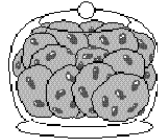


Cookie Factory



Living Cookie Machines

Creative Dramatics

Ask five students to play the following parts:

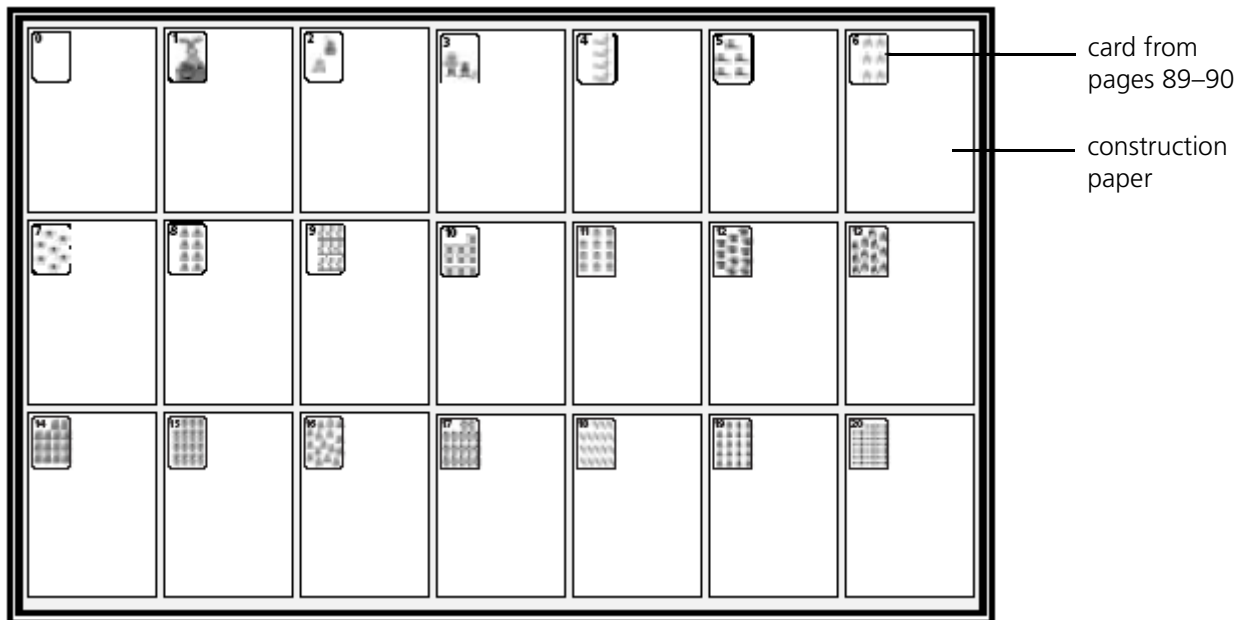
- 1) The cookie pipe that pats out a clay cookie;
- 2) The conveyor belt that receives the cookie and slides it under the dispenser;
- 3) Harley, the horse, who asks for a cookie decorated with a specific number of jelly beans;
- 4) The jelly bean dispenser that counts clay jelly beans as they are dropped onto the cookie;
- 5) The hand that gives the cookie to Harley, who pretends to gobble it up.

Encourage the entire class to provide the sound effects and to count along as jelly beans are dispensed.

It's in the News

Social Studies

Encourage children to start looking at the newspaper even before they can read. Set up a bulletin board using the cards copied from pages 89–90. A suggested arrangement is shown below. Ask students to hunt through old papers (either at home or at school) and circle places where the numerals 0 through 20 are used. Next, they can tear or cut out the example to post on the bulletin board by the corresponding numeral. Allow the clippings to accumulate on the board over several days and then discuss some of the examples of where numerals were used (classified advertisements, diagrams, weather maps, etc.).

