

Math Readiness

1. COUNT-UP-COUNTDOWN

Vocabulary and Concepts - Recognizing numerals 0-10. Counting forward and backward.

Materials - Set of number cards 0-10.

Action - Each participant holds a number card. They line up in order and begin by holding their cards down as they bounce or jump to the rhythm of the music. Each participant holds his number up when it is called, and puts it down when it is called again.

2. MOVIN' BY NUMERALS

Vocabulary and Concepts - Recognizing numerals 0-9; same, like and different.

Materials - Set of number cards 0-0.

Action - Participants stand in a circle so every one can see everyone else's number. During the chorus, they create rhythmic movements and during the verses they perform the movements and solve the challenges that are given.

3. SHOW ME THE CARD

Vocabulary and Concepts - number order - before, after, in between.

Materials - Set of number cards 0-9 for each participant.

Action - The participant stands inside a small circle of number cards 0-9 and is asked to find two numbers. The participant puts a foot by each number. The song then asks which number comes before, after or in between the two numbers. This question is answered by bending down and placing both hands on the correct number.

4. HOW MANY WAYS?

Vocabulary and Concepts - Square, circle, rectangle, oval, triangle.

Action - Using different parts of their bodies, the participants draw the shapes that are named. They draw them in the air, in as many different ways as they can think of.

5. MARCHING AROUND THE NUMBER WHEEL

Subject: Addition and subtraction facts to 9.

Action: This game can be played many different ways and adapted to all levels. The numbers can be arranged so any addition or subtraction combination which totals 9 or less may be included. The numbers are arranged in a circle with one number in the middle. The participants do the following:

1. March around the number wheel until the bell rings.
2. Stand by a number and add or subtract it from the number in the middle (the operation is established before playing the song).
3. When you hear the answer to your problem, raise your hand.

The game can be played in one large circle or many small circles. The small circles have the advantage of making it easier for the participants to check each other's answers.

The answers are called in random order, and the cycle is repeated two times. The operation (add or subtract) and/or combinations can be changed in the middle of the song. When many small circles are used, the groups can trade circles after the first cycle and work with a new set of combinations.

6. DO YOU KNOW?

Subject: Commutative principle, addition facts to 6.

Action: This is a chant with a very simple melody. The participants listen to a fact, sing it in reverse and then sing the answer. This activity helps one to realize that changing the order of an addition fact does not change the answer (commutative principle).

7. ADDING SETS

Concept: Union of sets, facts to 5.

Action: The participants do the following: Make a set using the fingers of one hand.

Make another set using the fingers of the other hand.

Add the sets by putting hands together.

May also use manipulatives; checkers, ships, pennies, beads, etc.

8. JUMPING

Subject: Addition and subtraction on the number line, facts to 5.

Action: The number cards 0-5 are lined up on the floor. The participants "jump" addition and subtraction problems. In order to do this, they must know the following:

1. Start at 0 and return to 0 each time you hear the bell ring.
2. Jump one space at a time, and land by a card each time you jump.
3. To add a number, jump forward; to subtract a number jump backward.

9. ANSWERS TO NINE

Addition and Subtraction facts to 9.

In these games, the participants do not need to raise their hands or "wait their turn." Everyone can respond at once. Everyone is involved and given the opportunity to be recognized and experience success.

10. ANSWERS TO NINE (no answers)

11. CLASSIC TO ROCK (no answers)

12. BOSSA NOVA TO EIGHT (no answers)

CREDITS

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