STEAMERs

LESSON PLAN

Numbers

Summary

Date		**Total duration**	60 minutes
Subject	Module 4- Numbers		
Year Group or Grade Level	4-6 years old		
Main topic	Learn to recognize numbers by playing both manually and using the computer		
Subtopics or Key concepts	Identify numbers within a cintext Learn to count correctly to 10 Recognize numbers even within a set of numbers		

Learning Objectives

- The objetive of the lessons is recognize numbers through ribbons, drawings and the computer.

Material needed

- -Water colour
- -Paper
- -Pc e slide demostrative
- Crayons
- Balloons
- Objects that children can play with by
- counting

Lesson Outline			
	Duration	**Guide**	**Remarks**
warm-up	10 minutes	With the use of thecomputer and thedemonstration slide explainthe numbers	
	10 minutes	The teacher will tell the childrento draw their little hands andcount their fingers together	
main activity	10 minutes	The teacher will give each childobjects and each child will say howmany there are	
	10 minutes	Each child will have to take thequantity of balloons based on thenumber that the teacher has said	
	10 minutes	The teacher will show the numbers onthe computer again and the childrenwill have to put them in order fromsmallest to largest	

Lesson Outline

	Duration	Guide	Remarks
assessment	10 minutes	The teacher form a circle and assign eache one number, when theteacher says a number the children who have that number will have tojump and clap their hands	

Assessment exercise

Conclusions and recommendations

- Conclusions, thorugh games, manual skills andtechology, children will have ti learn andrecognize numbers, they will also have to learnto write them correctly.
- Recommendation for teachers, to alwaysinvolve children in gropus so that everyone canparticipate and demonstrate what they havelear