



Interactive Whiteboard Lesson

Description - The student has to move the frog across a pond always using the next highest number.

Year Level - 1

Lesson Duration - 30 minutes

Resources - Interactive Whiteboard, Data Projector and Computer

Lesson Outline -

- Start the activity and ask the students all together to help read out the instructions
- Press play
- Altogether with the students, demonstrate how to play the game, asking them where the frog should go next.
- Click through the path, wrong answers and the path will start back at the last correct answer.
- Once at the end, two little monsters will appear and reveal "Yes, You've Done It!"

Student Activity -

- Split students into groups of 3.
- Each group takes turn using the whiteboard to complete the path, whilst a group is up, the children waiting count out loud as the frog moves.

Link To Next Lesson -

After identifying the number that follows the previous number, start introducing addition. Students will start with $1+1=2$, $2+1=3$ etc. Identifying the patterns.

Learning Area -

Mathematics

Strand -

Counting/Counting Higher

Topic -

Counting/Numbers

Year Level - PrePrimary;1;2

Key Learning Objectives -

The student has to move the frog across a pond always using the next highest number.

Other Related Math Games -

<http://www.abc.net.au/countusin/games.htm>

