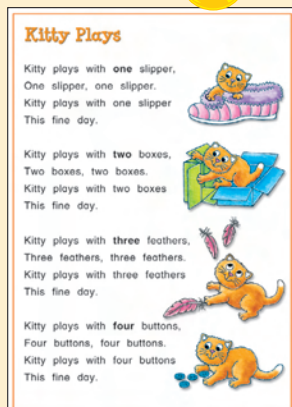


WEEK 2 Overview

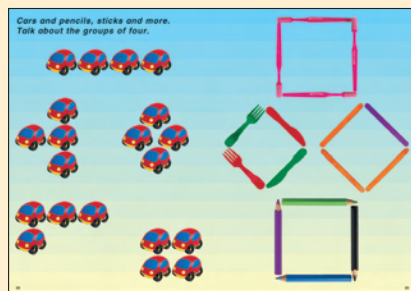
Fun with Four

Song Poster 21



Day 1

Discussion Book pages 28–29



Days 2 and 3

Dinosaur Dominoes



Day 5

Mix and Match Number Magnets



Day 4

Jumbo Pocket Cube



Day 4

Animal and Vehicle Counters (Manipulative Kit)



Many of the materials used in the program are readily available classroom resources. Additional materials needed for this topic are listed below.

MAIN ACTIVITY		ONGOING ACTIVITIES			
Whole-group pages 8-15 to 8-19		Teacher-directed small-group page 8-20	Math centers page 8-21	Free-choice page 8-22	
DAY 1	• Circle Time Song*	Shirt Buttons	Square Arrangements*	Magnet Sort*	Gone Fishing
DAY 2	• Picture Chat* • Moving Cars				
DAY 3	• Making Squares*				
DAY 4	• Number Bingo • Find One, Two, Three, or Four				
DAY 5	• Domino Totals				
				Number Dress Up	What's My Number?
				Magic Numbers	Car Garages

*Essential activities

Collect:

- ◆ one slipper, two boxes, three feathers, four buttons for *Circle Time Song*, page 8-15
- ◆ matching straight objects such as pencils, craft sticks, and straws for *Making Squares*, page 8-17
- ◆ large candles for *Magic Numbers*, page 8-22

Make:

- ◆ a Bingo card for each child for *Number Bingo*, page 8-18 (Blackline Master provided)
- ◆ shirt cards labeled 1–4 for *Shirt Buttons*, page 8-20 (BLM provided)
- ◆ 8 paper fish numbered 1–4 with paper clips attached for *Gone Fishing*, page 8-21 (BLM provided)
- ◆ a “fishing pole” with a small magnet at the end of the line for *Gone Fishing*, page 8-21
- ◆ 4 small garages from boxes labeled 1–4 for *Car Garages*, page 8-22