

Numbers to 10

Unit 2 Overview: 10 lessons

Children count, write and show 6 to 10. They count things in a row and spread out, write 6 to 10, see a ten frame as five and some more, count out up to 10 and match numbers to groups. Then they find the number that is one more, and the numbers before, after and between. Everything is done with real things first (bears, cubes, fingers), then pictures, then numbers, and every question is read aloud. Lessons 2.8 (one less) and 2.10 (counting back from 10) are for the states that teach them in Kindergarten.

THE UNIT, DAY BY DAY

Day 1	Pre-Check	What children already know (page 1 of the test pack).
Day 2	2.1 Count 6 to 10 things	I can count 6 to 10 things.
Day 3	2.2 Write 6 to 10	I can write the numbers 6 to 10.
Day 4	2.3 Five and some more	I can see 5 and some more in a ten frame.
Day 5	2.4 Count out up to 10	I can count out up to 10 things.
Day 6	2.5 Count scattered things	I can count things that are spread out.
Day 7	2.6 Match numbers to groups	I can match a number to a group of up to 10.
Day 8	2.7 One more	I can tell the number that is one more.
Day 9	2.8 One less ★	I can tell the number that is one less.
Day 10	2.9 Before, after and between	I can write the numbers before, after and between.
Day 11	2.10 Count back from 10 ★	I can count back from 10.
Day 12	Unit Review	The review pages, with a tip beside every question.
Day 13	Unit Test	Form A, read aloud to small groups; Form B (other pictures and numbers) is for a retest.

★ Taught in Kindergarten in some states. Skip these lessons if yours teaches them in another grade; animalmath.com/standards shows your state's list.

GET READY FOR THE UNIT

- Ten counting bears or cubes and a ten frame mat for each child
- Number cards 0 to 10 and ten frame cards 6 to 10, big enough for the class to see
- A floor number path 0 to 10 made with tape on the rug
- A string and clothespins for a class number line
- Paper plates, cups, snap cubes, glue sticks and child scissors

HOW EACH LESSON GOES

- 1. Warm up** (5 min)
 - 2. Teach** (10 min)
 - 3. Try it together** (5 min)
 - 4. Practice** (10 min)
 - 5. Exit ticket** (5 min): a quick check on the lesson.
- Each lesson page ends with the Animal Math sheets, makers, tools and quizzes for it. "Sheet 3" is the third worksheet of a pack; a color pack prints each sheet again in black and white.

CHECKING AS YOU GO

- EXIT TICKET** **Kindergarten Numbers to 10 Exit Tickets:** one for every lesson, two to a page
- PRINTABLE** **Kindergarten Numbers to 10 Test:** the Pre-Check, the Unit Review and the Unit Test (Forms A and B), with keys



Numbers to 10

Lesson 2.1: Count 6 to 10 things

GOAL Children count 6 to 10 things in a row, saying one number for each thing, and keep the count going past 5.

About 35 minutes

I can count 6 to 10 things.

THE LESSON

- 1 Warm up** (5 min) Count to 10 with claps and stomps: clap for 1 to 5, stomp for 6 to 10. Then count to 10 on fingers, one hand and then the other.
- 2 Teach** (10 min) Line up 7 blocks on the rug and count them slowly, touching each one. Ask how many. Add blocks one at a time, counting again each time, up to 10. Show 10 as all your fingers.
Say: "I touch each one and say one number. The last number tells how many: 7."
- 3 Try it together** (5 min) Each pair gets a cup of 6 to 10 cubes. They line the cubes up, count them together and hold up that many fingers, then swap cups with another pair.
- 4 Practice** (10 min) Children count each row and circle the number on sheet 2 of Count the Animals, then count and write how many on sheet 2 of Count & Write to 10.
- 5 Exit ticket** (5 min) Read **Exit Ticket 2.1** aloud, one question at a time. Children answer, then circle a face as you read the "I can" line. The whales are in two rows: watch who counts the top row and keeps going on the bottom row.

