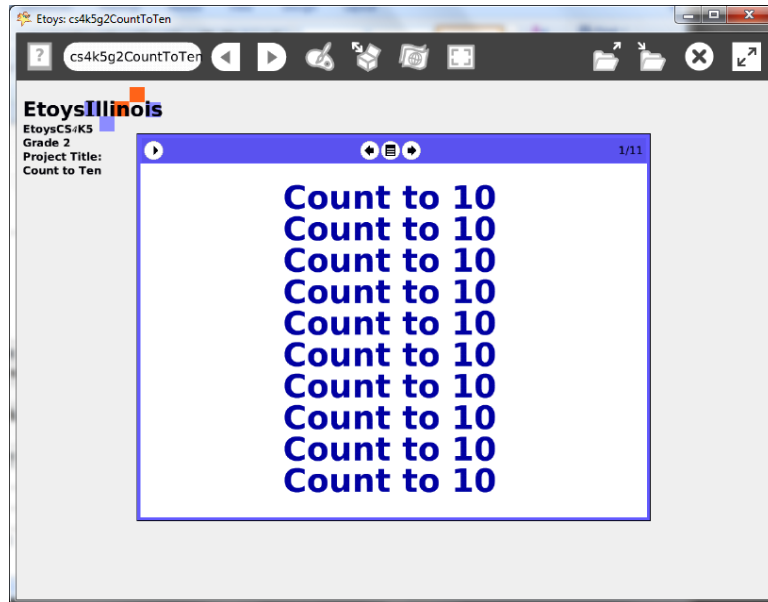


EtoysIllinois
 EtoysCS4K5
Grade 2
Count to Ten

Description: Students will:
 Make an interactive book about counting.
 Paint each number from 1 to ten.
 Type the name of the number.
 Illustrate each page with the number of objects representing the number on the page.
 Create scripts to make the illustrations move.

Project View



Subject: Mathematics, Language Arts

Etoys Quick Guides Click the question mark in Etoys to open the set of interactive tutorials for basic tools and techniques.

Vocabulary: Add, increase, subtract, decrease, counting, one to ten, shapes, triangles, squares, even and odd numbers, rows and columns, books, pages, how many, where, clocks, time, digital, analog,

Lesson 1: This book project is designed to give older (2nd grade) students a purposeful project that can help younger students learn their numbers.

 It is a large project that gives students experience combining ideas from

mathematics, art, language arts and programming. It can be done a page at a time and over a long period of time.

Give students time to revise their pages, text, colors, and illustrations.

Give students time to read books by other students in the class.

Discuss counting and ask if students have favorite numbers or if they like counting by 2's or 5's or ten's. This example book counts from 1-10 but other ideas are welcome. A book counting from 15-20 could be interesting to someone. All the books do not need to be the same.

If your class is studying a science topic or a story or poem the books illustrations could be applications of those ideas or characters.

The illustrations scripts will use tiles students are familiar with already or new ones they need to make things move as they imagine. The example book uses: forward, turn, bounce, and stamp tiles
Open scripts for objects to see more information.

Use a real book as an example to help students understand the parts of the book, a real book and a virtual one. Proficiency in working with layers takes time to develop.

Books: Top
Border Icons

Open a book from Supplies and click the left arrow to open more options. Add pages.

Books: Expanded
Controls

Type a title on page one.

Supplies: Text

Paint the number and put it on the next page. Add an illustration and type the name of the number. Include an All Scripts from Supplies.

Books: Working
with Layers

This book uses the following scripts:
Page 1 copy the text with the yellow halo handle
Page 2 turn by
Page 3 forward by
Page 4 turn by
Page 5 turn by
Page 6 turn by

	<p>Page 7 conditional statement, forward by, turn by Page 8 forward by, turn by, bounce Page 9 forward by, turn by, positive and negative numbers Page 10 forward by, turn by, bounce Page 11 forward by, turn by, headings 0 & 180, stamp, erase pen trails</p> <p>Keep the project. Name it: NameCounts e.g. KateCounts</p>
<p>Standards:</p> <p>Common Core Standards Mathematics: 2.OA.1; 2.MD.7 Language Arts: 2.W.6; 2.L.5.a.b</p> <p>Paint Tools</p> <p>Bloom's Taxonomy/Cognitive Domain: Knowledge: knows Comprehension: gives examples Application: produces, uses, changes Analysis: analyzes, compares, experiments Synthesis: categorizes, explains, creates, modifies, plans Evaluation: compares, reviews</p> <p>NETS: 1. a, b 2. b 4. a, b 5. a, b, c, d</p>	
<p>Resources:</p>	<p>Etoys Help Quick Guides: always available in Etoys. Open Etoys and click the question mark to open a set of interactive tutorials of basic tools and techniques.</p> <p>www.etoysillinois.org projects, lesson plans, software download www.mste.Illinois.org more math, science, and technology resources www.corestandards.org Common Core Standards www.squeakland.org software and Etoys projects www.nctm.org Standards and Focal Points for each grade level</p>
<p>kh January 2011</p>	