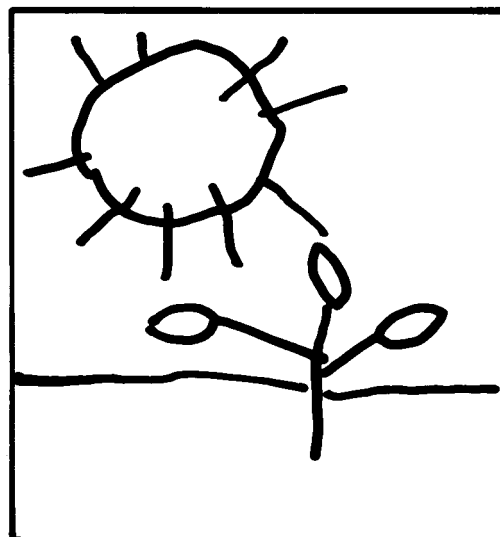
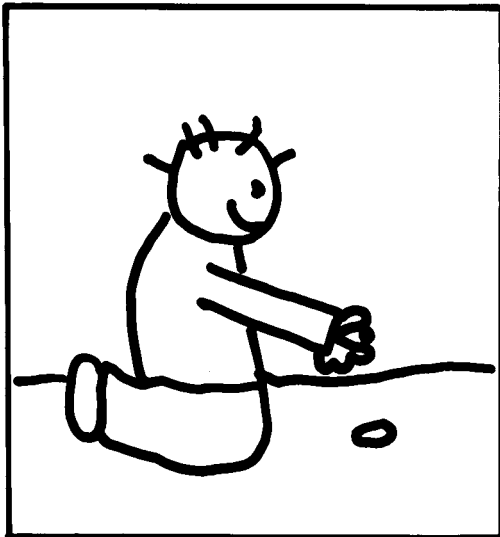


Putting the Cart before the Horse

Science

Cut sheets of drawing paper (9 by 12 inches) into fourths and distribute two pieces to each student. Have students number their sheets "1" and "2." Set the papers aside for a few minutes. As a class, talk about sequence as it relates to science. Make the discussion fun by asking silly questions such as, "Can a flower grow before the seed is planted?" "Can baby birds fly out of the nest before the eggs hatch?" Then talk about what happens first and second. Help students think of other things that must happen in a specific sequence (cooking dinner before eating it; getting the paint and the paper ready before making a painting; building a house before moving into the house; baking a cake before having the birthday party, etc.).

Then have students draw a two-step sequence of an event. Explain that the first thing to happen should be drawn on rectangle 1 and the second on rectangle 2. When students are finished, they can take turns holding their drawings up for the class and asking which comes first and which comes second. The rectangle sets can also be stored in individual envelopes and left on a table for students to enjoy during free time.