Need help? Count 6 and 7 bears first, sliding each one into the ten frame as it is counted.

Ready for more? Count the rows of 6 to 10 on sheets 1 to 4 of Halloween Counting to 10, or play the Number Recognition quiz, Up to 10.

GET READY

- Ten bears and a ten frame mat for each child
- Cups of 6 to 10 cubes, one for each pair

WORDS TO USE

count: say one number for each thing

how many: the last number you say

ten: the number after nine; all your fingers

ASK

- How many? How do you know?
- What number comes after 5?
- Did you touch each one?

WATCH FOR

Stops at 5 or starts over after 5. Count past 5 together on fingers: one hand, then the other.

Skips a picture in a long row. Put a cube on each picture as it is counted.

Says "ten" for any long row. Count it again together, slowly, touching each one.

ON ANIMAL MATH

PRINTABLE Count the Animals: Counting 1 to 10: sheet 2

PRINTABLE Count & Write to 10: sheet 2

PRINTABLE Halloween Counting to 10: sheets 1-4, the rows of 6 to 10

MAKER

Count Objects: Mode Count & Write Rows, Count Range 5 to 10, Arrangement Standard

QUIZ

Number Recognition Quiz

EXIT TICKET

Kindergarten Numbers to 10 Exit Tickets: Exit Ticket 2.1

Numbers to 10

Lesson 2.2: Write 6 to 10

GOAL Children write the numbers 6 to 10, starting each one at the top, and match each number to that many fingers or things. Ten is written with two digits, a 1 and a 0.

About 35 minutes

I can write the numbers 6 to 10.

THE LESSON

- 1 Warm up** (5 min) Show a number card from 6 to 10. Children show that many fingers, five on one hand and some more on the other, and count them.
- 2 Teach** (10 min) Write 6 to 10 big on the board, one at a time, saying the strokes as you go. Children write each number in the air, then with a finger on the rug. Show that 10 is a 1 and a 0, close together.
Say: "Six: down and around into a ball. Seven: across, then down. Ten: a 1, then a 0 right beside it."
- 3 Try it together** (5 min) Call a number from 6 to 10. Children write it on whiteboards or in sand and show that many fingers. Check where each number started.
- 4 Practice** (10 min) Children trace and write 6 to 10 on sheet 2 of Writing Numbers, then one of sheets 9 to 13 (one number a sheet) for the number they find hardest.
- 5 Exit ticket** (5 min) Read **Exit Ticket 2.2** aloud, one question at a time. Children answer, then circle a face as you read the "I can" line. Watch the 6 and the 9: they get mixed up and turned around. A reversed number still shows the child knows how many.

Need help? Trace the numbers on sheet 2 of Number Tracing, Small, then write over a light dotted copy.

Ready for more? Count and write how many on sheet 3 of Count the Animals, with no dotted numbers to trace.

GET READY

- Number cards 6 to 10 to trace with a finger
- A whiteboard and marker, or a tray of sand, for each child

WORDS TO USE

trace: go over the dotted lines with your pencil

start at the top: where we begin to write each number

ten: a 1 and a 0, side by side

ASK

- Where do you start the 8?
- How is 6 different from 9?
- Show me 7 on your fingers.

WATCH FOR

Mixes up 6 and 9. Six has its ball at the bottom, nine at the top. Trace both cards with a finger.

Writes 01 for 10. Say "one, zero" while writing: the 1 comes first.

Draws 8 as two circles, one on top of the other. Fine for now. Trace the 8 card together: start at the top, make an S, then go back up.

ON ANIMAL MATH

PRINTABLE

Writing Numbers: sheets 2 and 9-13

PRINTABLE

Number Tracing - Small: sheet 2 (4 to 10)

PRINTABLE

Count the Animals: Counting 1 to 10: sheet 3, for writing how many

MAKER

Number Tracing Practice: Numbers 6 to 10 picked, Size Medium

EXIT TICKET

Kindergarten Numbers to 10 Exit Tickets: Exit Ticket 2.2



Numbers to 10

Lesson 2.3: Five and some more

GOAL Children see the full top row of a ten frame as 5 and count on from it: 5 and 3 more is 8. They read ten frames to 10 without counting every dot.

