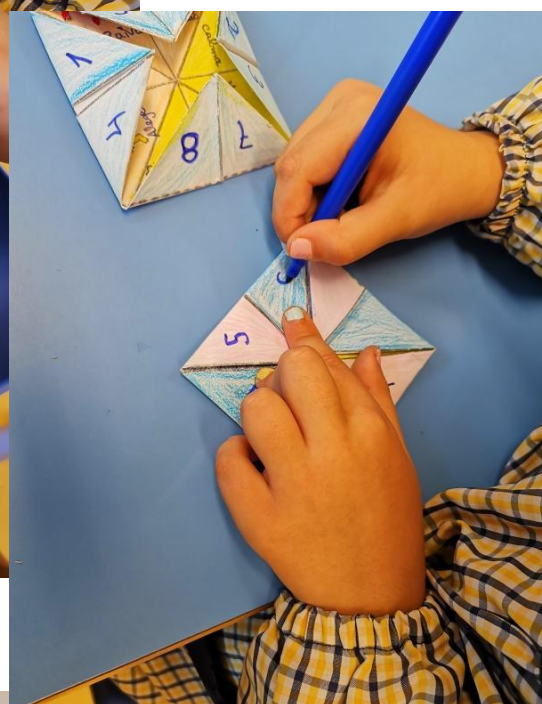
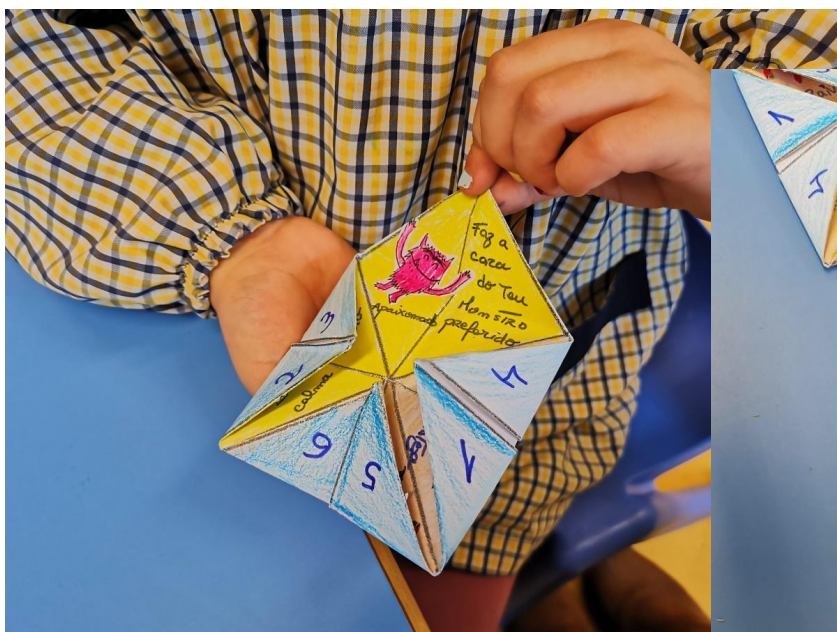


Counting Monsters



Counting monsters

An idea from: Educators from **Agrupamento de Escolas de Santo António,**
Barreiro,**Portugal**

Age: 4-6 years old

Keywords: #numeracy #colors#quantities#counting#numbers#Learningapps#

Key- Question: Can digital tools help children develop mathematical thinking?

General objectives:

- Help children identifying quantities through different forms of representation
- Solve everyday problems involving small quantities using counting and mathematical operations
- Use digital tools to strengthen ties between school and family
- Use different digital tools to support daily pedagogical activities and learn to respect safety rules when using them.

Time: 6 activities with children of 50 minutes each, for a total of about 5h, approximately.

Materials

At School	At Home
<ul style="list-style-type: none"> ● Story on paper - book - or story file recorded by the educator or tablet / smartphone / PC / interactive whiteboard. ● Sheets of paper, coloring material, scissors ● Objects of different colors (referred to in the activities). ● Computer, tablet, smartphone.. 	<ul style="list-style-type: none"> ● Paper story or link to the story to view in a digital resource. ● Sheets of paper, coloring material, scissors ● Objects of different colors (referred to in the activities). ● Camera or tablet or smartphone with camera.

Software/ Apps

<p>LEARNINGAPPS-Games Games</p> <p>Objectives: Use different digital tools as a support for pedagogical activities</p> <p>Media: Computer; smartphone; tablet</p> <p>Link to the Games:</p> <p>Memory Game https://learningapps.org/watch?v=pujdax34c23</p> <p>Mathematical notions game https://learningapps.org/display?v=p0bn5337j23</p> <p>Image Association Game https://learningapps.org/display?v=p333cogu221</p> <p>Alternatives: Classdojo</p>	<p>Youtube Listening to the Story: Monster of Colors</p> <p>Objectives: To learn about the story. Use digital tools to strengthen ties between school and family.</p> <p>Media: Computer; smartphone; tablet</p> <p>Link to the story: https://www.youtube.com/watch?v=W6wIEp-M4tg</p> <p>Alternatives: ClassDojo</p>	<p>Youtube Listening to the song: Monster of Colors</p> <p>Objectives: Learn the song. Use digital tools to strengthen ties between school and family.</p> <p>Media: Computer; smartphone; tablet</p> <p>Link to the song: https://www.youtube.com/watch?v=qvrbF2t7PKw</p> <p>Alternatives: Classdojo</p>
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Short presentation

Can digital tools help children develop mathematical thinking?

