

Simply Homeschool Maths

ANTS

#1 Same & Different



Art by Bigi Nagala

Play and Talk

I wonder what you will discover today...

same
different
colour
shape
size
belong
set
type
match
opposite
direction
group
similar
similarity
direction



I wonder...



what these animals have in common...

which ones have the same colour...

if these animals can swim...

how these are different...

which ones match...



Notes & Record Keeping

Explore with LEGO® Bricks

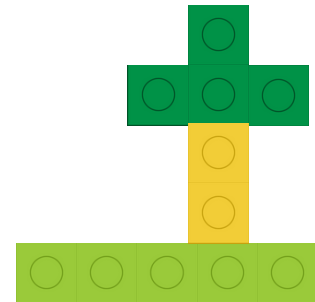
Collect ONES



I wonder what you could BUILD with all these COLOURFUL little ONES?

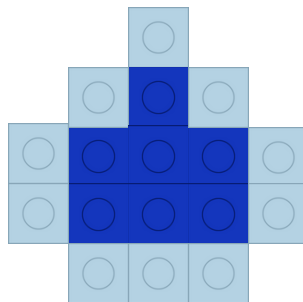
Play!

I wonder if we could SORT all the green ONES to make grass and trees?



I wonder - if we put the light blue ONES beside the dark blue ones, it might look like a pond or a pool...

Talk!



Inspire Curiosity!

I wonder if you could make more of the same design?

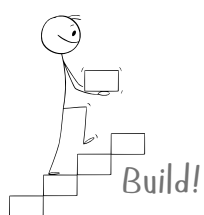
I wonder if you can make something different with the same pieces?

TEACHING NOTES

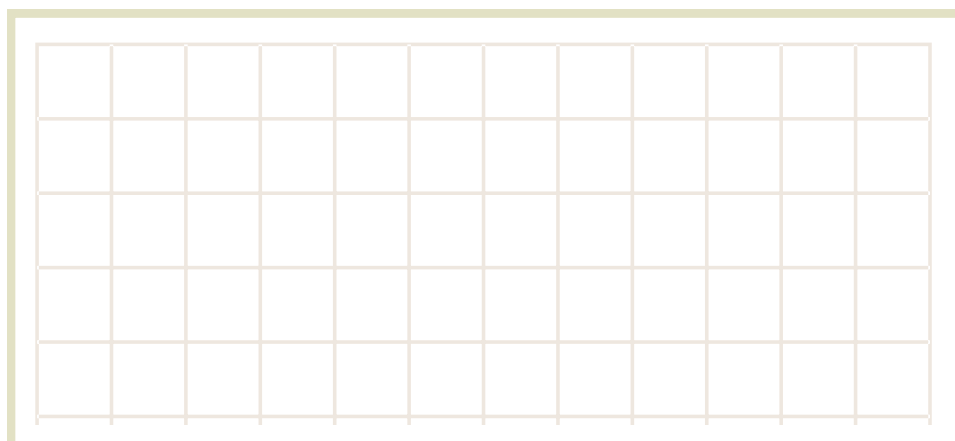
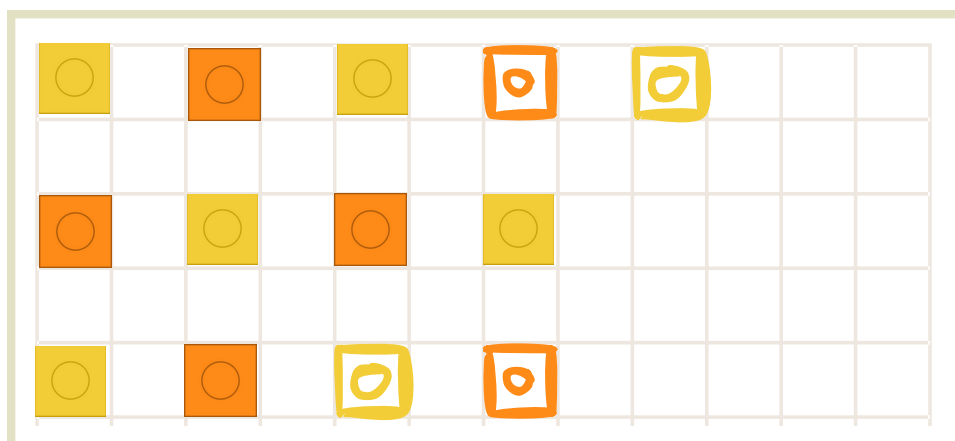
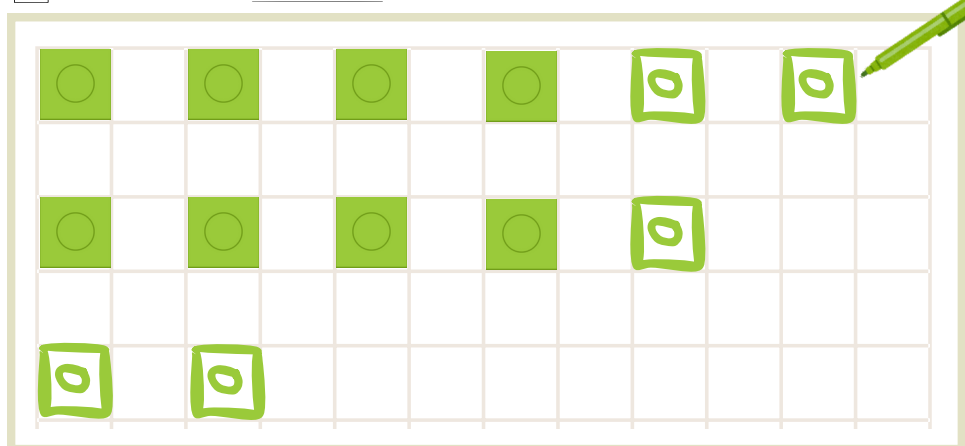
Explore your LEGO® Maths Kit through Free Play. Your child may build a garden, cars, towers, little people, or patterns - anything!

