Time for my

PRESCHOOL

NUMBERS

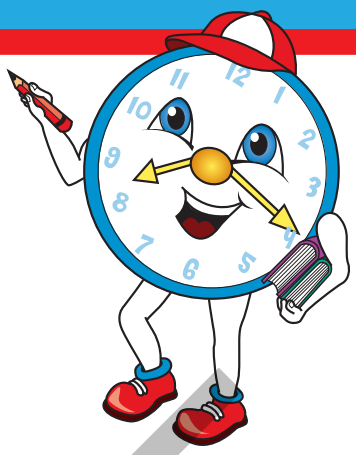


SAMPLE

Hunter Education Nightingale

Meg Passfield

Time for my Preschool Numbers



About this Book

Time for Preschool Numbers introduces the child to numbers from one to ten. It links numbers and counting to pictures the child can recognise. Each page has a clear outline of what the child is to do with the task. The visual cues and numbers are used to foster an independence in the child who at this stage is unable to read but recognises pictures associated with numbers in each activity.

The activities are introduced to help the child recognise things that are associated with numbers and the concept of 'how many'. It encourages the child to look at the page from top to bottom, then as a whole to see likeness and differences from those pictures that are familiar to him or her.

Numbers are introduced from 1 to 10 with picture items totalling each number. The child has to select the group with the specific number. Zero is also introduced.

The purpose of this Preschool Numbers book is to introduce the child to mathematics and when used in the correct manner helps facilitate early number skills. The child will find the book enjoyable. Parents and preschool teachers will see it as an ideal extension of any preschool program.

Message to Parents

Preschool will help your child learn social skills associated with being part of a group outside the home. However, it is parents and home environment that nurtures a child from birth, establishes values, attitudes to learning, the child will be successful at school and want to achieve in such a positive environment.

As a parent, you should assist the child with reading and discussing instructions, encourage the child to do the work. With encouragement and success comes confidence to acquire more mathematics skills and knowledge..

Enjoy the learning process as your child masters the foundations of numbers and maths.

SAMPLE

Number 1

Track each number **1** and word **one**.

1 1 1 1 1

one

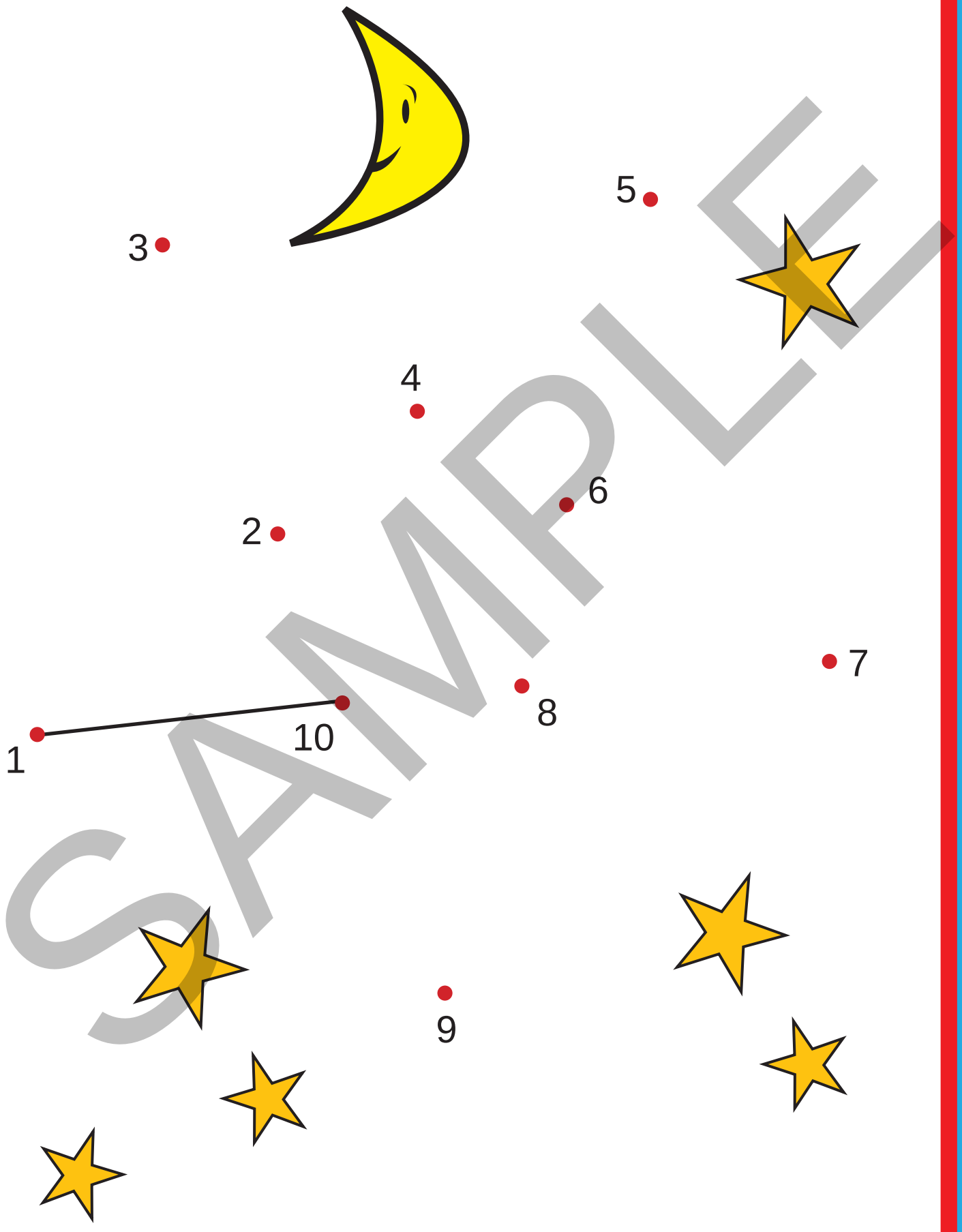
Colour only **one** cat.



