

DA 3

NUMERACY

AGE: 3-6 Years

THEME: Developing Mathematic thinking- “Counting Colour monsters”

KEY-QUESTION: Can digital tools help children developing mathematic thinking?



GOALS

Help children to identify quantities through different forms of representation.

Solve everyday problems (involving small quantities), using counting and mathematical operations.

Using digital tools to create bigger bonds between school and children families.



Using different digital tools to support the daily pedagogical activities learning how to respect safety rules.

ACTIVITIES

1st Action: Listen to the “Color Monster” story (listening, reading, viewing)

2nd Action: Build and play the “guessing game”

3rd Action: Make your treasure hunt and help the little monsters discover some objects they have lost along the way:

2 green objects

4 yellow objects

6 blue objects

3 red objects

1 black object

5 pink objects



Count the objects to find out how many objects the little monsters lost.

NOTE: adapt the time to the needs and rhythm of each child

ACTIVITIES

4th Action: Record (in photos / videos / drawings / ...) the games (“guessing game” and “treasure hunt” ...) that you did at school and with your family. Share the records on ClassDojo)

- **5th Action:** Listen to the Color Monster Song and learn it. After you can share it with you family

6th Action: Use the digital tools and play the games and have fun with the color monsters



NOTE: adapt the time to the needs and rhythm of each child

LINKS

The Color Monster story

<https://www.youtube.com/watch?v=W6wIEp-M4tg>

The Monster Color song

[The colour monster song - YouTube](#)

Memory game (LearningApps app)

<https://learningapps.org/watch?v=pfhcf9ws221>

Math game (LearningApps app)

<https://learningapps.org/watch?v=pfjzm8ion21>

Image association game (Learning Apps app)

<https://learningapps.org/display?v=p333cogu221>

MATERIAL



AT SCHOOL

1)- Book with story or story printed (or recorded) by teacher or tablet/ smart phone/ computer/ interactive board to watch the story;

2) Paper sheet, Coloring material and scissors

3) Different colors objects (mentioned in the activities)

4) Photo camera or tablet or smartphone with camera. ClassDojo app

5) Computer or tablet or smartphone with Learningapps app

AT HOME

1)- Book with story or story printed (or recorded) by teacher or link to see the story in a digital tool

2) Paper sheet, Coloring material and scissors

3) Different colors objects (mentioned in the activities)

4) Photo camera or tablet or smartphone with camera. ClassDojo app

5) Computer or tablet or smartphone with Learningapps app

