

The Super Six Adventure!

Materials Needed

- 6 building blocks (like LEGOs or wooden blocks)
- Playdough
- A large piece of paper or a small whiteboard
- Crayons or markers
- A book that features counting or insects (optional)
- A small basket or bag
- **For the Craft:** 1 empty toilet paper roll, 6 pipe cleaners, 2 googly eyes, glue or tape

Learning Objectives

By the end of this lesson, the student will be able to:

- Verbally count to six.
- Recognize the written numeral "6".
- Count out a group of six objects with one-to-one correspondence.
- Demonstrate an understanding of "six" by creating something with six parts.

Lesson Activities

1. Warm-Up: The Mystery Number Story (5 minutes)

Goal: To create excitement and introduce the number of the day.

1. Gather your student and say, "Today we are going on an adventure to find a very special mystery number! This number comes right after five. Do you know what it is?"
2. Read a short counting book, emphasizing the page with six items. If you don't have a book, tell a simple story: "Once upon a time, a little ladybug wanted to find some friends. She found one friend, then two, then three, four, five... and then one more flew in! How many friends did she have altogether? Let's count! One, two, three, four, five, **six!**"
3. Cheer and announce, "Our mystery number is SIX!"

2. Activity: Meet and Make Number 6 (10 minutes)

Goal: To explore the shape and quantity of six using multiple senses.

- **See It & Trace It:** Write a large "6" on the paper or whiteboard. Say, "This is what the number six looks like. It curves down and makes a loop at the bottom." Have the student trace the number with their finger. Then, trace it in the air together.
- **Build It:** Give the student a ball of playdough. Guide them to roll it into a long "snake" and then curl the end to form a "6". You can also use a pipe cleaner to bend into the shape of a 6.
- **Count It & Stack It:** Place the building blocks in a pile. Count out six blocks together, moving each one to a new pile as you count. "One... two... three... four... five... six!" Once you have six, challenge the student to build the tallest tower they can using only the six blocks.

3. Activity: The Six-Step Dance (5 minutes)

Goal: To internalize the count of six through whole-body movement.

1. Say, "The number six wants to dance! Let's make a Six-Step Dance!"
2. Create a simple, six-part dance sequence together. Count each move aloud.
3. **Example Dance:**
 1. Stomp your feet!
 2. Clap your hands!
 3. Wiggle your fingers!
 4. Touch your nose!
 5. Turn around!
 6. Take a bow!
4. Do the dance a few times, getting faster or sillier each time.

4. Activity: The Great Six Scavenger Hunt (10 minutes)

Goal: To apply counting skills in a real-world context.

1. Give the student the small basket or bag.
2. Announce, "We need to go on a scavenger hunt! Your mission is to find a group of **six** things."
3. Give them a specific mission, such as "Can you find six crayons?" or "Let's find six toy cars!"
4. Help them search and count the items as they place them in the basket. Once they have six, celebrate the successful hunt! You can do a second round with a different item if interest remains high.

5. Creative Project: My Six-Legged Bug Friend (10 minutes)

Goal: To creatively apply the concept of "six" and create a tangible product.

1. Bring out the craft supplies (toilet paper roll, pipe cleaners, googly eyes, glue/tape).
2. Say, "We are going to make a bug friend! Most insects, like ants and bees, have a special number of legs. They have six legs!"
3. First, glue or tape the two googly eyes onto the toilet paper roll body.
4. Next, count out the six pipe cleaner legs together.
5. Help your student attach the legs to the bug's body—three on each side is a great way to structure it. Reinforce the count: "One leg, two legs... all the way to six legs!"
6. Give the bug a name and admire your six-legged creation.

Wrap-Up & Assessment (5 minutes)

Goal: To informally check for understanding in a fun, low-pressure way.

Play a quick game of "Show Me Six."

- "Can you show me six fingers?" (Five on one hand, one on the other).
- "Can you draw six dots on the paper?"
- "Can you hop six times?"
- Point to your playdough 6 and your drawing of 6 and ask, "Which one of these is the number six?"

Praise their hard work and proudly display their six-legged bug and any drawings they made.

Extension Ideas (Optional)

- **Nature Walk:** Go outside and look for insects. Try to count their legs to confirm they have six. Look for flowers with six petals or find six special leaves.
- **Snack Time:** Count out six crackers, six grapes, or six goldfish for a snack. You could even decorate a cookie with six sprinkles.
- **Number Hunt:** Throughout the day, look for the numeral "6" around your home—on a clock, a phone, a calendar, or in a book.