Encourage Curiosity: Begin with "I Wonder..."

Use maths language: ones, same, different, colours, type, set, similar, size, etc.



Design



TEACHING NOTES

Build and complete the drawings of the patterns.

Continue the sequences and patterns with LEGO® bricks.

Use the last box to create your own design.

Provide graph paper for further design options.

Sort: How do they move?



Walk



fly



Crawl



Slide



Print the Animal Cards on card or glue onto card after printing.
Cut out.

Sort

Sort animal cards into SETS (groups) according to how they move.

Other options for sorting: Size, Colour, Body Covering – fur, feathers, scaly skin...

Create

Try drawing animal tracks in sand or dirt.



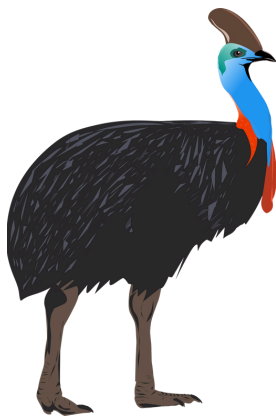
Game - Same and Different

1. Lay all cards face up. Select 2 cards.
2. Explain what makes them the same.
3. Select one more card each round. Explain why the card belongs in your set.

Game - Move like the animals

1. Take turns to secretly choose an animal card.
2. Move like the animal on the card. Everyone else tries to guess which animal was chosen.

