



The teacher's box

Children sort and re-pack the contents of a teacher's box, using the opportunity to solve problems, count in ones and twos, and recognise numbers and 2D shapes.

Early mathematicians

enjoy joining in with counting rhymes and songs and begin to recognise numbers 1 to 5.

More confident

mathematicians count in twos, recognise 2D shapes and begin to record, in their own ways, what they have done.

What you need

A box containing: photocopied, coloured and laminated 'pencils' (see photocopiable page 50); two of each coloured pencils; mathematical shape sponges; pot of paint; notebooks; pens; number rhyme books; number rhyme CDs or

tapes. Also needed: CD or tape player; teacher's chair; table and chairs; whiteboard and pens.

What to do

- Before the children arrive, set up a small role-play teaching area with the teacher's chair, children's table, chairs, CD or tape player, whiteboard and pens. Tip the items from the teacher's box onto the table.
- Show the children the jumble of items on the table, explaining that these are the

things the teacher had prepared for the day, but you knocked over her box by accident and now they are all mixed up. Ask the children to help you sort the items, talking about and naming them as they do so.

- Ask the children to work together to check that all of the 'pencil cards' from 1 to 10 are there, by laying them on the table in the correct order and telling you which number comes next. Challenge the children to sort the real pencils by colour, estimate and then count how many there are altogether. To encourage counting in twos, ask: *Is there a quicker way to count the pencils?* Sort the shape sponges together, asking the children to name and count how many there are of

Learning objectives Numbers as Labels and for Counting

- Estimate how many objects they can see and check by counting them. (PSRN)

- Begin to represent numbers using fingers, marks on paper or pictures. (PSRN)

Early Learning Goals

- Count reliably up to ten everyday objects. (PSRN)
- Use developing mathematical ideas to solve practical problems. (PSRN)