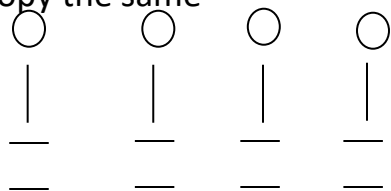


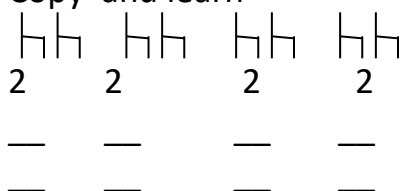
LESSON NOTES FOR NUMBERS FOR BABY CLASS TERM II

WEEK II

- Recognizing and writing numbers 1-2
- Copy the same

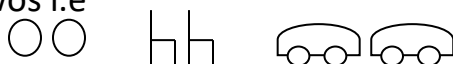


- Copy and learn



Suggested developmental activities

- Reciting number rhymes and singing songs
- reciting numbers 1-5 orally i.e 1 2 3 4 5
- recognizing numbers
- Counting objects in twos i.e

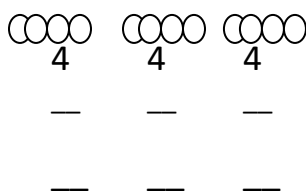
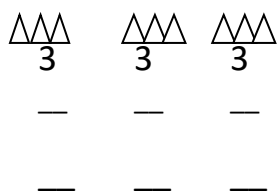


- Writing numbers 1-2
- Shading pictures and drawing i.e 2 =

- Fixing jigsaws e.g. =

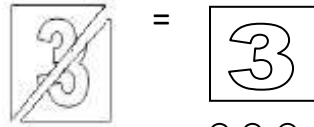
WEEK III

- Recognizing and writing numbers 3-5
- Copying numbers

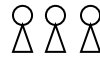


Suggested developmental activities

- Fitting jigsaws e.

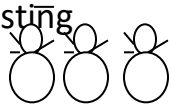


- Counting objects e.g. $\triangle \triangle \triangle$

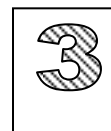
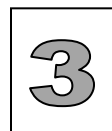


9 9 9

- Tearing
- Copying numbers i.e. 1 2 3
— — —
- Writing numbers
- Drawing pictures
- Listen and writing i.e. 1 2 3
-
- Shading and pasting



=



WEEK IV

Recognizing and matching numbers 1-5

5 1
4 2
2 4
1 5

3 5 5
4 3 —
5 4 —

Suggested developmental activities


- Reciting numbers
- Writing numbers e.g. 1 2 3 4 5
- Counting objects
-
- Matching numbers e.g. 4 6
5 4
6 5
- Finding the given number
- Shading
- Drawing pictures
- Listen and write i.e. 2 4 3 2 1
- Recognizing numbers i.e. 1 2 4 5 6
- Reciting number 1-10 orally 1 2 3 4 5 6 7 8 9 10

WEEK V

- Recognizing and writing number 6 and 7

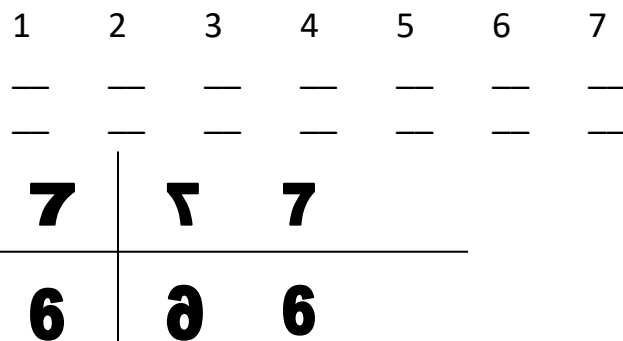


Suggested developmental activities

- Reciting rhymes i.e Two little black birds
- Play lotto games
- Copying number 6 and 7 i.e 6 6 7 7
— — — —
- Counting objects
- Writing
- Drawing i.e 6 = // // // // 7 = O O O O O O
- Count and write i.e 4 6 7
- Shading
- Fixing jig saws 
- Listen and write
- Pasting

WEEK VI

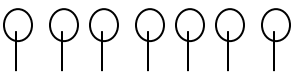
Writing and recognizing numbers 1-7



Suggested developmental activities

- Recite rhyme i.e One, two , buckle my shoe
- Play lotto
- Writing and copying numbers 1-7 i.e