Yes! By listening to the story through the technological resources (Tablet, PC and Smartphone), children develop mathematical thinking through the games we propose them to play, learning to observe, investigate, count, helping the child to identify quantities through different forms of representation and to solve everyday problems that involve small quantities, using counting and mathematical operations, always with a playful character "to the mix".

Step By Step

Step 1

At
School

Listening and learning the story "The Monster of Colors" (listening, reading, viewing, ...):

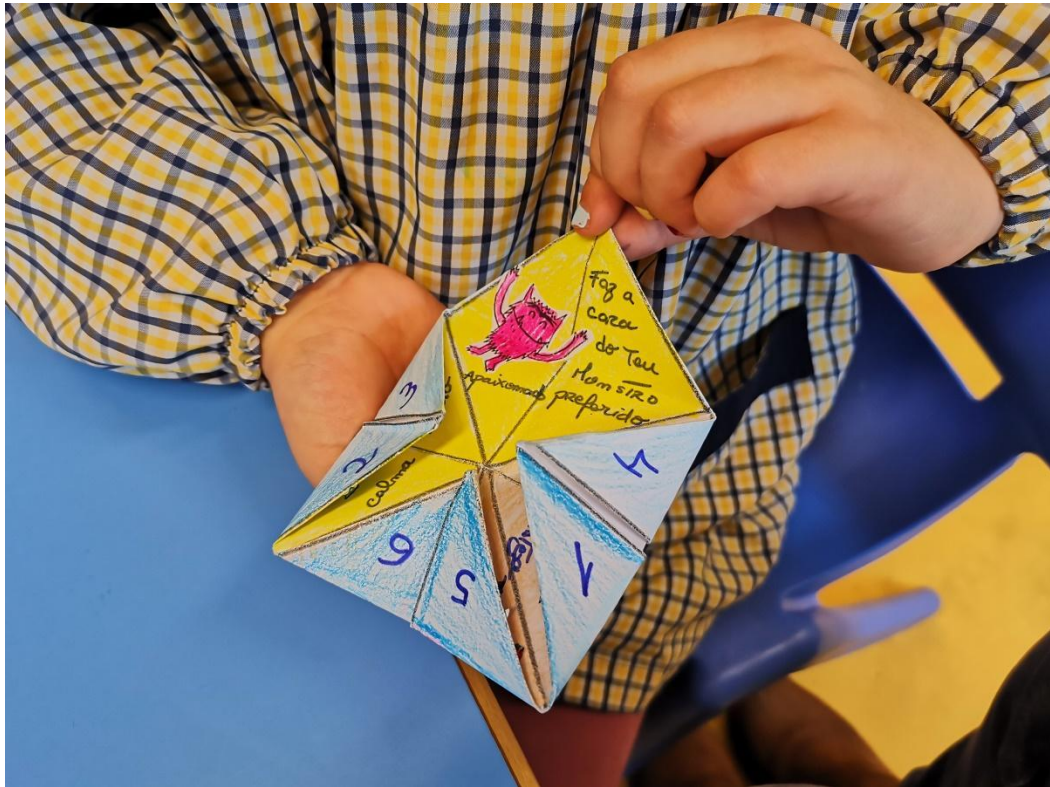


For distance learning

Listening and learning the story on paper (book). If this is not possible, they can visit the story link in a digital resource or listen to the voice recording made by the educator, also in a digital tool (tablet, smartphone, etc.).

Step 2
At
School

Build and play the "How many do you want?" game



For distance learning

Invite the family to build and play the game with the child. Take a picture and share the pictures on the ClassDojo platform.

If it is not possible for the family to take a picture and share the pictures on ClassDojo, the family only plays the imitation games.

Step 3

At
School

Play "Discovering ...": help the little monsters discover some objects that they have lost along the way



For distance learning

Ask your family and go to the street to help the monsters find the objects they have lost with the following colors: 2 green, 4 yellow, 6 blue, 3 red, 1 black, and 5 pink objects.

At the end they can count the objects and find out how many objects the monsters have lost.

If they can't go outside, look for the objects inside the house.

They can film the adventure and share on Classdojo.

Step 4

At
School

Record (photos / videos / drawings / ...) the games ("How many you want" and "Discovering ...") that you played at school



For distance learning

Record (photos / videos / drawings / ...) the games ("How many you want" and "Discovering ...") that you and your family played. Share the records in ClassDojo.

Step 5

At
School

Listen to the song "The Monster of Colors" and learn it. Share with the family.



For distance learning

Listening to the song "The Monster of Colors": the family defines the resource to be used to listen to the song for the child to learn (tape recorder, Youtube video, ...)

Step 6

At
School

Playing the games, using digital applications.

If it is not possible to make the games using digital applications, the educator builds the games on paper.



For distance learning

Playing games, from the digital applications. If it is not possible to play the games using the digital applications, the educator provides the games on paper.

Conclusion

At presence	At Distance
Children can share the game of "How many do you want" or "Discovering..." and play them together.	Children can build the games in paper format (or with waste material) and play them at home. They can record (photo, video) and share it on the Clasdojo app or through the whatsapp app.

