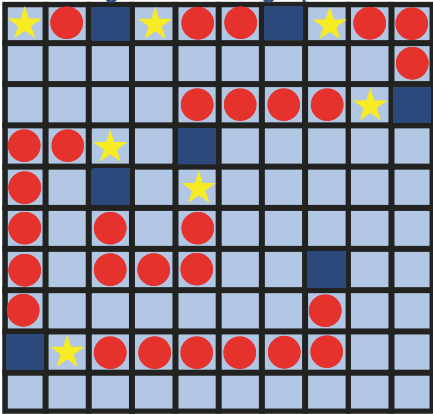


And even more ideas for TLC®

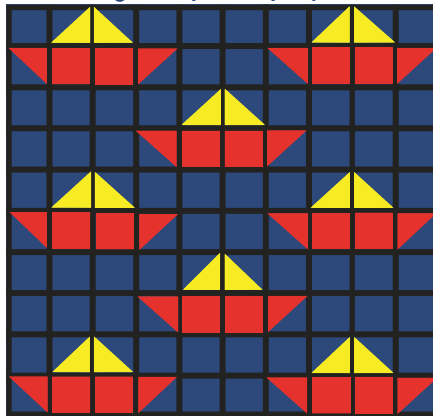
creating and extending a pattern



- * identifying and reproducing simple patterns
- * creating and extending simple patterns using a variety of materials
- * creating and extending patterns with a growth element

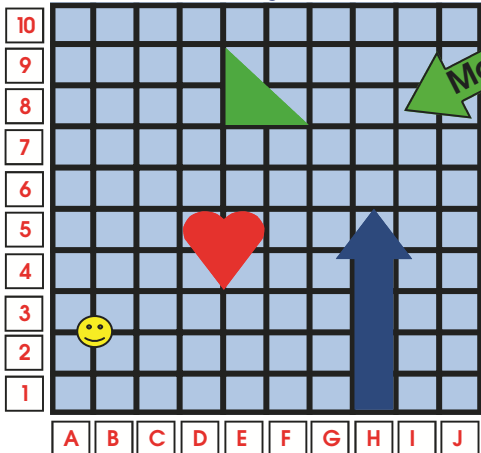
Patterning

tiling and symmetry in pattern



- * creating and extending geometric patterns
- * using polygons to explore tiling patterns that cover a plane (eg. quilting)
- * using 2D objects to construct pictures of objects
- * noting the line of symmetry in objects

coordinate geometry



Mapping

- * using language to describe basic spatial relationships (eg. above/ below)
- * describing specific location of objects on a grid
- * describing how to get from one location or point to another

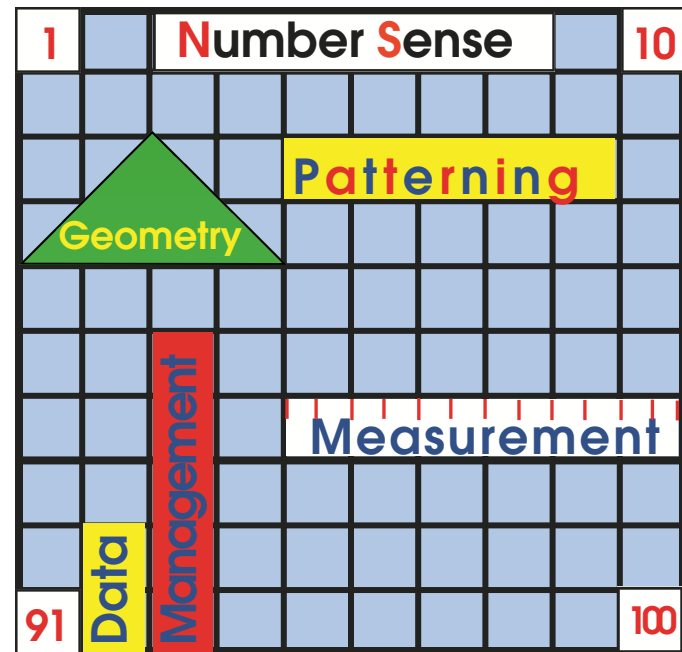
The Learning Carpet

TLC®

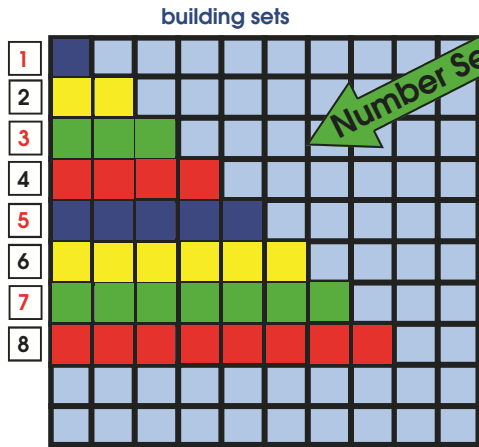
introduces

“Back to Square One”