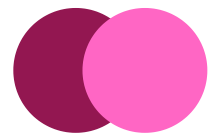
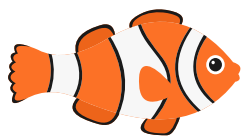
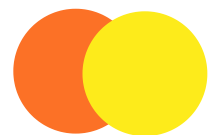
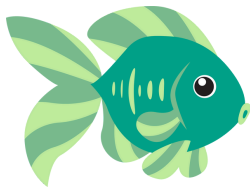
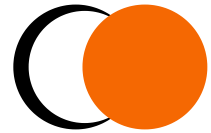
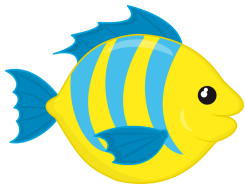
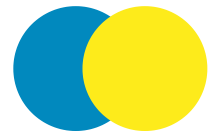
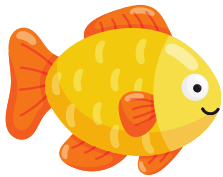
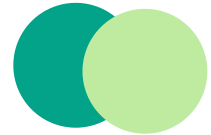
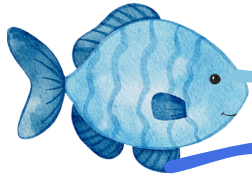
Same and Different - Game Cards



Same and Different - Game Cards



Match 2 Colours



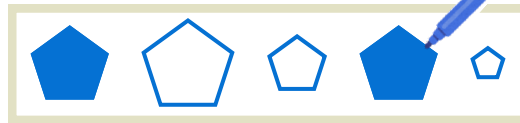
TEACHING NOTES

1. Discuss the colours you can see on each fish.
2. Find the matching pair of circles on the right.
3. Select two markers to match the circles/fish colours.
4. Join with two coloured lines to match each colour.

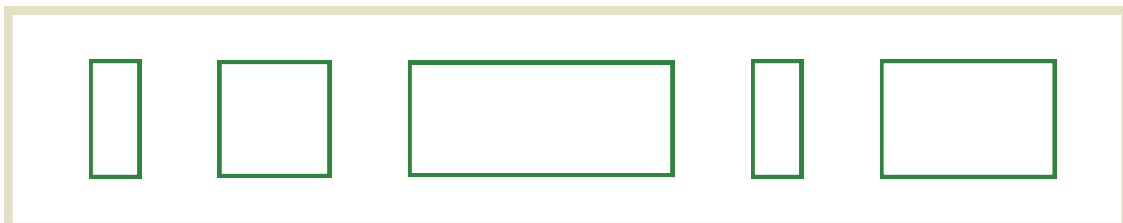
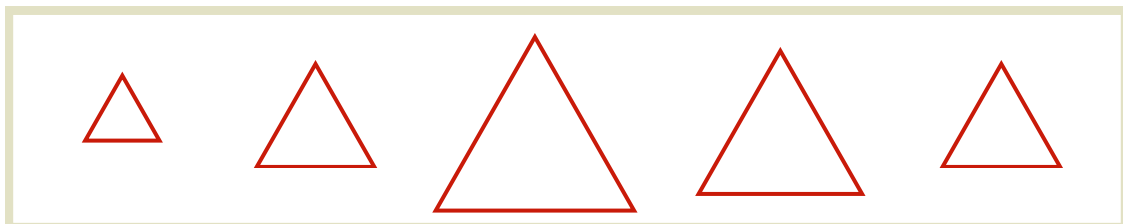
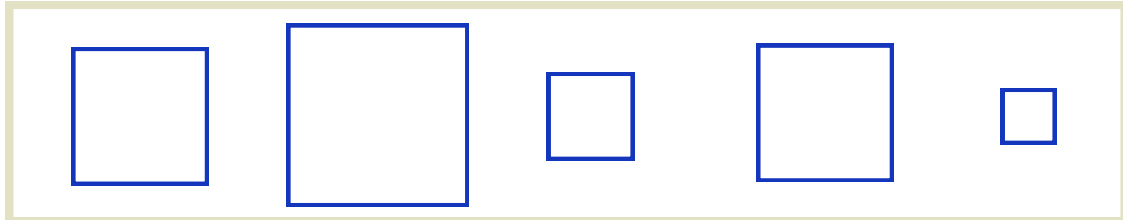
Practice: Size



Look at the shapes in each row.



