MINI LESSON PLAN WITH COUNT IN ORDER + NUMBER HUNT

Counting and number sense

Hoppo
Free at playhoppo.com

Grades K-2 | 12-15 minutes | Works with webcam or touch

OBJECTIVE

Students count in order (to 5, 10, 20, and by 2s, 5s and 10s) and match a number to a group of dots.

Kid-friendly goal: "I can count in order and match a number to a group."

Count in Order

Number Hunt

Setup: Projector or smartboard, plus one webcam (or a touchscreen or mouse). Open the QR link on the classroom computer, allow the camera when asked (video stays on the computer), and stand or sit a few feet back. No camera? Touch or a mouse works.

RUN IT AS A WHOLE CLASS

1. Count in Order (about 5 minutes): bubbles float around; pop them in order. Levels run 1 to 5, 1 to 10, 11 to 20, then by 2s, 5s and 10s. The class counts out loud with each pop.
2. Number Hunt (about 5 minutes): Hoppo says a number and a student pops it. The class holds up that many fingers.
3. Later Number Hunt rounds use dots: find the group with that many, or count the dots and pop the number. Dots come in rows of five, so count the rows.

RUN IT AS A STATION

- Two stations: one on Count in Order, one on Number Hunt. Pairs swap every 3-4 minutes.
- The partner counts out loud and shows fingers for each number.

NO-TECH EXTENSION

- Collect 10 small objects, move them into groups of five and count them aloud.
- Tape a number line on the floor and hop along it, counting by 5s or 10s.

SAMPLE TIMELINE (12-15 MINUTES)

0-1 min
Pick the level that fits your class.

1-6 min
Count in Order: class counts out loud with each pop.

6-11 min
Number Hunt: fingers up for the number Hoppo says.

11-15 min
Floor number line or object groups of five.

WHAT TO WATCH FOR (NO SCORING NEEDED)

- Does a student skip a number or lose the place after 10 or 20?
- Do students count dots one by one, or by rows of five?
- Can they say the next number before it pops?

SKILLS PRACTICED (HONESTLY)

Practices counting order, recognizing numerals, and matching dot groups to numbers up to 10. Does not cover place value, writing numerals, or counting real objects one-to-one, which the no-tech extension covers.

STANDARDS THIS PRACTICE CONNECTS TO

- **K.CC.A.1** “Count to 100 by ones and by tens.” CCSS.MATH.CONTENT.K.CC.A.1
- **K.CC.A.2** “Count forward beginning from a given number within the known sequence.” CCSS.MATH.CONTENT.K.CC.A.2
- **K.CC.B.4** “Understand the relationship between numbers and quantities; connect counting to cardinality.” CCSS.MATH.CONTENT.K.CC.B.4
- **K.CC.B.5** “Count to answer "how many?" questions about as many as 20 things.” CCSS.MATH.CONTENT.K.CC.B.5
- **2.NBT.A.2** “Count within 1000; skip-count by 5s, 10s, and 100s.” CCSS.MATH.CONTENT.2.NBT.A.2

Choose the level to fit your class. Counting by 5s and 10s is the Grade 2 link; dots go up to 10. Standards are listed so you can see where a game fits your plans. Hoppo is practice, not instruction or an assessment, and these pages make no claim that a standard is met.