Number Relay

Physical Education

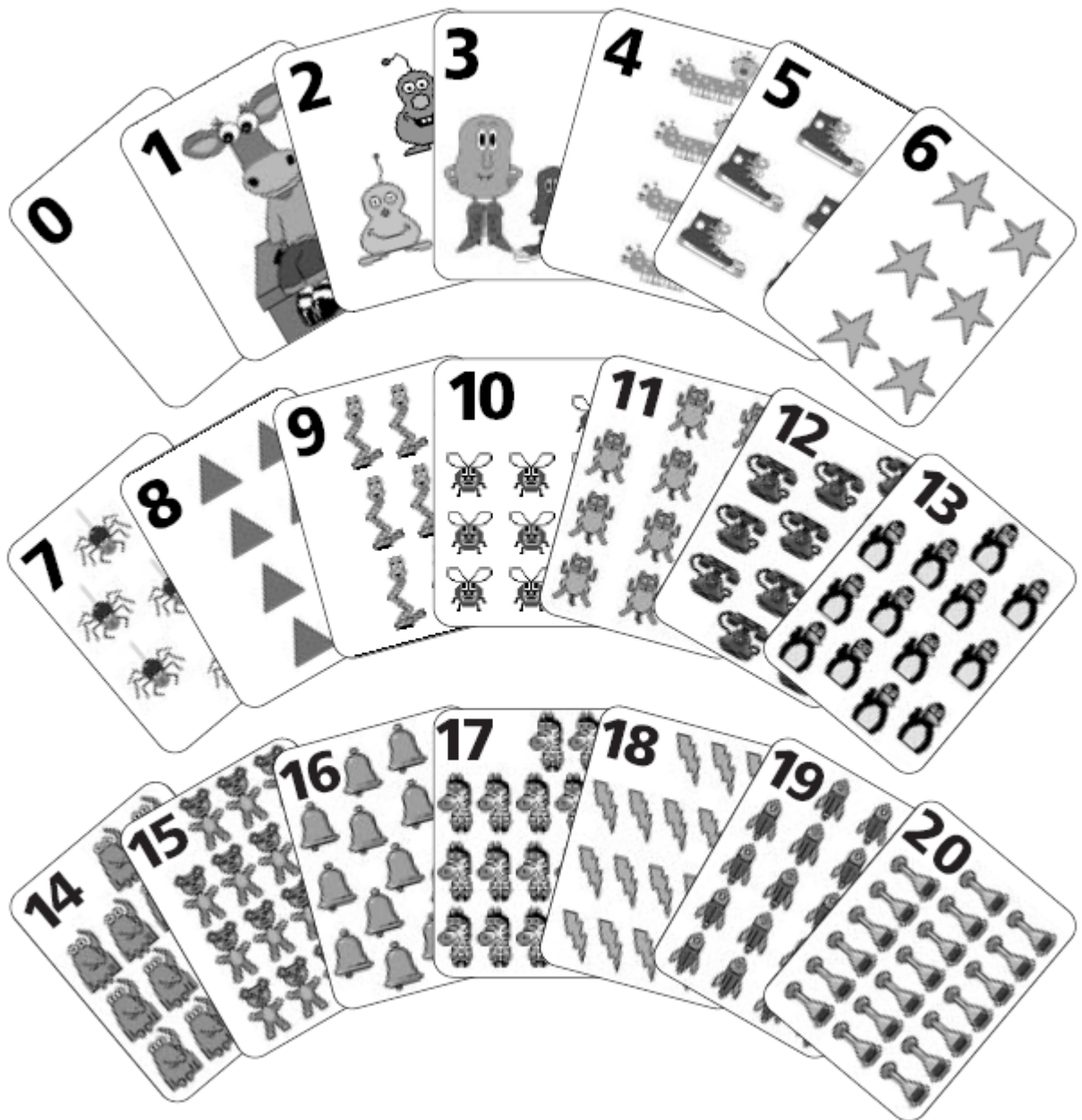
Students can sharpen memory skills while exercising. Divide the class into four groups. Each group sits behind a line in the gymnasium. When the teacher says "go," the first person in each group runs up to another line and says "One shoe" (or whatever object they want to say) and then runs back. The next person in each group runs to the line and says, for example, "One shoe, two bananas." Then the third person says, for example, "One shoe, two bananas, three trucks." A group member who can't remember one of the objects must run back and bring the person who had that particular number to the line; then they say the list together. The first group to reach 10 wins.

Old Millie

Problem Solving

Many familiar card games require players to analyze data, anticipate moves, and practice memory techniques. Use Millie's Deck to play some of these games. Make two copies of pages 89–90 on the heaviest paper your copier will accommodate. If possible, laminate the paper. Cut the cards apart. To play "Old Millie," remove one of the cards with Millie's picture (the 1 card). Hand out the rest of the cards to two (or more) students; let them draw and match cards until one student is left with Millie.

