

PDIG
Library of Math Games
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Project Description

The purpose of this project was to be able to collaborate with teachers in our school in order to help strengthen our ability to develop students' early math and numeracy skills. This project focused on preschool competency five, *To Construct His/Her Understanding of the World*. We created a library of math resources, games, activities, and centers, for each preschool class in our school that could be used to supplement our pre-existing numeracy program. The team wanted to keep in mind the varying stages of child development, and create resources to fit the needs of the range of developmental stages that we see in our school. The resources that were created are accessible to all kindergarten teachers, and also to other teachers who may teach modified students. Providing students at varying developmental stages with a strong understanding of the basic building blocks of mathematics will help maintain and improve school success and the general success of each individual child.

Project Goals

Most of our goals for this project were met, if not exceeded, even given the peculiar situation we faced. Each day, we stuck very closely to our set goal, and were always able to create a plan for the next meeting. Our team had a very clear picture of what we wanted going forward, and each meeting, we aimed for our target. Having each team member on board with our end goal, made it easy to focus and finish the project. The only goal we did not have time to meet, was to implement some of the games in our classrooms and gather feedback for what works well, and what should be altered for better use of the games. Overall, we are very happy with the outcome of this project.

Project Outcomes

This project allowed our team to create resources to develop students' early math and numeracy skills however; there were benefits to the teaching team as well, as we worked on many Professional Competencies.

Competency Three: To develop teaching/learning situations that are appropriate to the students concerned and the subject content with a view to developing the competencies targeted in the programs of study.

Competency Nine: To cooperate with school staff, parents, partners in the community and students in pursuing the educational objectives of the school.

Competency Ten: To cooperate with members of the teaching team in carrying out tasks involving the development and evaluation of the competencies targeted in the programs of study, taking into account the students concerned

This project allowed us to develop learning material and resources that directly targets the age group of the students that we teach, as well as their varying developmental stages. We were able to develop this library as we worked collaboratively. We took into consideration the best practices of each member of

our team, all the while keeping in mind the goals in our school success plan. Going forward, it is sure that these resources will help us to strengthen the mathematic skills of our students, ultimately helping to meet one of the goals in our school success plan.

Reinvestment

This project will be a great resource for all preschool teachers in our greater educational community. As each preschool teacher in the province must help students explore and develop competency five, *To Construct His/Her Understanding of the World*. Using our project as a starting point, teachers across the province will be able to make their own library of math resources. Once created, they will be able to add their own games, activities, resources and centers that directly target the learners in their schools.

Table of Contents- English

Game	Skill	Extra Materials
Kaboom	Number Recognition	
Bingo	Number Recognition	- Bingo Chips
Number Puzzles	Number Recognition	
Alligator	Greater Than, Less Than, Equal	
Clip Cards	Addition	
Number and Object	Number Recognition Counting	
Clip Roulette	Number Recognition and Association	- Dice
Magic line	Number Order	
Number Chain	Number Order	- Links
Lego Game	Number Order	
I have, Who Has? (numbers)	Number Recognition	
Question of the Day	Surveying and Graphing	
Farm Animals	Measurement	Measuring cubes
Measure 1	Measurement	- Measuring items - One type of non-standard measuring tools (links, blocks, paper clips, etc.) - Dry erase markers
Measure 2	Measurement	- Measuring items - Non-standard measuring tools (links, blocks, paper clips, etc.) - Dry erase markers
Find and Measure	Measurement (smaller, bigger)	- Dry Erase Marker
Cars	Spatial Awareness	
Build 2D Shapes	2D Shapes	
Build 3D Shapes	3D Shapes	- Play-doh or plasticine
Shape Scavenger Hunt	2D Shapes	- 2D Shapes
Shape Graphing	2D Shapes Graphing	- Dry erase markers - 2D Shapes
Bear Facts	Addition	
Yahtzee	Number Recognition Number Formation	Markers

Table des Matières- Français

Jeux	Habilités	Les matériels d'extra
Kaboom	Reconnaissance des nombres	
Bingo	Reconnaissance des nombres	-Jetons de bingo
Casse-tête numérique	Reconnaissance des nombres	
L'alligator	Plus petit/plus grand/égal	
Les Cartes Epinglées	Addition	
Nombre et objet	Reconnaissance des nombres Compter	
Pinces et roulette	Reconnaissance des nombres Représentation des nombres	-2 dés
La ligne magique	Ordre des nombres	
Chaine de nombres	Ordre des nombres	-Attaches de plastique
Jeu de legos	Ordre des nombres	
J'ai, qui a? (nombres)	Reconnaissance des nombres	
Question du jour	Sondage Graphique	
Les animaux de la ferme	La mesure	-Cubes de mesure
Mesure 1	La mesure	- Objets a mesurer - Un type d'outil de mesure non-standard - Marqueurs effacables a sec
Mesure 2	La mesure	- Objets a mesurer - Plusieurs outils de mesure non-standards - Marqueurs effacables a sec
Trouve et mesure	La mesure Plus grand/plus petit que	- Marqueurs effacables a sec
Les voitures	L'espace	
Fabrique les formes 2D	Les formes 2d	-Pate a modeler
Fabrique les formes 3D	Les formes 3d	
La chasse aux formes	Les formes 2d	- Marqueurs effacables a sec
Graphique de formes	Les formes 2d Graphique	- Marqueurs effacables a sec
J'ai, qui a? (formes)	Les formes 2d	
Yahtzee	Reconnaissances des nombres Formation des nombres	-Marqueurs

Table of Contents- Board Games

Game	A3	A4	A6	A7	Resource Room
Speed Cups	Yes	Yes	Yes	Yes	
Triominos	Yes	Yes	Yes	Yes	
Archelino	Yes	Yes	Yes	Yes	
Bahuts Malins	Yes	Yes	Yes	Yes	
Allez les Escargots	Yes	Yes	Yes	Yes	
Don't Rock the Croc	Yes			Yes	
Little Balancing (Frogs)		Yes			
Rush Hour	Yes	Yes		Yes	
Suspendo Jr.	Yes	Yes	Yes	Yes	
Pole Nord					Yes
L'archipel des Dinosaurés					Yes
Fruit Punch	Yes	Yes	Yes	Yes	
Architek	Yes	Yes	Yes	Yes	