About 35 minutes

I can see 5 and some more in a ten frame.

THE LESSON

- 1 Warm up** (5 min) Show five fingers on one hand: "This is 5." Add fingers on the other hand one at a time: 5 and 1 more is 6, 5 and 2 more is 7, up to 10.
- 2 Teach** (10 min) Fill the top row of a big ten frame with 5 counters and say "5". Put 3 in the bottom row. Do not count from 1: say 5, then count on 6, 7, 8. Show that a full frame is 10 and that 9 has one empty box.
| Say: "The top row is 5. Five and 3 more: 6, 7, 8. There are 8."
- 3 Try it together** (5 min) Flash ten frame cards from 6 to 10 for a few seconds. Children show the number on their fingers, five on one hand and the rest on the other, and say "5 and some more".
- 4 Practice** (10 min) Children build 6 to 10 on their mats, top row first. Then they count the dots on sheets 1, 4 and 5 of Ten Frames Counting to 10, saying "5 and some more" for each frame past 5.
- 5 Exit ticket** (5 min) Read **Exit Ticket 2.3** aloud, one question at a time. Children answer, then circle a face as you read the "I can" line. In the second question 5 dots are drawn: a child who draws 4 more without counting from 1 sees five and some more.

Need help? Build 6 and 7 with counters on the mat, saying "5 and 1 more", "5 and 2 more".

Ready for more? Say how many more make 10 for each frame, as on sheet 6 of Halloween Counting to 10.

GET READY

- A ten frame mat and ten counters for each child
- Ten frame cards 6 to 10 to flash

WORDS TO USE

ten frame: two rows of five boxes, one thing in each box

five and some more: a full row of 5, and more in the next row

full: every box has one

ASK

- How many in the top row? How many in all?
- How many more make 10?
- How did you know it was 8 without counting?

WATCH FOR

Counts every dot from 1. Cover the top row with a hand, say "5" and count on.

Starts the bottom row first. Fill the top row from left to right, every time.

Mixes up 9 and 10. Look for the empty box: 9 is one short of a full frame.

ON ANIMAL MATH

PRINTABLE

Ten Frames Counting to 10: sheets 1, 4 and 5 (the most frames past 5)

PRINTABLE

Halloween Counting to 10: sheet 5 (ten frames); sheet 6 (how many more make 10) for more

MAKER

Ten Frames Counting: Mode Count the Dots, Number Range 1-10

TOOL

Ten Frames: add a frame with + 10-Frame; Show Numbers off to hide the count

EXIT TICKET

Kindergarten Numbers to 10 Exit Tickets: Exit Ticket 2.3

Numbers to 10

Lesson 2.4: Count out up to 10

GOAL Children count out a number of things from 6 to 10 from a bigger pile and stop when they reach the number.

About 35 minutes

I can count out up to 10 things.

THE LESSON

- 1 Warm up** (5 min) Show a number card from 6 to 10. The class jumps that many times, counting out loud, and freezes on the number.
- 2 Teach** (10 min) Hold up the 8 card. Count bears from a pile into a ten frame: fill the top row, then 6, 7, 8, and stop. Ask why you stopped. Then count out 10 and show the full frame.
Say: "I count out 8: five in the top row, then 6, 7, 8, stop. I have 8, the number on the card."
- 3 Try it together** (5 min) Pull a number card. Children count that many counters into their ten frames, top row first. A partner checks: is the top row full? How many in the bottom row?
- 4 Practice** (10 min) Children draw dots to fill in the ten frames on sheets 3, 4 and 6 of Ten Frames Fill to 10, then circle that many animals on sheet 4 of Count the Animals.
- 5 Exit ticket** (5 min) Read **Exit Ticket 2.4** aloud, one question at a time. Children answer, then circle a face as you read the "I can" line. Count the circled butterflies: 8 or 9 means the child did not stop at 7.

