
3. Instruction cards with photos to play the SWAP game and HUNT the shape game.
4. Instructions to counting activities

Whole class activities:

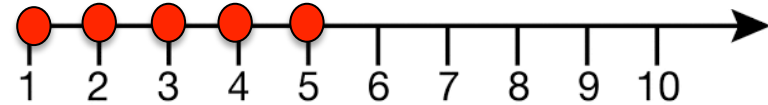
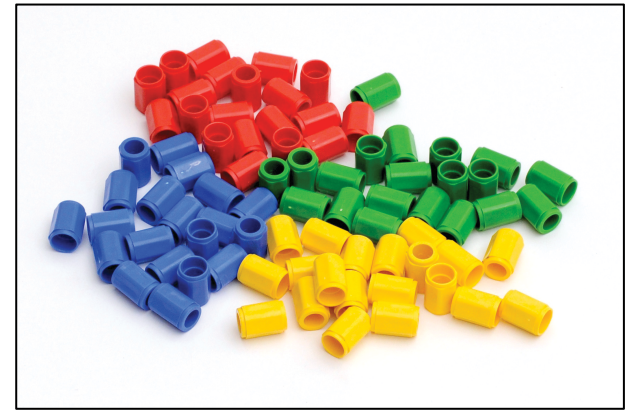
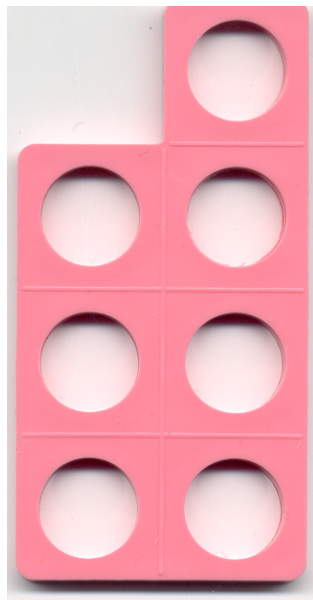
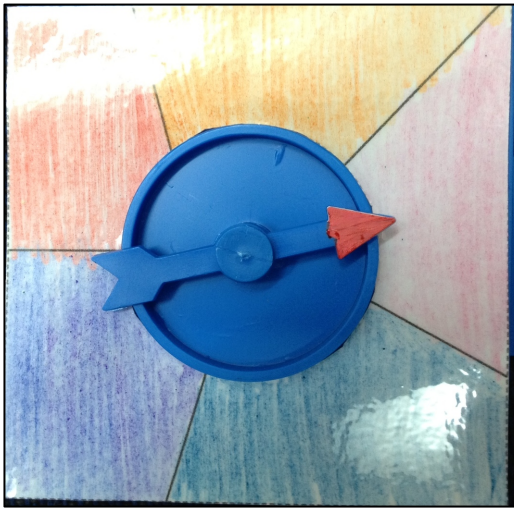
1. Counting – have shapes ready. Can use the plastic shapes or the large ones downloaded from website, laminated.
2. Print off **large** numeral cards 0 – 10 from the website



