

LESSON PLAN: NUMBERS 1-10

AGE GROUP: Preschool (3-5 years old)

DURATION: 60 minutes

LEARNING OBJECTIVE: Students will learn key words related to numbers from 1-10

KEY WORDS: One - two - three - four - five - six - seven - eight - nine - ten

6

1

8

10 *

**LINGOKIDS' RESOURCES
CONNECTED TO THIS TOPIC**

Click the links below to access the resources. They are also available in the app along with other games connected to this lesson's topic. Please note that some resources might be above pre-A1 level, and the songs, and it is up to the teacher to decide which resources would best suit their students' needs. The songs, stories, and videos are complimentary, not necessary for this lesson.

[1-10](#)[NUMBERS](#)[NUMBERS 1 TO 5](#)[TEN IN THE BED](#)[COUNTING BANANAS](#)[FIVE LITTLE SPECKLED FROGS](#)

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LESSON PLAN

PRESENTATION (15 MINUTES)



This is a great task to work on your students numeracy, introduce this topic, and practice their fine motor skills. For this activity you will need: copies of this [template](#), paint, and markers.

- Project the [template](#) on the whiteboard and tell your students to repeat the name of each number after you.
- Tell your students they will be tracing numbers 1-10. Point at the black dots in each number and tell your students those signalize the starting point for tracing each number. Demonstrate how to trace each number.
- Give students a copy of the [template](#) and demonstrate again how to trace each number so that they can do so using their index fingers, going over their papers without using any paint.
- Now that they know what's the correct way to trace/write each number, give your students a plate with paint so that they can use it to trace the numbers.
- Go number by number making sure your students trace them 'correctly'.
- Once the students have finished tracing, ask them: 'What topic do you think we will be learning about today?' Wait for them to say 'Numbers'.
- Wash hands and get ready for the next activity.

GUIDED PRACTICE (20 MINUTES)



This game is best played outside or in a room with lots of space for your students to run around.

- To play this game the students should stand at one end of the classroom / playground and the teacher should be on the other side facing away from the students. The teacher will have their eyes closed.
- The students should shout out 'How many steps Mr/Ms Teacher?' and the teacher should answer with a number between 1 and 10. The students should then take steps forward corresponding to the number that the teacher answered. For example, if the teacher said "3 steps", then students should move forward 3 steps.

- Next, the students will ask again 'How many steps Mr/Ms Teacher?' and then once the students are close to the teacher, the teacher can answer "It's time to run!" and then turn around and chase their students. If the teacher catches one of the students, then that student becomes the new teacher and the game can start again.

ACTIVITY TO ASSESS/ENSURE UNDERSTANDING (20 MINUTES)



- Stand in front of class with a set of **flashcards**.
- Divide your students into two teams and ask each team to stand in a line.
- The two students that go first, will walk towards you, and turn to face their teammates.
- Choose a **flashcard** and hold it up for everyone to see. Say '1.2.3. What is it?'. The student at the front of each team will quickly have to turn around and the first one to call out the correct answer will win a point for their team.

TIDY UP (5 MINUTES)

Allow for students to clean up the classroom, put materials away, and get ready for the next class.



EXTENSION ACTIVITIES

THESE ACTIVITIES ARE COMPLEMENTARY TO THIS LESSON PLAN AND WILL HELP YOUR STUDENTS REVIEW THEIR KNOWLEDGE ABOUT THIS SPECIFIC TOPIC.



OBSERVATION

I spy: There are different variations to play this game. See below our suggestions which can be played individually, in partners, or in small groups. Choose the option that better suits your mood:

- Tell your students a word and they have to find it on their 'I spy' boards. The first student that finds it wins.
- Set a 3 minute countdown and project it for everyone to see. Students will have the given time to find -and circle- all the pictures linked to this lesson's vocabulary.
- Describe a word and by looking at their boards, the students have to guess what you are referring to. The first student to guess the word, wins.



CRAFT

Caterpillar: Materials you will need: copies of [this template](#), construction paper, markers, and colored pencils.

- Project the [template](#) on the whiteboard and go over the written numbers 1-10 on each circle. Write the numbers as you go over each circle. You can write a 2 where it should be a 5 to keep your students engaged, and get them to follow the activity.
- Give each student a copy of the [template](#) and ask them to write the numbers where they belong and draw the caterpillar's face.
- Cut out the circles, and glue them in order on the construction paper creating a caterpillar. Tell your students to decorate their caterpillar's background.

MOVEMENT

Groups of...: This activity is best played outdoors.

- Get your students running around.
- Shout out a number 1-10; for example, you shout out 'Six!'
- Your students must gather together and create groups of six people.

