

Grade: Kindergarten
Lesson: Number Strand (Pick a Path)

Specific Learning Outcome: K.N.1
Say the number sequence by 1's, starting anywhere from 1 to 30 and from 10 to 1.

Materials required:

- Dice
- Pick a Path game board
- Dry erase marker
- Dry eraser
- Number line posted in classroom

Activator (3-5 mins) :
Together as a class we gather at the carpet and teacher introduces the game. "Fish bowl" style. Teacher is in the center and the students gather around and watch how the game is played. The concept of the game is to roll the die and place the numbers in order from least to greatest on the path. Once the path is full the game is over and students may start again. This game also requires students to write the numbers on the path and practice forming numerals.

Activity (15-20 mins):
Once the game has been explained and students have full understanding they begin to play themselves. Differentiated instruction: independent students will play in partners and students who require extra help will play in a small groups with EA or teacher. There are also two separate game boards: 1 to 5 and 1 to 10.

Post-activity (3-5 mins):
Students return to carpet and we discuss as a class the outcomes of the game. Did you roll one number several times? Was it easy or hard to fill your path? How did you take turns?

Comments and observations:
Math games are fun for the students, they help build relationships and develop social skills.