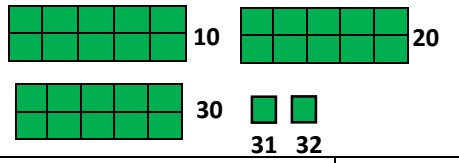
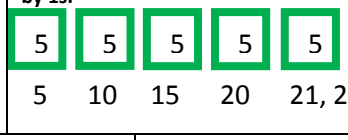
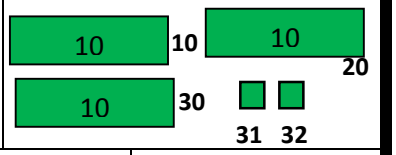
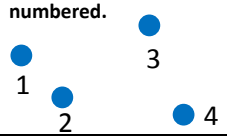
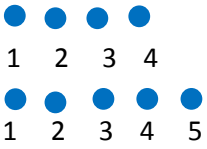
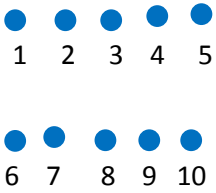
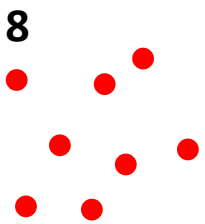
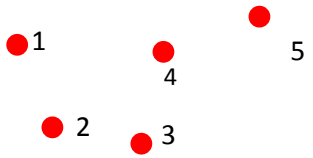
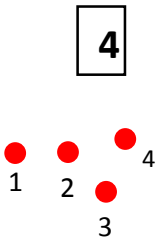
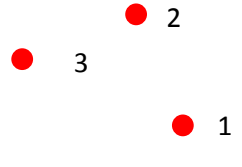
Counting Collections Framework

Counting Strategies

Counting by any number	**Starting at 0 can group and count by any number**	**Making equal groups of any quantity and skip counting (Foundation for multiplication)** 		
Counting by 2s, 10s by a number Other than 1	**Groups and counts forward and backward by 2s, 5s, and 10s starting at any number**	**This occurs when collections are combined or a new collection is added. (Foundation for adding within 100 using strategies based on place value)** 		
Counting by 2s, 5s, 10s, 100s	**Starting at 0 groups and counts by 2s, 5s, or 10s**	**Organizes into even groups and skips counts, but records all.** 	**Organizes into even groups and records, but once the number goes beyond their rote skill level they count by 1s.** 	**Organizes into even groups, records as a unit of (2, 5,10), and skip counts** 
Counting by 1s	**Counts and records by 1s** **Counts forward and backward by 1s from any number** **Tells the number before and after**	**Counts and records by 1s with a method for keeping track, but no organization. The only number on the recording sheet is the total number.** 	**Counts and records by 1s with a method for keeping track, but no organization. The objects on the recording sheet are numbered.** 	**Counts and records by 1s with a method for keeping track and straight or curved line organization.** 
				Begins to organize into groups, but the groups are uneven in quantity and still counts by 1s. 
				Organizes into even groups, but counts by 1s. 
Counting a Collection	**Counts collections of objects** **Connects each number to an object in the set** **Makes a set of a given number** **Counts a set forward and backward**	**Counts with no method of keeping track and no organization.** 	**When counting touches the object and says a number name, but does not move the object to indicate it has been counted. No organization.** 	**Counting Jar: Can create a set using a given number** 
				Can remove a set of objects one at a time and count backwards as the objects are removed. 
Rote Counting	**Counting orally and is not connected to objects.**	**1, 2, 3, 4, 5, 6, 7, 8, 9, 10, 11, 12, 13 …**		

Counting Models

Towles, 2016