Colour the two that are the same size.



Trace coins...



TEACHING NOTES

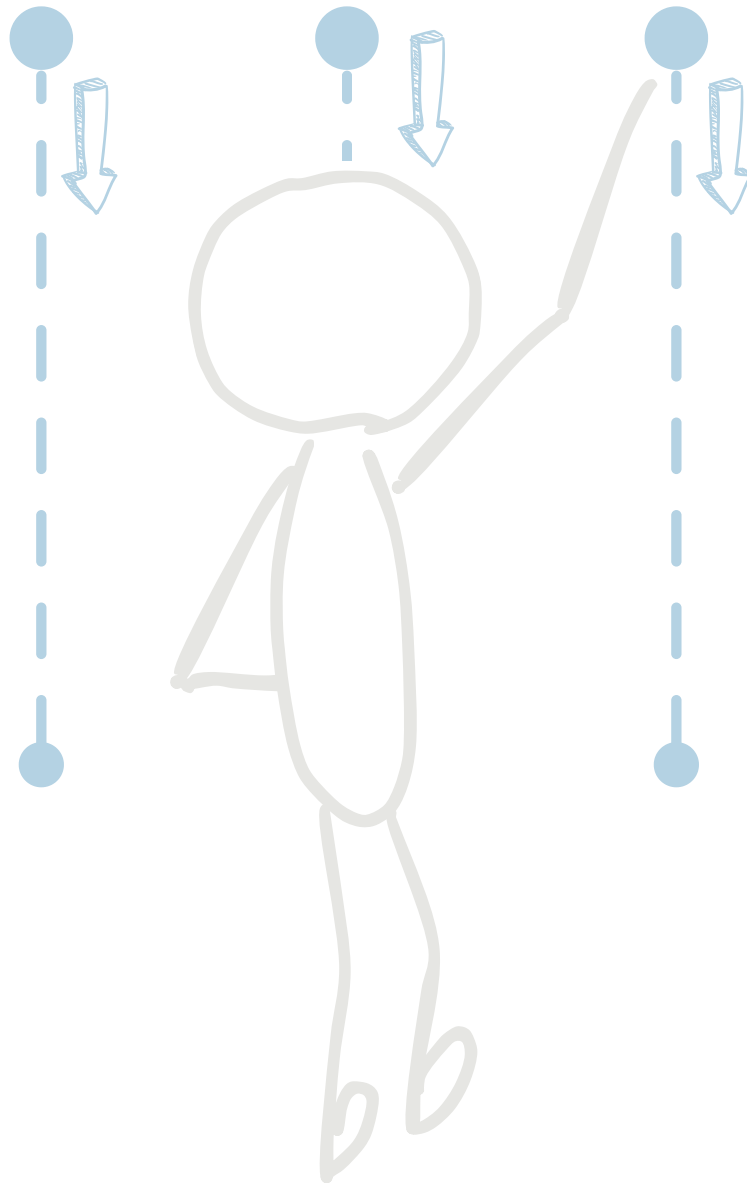
Provide different coins for tracing.

Talk about what is the same about the coins, and what is different (colour, shape, size, picture)

Cross the Midline: Top Down

Rain falls 'drip-drop' onto the ground.

Start at the top and 'drip-drop' down.



TEACHING NOTES

Talk the rhyme - every time!

IN THE AIR:

Draw from the top right, then top middle, then top left.

Draw with Right Hand, Left Hand, then Both Hands together.

Repeat from the TOP LEFT, and then in the centre.

Draw one on a vertical whiteboard with eyes closed.

Drip, Drop Rain

Rain falls 'drip-drop' onto the ground.

Start at the top and 'drip-drop' down.



TEACHING NOTES

Trace the clouds.

Drip-drop the rainy lines downwards. Top to bottom and stop at the dot.