Need help? Count out 6 and 7 first, with the number card on the mat to look at.

Ready for more? Count out a number, then show the same number a different way: in a row, or as 5 and some more on fingers.

GET READY

- A cup of 15 counters and a ten frame mat for each child
- Number cards 6 to 10

WORDS TO USE

count out: take just that many, then stop

stop: the number on the card tells you when

ASK

- How many do you need? When do you stop?
- Show me 9 on your frame. How do you know it is 9?

WATCH FOR

Keeps counting past the number. Say the number before starting, and put a hand flat on the mat at the number.

Fills the frame in a jumble. Fill the top row from left to right, then the bottom row: then 5 and some more can be seen.

Takes a handful without counting. Count out loud, moving one at a time into the frame.

ON ANIMAL MATH

PRINTABLE

Ten Frames Fill to 10: sheets 3, 4 and 6 (most numbers 6 to 10)

PRINTABLE

Count the Animals: Counting 1 to 10: sheet 4 (up to 6)

MAKER

Ten Frames Counting: Mode Fill the Frame, Number Range 1-10

TOOL

Ten Frames: click a box to add a counter

EXIT TICKET

Kindergarten Numbers to 10 Exit Tickets: Exit Ticket 2.4

Numbers to 10

Lesson 2.5: Count scattered things

GOAL Children count up to 10 things that are spread out, keeping track of which ones they have counted so none is skipped or counted twice.

About 35 minutes

I can count things that are spread out.

THE LESSON

- 1 Warm up** (5 min) Eight children stand in different places on the rug. The class counts them, and each child sits down when counted.
- 2 Teach** (10 min) Spill 8 cubes on a plate and count them without moving them: show how easy it is to lose track. Count again, sliding each cube to the side as you say its number. Then cross off each dot in a drawing of scattered dots as you count it.
Say: "I move each one, or mark it, as I count it. Then I know which ones I counted."
- 3 Try it together** (5 min) Pairs spill 6 to 10 cubes onto a plate. One counts, moving each cube to the edge; the other checks by counting them again in a line.
- 4 Practice** (10 min) Children count the scattered groups on sheets 3 and 6 of Count & Circle to 10, marking each picture as they count it, then write how many on sheet 3 of Count & Write to 10.
- 5 Exit ticket** (5 min) Read **Exit Ticket 2.5** aloud, one question at a time. Children answer, then circle a face as you read the "I can" line. Look for marks on the pictures: a child who crosses each one off is keeping track.

Need help? Count 6 or 7 scattered cubes, moving each one into a ten frame as it is counted.

Ready for more? Count each kind of animal in the mixed group on sheet 5 of Count the Animals.

GET READY

- A paper plate and a cup of 6 to 10 cubes for each pair
- Crayons to mark each picture as it is counted

WORDS TO USE

scattered: spread out, not in a line

keep track: know which ones you have counted

cross off: mark each one as you count it

ASK

- Where did you start? How do you know you counted them all?
- Did you count any twice?

WATCH FOR

Counts one picture twice. Cross off or dot each picture as it is counted.

Skips pictures in the middle. Count in a path: the top ones from left to right, then the next ones down.

Gets a new number each time. Move real things into a line and count, then spread them out again: still the same.

ON ANIMAL MATH

PRINTABLE

Count & Circle to 10: sheets 3 and 6 (scattered)

PRINTABLE

Count & Write to 10: sheets 3 and 6 (scattered)

PRINTABLE

Count the Animals: Counting 1 to 10: sheet 5, for more

MAKER

Count Objects: Mode Count & Circle Grid, Count Range 1 to 10, Arrangement Scattered

EXIT TICKET

Kindergarten Numbers to 10 Exit Tickets: Exit Ticket 2.5

Numbers to 10

Lesson 2.6: Match numbers to groups

GOAL Children count a group of up to 10 and match it to its number, and match a number to a group with that many. **About 35 minutes**

I can match a number to a group of up to 10.

