

**Order Up!** Time for role play! Let the child pretend to be an ice-cream server by filling your order. Give a simple counting instruction: "May I have a cone with 3 scoops?" Or, test the child's working memory by placing an order based on a color sequence: "Today I'd like a bowl with one red, one blue, and one green scoop." Can the child remember and re-create your exact order? Use the pattern cards for inspiration!

**Color Patterns** Lay out the pattern cards. Select one, and say aloud the color pattern as you take each scoop out of the container ("yellow, green, yellow, green..."). Have the child copy the pattern, stacking the scoops on a cone in the correct order. Then, ask, "Which color comes next in this pattern?" Have the child stack the scoop that comes next. Continue with other pattern cards.

**Color Sorting** Set out the bowls. Using the scooper, help the child lift the scoops out of the container and into the matching-color bowls. Ask the child to name the colors and place the correct color-word card in front of each bowl. To randomize color identification, let the child twirl the spinner, name the color it lands on, and lift that scoop out of the container and into its matching-color bowl.

**Activities:**

Reward the sweet development of early math skills with everyone's favorite frozen treat! Kid-size tools of the trade invite hours of role play while encouraging sorting, counting, color identification, fine motor skills, and much more! Ask follow-up questions during play, and while performing the activities below, to build higher-level thinking and foster verbal development: "How do you know? What made you think that? How did you figure it out?" Bring your sweet tooth because this learning party is just getting started!

- Includes:**
- 4 Color bowls
  - 4 Cones
  - 20 Scoops (5 of each color)
  - 23 Double-sided cards:
  - 10 Cards with numbers 1–5 on front, and numbers 6–10 or number words on reverse;
  - 6 Cards with ice cream patterns on both sides;
  - 4 Cards with color scoops on both sides, and color words on reverse;
  - 3 Cards with +, -, = on front, and >, <, = on reverse
  - Fine motor ice cream scooper
  - Spinner
  - Container with lid



LER 6315  
**ages 3+**  
años ans jahre  
**grades PreK+**

# Smart Scoops™ Math Activity Set

Juego de matemáticas con helados para aprender a clasificar  
 Kit de tri mathématique sur le thème des glaces  
 Mathe-Sortierset „Eiscreme“



## Activity Guide

Guía de actividades • Guide d'activités  
 Spielvorschläge

**WARNING:**  
 CHOKING HAZARD - Small parts.  
 Not for children under 3 years.

**ATENCIÓN: PELIGRO DE ASFIXIA.**  
 Piezas pequeñas. No se recomienda para menores de 3 años.  
**ATTENTION: RISQUE D'ÉTOUFFEMENT.**  
 Petites pièces. Interdit aux enfants en dessous de 3 ans.  
**ACHTUNG: ERSTICKUNGSGEFAHR.**  
 Kleine Teile. Nicht geeignet für Kinder unter 3 Jahren.



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 Hergestellt in China. Bitte Verpackung gut  
 aufbewahren.

**Scoop Away! (For 2 players)** Fill the container with all 20 scoops. Shuffle number cards 1–5 and place them in the center. Give each player two bowls. Players take turns drawing a number card, removing that number of scoops from the container, and placing them in their bowls (use the second bowl in case of an ice cream overflow!). When the container is empty, the player who has the most scoops wins! For a quicker game, use number cards 6–10.

**Note:** If you draw a number larger than the contents of the container (e.g., 4, when the container has only 3 scoops), take the remaining number of scoops and add them to your total.

**Ice Cream Operations** Make a number sentence using number and operations cards: for example, line cards up side by side to show  $3 + 2 =$  (omit the sum for now). Then, act out a word problem while stacking scoops onto cones: "The ice cream man stacks 3 scoops on one cone and 2 scoops on a second cone. How many scoops did he stack altogether?" Count the total number of scoops (5) and stack them on a third cone to solve the problem, and place the 5 card after = in the number sentence. You can move the cards in front of the cones to visually reinforce the number sentence.

To demonstrate subtraction, start with the same five scoops on the cone, and then say, "Oh no! You dropped 3 scoops. How many scoops are left?" Remove three scoops, count the remainder (2), and create the new number sentence using the applicable cards:  $5 - 3 = 2$ .

**Number Match** Scatter two card sets, numbers 1–5 and number words (one, two...), so that all cards are visible. Match two complementary cards (3, three) and bring them forward. Explain that the number 3 and the word three refer to the same amount. Ask the child to stack that number of scoops onto a cone. Then, line up the two cards and the cone side by side to graphically demonstrate the one-to-one correspondence between objects and written amounts. Continue with other card numbers and scoop amounts.

**Counting Cones** Place the four cones on a flat surface. Draw one of the number cards, 1–5, and help the child stack that number of scoops on the first cone. Do the same for the other three cones, drawing a different number for each. Then, have the child twirl the cones by size, from smallest to largest. Alternately, you can draw a card, twirl the spinner, and place that amount of color scoops into a matching-color bowl. This activity provides an opportunity to introduce the concept of *greater than, less than, and equal to*, using the applicable cards. Isolate two cones/bowls from the above sequence, placing the larger cone/bowl on the left; ask the child, "Which one has more?" Then, explaining that the symbol's open side (>) expresses *greater than*, place that card between the cones/bowls. For *less than* (<), place the smaller cone/bowl on the left, and to show *equal to*, simply place that card between two equal amounts.

### Stack It High: Numbers to 10

Help the child arrange all number cards 1–10 sequentially in a single row. Point to any number, and have the child stack that many scoops on a cone. Continue stacking randomly chosen new numbers to test the child's number recognition and fine motor control.

Next, point to a number in the row between 6 and 10 (e.g., 7). Ask the child to select two or more smaller numbers, 1–5, that add up to the larger number (e.g., 5 and 2, or 4, 2, and 1). Now, using different colors to represent the addends, stack the scoops on a cone: 5 blue scoops plus 2 red scoops equals 7 scoops. Building numbers with multiple colors is a great way to show children part-part-whole relationships.

