## How Many in the Cup? 1-to-1 Correspondence

## What You Will Need:

- Pompoms, gems, or other small objects.
- Small cups or bowls.
- Counting Sticks.



## What You Do:

- 1. Put different number of objects into cups and place them in front of your child. Start with 2 to 4 objects.
- 2. Put out counting sticks which correspond to the number of objects in the cups.
- 3. Model the following instructions\*. Talk about your thinking as you model the activity. For example, "I need a Counting Stick which has enough dots for all my gems, but not too many. I'll try this one." Deliberately choose a Counting Stick with too many or not enough dots. "Oh no, this gem has nowhere to go. No dots are left. I'll try a different Counting Stick. This one has more dots than the one I chose. I'll try this one."
- 4. Ask your child to select a cup. Take out the objects and find the Counting Stick with same number of dots as objects and place one object on each dot. If he first selects a Counting Stick with the wrong number of dots, guide him in thinking through what he did and what he needs to do by asking questions. "Are there any dots left over? Can you find a Counting Stick that has just the right number of dots?" "Oh no, this gem has nowhere to go. What are you going to do?"
- 5. When your child has found the Counting Stick whose number of dots matches the number of objects that were in the cup return the items to the cup.
- 6. Have your child choose another cup and repeat the process.
- 7. Repeat while interest lasts.

**Next Steps:** As your child become competent, add one more object up to 10 objects.

<u>Gentle Reminder:</u> It's not about you telling your child how to do it. It's about verbalizing your thinking while modeling the activity. Because you have already created thought patterns that bring you quickly to the right choice, you may find it challenging to verbalize your thinking. That's ok. You can do it. Struggling is good. It's not about your child getting the right answer the first try. It's about her struggling to solve a problem and learning that struggling is good.

## \* Modeling involves three steps.

- 1. I do it.
- 2. We do it.
- 3. You do it.