SAMPLE

Dot to Dot 1-10

Join the dots from **one** to **ten**. Colour the star **yellow**.



SAMPLE

Numbers 1-10

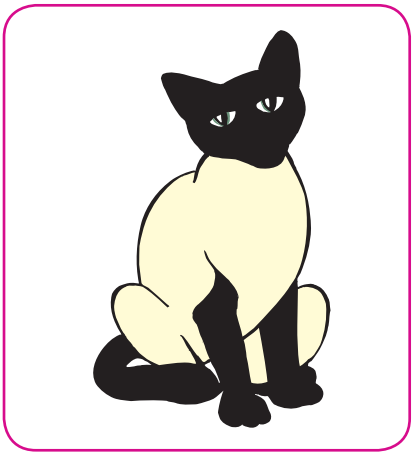
Draw a line from each numeral to its name in words.

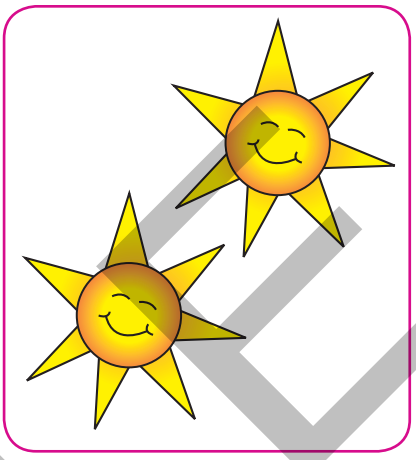
1	three
2	one
3	six
4	ten
5	eight
6	two
7	nine
8	seven
9	four
10	five

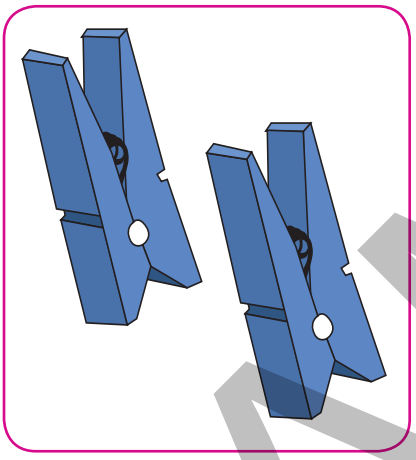
SAMPLE

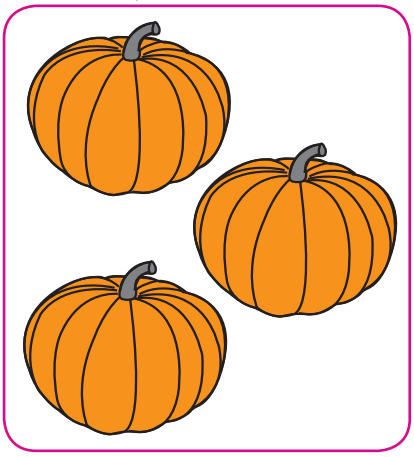
Two

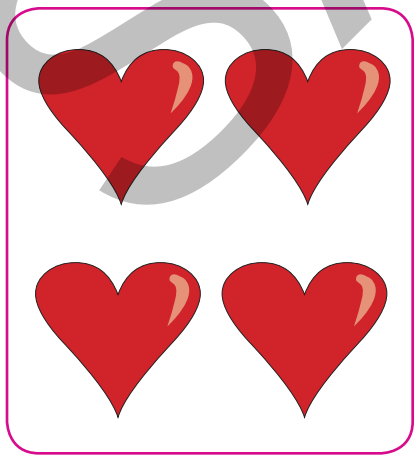
Draw a line from number **2** to the groups of **two**.