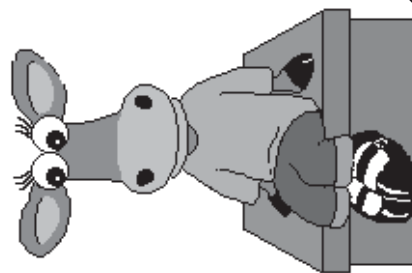
To play another kind of memory game, students turn all cards face down and take turns trying to match cards by turning over two at a time. Students will be able to play other familiar games using Millie's Deck. Also, encourage them to invent new games and teach each other.



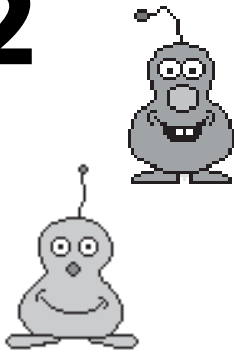
Millie's Deck

0

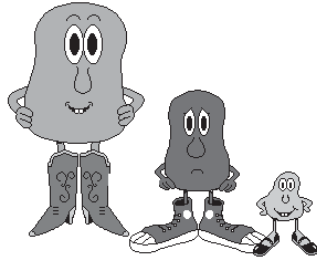
1



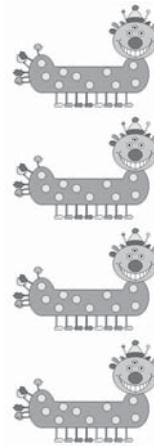
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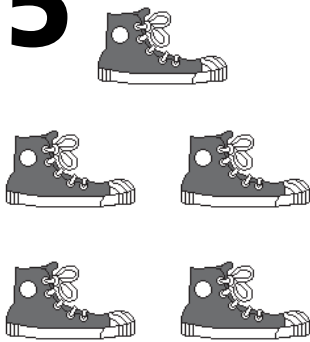
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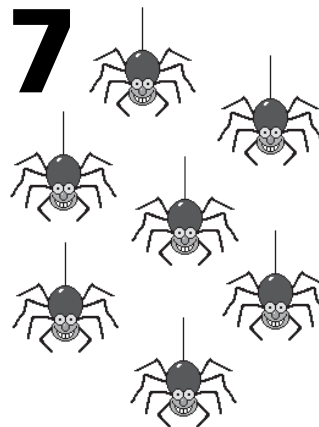
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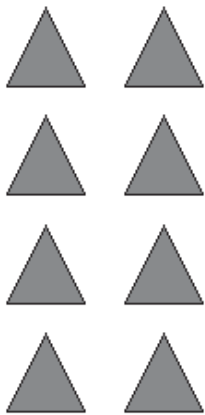
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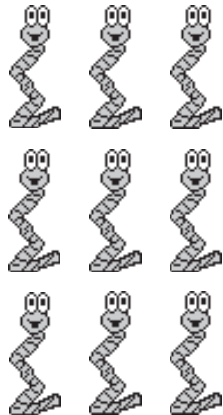
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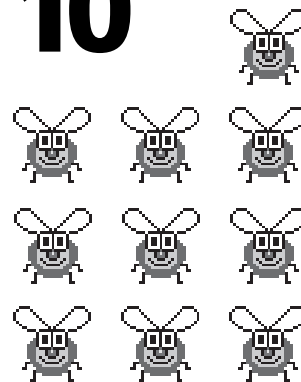
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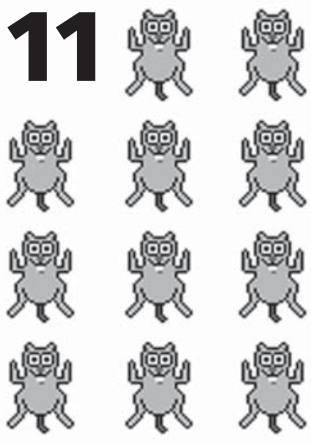











10



Use with "Count on Me" (page 78), "It's in the News" (page 86), and "Old Millie" (page 88).

Millie's Deck

11 	12 	13 
14 	15 	16 
17 	18 	19 
20 		

Use with "It's in the News" (page 86) and "Old Millie" (page 88).