# **Core Skills Analysis**

#### **Mathematics**

- The student practiced counting the number of buttons through the gameplay.
- They learned basic addition and subtraction by gaining and losing buttons during the game.
- The activity helped them understand greater than and less than concepts when comparing the number of buttons among players.
- The game promoted one-to-one correspondence as students physically moved buttons and counted them.

## **Social Skills**

- The student developed turn-taking skills by waiting for their turn to play.
- They learned how to express emotions such as happiness or disappointment within the context of the game.
- The interaction with peers during gameplay enhanced their communication skills.
- The game fostered teamwork and collaboration when players strategized together or helped each other.

### **Language Arts**

- The experience enhanced vocabulary related to the game such as 'groovy,' 'buttons,' and 'friends'.
- The student practiced narrative skills by recounting the story of Pete the Cat.
- They engaged in discussions about the game which improved their speaking and listening skills.
- Reading the game instructions allowed the student to practice reading comprehension.

#### **Tips**

Further exploration could involve using different objects to count and compare, creating their own simple board games to develop additional math skills, or even incorporating storytelling elements related to the characters in the game. Improvement can be made by focusing on cooperative play and enhancing language skills through dialogue during the gameplay.

#### **Book Recommendations**

- <u>Pete the Cat: I Love My White Shoes</u> by James Dean and Eric Litwin: Join Pete the Cat on his groovy adventure through life and learn about colors and resilience.
- <u>Pete the Cat: Rocking in My School Shoes</u> by James Dean and Eric Litwin: Pete the Cat takes a fun journey in his school shoes, perfect for exploring themes of confidence and excitement about school.
- <u>Pete the Cat: Pete's Big Lunch</u> by James Dean and Eric Litwin: In this story, Pete learns about sharing and friendship, drawing connections to cooperative play.