THE LESSON

- 1 Warm up** (5 min) Hand out number cards 1 to 10. Show a picture card; the child holding its number stands up, and the class counts the pictures to check.
- 2 Teach** (10 min) Lay out picture cards and number cards in a jumble. Count a picture card, find its number and put it beside the picture. Make one wrong match on purpose: does 6 go with 9 apples?
| Say: "I count the apples: nine. I find the 9 and put it next to them."
- 3 Try it together** (5 min) Pairs match picture cards to number cards face up, then play Memory with them face down.
- 4 Practice** (10 min) Children count each row, then cut and paste its number on sheets 1 and 2 of Count & Paste to 10 (Set 2).
- 5 Exit ticket** (5 min) Read **Exit Ticket 2.6** aloud, one question at a time. Children answer, then circle a face as you read the "I can" line. Three groups, three numbers: check that each line goes from a group to its number and that no number gets two lines.

Need help? Match groups of 6 to 8 first, with a cube placed on each picture.

Ready for more? Draw a group of 6 to 10 things for a partner, with the number hidden on the back.

GET READY

- Picture cards with 1 to 10 things and number cards 1 to 10
- Child scissors and glue sticks

WORDS TO USE

match: put together two things that go together

the same as: just as many

ASK

- How many are in this group? Which number says that?
- Which group goes with 8? How do you know?

WATCH FOR

Pastes a number without counting. Count each row out loud and say the number before cutting.

Mixes up 6 and 9. Trace both cards with a finger and build each number with cubes beside it.

Miscounts a long row. Touch each picture with a pencil tip as it is counted.

ON ANIMAL MATH

- PRINTABLE** **Count & Paste to 10 (Set 2):** sheets 1-2
- PRINTABLE** **Count & Paste to 10:** for more practice
- MAKER** **Count & Paste:** Count Range 1 to 10
- EXIT TICKET** **Kindergarten Numbers to 10 Exit Tickets:** Exit Ticket 2.6

Numbers to 10

Lesson 2.7: One more

GOAL Children learn that each number we count to is one more than the number before: add one thing to a group and the count goes to the next number.

About 35 minutes

I can tell the number that is one more.

THE LESSON

- 1 Warm up** (5 min) Build a cube tower together. Add one cube at a time while the class says the new number: 1, 2, 3, up to 10.
- 2 Teach** (10 min) Put 6 counters in a ten frame and count them. Add 1 more and ask how many now. Children say 7 without counting from 1. Do it again from 4 and from 9. Then hop on the floor number path: one hop forward is one more.
Say: "Six and one more is seven. One more is the next number when we count."
- 3 Try it together** (5 min) Pairs build a number in a ten frame. One partner adds 1 counter and the other says how many now, then they swap.
- 4 Practice** (10 min) Children draw 1 more dot in each ten frame on sheet 3 of Ten Frames Counting to 10 and write how many now on the line. Then they act out one more with counters for a partner.
- 5 Exit ticket** (5 min) Read **Exit Ticket 2.7** aloud, one question at a time. Children answer, then circle a face as you read the "I can" line. Watch who counts the cats from 1 and who says 7 right after 6: both are right, and the second sees one more as the next number.

Need help? Add one more to groups of 2, 3 and 4 real counters, saying how many each time.

Ready for more? Fill in a Before, After & Between maker sheet to 10: the number after is one more.

GET READY

- A ten frame mat and ten counters for each child
- The floor number path 0 to 10
- Snap cubes for a class tower

WORDS TO USE

one more: add one; the next number when we count

next: the number that comes after

how many now: count again after something changes

ASK

- How many now? How do you know?
- What is one more than 8?
- Where do you hop on the path for one more?

WATCH FOR

Counts all from 1 every time. Fine at first. Then cover the group, say its number, and count on just one.

Says the same number after adding one. Count the group, add one real counter, and count again together.

Says the number two after. Hop on the number path, one hop for one more.

