




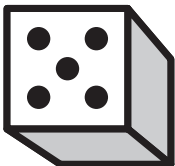
Name: _____


Directions: Illustrate at least three different ways to show each number.

				Draw your own:
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Really Good Stuff® Activity Guide

Really Good Subitizing Match-Up Chips®

This Really Good Stuff® product includes:

- 40 Really Good Subitizing Match-Up Chips®
- Plastic Storage Bag
- This Really Good Stuff® Activity Guide

Congratulations on your purchase of this Really Good Stuff® Really Good Subitizing Match-Up Chips®—a useful tool to help students understand the relationship between numbers and quantities.

Meeting the Standards

The Really Good Stuff® Really Good Subitizing Match-Up Chips® aligns with the Common Core State Standard for Mathematics below. For alignment with other state standards, please refer to our Web site's Standards Match.

Counting and Cardinality

K.CC.B.4 Understand the relationship between numbers and quantities; connect counting to cardinality.

Displaying the Really Good Subitizing Match-Up Chips®

Before introducing the Really Good Subitizing Match-Up Chips®, make copies of this Really Good Stuff® Activity Guide and file the pages for future use.

Or, download another copy of it from our Web site at www.reallygoodstuff.com. Display the Chips using a document camera onto a screen or place them in a station or center where students can access and interact with them easily. Be sure to store the Chips in the Plastic Storage Bag after each activity.

Introducing the Really Good Subitizing Match-Up Chips®

Explain to students that they will use these Chips to play a fun matching game. Solicit answers to the following questions: "What do you notice about the Chips? What do they have in common? What is different?"

As a class, explore which Chips go together and why. Then play a memory game to help students understand the correspondence between numbers and quantities. Demonstrate how the picture of five tally marks matches the word five or the die with five dots. Then lay the Chips facedown and allow one student at a time to come up and flip over two Chips looking for a match. Next invite students to help you sort all of the Chips by putting the like "numbers" together. Students should learn to decipher the multiple ways to make a number. For example: The numeral 4 corresponds to the four dots on a die, the four tally marks, the four dots on a ladybug, the hand holding up four fingers, and/or the four dots on a five frame.

Partner Memory Match-Up

Place the Chips in a station or center and allow students to work with a partner to practice subitizing. Have students lay the Chips facedown and take turns flipping over two at

a time to try to find a number match. If the player finds a match, he or she keeps the Chips and continues playing. If he or she doesn't, it is the next player's turn. The student with the most Chips at the end of the game wins.

Sequencing Chips Game

Display only those Chips that are the same type, such as all numerals or all tallies. You can use a document camera to project the Chips on to a screen or place the Chips in a station or center. (Each type of Chip has a particular color code on the rim.) Call on students at random to help put the Chips in order.

Number Identification with Differentiation

Place the Chips faceup on a table. For students struggling to identify multiple ways of recognizing numbers, select only two types of Chips for them to match. For example, use the numerals 1, 2, 3, 4, and 5 with the five frames. Mix them up and have students find each match. Once a student has succeeded matching two Chips, add a third into the mix and play again. Continue to add a new type of Chip into the mix for number identification as students gain more confidence recognizing numbers.

Challenge students who have mastered multiple ways to recognize corresponding Chips. Prepare direction cards with the following variations:

- Find Chips that are one more.
- Find Chips that are one less.
- Find Chips that are two more, etc.
- Find Chips that are two less, etc.

Place the Chips faceup on a table in no particular order. Select students to play the game and assign partners. Explain that one player will pick up a Chip and one direction card, and his or her partner must find the Chips needed.

Multiple Matches

Once students understand multiple ways to recognize the numbers 0–5 using the Chips, copy and distribute the Multiple Matches Reproducible. Encourage students to practice illustrating at least three different ways to show each number on the reproducible. Allow them to create variations of the Chips, such as two eyes on a person, four legs on a dog, etc. You can also allow students to place the Chips in each section, or copy the Chips onto paper and have students cut them out paste them in the appropriate boxes.

Drawing the Pairs

On a blank sheet of paper ask students to draw the matches they make while playing Concentration. When they are finished, have them color all the matching numbers the same color.