1 2 3 4 5 6 7
 — — — — — — —

- Drawing pictures 
- Shading i.e **7**
- Pasting
- Tearing
- Counting
- Finding the missing i.e 1 __ 3 __ 5 __
- Arranging numbers i.e 2 1 3 = 1 2 3
- Listen and write i.e 6 7 5 4
- Fixing jigsaws

WEEK VII

- recognizing and writing numbers 8 and 9

8 8 8 9 9 9
 — — — — — —
 — — — — — —

Suggested developmental activities

- Recite numbers i.e Mary at the cottage door
- Fitting jigsaws
- Copying numbers 8 and 9 i.e 8 8 9 9
 — — — —
- Counting
- Writing numbers
- Finding the numbers missing e.g 1 2 —
- Sorting
- Pay lotto games
- Number games
- Drawing i.e

4 = 



6 =

8 = ○○○○○○○○

WEEK VIII

- Recognizing and writing numbers 1-10
- Copy and learn

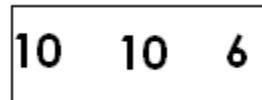
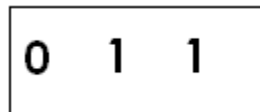
10 10 10

— — —
— — —

Copy and learn

1	2	3	4	5	6	7	8	9	10
1			4			7			10

- Circle the same i.e



Suggested developmental activities

- Singing number songs and rhymes. i.e 1 2 3 4 5 x3 come down the little boy
- Playing lotto games
- Copy number 10 i.e 10 10 10
 — — —
- Copying numbers 1-10
- Writing numbers
- Arranging numbers i.e 4 6 5 7 8 = 4 5 6 7 8
- Reciting numbers
- Listen and write

- Matching i.e

6 8
7 6
8 7

- Counting
- Drawing
- Finding the given numbers i.e

4	(4)	2	1
10	9	(10)	8

- Circle the same numbers.

4 (4) 2 1
10 9 (10) 8

WEEK IX


- Drawing pictures for the number

1 - 5

5 = 

2 = _____

3 = _____

1 = 

4 = _____

0 = _____

6 - 10

10 = _____

6 = 

5 = _____

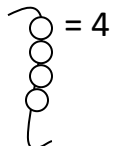
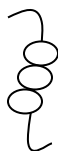
7 = 

9 = _____

8 = _____

Suggested developmental activities

- Rhyming i.e one, two, three, four, five, ... one
- Discovering
- Drawing i.e = 3

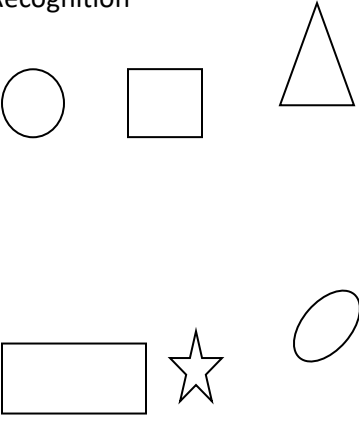
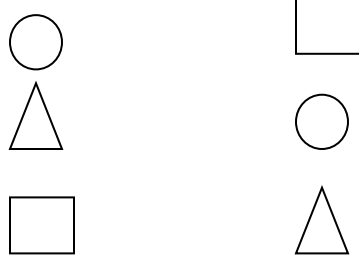
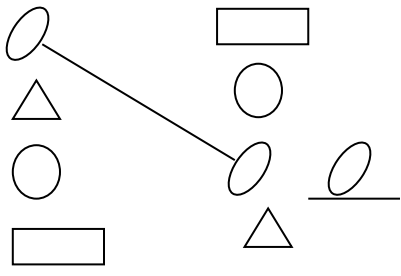


- Shading




- Number games i.e while jumping, dancing, laughing, clapping for the number.
- Listen and write
- Reciting
- Finding the number
- Identifying the given number

WEEK X

Recognizing shapes

Recognition	Matching	Match and draw
		

Suggested developmental activities

- Drawing i.e. 
- Matching
- tearing i.e. 
- Shading
- Pasting 
- Colouring
- Naming orally i.e. circle, triangle, zig zag, star
- Sorting
- Fixing jigsaws
- Moulding
- Puzzles
- Rhyming