**Lego Tower Build Up and Take Down**

Kdg Math SOL K.3: The students will be able to count forward orally by ones (0-100) and backward (10-0).

Kdg Math SOL K.6: The students will be able to model problems with sums to 10 and difference within 10 using concrete objects

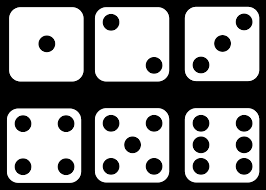
**Materials needed:**

- bag of 10 Legos (not connected)

- Dice

- partner(s)

1. Begin with “0”. Roll the dice to see what number you will add to “0”. Begin building the tower with the sum.
2. Partner’s turn.
3. Roll until a total of 10 Legos have been built. (Must get an exact number to get to 10.)
4. Once 10 Legos in a tower have been built, roll to begin taking away.
5. First one to run out of Legos wins! (Must get an exact number to get to 0.)

Flash Plates 

Kdg Math SOL K.4: The students will be able to recognize and describe with fluency part-whole relationships for numbers up to five

Kdg Math SOL K.3: The students will be able to identify the number after, without counting, any number between 0-100 and identify the number before, without counting, when given any number between 1 and 10.

**Materials needed:**

- small paper plates

- dot stickers or “Bingo Dot” markers

Game 1:

*“Subitize up to five”*: Show a plate for a second or two. Hide the plate. Can your child remember the number shown? Play this game until the quantities shown becomes automatic.

\***Subitize** is the ability to tell the number of objects in a set, quickly, without counting.\*

Check out on YouTube: Jack Hartmann’s “Subitize (soo-bi-tize) up to Five/Math Songs for Kids”

Game 2:

*“One more”*: Show a plate. How quickly can your child say the number that is one more than the number shown?

*“One less”*: Show a plate. How quickly can your child say the number that is one less than the number shown?

Game 3:

*“Flash Addition”*: Show two plates. How quickly can your child add together the quantities shown?