



Title: Number Machine

Grade: PK-2

Overview: The Number Machine houses critters who help students count and recognize the numerals 0 to 30.

My Learning Objectives:

Recognize numerals from 1 to 30

Understand that numerals represent specific quantities

DISCOVER MODE

1. Click the cash register to enter the Number Machine from the Main Room.
2. Click any key on the Number Machine. The number you chose is shown, the drawer opens, and the critters pop up one-by-one. As they pop up, they are counted.
3. Continue exploring the Number Machine by clicking different keys and discovering the critters that live in that drawer. You might like to count aloud as you see the numerals and hear the number of critters counted.
4. Click the button with the number 20 for numbers 10 to 20.
5. Click the button with the number 30 for numbers 20 to 30.
6. Click the character in the picture frame for the Question and Answer Mode, or click Millie to return to the Main Room.

QUESTION AND ANSWER MODE

1. Click the character in the picture frame to enter the Question and Answer Mode.
2. Annie, the worm, appears and asks you to find a specific number.
3. Try to find the number requested, and click that key. (If you forget what the number is, click Annie, the worm, for a reminder.)
 - If you are correct, the drawer opens and the critters pop up and are counted.
 - If you do not click the key requested, you can keep trying until you find it.Annie, the worm, continues asking you to find different numbers. Don't be concerned about making mistakes; if you keep trying, you will always find the right answer!
4. Click the button with the number 20 for numbers 10 to 20.
5. Click the button with the number 30 for numbers 20 to 30.
6. Click the empty picture frame for the Discover Mode, or click Millie to return to the Main Room.