# Unit 7 Summary

#### Time Frame: 15 days



In Unit 7 the children are introduced to the concept of subitizing, or grouping and arranging objects in order to be able to count them more easily and quickly. They are introduced to number bonds (families), and The Commutative Property of Addition, and become familiar with even and odd numbers.

The focus of Unit 7 is grouping and arranging objects in order to count them more easily and quickly.

### Essential Questions

**(K.CC.A.2)** How can we count on from a given number?

**(K.CC.B.5)** How can counting objects help me know how many there are?

**(K.OA.A.3)** How can we use objects and drawings to show how to take a larger group apart and make two smaller numbers?

**(K.OA.A.1)** How can we use objects to show addition and subtraction?

(K.NBT.1.) How can we group numbers by tens and ones to see how many of each we have?

**(K.Starfall.CC.4)** What does it mean to count by twos? Fives?

**(K.Starfall.CC.6)** What does it mean if a number is even? Odd?

**(K.Starfall.OA.2)** How can we group objects to make counting them easier?

### Vocabulary

The children will be introduced to these vocabulary words. Mastery is not expected at this time.

Array	Odd
Arrange	Organize
Even	Pair

Number Bond

## Enduring Understandings

Skip counting is an important skill that helps in speedy computation, leads to understanding multiplication, and is important when counting money and telling time.

Number bonds are pairs of numbers that go together to make a new number.

Finding missing numbers in equations is essential for higher-level math skills.

Subitizing is recognizing a quantity without counting.

#### Recommended Literature

Bedtime Math: A Fun Excuse to Stay Up Late by Laura Overdeck

Even Steven and Odd Todd by Kathryn Cristaldi

*Leaping Lizards* by Stuart J. Murphy

Math at the Art Museum by Group Majoongmul

One Odd Day by Doris Fisher

Splitting the Herd by Trudy Harris

Tally Cat Keeps Track by Trudy Harris

What Comes in 2's, 3's, and 4's? by Suzanne Aker