

Mission:

13. Mouse Count

ORGANIZATION:

Music: N/A

Materials: One set of cards with coordinating numerals and pictures (i.e., mice on numeral one, tiger on numeral two, fish on numeral three, monkeys on numeral four, and butterflies on numeral five). A second set of cards with numerals only. At least five hula hoops and hula hoop holders.

Books: *Count to Ten with a Mouse* by Margaret Wise Brown;

One Lonely Sea Horse by Saxton Freymann & Joost Elffers

Set up: Place book and numeral cards in front of group time activity. Place five hula hoops in hula hoop stands in open areas around the room.



Begin by reading the book. Then bring out the two sets of cards with numerals 1-5 and review the motor action that goes with each numeral (1-walk, 2-run, 3-swim, 4-swing, 5-flutter). Next, hold up a numeral and children move according to the numeral/motor action to go through one of the “holes” set up around the room and then return to their spot. The activity continues through each of the motor actions.

VARIATIONS:

Vary the game by using numeral cards and numeral cards with pictures. Also, change the order in which you present the numerals to the children.

EXTRA TIPS:

When beginning the activity, have two to three children demonstrate the activity to make sure all children understand the expectations.

Mouse Count

C

HOOOSE:

Children have choices related to which hoops they choose to move through each time.

A

SSESS:



Development and Learning Objectives:

- TSG 20c - Names Numerals
- Early Learning Standard 12.1 - Comparison and Number, Benchmark 5
- Physical:*
- TSG 4a - Walks
- Early Learning Standard 8.2 - Large Motor Development, Benchmark 1

R

ELATE:

Children work together to remind each other of the correct motor action and help each other get through the hula hoops.

E

**NERGIZE THE BRAIN
(EF):**

Children will use working memory by remembering the motor action that coincides with each numeral. You may also challenge children's working memory further by asking them to do two or three numerals at one time (i.e., 4, 2, 3 - swing through a hoop, run through a hoop, and swim through a hoop).