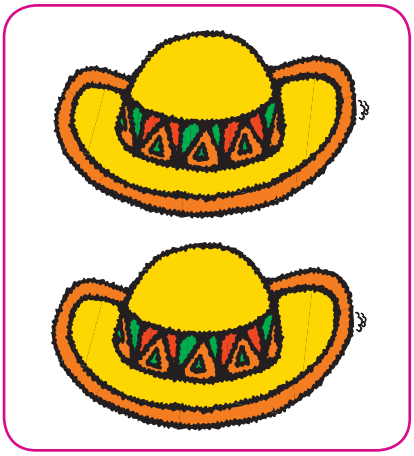








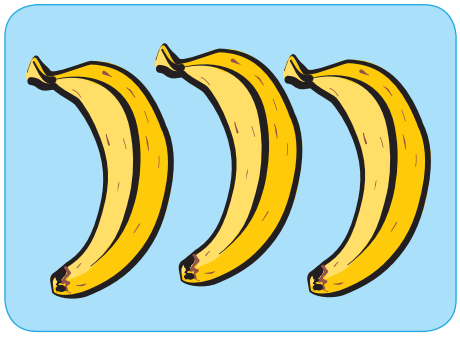


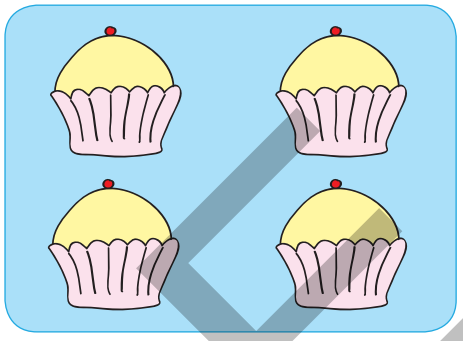


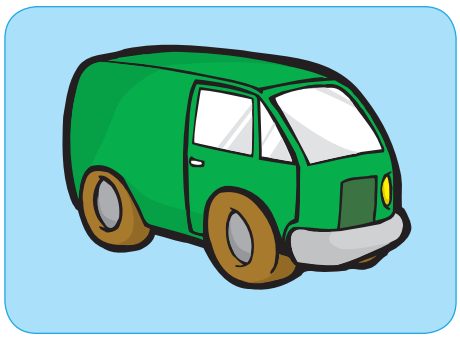
SAMPLE

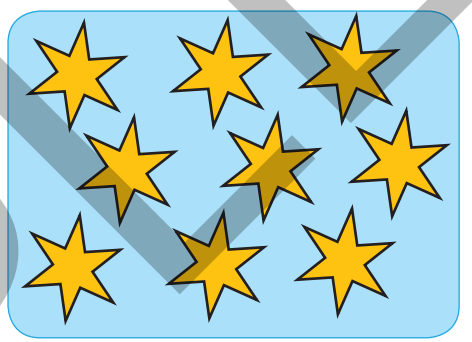
Match Numbers and Groups

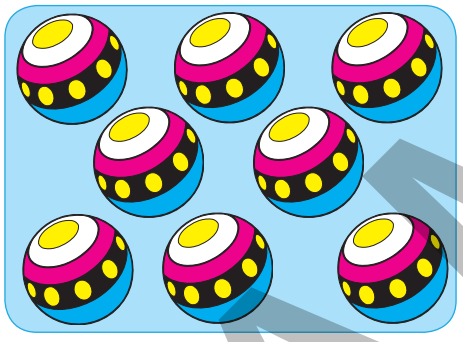
Draw a line from each number to the group that has the same amount.

