

## Number Stories

*The most effective stories relate to a classroom project. For example, if you were doing a bird study, it would make sense for ducklings to choose between a lake and a nest. Cubes can represent any animal or person.*

**Launch:** In small group, model an animal story beginning with an emphasis on a particular number 3-5. Introduce two locations on a template (tree and house) with that particular number and have that many animals to act out the story with animal counters. The story will have an element of leaving and returning (decomposing and composing).

**During:** The teacher will model one or two stories. Then, in small groups, ask children to tell stories with animals using the template. One child will tell the story and the other children will use their animal counters and templates to act out the story. The children can also work with a partner.

Teacher: "How many dogs are there in your story?"

Child: "5"

Teacher: "Let's start with the animals all together on this plate. Where do you want your dogs to go, on the tree or in the house?"

Child: "Lake"

Teacher: "How many animals are going to the lake?"

Child: "4"

Teacher: "Okay, so put 4 animals in the lake. How many animals are left to go to the house?"

Child: "1"

Teacher: "So how many animals in the lake? How many in the house?"

Teacher: "Now the sky is getting dark and the air is getting cold. The animals want to go home and be together on the plate again. Can you bring them back home so they are all together?"

Teacher: "How many animals are there all together?"

Child: "5"

**Extension/Closure:** Students may compare which area has more animals. The teacher can model other hand drawn templates such as rocket ships, birthday parties, and a playground. Then children can draw their own templates, share their stories with friends and family.