# SPS Kindergarten Readiness Numeracy Workshop 

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# Southington Public Schools Vision of a Graduate 



## Key Shifts

 in Common Core Mathematics- Focuses on conceptual understanding (knowing the "why" and "how")
- Requires students to apply skills in real world problems and situations
- Encourages multiple strategies and approaches for procedural fluency


## Teaching Math in the 21st Century

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"It's important to learn math because someday you might accidentally buy a phone without a calculator."


Sneaky 6-year-old gets caught asking Alexa for help with math ..

## CRA Learning Model

1. Concrete: Objects and materials, "Doing Stage" (chips, beans, cubes)
2. Representational: Drawing pictures, "Seeing Stage" (dots, circles, tallies, stamps)
3. Abstract: Number, math
symbols/notation, "Symbolic Stage" (+, -, = )


## Counting and Cardinality:

## ELDS-Strand A: Early learning experiences will support children to understand counting and

 cardinality.4 to 5 year olds
Say or sign the number sequence up to at least 20

Count up to 10 objects using one-to-one correspondence, regardless of configuration, using the number name of the last object counted to represent the total number of objects in a set.

Count out a set of objects up to five.

## Activities/Suggestions

Turn mealtime into counting fun by having your child count objects as he of she sets the table. (Forks, spoons, napkins, etc)


Take a handful of your child's favorite cereal and have them count out sets of 2,3,4, and 5...


## Counting and Cardinality Continued

ELDS-Strand A: Early learning experiences will support children to understand counting and cardinality.

4 to 5 year olds
Recognize written numerals up to at least 10.

Quickly recognize and name, without counting, the number of objects in collections of up to at least five items.

Compare sets of up to 10 objects using a visual matching or counting strategy and describing the comparison as more, less than or the same.

## Activities/Suggestions

Play "I Spy" with a magazine. Have children locate numbers 1-10 in a magazine and cut them out. Have children sort them into piles of 1's, 2'3, 3's etc.


Use a deck of card (numbers 1-9, Jack as 10) and lay them out a few at a time. Have your child count out objects (cubes, chips, cheerios,) and lay them on top of the card to match the number. Have them compare using vocabulary.

The 3 Aspects of Number


## Subitizing

Subitizing is the ability to 'see' a small amount of objects and know how many there are without counting.

FINGERS


COUNTERS


DICE


$$
\because:
$$

$$
0
$$



$$
\therefore
$$



## Operations and Algebraic Thinking

ELDS-Strand B: Understand and describe relationships to solve problems.

4 to 5 year olds
Use real-world situations and concrete objects to model and solve addition and subtraction problems up to five.

Recognize and describe parts contained in larger numbers by composing number combinations up to at least 5 .

Activities/Suggestions
Use a box of crayons to model adding and subtraction. Create a story problem where your child is handing out crayons to his/her stuffed animals. Practice adding to and taking from.


$$
\because:
$$

## Measurement and Data

## ELDS-Strand C: Understand the attributes and relative properties of objects.

## 4 to 5 year olds

Compare the measurable attributes of two or more objects (e.g., length, weight and capacity) and describe the comparison using appropriate vocabulary (e.g., longer, shorter, same weight, holds more, holds less, holds the same amount)

Begin to use strategies to determine measurable attributes (e.g., length or capacity of objects). May use comparison, standard or non-standard measurement tools.

Represent data using a concrete object or picture graph according to one attribute.

Sort and classify a set of objects on the basis of one attribute independently and describe the sorting rule. Can re-sort and classify the same set of objects based on a different attribute.

## Activities/Suggestions

Collect objects from home or outdoors and sort \& classify them into groups based on size, shape, color, pattern, type

Items: leaves, shells, rocks, books, toys, clothes, etc.


## Geometry and Spatial Sense

## ELDS-Strand D: Understand shapes and spatial relationships.

## 4 to 5 year olds

Use related vocabulary of proximity (e.g., beside, next to, between, above, below, over and under) to identify and describe the location of an object.

Identify and describe a variety of 2-dimensional and 3-dimensional shapes with mathematical names (e.g., ball/sphere, box/rectangular prism, can/cylinder) regardless of orientation and size.

Complete a shape puzzle or a new figure by putting multiple shapes together with purpose.

## Activities/Suggestions

Provide opportunities for children to take apart, put together and build with blocks: Legos, Tinker Toys, K'nex, etc.


Gather a tissue box, an ice cream cone, a can of vegetables, an orange. Discuss the shapes and dimensions with your children.


## Why don't we just teach math "the old way"? (Standard Algorithm)

For $245+33=\square$ they may write:

|  | 2 | 4 |
| :--- | :--- | :--- |
| 5 |  |  |
| + | 3 | 3 |
|  | 7 | 5 |

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| 34 |
| ---: |
| $+\quad 188$ |
| 412 |

## We VALUE: <br> Teaching For Understanding



## Key Math Terms to Know and Understand

## One-to-one Correspondence:


*Matching an object with a numerical (pointing, placing) value and understanding that each object being counted represents "one more."

## Counting On:


*Continue counting objects added to a previously counted group without recounting the entire group

## Key Math Terms to Know and Understand


*A pattern is defined as any sequence that repeats at least twice

Subitizing:


Dot Cards

*Subitizing is the ability to 'see' a small amount of objects and know how many there are without counting

## Number Bonds

$$
\begin{array}{cl} 
& 2+4=6 \\
\text { Fact } & 4+2=6 \\
\text { Family } & 6-4=2 \\
& 6-2=4
\end{array}
$$


part


Focus: Number Sense, Fluency within 5, Fact Families, Addition/Subtraction Concepts, Number composition \& decomposition

## Math Fun For Home Simple, quick and inexpensive!



## Math Fun For Home




Math Fun For Home Simple, quick and inexpensive!



Number Matching with paper cups


## Math Fun For Home

## Take Home Math Game

## Memory Math Game

Objective: To collect the most number of matches

## Directions to play:

1) Shuffle the cards and lay them face down in rows on the table.
2) The first player turns over 2 cards.
a) If the cards match, the player keeps the cards and tries again for another match.
b) If they do not match, the cards are turned over again and the player to the left takes a turn.
c) Each player must try to remember where they have seen cards, so they can use them to make a match.
3) When all of the cards have been matched, players count their pairs. The one with the most pairs wins.

## Example of a match:

Visual of 5 matches the number 5


Examples that are not a match:

Visual of 4 does not match the number 1


Visual of 2 does not match visual of 3


## Final Thoughts

- Math is anywhere and everywhere
- Talk about math regularly with children by pointing out the numbers, patterns, shapes and measurements we see in the world around us
- Encourage your children and students to be curious and take risks in their learning
- Let children be "problem solvers" by providing them with authentic opportunities to engage in math
- Let them "Do Math" and learn with them!