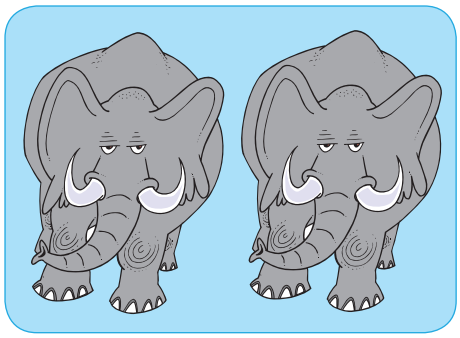


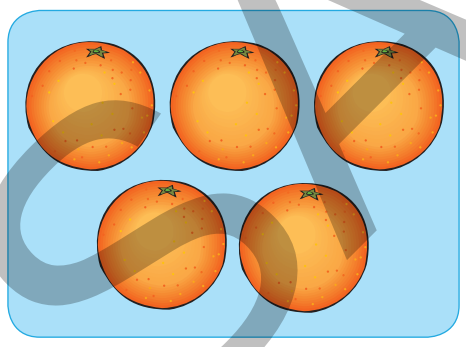


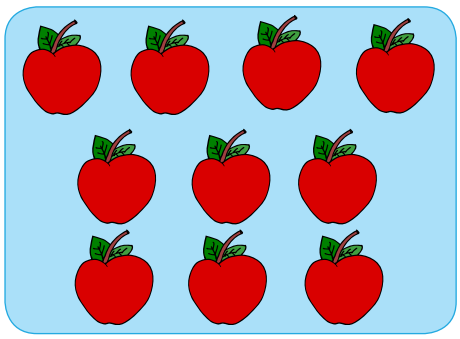


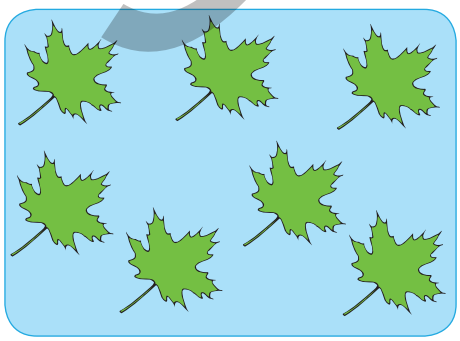


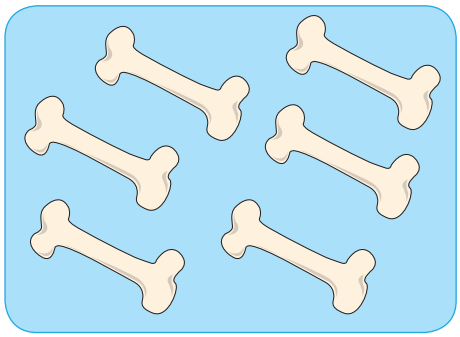












1

2

3

4

5

6

7

8

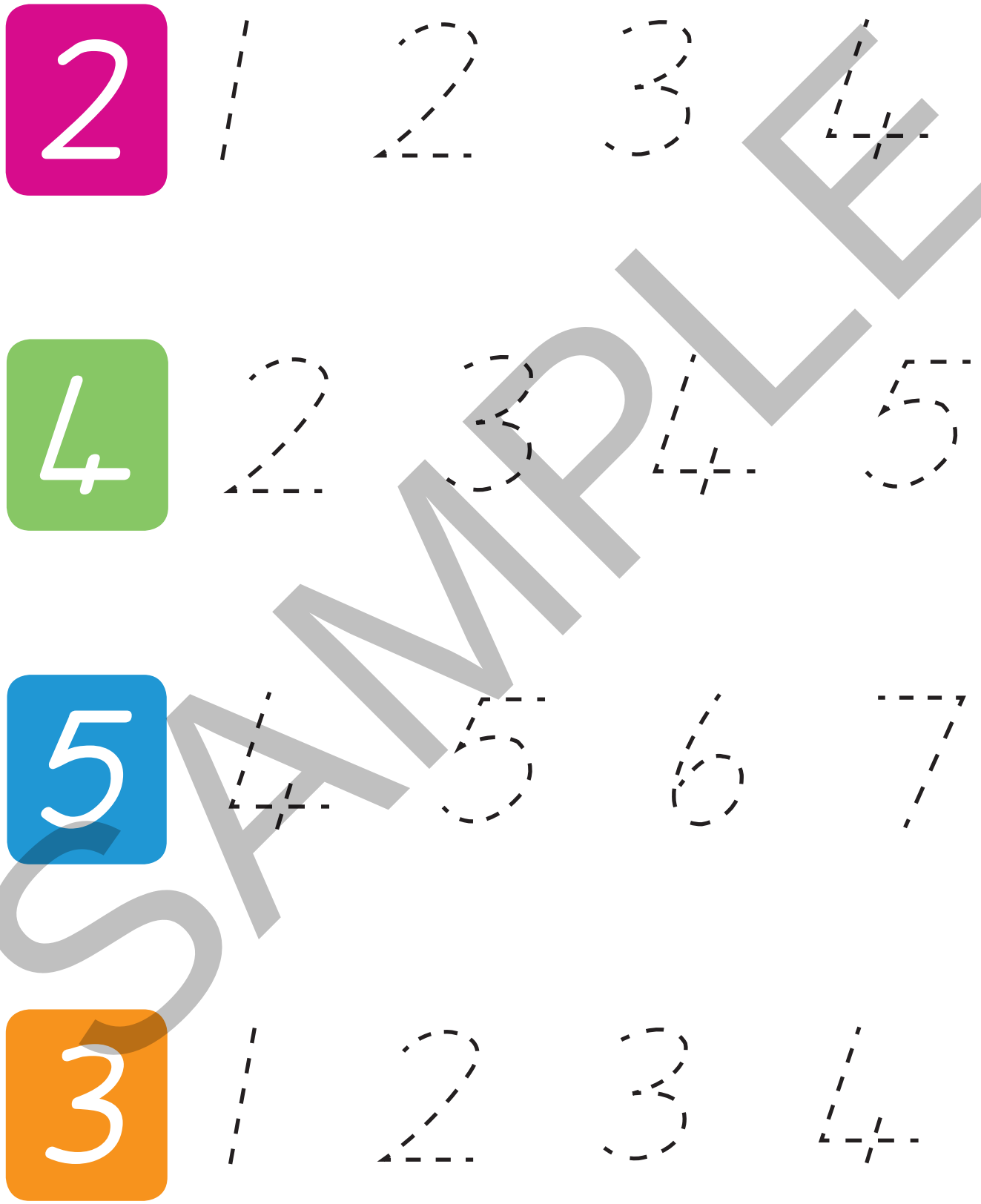
9

10

SAMPLE

Same Numbers

Trace the number in each group that is the **same** as the number in the box.



SAMPLE

Evaluation Profile Checklist

An important part of any program is to evaluate performance. As a lesson is completed and the desired skill achieved use the checklist to assess progress in mathematics.

Checklist	✓/✗
Can track and trace number 1. Can recognise a group of one.	
Can track and trace number 2. Understands the concept of two.	
Can track and trace number 3. Is able to colour 3 cakes. Can recognise a group of three.	
Can track and trace number 4. Can count and colour four bugs. Is able to recognise groups of four.	
Can track and trace number 5. Understands the concept of five. Can choose groups of five to colour.	
Is able to complete a dot to dot from 1 to 5 and colour picture.	
Can match 1 to 5 groups of one to five.	
Can track and trace number 6. Can count to six and colour 6 balloons.	
Recognises a group of six shapes.	
Can track and trace number 7. Can count to seven and colour seven cars.	
Recognises a group of seven objects.	
Can track and trace number 8. Can count and colour eight lamps.	
Can choose a group of 8 to colour.	
Can track and trace number 9. Can count and colour nine clowns.	
