

EARLY CHILDHOOD



Ropes 2

MATCHING CHAMPIONS

LEARNING TARGETS

- ✓ I will recognize numbers and match my numbers with another student's.
- ✓ I will create the shape of a number with my friend using both of our ropes.

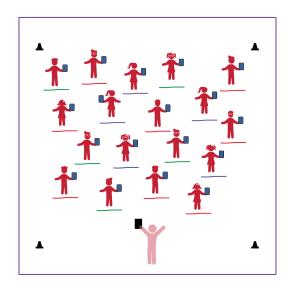
ACTIVITY SET-UP & PROCEDURE

Things You Need:

- √ 1 rope per student
- √ 1 card per student from a deck of cards (use only 1–9 and ensure there are even pairs of each card)
- ✓ Cones to form boundaries

Set-Up:

 Scatter students in general space, each with a rope and a card.



Activity Procedures:

- 1. The objective of this activity is to match a number card with a friend and then use the ropes to create the shape of the number.
- **2.** We're going to play a game called *Matching Champions*. Before we start, look around and take note of your personal space and your card's number.
- 3. When I say, "GO," find another student who has the same number as you. Then find a safe space to work in.
- **4.** When you get there, use your 2 ropes to create the shape of your number. When you're done, sit and wait for the teacher to check your number.
- 5. When enough groups are done, the teacher can have students trade cards so they have new numbers.

Universal Design Modifications:

- Use only 1 rope to make each number.
- Create larger groups of students and have them work together on bigger numbers.

DEVELOPMENTAL INDICATORS

- ✓ Relationship with Other Children: Engages in and maintains positive interactions and relationships with other children.
- ✓ **Counting and Cardinality:** Associates a quantity with written numerals up to 5 and begins to write numbers.
- ✓ Geometry and Spatial Sense: Explores the positions of objects in space.



