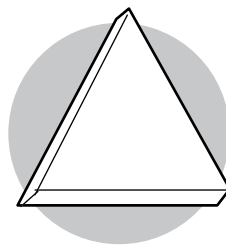
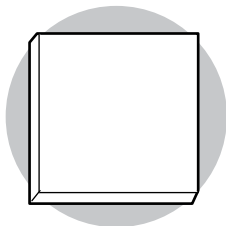
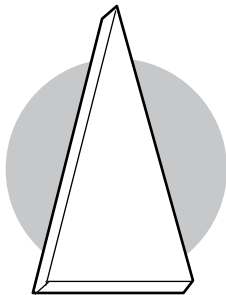
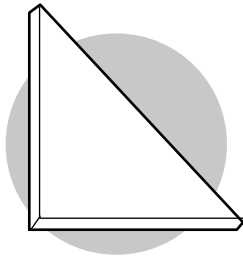


Observation

Whether during an adult-facilitated activity or free play, children apply knowledge they have learned to new and different situations they encounter.



Observation

For example, in a preschool classroom (ages 3–5) you may observe:

- A child experimenting with volume in the water table while filling and emptying assorted containers.
- A child experimenting with position and balance while building in the block area.
- A child counting out plates and cups while setting the table.
- A child experimenting with boundaries within a given space while painting in the art area.
- A child creating three-dimensional structures while building in the block or art areas.
- A child using blocks, books, or footsteps to measure the length of the room.
- A child stacking blocks to see if he/she can build a tower as tall as him/herself.

For example, in a school-age classroom (ages 5–9) you may observe:

- A child experimenting with volume while pouring a beverage into a cup.
- A child experimenting with position while drawing.
- A child experimenting with probability while exploring dice or playing a board game.
- A child creating three-dimensional structures while exploring various art techniques.
- A child experimenting with patterns while exploring a keyboard.

These are just a few examples of how you might see children apply mathematical knowledge. The purpose of this manipulative guide is to help instill the skills that children can use in various areas of their play and work to build on and expand previous knowledge and discover more about the mathematical world around them. The Goals and Objectives are the ways in which the children express the mathematical knowledge they have gained.