

**Title:** Teddy Numbers

**Purpose:** Teddy Numbers is an interactive counting game. As well as reinforcing the concept of counting, Teddy Numbers helps children to recognize the digits from 1 to 15 and the also the words representing those numbers.

**Grade Level/TEKS Reference:** Kindergarten. K.b.2 A-C

(2) Number and operations. The student applies mathematical process standards to understand how to represent and compare whole numbers, the relative position and magnitude of whole numbers, and relationships within the numeration system. The student is expected to: (A) count forward and backward to at least 20 with and without objects; (B) read, write, and represent whole numbers from 0 to at least 20 with and without objects or pictures; (C) count a set of objects up to at least 20 and demonstrate that the last number said tells the number of objects in the set regardless of their arrangement or order.

**Length of time necessary for game or activity:** 10-15 minutes

**Number of Participants:** 1 player per computer/tablet

**Source for Game or Activity:** *Teddy Numbers*. Topmarks. (n.d.).

<https://www.topmarks.co.uk/learning-to-count/teddy-numbers>

**Procedure:** Students will go to the link. Towards the top of the page where the title, “Teddy Bears” is, there is a green PLAY button. Students hit play and then choose what skill they want to work on. For today, we will choose “numbers up to 15” (the green option). Students will feed the teddy bear the number of items that is given and then hit “check” at the bottom of the screen to make sure they created the correct number.

**Adapted by:** Marinna Rivera (2022)

