



Pedagogical Sheet

MATHEMATICS: Working on counting

Section of the module / E

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1. Context

Ordinary and specialized classes. To be adapted according to the curricula of concerned countries.

2. Goals

- Advancing all pupils in mathematics
- Improving counting skills
- Recognizing a written figure
- Learning in a fun way

For children with a very low level of mathematics you can set up, during the reception, a ritual to make very concrete the counting activity (for example, counting present pupils, with daily display of the figure).

By doing this every day, these children may be able to understand what the numbers are for.

In any case, enumeration manipulation is essential in educational practice.

You can show pictures of the pupils at the table and ask them how many plates they will need, etc.

In this idea, I invite you to propose "the game of the merchant" to help children recognize a written figure.

You put some items on the table with price tags (depending on their possibilities - from € 1 to € 3 for a child, € 1 to € 9 for his classmate).

They have in their possession only 1 € coins and must count as many as it takes to pay the object ...

To make this work on money as concrete as possible, you have the possibility to use the "shopping game" presented below.

This sheet is a guide to help you as a teacher to work in a fun and visual way with children.

3. « Best practice » conduct

- Team composition:

Teacher and/or AVS (Auxiliaire de Vie Scolaire, i.e. school life auxiliary), AES (Accompagnant Educatif et Social, i.e. educational and social attendant)

Group of 10 pupils maximum.

Materials: Visible at the end of the presentation.

Time: To be adapted according to pupils' fatigability

Title of educational activities: « shopping game », "my beautiful fir-tree"

At the start, all pieces are on the "house" square and each player receives a shopping list and money (the lists are adapted to pupils' level, as well as the sum of money received and the currency used).

Children receive only € 1 coins and lists with items that cost no more than € 3.



Here are also some worksheets:

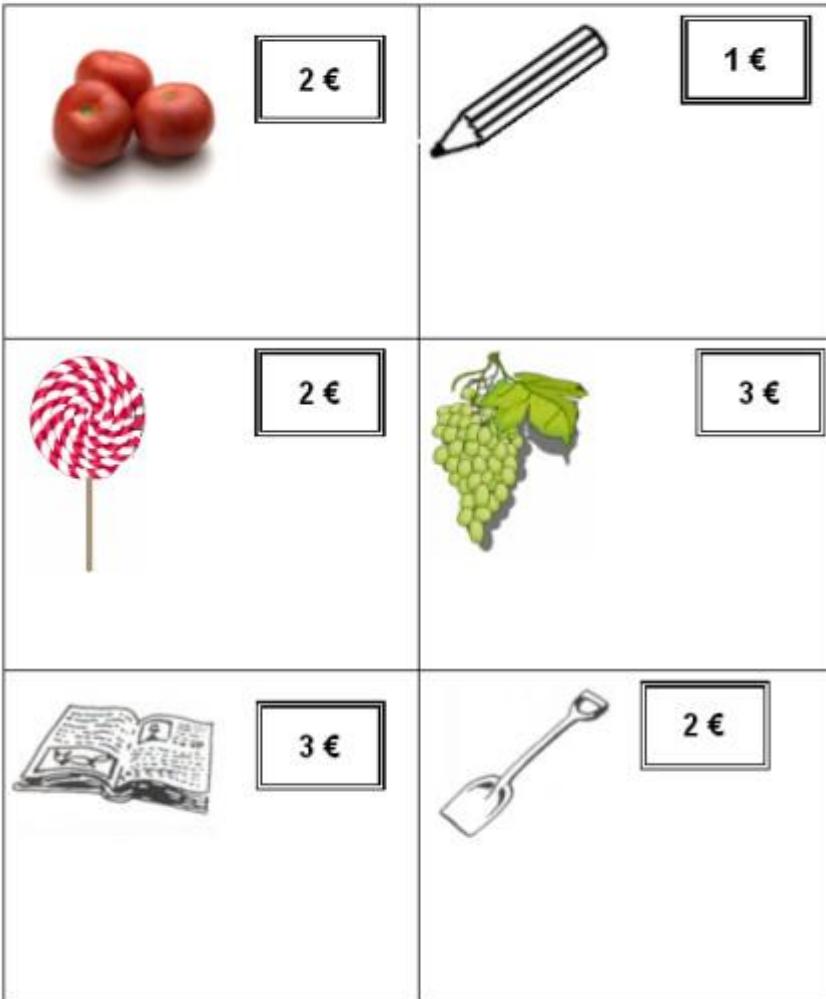
Instructions:

“Stick the right number of pieces for every thing you buy”

Prénom : _____

Date : _____

Colle le bon nombre de pièces pour chaque chose que tu vas acheter :