ON ANIMAL MATH

PRINTABLE

Ten Frames Counting to 10: sheet 3 (draw 1 more dot in each frame, then write how many now)

MAKER

Before, After & Between: Mode Before & After, Number Range Within 10 (the number after is one more)

TOOL

Ten Frames: click a box to add one more counter

TOOL

Number Line: Start 0, End 10, Mode Jump: one jump is one more

EXIT TICKET

Kindergarten Numbers to 10 Exit Tickets: Exit Ticket 2.7

Numbers to 10

Lesson 2.8: One less

GOAL Children learn that taking one away from a group makes one less: the count goes back to the number just before.

I can tell the number that is one less.

About 35 minutes

★ Taught in Kindergarten in some states

THE LESSON

- 1 Warm up** (5 min) Sing Ten in the Bed with ten fingers up. Each time one rolls out, the class puts one finger down and says how many are left.
- 2 Teach** (10 min) Put 8 counters in a ten frame. Take 1 away and ask how many now. Children say 7 without counting from 1. Do it again from 10 and from 5. Then hop back on the floor number path: one hop back is one less.
Say: "Eight, take one away: seven. One less is the number just before."
- 3 Try it together** (5 min) Pairs build a number in a ten frame. One partner takes 1 counter away and the other says how many now, then they swap.
- 4 Practice** (10 min) Children cross out 1 dot in each ten frame on sheet 1 of Ten Frames Counting to 10 and write how many now. Then they write the number before 8, 5, 10 and 6 on sheet 4 of Before & After to 20.
- 5 Exit ticket** (5 min) Read **Exit Ticket 2.8** aloud, one question at a time. Children answer, then circle a face as you read the "I can" line. The one taken away is crossed out: a child who writes 10 for the dots, or 9 for the burgers, is still counting it.

Need help? Take one away from 4, 5 or 6 real counters, saying how many are left each time.

Ready for more? Take one away again and again, from 10 down to none, saying each number: that is counting back.

GET READY

- A ten frame mat and ten counters for each child
- The floor number path 0 to 10

WORDS TO USE

one less: take one away; the number before

before: the number that comes just before when we count

how many now: count again after something changes

ASK

- How many were there? How many now?
- What number comes just before 7?

WATCH FOR

Counts the crossed out one. Take a real counter off the mat and hide it, then count what is left.

Says the number after instead of before. Hop back on the number path: one less goes back one.

Counts all from 1 every time. Fine at first. Then ask what number comes just before.

ON ANIMAL MATH

PRINTABLE

Ten Frames Counting to 10: sheet 1 (cross out 1 dot in each frame, then write how many now)

PRINTABLE

Before & After to 20: sheet 4, only the boxes before 8, 5, 10 and 6

MAKER

Before, After & Between: Mode Before & After, Number Range Within 10 (the number before is one less)

TOOL

Ten Frames: click a counter to take it away

EXIT TICKET

Kindergarten Numbers to 10 Exit Tickets: Exit Ticket 2.8

Numbers to 10

Lesson 2.9: Before, after and between

GOAL Children name the number just before and just after a number to 10, and the number between two numbers, using a number path or counting.

About 35 minutes

I can write the numbers before, after and between.

THE LESSON

- 1 Warm up** (5 min) Three children stand in a row holding 5, 6 and 7. The middle child turns the 6 face down: which number is between? Try other numbers.
- 2 Teach** (10 min) Pin cards 0 to 10 on the string. Point to 6: what comes just after? Just before? Cover 8 with your hand: it is between 7 and 9. Show that before is one less and after is one more.
| **Say:** "Just before 6 is 5. Just after 6 is 7. Between 7 and 9 is 8."
- 3 Try it together** (5 min) Pairs lay their cards 0 to 10 in a row. One partner points to a card and says "before" or "after"; the other names that number and points to it.
- 4 Practice** (10 min) Children write the number between on sheets 1 and 2 of Between Numbers to 10, then the numbers before and after on sheet 3 of Before & After to 20.
- 5 Exit ticket** (5 min) Read **Exit Ticket 2.9** aloud, one question at a time. Children answer, then circle a face as you read the "I can" line. For the numbers just before and after 7, watch who counts up from 1 and who just knows them.

