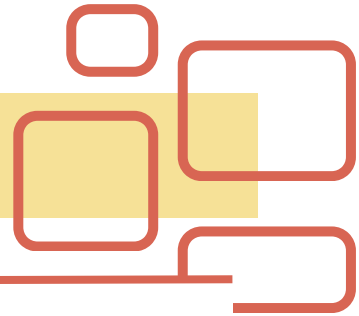




STEAMERs

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 context Learn to count correctly to 10 Recognize numbers even within a set of numbers		

Learning Objectives

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

Material needed

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

Lesson Outline

	Duration	Guide	Remarks
warm-up	10 minutes	With the use of the computer and the demonstration slide explain the numbers	
	10 minutes	The teacher will tell the children to draw their little hands and count their fingers together	
main activity	10 minutes	The teacher will give each child objects and each child will say how many there are	
	10 minutes	Each child will have to take the quantity of balloons based on the number that the teacher has said	
	10 minutes	The teacher will show the numbers on the computer again and the children will have to put them in order from smallest 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, thorough games, manual skills and technology, children will have ti learn and recognize numbers, they will also have to learn to write them correctly.
- Recommendation for teachers, to always involve children in groups so that everyone can participate and demonstrate what they have learned