Is able to choose a group of nine shapes to colour.	
Can track and trace number 10. Can count to ten and colour ten footballs.	
Is able to choose a group of 10 to colour.	
Is able to complete a dot to dot 1 to 10	
Can match numbers 1 to 10 to the words one to ten.	
Can match numbers 1 to 10 to groups 1 to 10.	
Can complete a dot to dot from 1 to 10, then colour the star.	
Can track and trace the number zero.	

Understands the concept of zero with selections and colour.	
Can recognise numbers that are the same 1 -10.	
Can recognise a number that is different in a group of numbers.	
Can trace over a missing counting number.	
Can write the number before.	
Can write the number after.	
Can write the number in between.	
Can link written numbers to groups with that amount.	
Is able to recognise groups of 1.	
Can recognise groups of 2.	
Can draw a line from number 3 to a group of three.	
Is able to draw a line from number 4 to groups of four.	
Can link number 5 to groups of 5.	
Can draw a line from number 6 to groups of six.	
Can link number 7 to groups of 7.	
Is able to draw lines from number 8 to groups of eight.	
Can draw a line from number 9 to groups of 9.	
Can link groups of 10 to number 10.	
Can track number 1 to 12 on a clock.	
Can add the hour hands to show a variety of o'clock times.	
Can count from zero to ten.	
Can write simple words to complete sentences.	
Can trace over numbers from 0 to 10.	
Can count groups of objects and write the total for each in numbers.	

SAMPLE