Colour the ant and her leaf umbrella.

Colour the clouds. I wonder what colours you will use?

Find and Colour: Reptiles

Look at the pictures in each row.

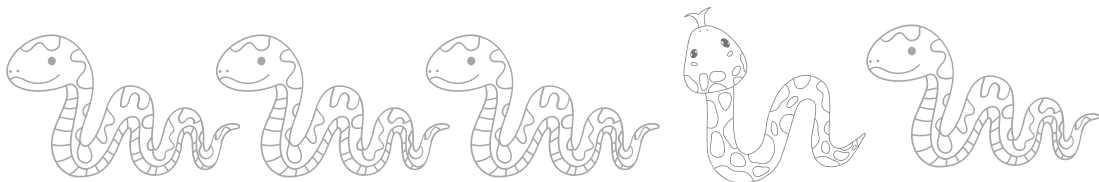
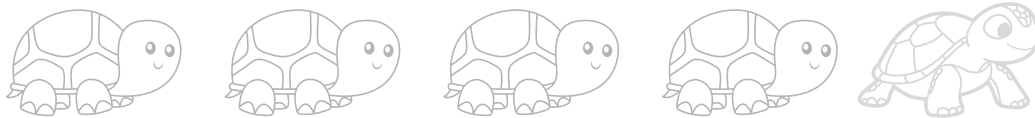
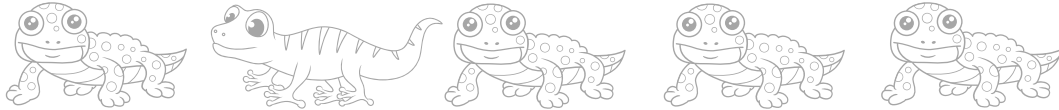


Colour the picture that is different.

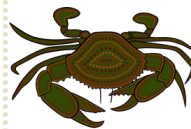
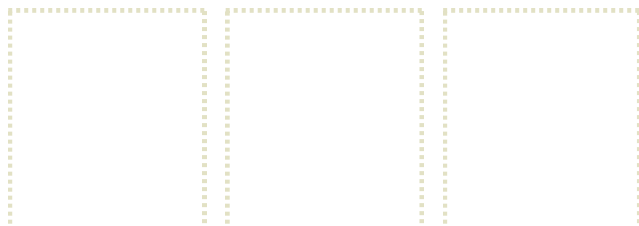
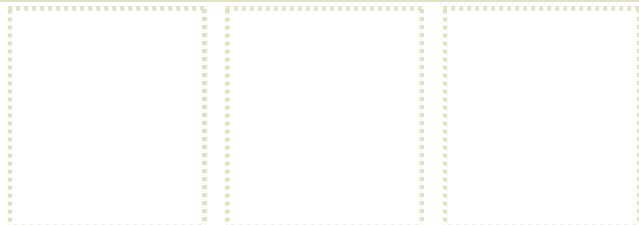
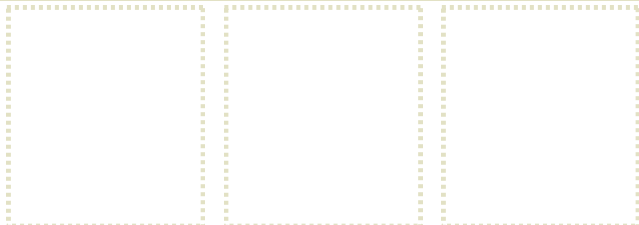
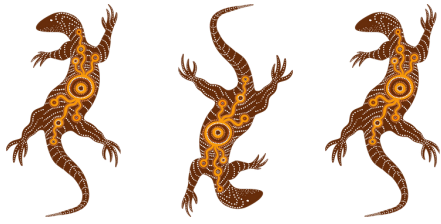


Why?

Explain your reasons!



Pattern: Cut and Repeat



Which way are the animals going? Cut and glue to continue the patterns.