Prénom : _____

Date : _____

Colle la monnaie qu'il faut pour acheter ces objets :



7 €



8 €



9 €



6 €

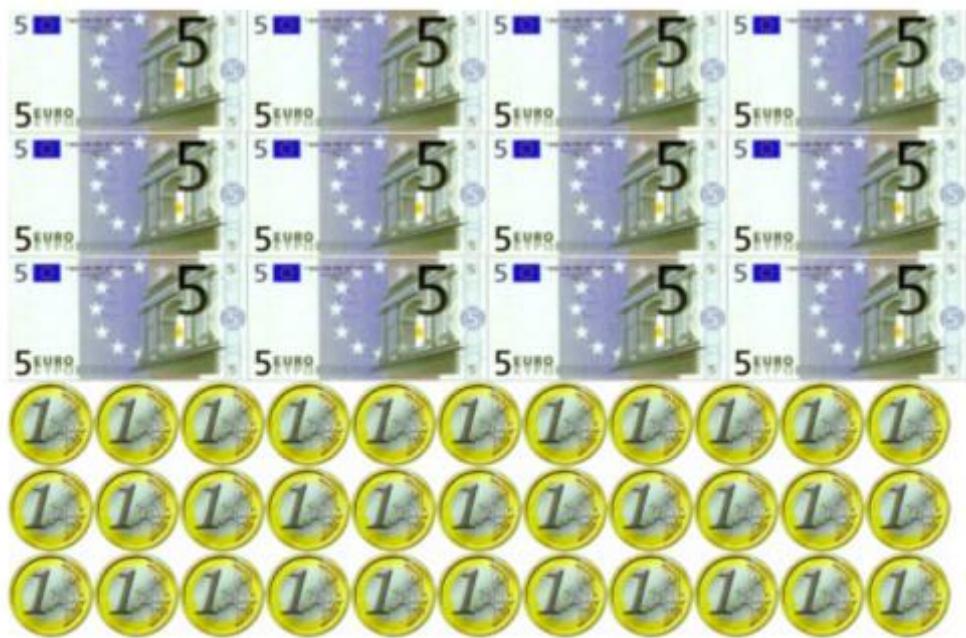


5 €



4 €

Warning! you need to print the coin boards you need!
(you can make these boards thanks to the images of money available on the website "lakanal")



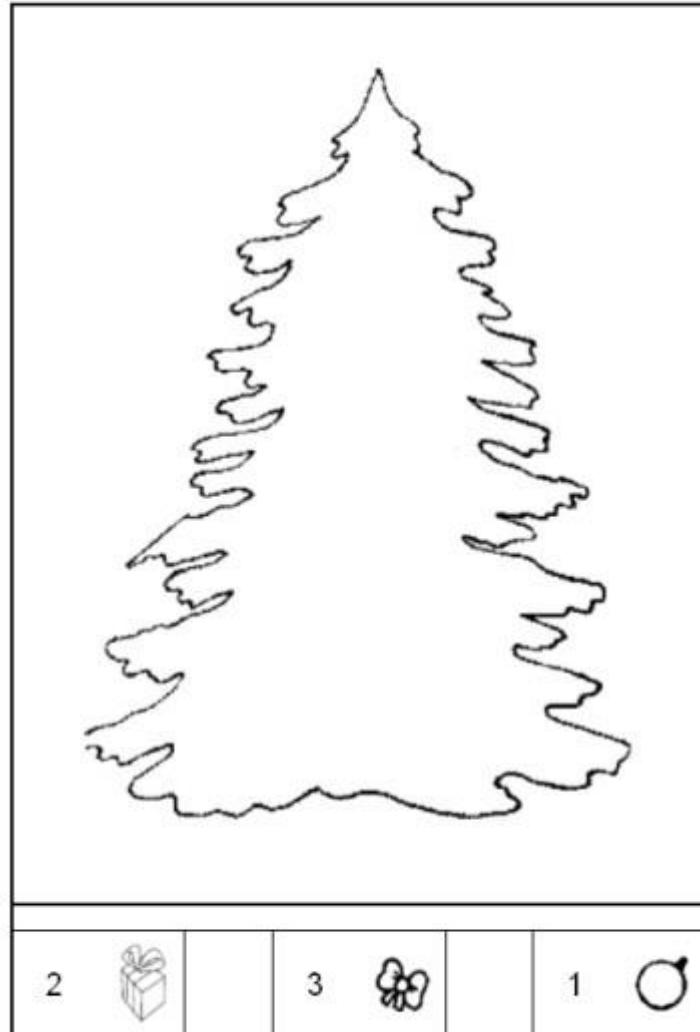
- **At Christmas time, one can count the decorations of the fir-tree: "my beautiful fir-tree"**

