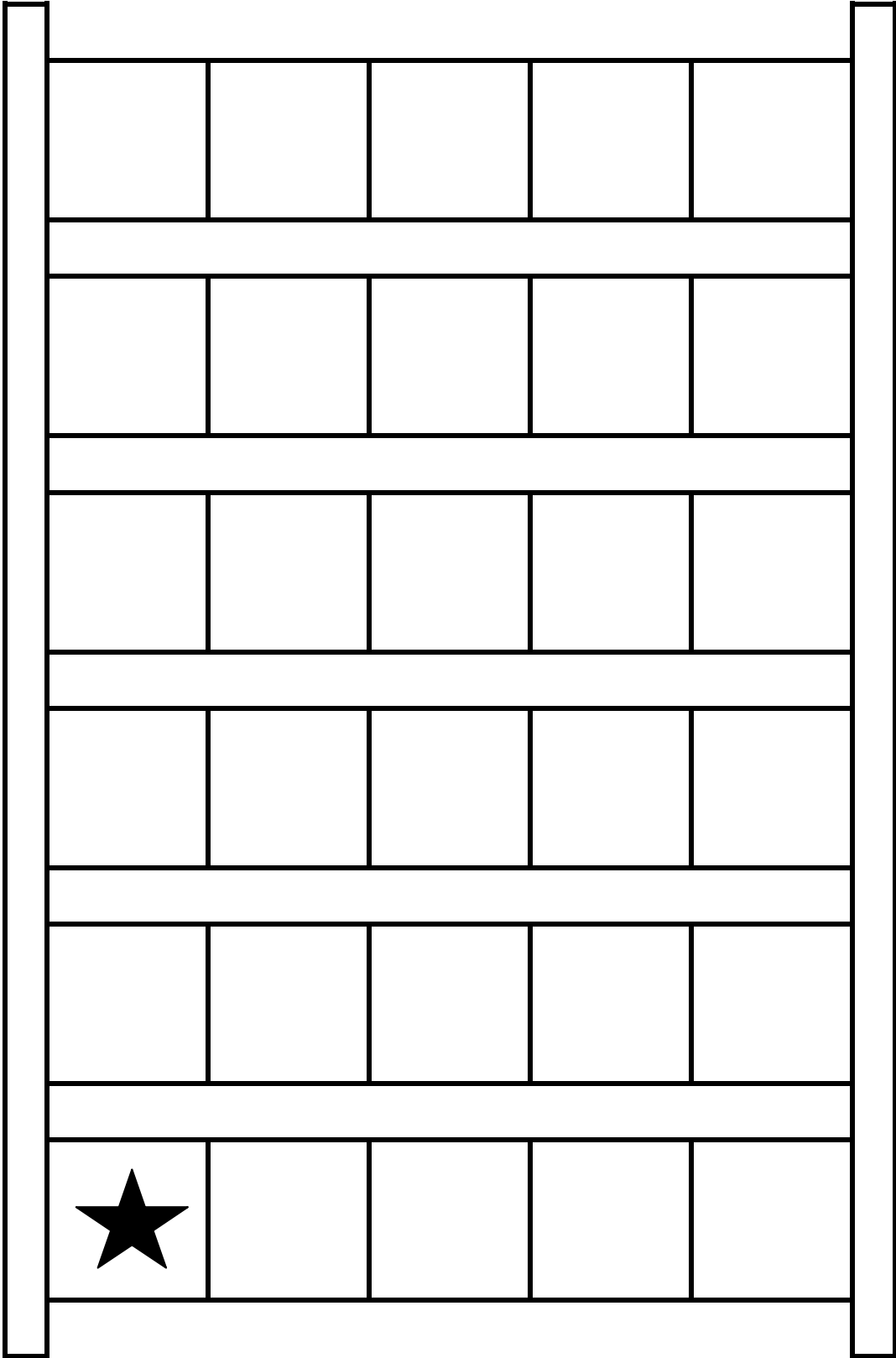


Climb the Ladder



TOP



BOTTOM – *start here*

Climb the Ladder K-2



Objectives:

Counting, making matching sets, grouping by fives

Materials for each pair of students:

Game board, die, 30 unifix cubes

Directions:

1. Explain to students that they will try to “climb the ladder” as they play this game with a partner. Show the game board and explain that each step of the ladder is a “rung.” Have them count how many squares are on each rung (5).
2. Explain that the goal is to fill the ladder with cubes until they get to the top of the ladder. They will move from rung to rung, filling each rung with 5 cubes. Fill the ladder as you would climb it, from the bottom to the top.
3. Demonstrate the game with a partner. Roll a die and gather that number of cubes. Place them on the lowest rung, starting in the square with the star. Your partner rolls next, gathers the number of cubes, and fills in the next available spaces on the rung. When a rung is filled, move to the next highest rung.
4. The game is over when the ladder is full. Students do not need to roll the exact number to end the game.

Observation questions to consider:

Did students instantly interpret the number of dots on the die or did they have to count?

Could children keep track of their cubes if they rolled a number that was larger than the space on the rung?

Did any children count on from 5 or count the cubes by 5’s or 10’s?

Ask students: How many more cubes do you need to fill this rung? How many more cubes do you need to get to the top of the ladder?