GK-M1 – Topic A

GK-M1-L1: For the application problem, a ball might be a better prompt for the drawing. Also – consider using the application problem as an opportunity to weave in number representation. "How many balls/socks am I holding?...Show me with your fingers."

GK-M1-L2: Consider the following fluency activities in addition to or in place of the ones given:
- Choral counting with the *Counting Glove* to 3.
- Three frame flashes – Teacher holds up 1, 2, or 3 dots & students call out how many they dots they see.
- Review fluency to activate prior knowledge from yesterday's lesson: "Find two things in the classroom that are exactly the same."

GK-M1-L3: Application problem alternative: Draw two circles that are similar but not exactly the same.