Instructions: "Decorate the fir-tree as it is requested"

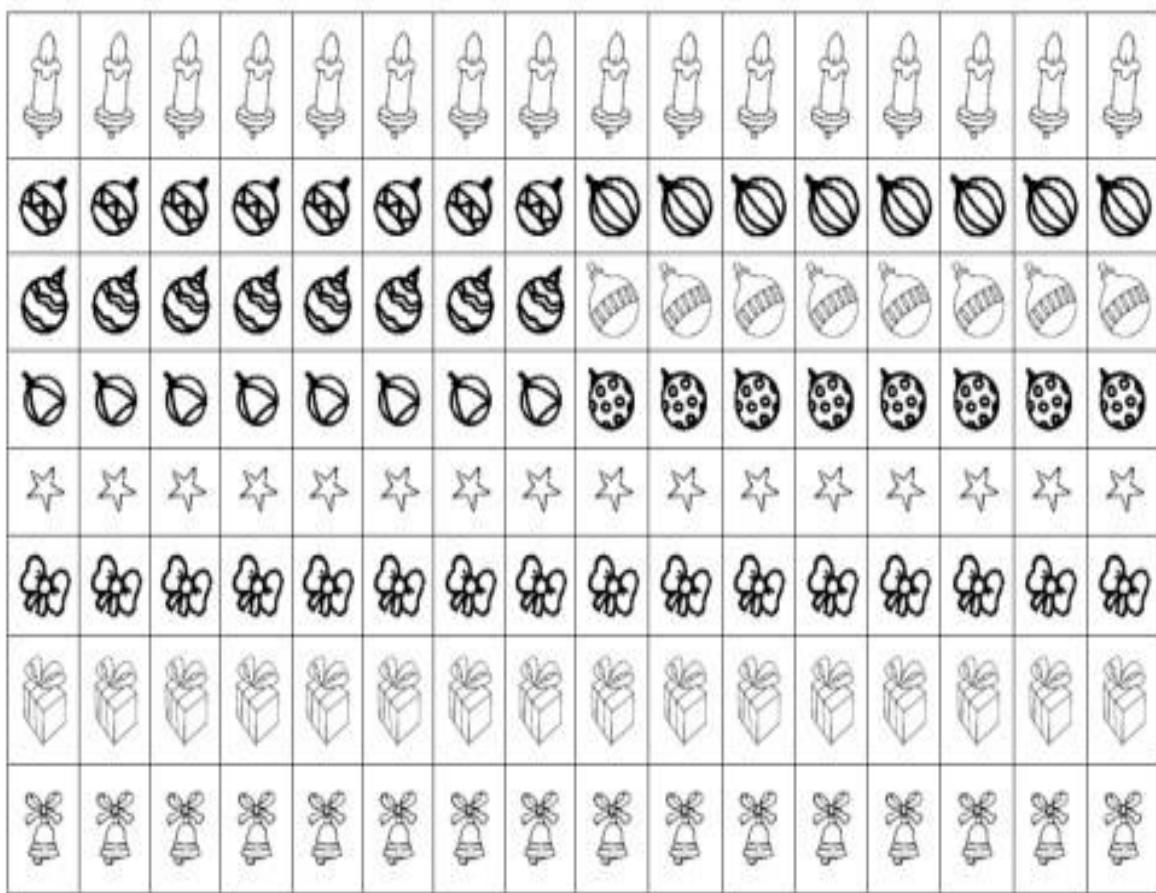
Décore le sapin comme c'est demandé :



Décore le sapin comme c'est demandé :



Warning! you must print the decorative boards you need!



4. Activity evaluation

This activity requires a quiet environment and a limited number of pupils to reduce anything that can help distract the child. This activity can be easily diversified and does not require a very high cost in its design. These activities have the advantage of addressing enumeration with children with different cognitive profiles.

5. Limitations

Game of the merchant:

- first, prices must be "real" so that it also gives them an idea of the price of things ... (do not give a price of 3 € for sneakers, for example!)
- And then we should not stay too long on this kind of exercises, because otherwise they equate "a coin = a euro", and when we want to work with pieces of € 2, they count 1!

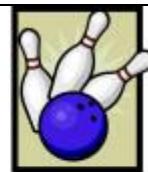
Each teacher must take care to limit situations of failure for the children because they can quickly become discouraged.

6. Perspectives

You can also use school outings in the creation of your educational activities such as a bowling outing where the child will count the pins dropped.

Prénom : _____ Date : _____

Compte le nombre de points marqués
(combien as-tu fait tomber de quilles) ?



1	2	3	4	5
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0	1	2	3	4
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1	2	3	4	5
---	---	---	---	---



0	1	2	3	4
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