

Topics: Counting,
Determining Strategies,
One-to-one
Correspondence

Materials List

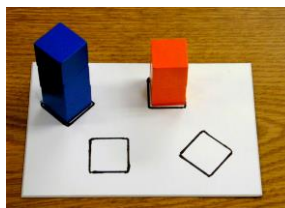
- ✓ Matte board
- ✓ 2.5 cm (1-inch)
wooden cubes
- ✓ Die or spinner

This activity can be used
to teach:

- Counting
(Common Core Math
Standards: Grade K,
Counting and
Cardinality, 1, 4, 5)

Counting Towers

A math game for preschool and kindergarten



This math game gives children practice in counting and one-to-one correspondence.

Assembly

To make the game board randomly place 4 2.5 cm (1-inch) squares on the board.

Playing the Game (for 2 players)

1. Wooden cubes are placed in a “pool.”
2. Players take turns to roll the die, taking the number of cubes indicated on the die from the pool.
3. Players stack their cubes either on an empty square on the board or on top of a cube already in place.
4. Play continues until either one or all of the towers fall down.

The Math Behind the Activity

Young children need opportunities to **apply** the logical-mathematical skills and knowledge they are acquiring. Playing developmentally appropriate games such as **Counting Towers** provides them with a hands-on experience to apply to their developing concepts. Playing this math-oriented game:

- Develops numerical thinking skills (counting, computing)
- Practices number recognition
- Develops logical-thinking skills and determining strategies
- Practices skills in one-to-one correspondence
- Encourages discussion and cooperative learning
- Provides experience in self-regulation and taking turns

Taking it Further

For a greater challenge two dice can be used and the numbers added together.

This game can be played outdoors using **large** blocks and a **large** spinner. If there is no game board, children can determine how many towers to build.

Tips for Introducing Games to Young Children

1. Start with 2 players to introduce the game. Add more players as children come to know the rules and can wait to take turns.
2. Keep the game simple in the beginning, increasing the complexity as children master the concepts.
3. Encourage children to verbalize their moves. When they talk out loud to themselves it helps them to process the information.
4. Help children negotiate and modify rules or construct their own rules.
5. Develop ideas for making a rule about who goes first so that everyone gets a turn.

Web Resources (Visit www.raft.net/raft-idea?isid=115 for more resources!)

- Teacher designed math courses – <https://njctl.org/courses/math>