Cover the
baseboard

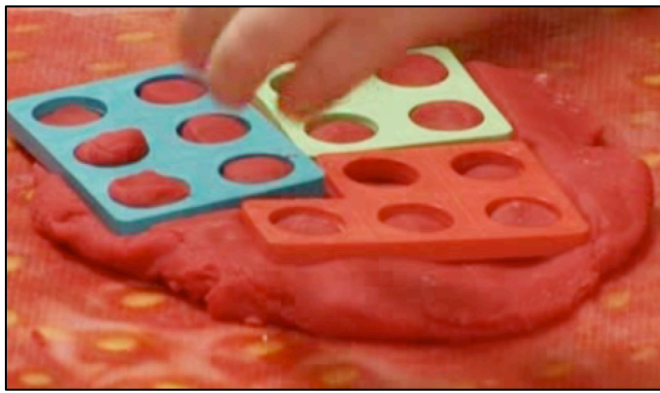


Make your own
pictures

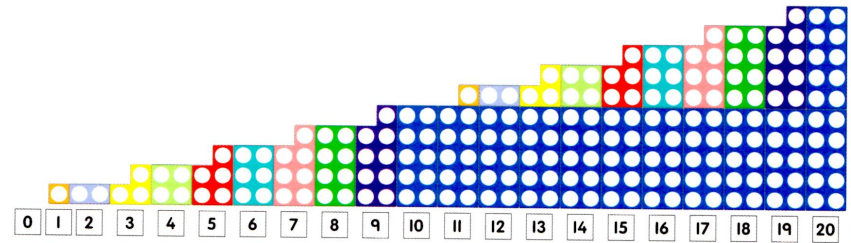


1. Spin
2. Match the colour to the shape

1. Put the pegs on each number on the number line
2. What number did you stop at?



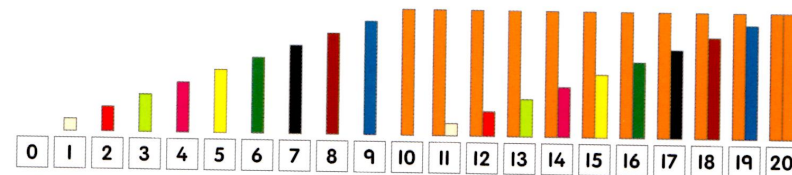
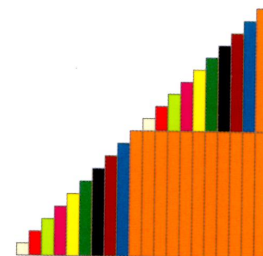
1. Roll out play dough
2. Press in shapes
3. Top with buttons



Put the shapes in order like this

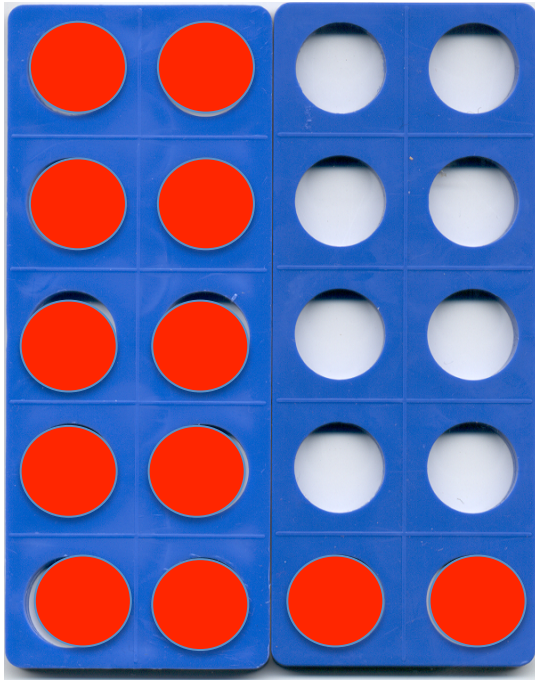


Make some
pictures like these



Put the rods in
order,
like these

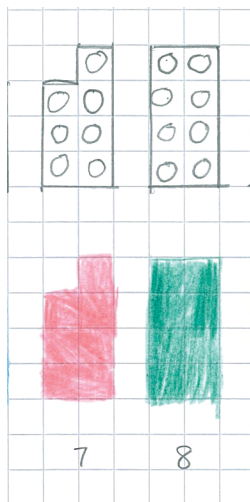
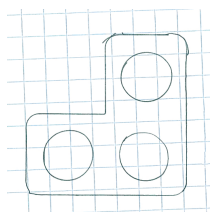
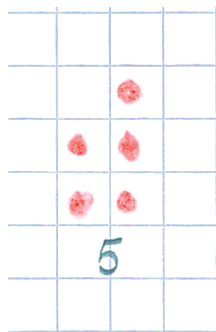
12



Choose a number from
the Feely Bag from
0-21

Build it with counters
from the bottom in
the Numicon patterns
in the 10 shapes

Put numbers
with the shapes,
like this



Ideas for Special Questions

Is it smaller than the 5-shape?

Is it greater than the 5-shape?

Is the number odd?

Is the number even?

Is the shape less than half of ten?

Is the shape greater than half of ten?

Choose a number from
the Feely Bag from
0-21

Draw it with coloured
pencils in your Maths
books and label it.
Do this several times.



Play with a partner or in a small group.
Secret Shapes/Rods and Special Questions!
Hide a shape/rod in a Feely Bag. Your friends
have to ask you good questions to find out
what it is.

Do this several times.