

TEACHER-GUIDED PRACTICE

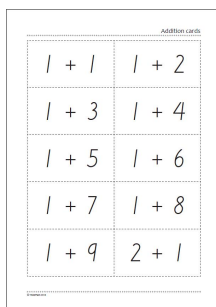
WARM-UP

OBJECTIVES

- to solve add-one and add-two calculations fluently, in the number range 1–10

MATERIALS

- Appendix: Addition cards (add one and two facts, e.g., 3 + 1 and 2 + 7)



PROCEDURE

The addition cards are placed face down on the table. Turn over one card at the time. The first player to give the correct answer gets the card. If the answer is incorrect, the child will lose one of his collected cards. If more than one child answers the problem correctly, the card will be placed at the bottom of the deck. After all problems have been solved, the children can count who got most cards.

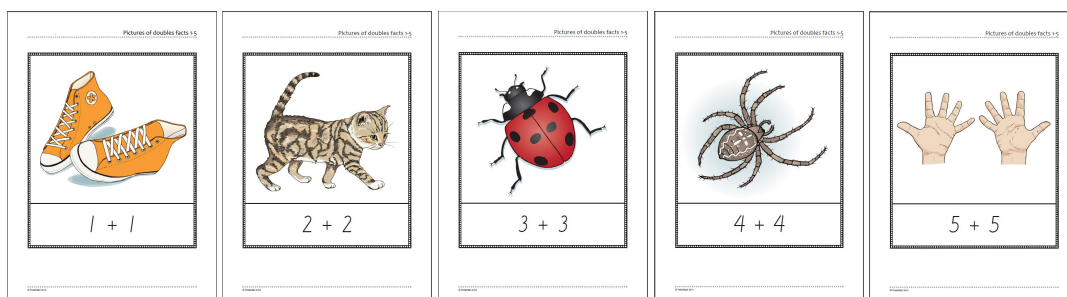
ACTIVITY 1. Doubles on pictures and objects

OBJECTIVE

- to get to know the doubles facts

MATERIALS

- an egg carton (with 10 cups) and 10 small items for each child
- Appendix: Pictures of doubles facts 1-5



PROCEDURE

A) Show the children the pictures one at the time, and ask what they see in them. At this point, the doubles fact is not shown. If needed, guide the children to notice that there is something twice, doubled, in the picture. For example, there is one left shoe and one right shoe, the cat has two forelegs and two hind legs (or two legs on one side and two on the other side of the body), the ladybird has three legs on one side and three on the other side of their body, etc. The aim of these pictures is to serve as representations of doubles facts. The pictures can be hung on the classroom wall. Think together, what addition problem (fact) could be formed from the picture. Finally, the doubles fact is revealed and the children try to solve the problem.

B) Children make doubles calculations with the help of the egg cartons and a set of items. *Put one item in the top row of the egg carton. Now we double it. We put the same amount to the bottom row of the egg carton. What is the double of one?*

Repeat with numbers 2–5. The egg cartons should be emptied before a new trial.

In the end, all the doubles facts with numbers 1–5 are written on the board.

PEER PRACTICE

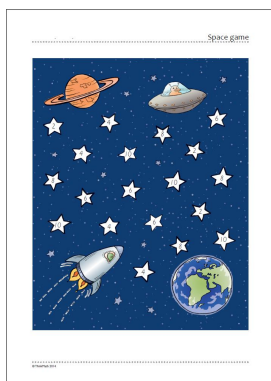
ACTIVITY 1. "Space" game

OBJECTIVES

- doubles facts in the number range of 2–10

MATERIALS

- a dot or a number dice for each pair, two pencils of different colours
- Appendix: Space game



PROCEDURE

The players take turns throwing the dice. The player whose turn it is doubles the number on the dice and gives the answer. For example, if the player throws a three, he says: "The double of three is six." The other player checks whether the answer is correct. Then the player tries to find the corresponding

number on the game board and colours that star in with his pencil. If there are no more correct answers on the game board, the player does not colour in anything. If the player throws a six, he can colour in any star he wants to. The player has to tell what number was doubled to get the number in the star. The game ends when all stars on the game board having been coloured in. The winner of the game is the player with the most coloured stars.

INDEPENDENT PRACTICE

OBJECTIVES

- to practise and become fluent in doubles facts

MATERIALS

- Worksheet: Doubles

