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| Unit 2  Week 5 | Small Groups: Hot Potato Medium Support | Math SG 1 | Math Standards: MELDS.M.G.PS.5 MELDS.M.MD.PS.6 |
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| <p>Guiding Math Ideas:</p> <ul style="list-style-type: none"> ● Mathematizing Daily Experiences: Finding Math in Routines and Activities <p>Math Concepts from Unit Learning Progressions:</p> <ul style="list-style-type: none"> ● Recognizing and responding to directionality and orientation words or commands ● Explores the language of time in classroom routines. <p>Adaptations:</p> <ul style="list-style-type: none"> ● This small group can also be done outside OR at SWPL |
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| <p>Materials:</p> <ul style="list-style-type: none"> ● Nerf ball or other soft ball that does not roll easily or a rolled up old sock | <p>Math Vocabulary:</p> <ul style="list-style-type: none"> ● Back and forth: to go one way and then the other ● Instant: A very short time ● Around and around: moving along in a circle |
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Preparation:

All that is needed is a familiarity with the Hot Potato Game and a ball.

Procedure:

Gather children in a circle. *When we read our book Pigs Love Potatoes, it reminded me of a fun game called Hot Potato! Have you ever played this game? Invite answers and explain game.*

We are going to pretend this ball is our Hot Potato! It is too hot to hold.

*We are going to pass the potato **around and around** [gesture] in our circle as fast as we can until I say STOP. Whoever has the Hot Potato will stand up and we'll all say- Johnny is a Hot Potato! See him Jump! Then I will say START and we will pass the potato around and around our circle. Watch me- we will go **back and forth**- that means that sometimes we will go this way [gesture] and sometimes we will go that way [gesture]. I'll point to the way we should toss our Hot Potato. Everyone will get a turn to be a Hot Potato!*

*Remember that you hold onto the Hot Potato for only an **instant!** That is a very short time. Pass the potato to your friend. Let's do it one time for practice.*

Start the game. Give directions using words, back and forth, this way and that way, around, etc. as well as Stop and Start. Change the movements if you wish, or stay with jumping, or omit the movement if it is distracting.

Strategies to Provoke Math Thinking:

- This game has two important math concepts- Directionality and Time- Use directions words accompanied by gestures. Stop and Start are Time words, as in the idea of a very short time- an instant. Add other time or directionality words as you wish.
- Cooperative games: This game requires a lot of cooperation, a skill that young children are learning. Expect children to hold onto the ball and not pass it along, throw it too far, and celebrate when their friends get to be the Hot Potato. Enjoy the liveliness! Working together is a key part of problem solving. This game is only fun if everyone helps out. Children will get excited about telling their friends how to play, to let go of the ball, to pass it along, etc. If a problem arises (Susie won't pass the ball to her friends), use the opportunity to solve the problem together. The math process skill of *Communication* is embodied in this simple game.)

Documentation:

Observe if any children struggle with the idea of cooperation and working together. Plan for games or other activities that require children to work together with just one other child.

Provocation:

Several children's games have Time and Directionality embedded in them and can help solidify important math concepts: Red Light/Green Light; Duck, Duck-Goose; Freeze Tag, etc.