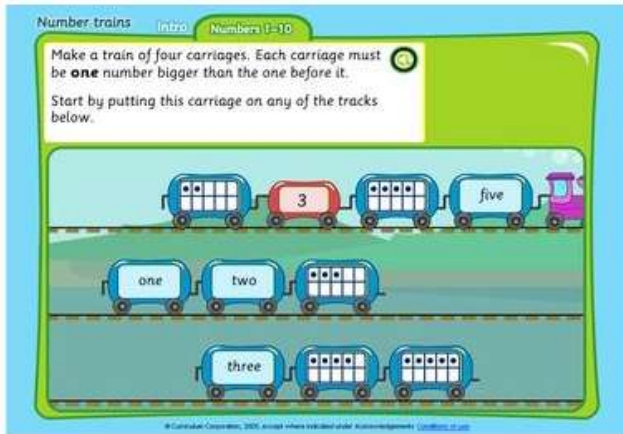


Mrs Burridge's Year 1 Class

Interactive White Board Lesson



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Conditions of use

Learning Area – Mathematics

Strand – Number

Concepts

- Counting,
- Number recognition,
- Sequences
- Whole numbers

Topic – Understand numbers

Key Learning Objectives

- Whole numbers from one to ten.
- Students connect number words and numerals to the quantities they represent.
- Students recognise place value in numbers up to ten.
- Subitizing

Source – Education Services Australia Ltd, 2010
The Learning Federation website.

<http://www.thelearningfederation.edu.au/default.asp?id=1691>

Link to next lesson- Counting on and back from any given number from 1-10. Addition of two numbers.

Year Level – Year 1

Lesson duration- 40 minutes

Description

Students arrange the train carriages according to the numbers that can be found on the side of the carriages to form patterns.

Students will be working with whole numbers up to 10. Numbers can be represented as words, numerals and dots. Students practise whole number sequences using numerals, quantities and words. Thinking is focused on considering the number that comes before and after given numbers (Education Services Australia Ltd, 2010). Students will be consolidating the skill of subitizing. This unit is one in a series of five units which increases in level of difficulty as well as year level.

Overview

Students are to make a train of four carriages. In the top right hand corner of the screen a carriage appears with a number on it, this can be represented by a word, number or dots. Students click and drag the first carriage into one of the available spaces. A second carriage appears, the students then need to decide, what sequence the numbers should be placed. (Education Services Australia Ltd, 2010). If a number is placed out of sequence the carriage cannot be placed and will jump back to the start. Students can repeat the question until they are successful.

Resources

- Interactive whiteboard, data projector and computers
- Internet connection
- Learning Federation account
- Number lines
- Plastic counters

Lesson outline

- Start program, ask one student to read the number and tell the class where it should be placed.
- Student then clicks and drags carriage into place. (if incorrect the program will give the child another turn)
- Rest of the students will predict where the number should be placed.
- As next number appears, student will need to decide where to place number to continue the sequence.
- Rest of class to use number lines to determine if answered correctly.
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Student Activity

- Spilt class into 4 groups (depending on numbers).
- Each group will take turns at using the Interactive White Board.
- Each group will read the number, click and drag the carriage to correct space. If the incorrect answer given the carriage will jump back to start.
- Groups work together to decide where in the sequence the next number should be placed.
- While one group is using Interactive White Board, rest of class can use plastic counters / trains, on number lines to follow along. Rest of class to self-correct as answer is displayed.