# SPS Kindergarten Readiness Numeracy Workshop

March 2024

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## Southington Public Schools Vision of a Graduate

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Key Shifts in Common Core Mathematics



- Focuses on <u>conceptual understanding</u> (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**

- Concrete: Objects and materials, "Doing Stage" (chips, beans, cubes)
- 2. **Representational:** Drawing pictures, "Seeing Stage" (dots, circles, tallies, stamps)
- 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	Activities/Suggestions
Say or sign the number sequence up to at least <mark>20</mark>	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
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.	

### **Counting and Cardinality Continued**

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

4 to 5 year olds	Activities/Suggestions
Recognize written numerals up to <mark>at least</mark> <mark>10.</mark>	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. 123 456 789 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.
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.	





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















### **Operations and Algebraic Thinking**

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

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

4 to 5 year olds

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.











#### **Measurement and Data**

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

4 to 5 year olds Activities/Suggestions Compare the measurable attributes of two or more objects (e.g., Collect objects from home or length, weight and capacity) and describe the comparison using outdoors and sort & classify them appropriate vocabulary (e.g., longer, shorter, same weight, holds into groups based on size, shape, more, holds less, holds the same amount) color, pattern, type Begin to use strategies to determine measurable attributes (e.g., Items: leaves, shells, rocks, books, length or capacity of objects). May use comparison, standard or toys, clothes, etc. non-standard measurement tools. Represent data using a concrete object or picture graph according to one attribute. **Outside Items** Sort and classify a set of objects on the basis of one attribute leaves

shells

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

#### **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.

Provide opportunities for children to take apart, put together and build with blocks: Legos, Tinker Toys,

K'nex, etc.

**Activities/Suggestions** 



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)



What math concepts and terminology do I need to know to support my child in kindergarten math?

### **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:



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



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!



### Questions? Please contact Alicia Naleway: analeway@southingtonschools.org 860-628-3275 ext. 14021