Need help? Stand on the floor number path: step forward for after and back for before.

Ready for more? Fill in missing numbers in a row to 10 on a Missing Numbers maker sheet.

GET READY

- Number cards 0 to 10 for each pair
- The floor number path 0 to 10
- The class number line on a string

WORDS TO USE

before: just before when we count; one less

after: just after when we count; one more

between: in the middle of two numbers

ASK

- What number comes just before 9? Just after?
- What number is between 4 and 6? How do you know?

WATCH FOR

Writes the after number in the before box.

Count up to it out loud, 5, 6, 7: the number before 7 is the one said just before it.

Writes any number in the gap, like 7 between 5 and 7. Count 5, 6, 7 out loud, pointing: the one in the middle is 6.

Counts from 1 every time. Fine at first. Then start on the number and step one back or one forward on the path.

ON ANIMAL MATH

PRINTABLE **Between Numbers to 10:** sheets 1-5

PRINTABLE **Before & After to 20:** sheet 3 (five of its six boxes are to 10)

MAKER **Before, After & Between:** Mode Mixed, Number Range Within 10

MAKER **Missing Numbers:** Mode Sequence, Sequence Range 1-10

TOOL **Number Line:** Start 0, End 10

EXIT TICKET **Kindergarten Numbers to 10 Exit Tickets:** Exit Ticket 2.9

Numbers to 10

Lesson 2.10: Count back from 10

GOAL Children count back from 10 to 0, and from any number up to 10, saying one less each time, and fill in the missing numbers in a countdown.

I can count back from 10.

About 35 minutes

★ Taught in Kindergarten in some states

THE LESSON

- 1 Warm up** (5 min) Rocket countdown: the class crouches, counts back from 10 to 0, and jumps up for blast off.
- 2 Teach** (10 min) Take cubes off a tower of 10 one at a time while the class says how many are left: 9, 8, 7, down to 0. Then walk back along the floor number path from 10, saying each number. Start a countdown from 7.
Say: "Counting back, each number is one less. Ten, nine, eight, seven."
- 3 Try it together** (5 min) Pairs lay their cards 10 down to 0 in a row, then turn three face down. They count back from 10, saying the hidden numbers, and turn each one up to check.
- 4 Practice** (10 min) Children count back from 10 on the number path, then write the missing numbers in the two countdown rows on sheet 3 of Number Patterns, Count Down (10, 9, 8, 7 and 9, 8, 7, 6). Read the rows aloud together.
- 5 Exit ticket** (5 min) Read **Exit Ticket 2.10** aloud, one question at a time. Children answer, then circle a face as you read the "I can" line. Watch the blank after 7: a child who writes 8 there is counting up, not back.

Need help? Count back from 5 first, putting one finger down for each number.

Ready for more? Count back from 10 with no path to look at, then write a countdown from 10 to 0.

GET READY

- The floor number path 0 to 10
- Number cards 0 to 10 for each pair
- A tower of 10 snap cubes

WORDS TO USE

count back: say the numbers going down, one less each time

countdown: counting back to 0, like a rocket

ASK

- What comes after 6 when we count back?
- Start at 8 and count back to 0.
- Is each number one more or one less?

WATCH FOR

Counts up instead of back. Take one cube off the tower for each number: the tower gets shorter.

Skips a number, like 7, 5. Walk the floor path, one step and one number at a time.

Can count back only from 10. Start from other numbers on the path: 6, 8, 9.

ON ANIMAL MATH

PRINTABLE

Number Patterns - Count Down: sheet 3, rows 1 and 4 only (the other rows go past 10); sheet 5, the row that starts at 5

TOOL

Number Line: Start 0, End 10, Mode Jump: jump back one at a time

EXIT TICKET

Kindergarten Numbers to 10 Exit Tickets: Exit Ticket 2.10