LET'S

LEARN ABOUT

Count the number of objects aloud. Then trace the number.





How many dots are on each painting? Draw a line to the correct number and trace it.

















The MotMots love to count aloud and clap. If the MotMots are counting the dots, how many times should they clap for each painting? Clap and count each group of dots aloud. Follow each animal's tracks. How many footprints did each animal leave? Count the number of footprints and then write the number.

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Try counting your own steps while you walk. How many steps does it take for you to go from one place to another?



LET'S START! GATHER THESE TOOLS AND MATERIALS.



10 or more buttons, pebbles, dried pasta, or coins











Construction paper



Chalk

LET'S TINKER!

Choose 1 type of object, such as pebbles, dried pasta, or buttons.

Count how many you have.

Arrange the group in different ways: scattered, in a circle, in a line, or in another way you create. What happens to the number of objects? Does it change or stay the same?

LET'S MAKE: FINGER COUNTER!

1. Trace 1 hand onto construction paper.



2. Cut it out.



- **3. Glue** only the palm down on another piece of construction paper and let it dry.
- 4. Show the number 1 by bending the fingers. Then show the numbers 2, 3, 4, and 5. Count up and down using the finger-counting mat. Can you show zero?
- If counting to 5 with one hand is easy, trace your other hand, cut it out, and glue down the palm. Then show the numbers zero to 10!

LET'S ENGINEER!

The MotMots love to race! But they aren't very good at directions.

How can the MotMots make a racecourse so they know where to step next?

Counting &

Quantities

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PROJECT 2: DONE! Get your sticker!

Design a 10-step racecourse that a MotMot can follow step-by-step. **Use** objects to create a path. How many objects will you need? What

happens to the number of steps if you change the direction of the racecourse?

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