101 Ways to Use the 100 Square

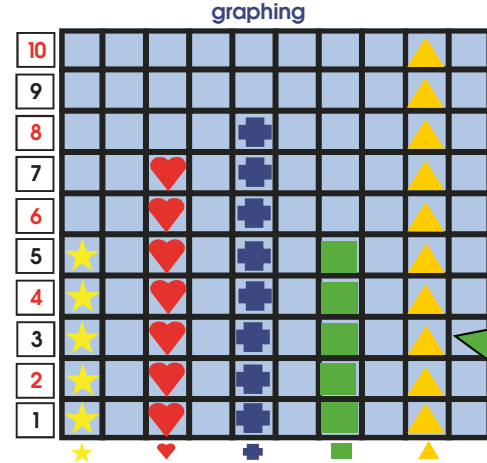


Some implementation ideas for use of The Learning Carpet-TLC®



Number Sense

- * developing one-to-one correspondence using walking steps or materials
- * exploring whole numbers and their relationships using concrete materials (sets)
- * experiencing numeral, ordinals and the printed version



Data Management

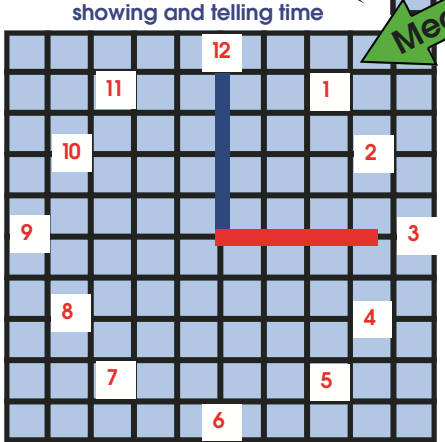
- * using simple grids correctly
- * placing objects on a concrete graph
- * recording results of surveys and measurement in graphs

- * counting orally to 30 and using numbers during play and daily routines (eg. calendar)
- * exploring number patterns (eg. odd/even, skip counting)
- * counting forward and backwards
- * multiplication as repeated addition and division as sharing



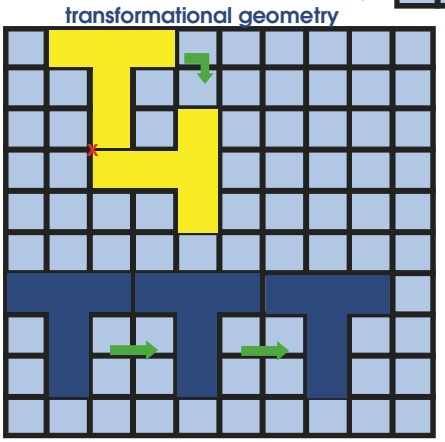
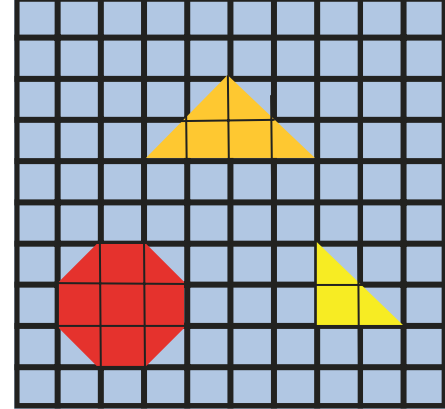
Measurement

- * using some standard measurement devices correctly (eg. clock)
- * showing and telling time to the hour and half hour
- * showing and telling time to the quarter hour and in five minute intervals



- * identifying and creating 2D objects
- * comparing 2D shapes according to their sides and vertices
- * locating lines of symmetry in 2D shapes

Geometry



- * identifying and performing transformations such as translations (slides) and rotations (turns)
- * performing rotations of 1/4, 1/2 and 3/4 turns