



# NGPM Lesson Overview Chart: Subitizing, Weeks 1-3

## Week 1: Simple Subitizing

Children are introduced to the skill of subitizing, or identifying how many of something there are without counting. Hands-on, digital, and outdoor activities focus primarily on subitizing 1-5 dots.

	<b>Lesson 1</b> Children identify, without counting, the number of dots on paper plates and in the digital Jungle Gym game.	<b>Lesson 2</b> Children identify, without counting, the number of dots on a Speedy Die, read subitizing books, and play the digital City Skate game.	<b>Lesson 3</b> Children compare different arrangements of 3 and 4 dots, match collections of the same size in Skateboard Bingo, and play Roll and Hop outdoors.
<b>Circle Time</b>	<b>Hands-on exploration:</b> Dot Plates	<b>Hands-on exploration:</b> Dot Plates; Speedy Dice	<b>Hands-on exploration:</b> Dot Plates; Speedy Dice
<b>Learning Centers</b>	<b>Digital Learning:</b> Jungle Gym <b>Hands-on exploration:</b> Jungle Gym Board Game <b>Book Corner:</b> Subitizing Books	<b>Digital Learning:</b> City Skate; Jungle Gym <b>Hands-on exploration:</b> Skateboard Bingo; Jungle Gym Board Game <b>Book Corner:</b> Subitizing Books	<b>Digital Learning:</b> City Skate; Jungle Gym <b>Hands-on exploration:</b> Skateboard Bingo; Jungle Gym Board Game <b>Book Corner:</b> Subitizing Books
<b>Snacks</b>	<b>Snack-time activity:</b> Bugs on a Rock	<b>Snack-time activity:</b> Bugs on a Rock	
<b>Outdoors</b>			<b>Outdoor activity:</b> Roll and Hop



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## Week 2: Subitizing Varied Objects

Children advance to subitizing collections of 1-5 varied objects, including food items, people, and more. They further explore how the arrangement of a collection of objects does not affect how many objects it contains.

	<b>Lesson 4</b> Children compare different arrangements of 4 and 5 dots, read Let's Count and other books, and play the digital Birthday Café game.	<b>Lesson 5</b> Children identify, without counting, one to five pictures on paper plates and seat hungry diners at tables in Café Lotto Match.	<b>Lesson 6</b> Children pounce on matching dot cards, make snack arrangements showing different numbers, and play the digital Treasure Bubbles game.	<b>Lesson 7</b> Children compare different arrangements of 3 and 4 pictures, sort cards in Treasure Bubble Match, and line up dominoes.
<b>Circle Time</b>	<b>Hands-on exploration:</b> Dot Plates <b>Book:</b> Let's Count	<b>Hands-on exploration:</b> Picture Plates <b>Book:</b> Let's Count	<b>Hands-on exploration:</b> Picture Plates; Pounce!	<b>Hands-on exploration:</b> Picture Plates; Pounce!
<b>Learning Centers</b>	<b>Digital Learning:</b> Birthday Café; City Skate; Jungle Gym <b>Hands-on exploration:</b> Café Lotto Match; Skateboard Bingo; Jungle Gym Board Game <b>Book Corner:</b> Subitizing Books	<b>Digital Learning:</b> Birthday Café; City Skate; Jungle Gym <b>Hands-on exploration:</b> Café Lotto Match; Skateboard Bingo <b>Book Corner:</b> Subitizing Books	<b>Digital Learning:</b> Treasure Bubbles; Birthday Café; City Skate; Jungle Gym <b>Hands-on exploration:</b> Treasure Bubble Match; Café Lotto Match <b>Book Corner:</b> Subitizing Books	<b>Digital Learning:</b> Treasure Bubbles; Birthday Café; City Skate; Jungle Gym <b>Hands-on exploration:</b> Dominoes; Treasure Bubble Match <b>Book Corner:</b> Subitizing Books
<b>Snacks</b>			<b>Snack-time activity:</b> Bugs on a Rock	<b>Snack-time activity:</b> Bugs on a Rock
<b>Outdoors</b>	<b>Outdoor activity:</b> Roll and Hop	<b>Outdoor activity:</b> Roll and Hop		



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## Week 3: Subitizing Even More Objects

Children continue to subitize a wider range of 1-5 objects in different arrangements through hands-on, digital, and outdoor activities.

	<b>Lesson 8</b> Children compare different arrangements of 4 and 5 pictures, play Pounce! with Pictures, and try a new outdoor game, Square Hop.	<b>Lesson 9</b> Children identify, without counting, the number of different pictures on paper plates, read What Comes in 2's, 3's, & 4's?, and revisit the digital games.	<b>Lesson 10</b> Children grab pretend cookies in No More Cookies!, read subitizing books, and revisit familiar hands-on and digital activities.
<b>Circle Time</b>	<b>Hands-on exploration:</b> Picture Plates; Pounce! with Pictures	<b>Hands-on exploration:</b> Picture Plates Plus One  <b>Book:</b> What Comes in 2's, 3's, & 4's?	<b>Hands-on exploration:</b> Picture Plates Plus One  <b>Book:</b> What Comes in 2's, 3's, & 4's?
<b>Learning Centers</b>	<b>Digital Learning:</b> Treasure Bubbles; Birthday Café; City Skate; Jungle Gym  <b>Hands-on exploration:</b> Dominoes; Treasure Bubble Match  <b>Book Corner:</b> Subitizing Books	<b>Digital Learning:</b> Treasure Bubbles; Birthday Café; City Skate; Jungle Gym  <b>Hands-on exploration:</b> Dominoes; No More Cookies!  <b>Book Corner:</b> Subitizing Books	<b>Digital Learning:</b> Treasure Bubbles; Birthday Café; City Skate; Jungle Gym  <b>Hands-on exploration:</b> Dominoes; No More Cookies!  <b>Book Corner:</b> Subitizing Books
<b>Outdoors</b>	<b>Outdoor activity:</b> Square Hop	<b>Outdoor activity:</b> Square Hop	<b>Outdoor activity:</b> Square Hop



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