## Try one of these fun games:

- Concentration
- Go Fish
- Face Off
- Dominoes
- Bowling

- Connect Four
- Marbles
- Card Games
- Dice Games



# **Building Blocks of Counting**

Grade One Mathematics







For more information and helpful resources, visit: www.pembinatrails.ca

### *The meaning of counting* ... by the end of grade one children should:

Young children need to learn to automatically recognize how many are in a small group.

### This is called **subitizing**.

**Dot Pattern** 



Rekenrek



**Ten Frame** 



#### **Finger Patterns**





Say the number sequence between 0 and 100, forward and backward, starting at random points.



3

4

Count each object only once and know the last number tells how many.



2 3 4 5 "There are 6 marbles."

Know each set only has one count. **Trust the count!** They do not have to recount it.



Know that moving the objects in a set <u>does not</u> change the count.

Both arrangements are the same amount!



5

Know you can use counting on if you know one part of the set.



5,6

6

Skip count by: 2's from 0 - 30 (0, 2, 4, 6...), 5's from 0 - 100 (0, 5, 10, 15...) and 10's from 0 - 100 (0, 10, 20, 30...).

7

Count quantities using groups of 2's, 5's or 10's.

