In this lesson, your students will practice counting by putting the correct number of worms into an "apple." They will practice identifying quantity without having to count the numbers one by one.

Learning Objectives

Students will count dots on a die and connect that number to a quantity. Students will quantify numbers.

Materials and Preparation

**Materials**

- Coffee can with lid
- Dice (1 per pair of students)
- Laminated worm shapes (6 per class)
- Apple cutout
- Scissors

**Preparation**

- Cut out an apple, and paste it on the lid of the can.
- Cut a slit into the middle of the coffee can lid to allow the worms to go through.

Key Terms:

- quantity
- counting
- die
- quantify
Lesson

Introduction *(5 minutes)*

- Introduce the lesson by showing your students a **die**, a six-sided cube with different numbers.
- Ask your students to identify the number of dots they see on the top side of the die without **counting**, or determining the amount. If they do not see a **quantity**, or number, count the dots together for each side.
- Show your students the apple on top of the can. Discuss what students might find in an apple. For example, they might see seeds and worms.
- Show the class some worm cutouts. Explain that each student will have a turn to roll the die and put that same number of worms into the apple can.

Explicit Instruction/Teacher Modeling *(10 minutes)*

- Engage students in the topic by discussing worms. Potential questions include: *Where do you find most worms? Have you seen a worm in an apple? Can you eat worms?*
- Demonstrate rolling a die on the table.
- Ask your students if they recognize how many dots they see without counting them. If not, count as a class.
- Take the number from the top of the die, and count out that number of worms.
- Put the worms you counted into the apple.
- Show your students how to remove the lid and dump the worms back onto the table for the next student’s turn.
- Begin the game by calling on one student to roll the die.
- After that student puts the correct number of worms in the can and then dumps them out, have him pass the die to the next student. Continue this until all students have finished one turn.
Guided Practice/Interactive Modeling (10 minutes)

- To determine whether or not your students are connecting quantities, have them each roll the die one at a time again.
- At this point, check to see if they can connect the number of worms to the number on the die. In addition, see if your students are identifying the correct number of dots without counting (quantifying).
- Ask your students to quantify the dots. If your student cannot identify dots correctly, count the dots with him.
- Direct each student to put the correct number of worms into the apple can.

Independent Working Time (10 minutes)

- Instruct your students to continuing identifying quantities on their dice with a partner. Let them take turns rolling and identifying.
- Make sure that the pairs are checking that their numbers are correct.

Extend

Differentiation

- **Enrichment:** Once your students have mastered quantifying one to six dots on a die, create a new die for them with seven to twelve.
- **Support:** If your students are having difficulty seeing a quantity, verbally count the number of dots with them.

Related Books and/or Media

- **GAME:** Count Bugs On the Rug
- **GAME:** Number Pictures Matching

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Review

Assessment *(10 minutes)*

- As you walk around, take note of whether your students are quantifying, counting, and/or connecting quantities. On a piece of paper, you can make these three columns and mark which numbers the students are able or not able to correctly identify.

Review and Closing *(5 minutes)*

- Ask your students to say all the numbers on a die.
- Have one volunteer roll a die and put that many worms into the apple can.

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