

Count Me In Too

Count Me In Too is an innovative numeracy project operating across New South Wales Department of Education and Training primary schools. It is designed to assist teachers broaden their knowledge of how children learn mathematics by focusing on the strategies students use to solve arithmetic tasks.

The project aims to improve the educational outcomes in mathematics for all students through professional development of teachers. It achieves this by increasing teachers' understanding of how children develop increasingly sophisticated ways of solving arithmetical problems. The research-based learning framework used in the project provides direction for teaching and learning.

Count Me In Too uses the learning framework as a tool to assist teachers to get inside the learning process and appreciate the purpose of structured learning opportunities.

The project starts with a diagnostic interview of each student. The assessment schedule used in the project provides a range of tasks specifically designed to elicit the most efficient strategies students are capable of demonstrating.



'Race to the pool' is a *Count Me In Too* activity that provides opportunities for students to develop a range of strategies for solving addition tasks.

Race to the pool

An activity for two students.

Equipment: Base board, two dice numbered 5–10, two counters

Students place their counters at the starting position on the base board. They take turns to roll the dice and add both numbers rolled. The student then moves the counter to the first corresponding numeral on the base board. The first player to reach the 'pool' at the centre of the board wins.

Reference:

Developing Efficient Numeracy Strategies, Stage 1, Department of Education and Training, 1999.

For further information about *Count Me In Too*, please refer to the web site:

www.curriculumsupport.education.nsw.gov.au/maths/countmein

Race to the pool

20

18

12

14

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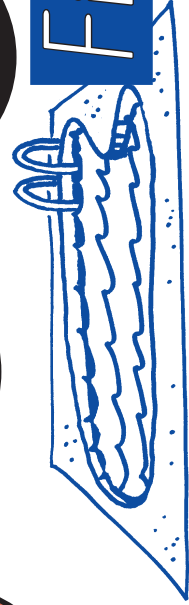
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Finish



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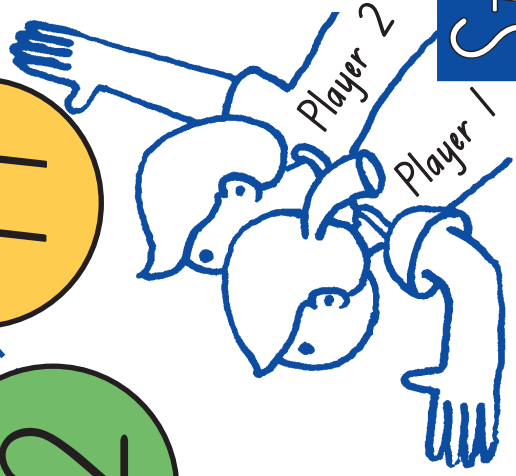
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Start