

WHISPER, WHISPER, LOUD!

Materials:

Nil



WALT: Use our knowledge of different counting patterns to create a series of repeating actions.

WILF: Understanding that the actions, like the counting pattern, will repeat and that this can help us recall the number sequence.

Game Objective: To use actions and the volume of our voice to demonstrate a given counting pattern.

Summary:

- Develop a series of simple actions for a given counting pattern
- For example, for counting forwards by threes from 0, the students may place their right hand on their right shoulder for 1, their left hand on their left shoulder for 2, then for 3 place both hands up in the air
- At the same time as the actions, students whisper the number 1, whisper the number 2, then say the number 3 loudly
- This pattern of actions and is whispering is repeated, with only the multiples of 3 being said at a loud volume

Additional Information:

- The aim of this activity is to not only to associate actions with the number sequence but to provide students with a strategy for skip counting when they are stuck
- Often students are aware of the first few numbers in a given counting pattern, for example, the threes begin, 3, 6, 9, 12, etc.
- After the first few numbers, students can become stuck and are unsure what to do next
- If students get in the habit of whispering the numbers in between the sequence this can help them to recall the pattern
- Over time this process can be gradually phased out and students can instead just say the numbers in the sequence