

UNIT 6 WEEK 4 – Compare Game (Adding) Group 1 2 3 4

Activity/Materials:

Child's Name	Trajectory Level	Comments/ Reflections:
	3 4 5	
Needs Support:	Challenged:	Enhancements/Enrichments:
 To count to and back from 10 and beyond To add small numbers (sums to 5) To quickly recognize the sum of small groups 		<u>Learning Trajectories</u> <u>3 Small Number +/-</u> : can find sums for joining problems up to 3 + 2 by counting with objects (For example' 2 balls + 1 more? How many in all?) and counts 1,2,3 = 3 <u>4 Find Results +/-</u> : can find sums for joining (For example, "You had 3 apples and get 3 more; how many do you have in all?") or part- part (Ex: "You have 2 red balls and 3 blue balls. How many in all?" The student may count out 2 red, then count out 3 blue, then count all 5.) <u>5 Find Change +/-</u> : can find the missing addend (5 1 _ 5 7) by adding on objects (For example, when asked, "You have 5 balls and then get some more. Now you have 7 in all. How many did you get?")



UNIT 6 WEEK 4 – Pattern Block Puzzles Group 1 2 3 4 Activity/Materials:

Child's Name	Trajectory Level	Comments/ Reflections:
	4 6 7	
Needs Support:	Challenged:	Enhancements/Enrichments:
<u>Objectives</u> To compose shapes to make pictures and designs To make shapes from their parts To describe shapes in terms of their attributes 		<u>Learning Trajectories</u> <u>4 Picture Maker</u> : able to put several shapes together to make one part of a picture (for example, 2 shapes for 1 arm) <u>6 Shape Composer</u> : composes shapes with anticipation ("I know what will fit!") and chooses shapes using angles as well as side lengths (Rotation and flipping are used intentionally to select and place shapes.) <u>7 Substitution Composer</u> : able to make new shapes out of smaller shapes and uses trial and error to substitute groups of shapes for other shapes in order to create new shapes in different ways