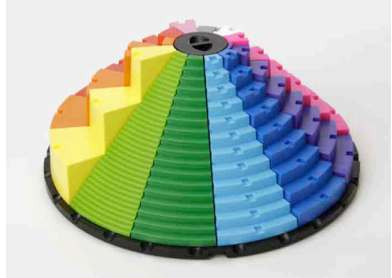


Activity A.1: Unstructured Play/Exploration on the Zillio Mountain		
Special Note: Do not introduce the tokens at this point		
<p>Learning Objectives:</p> <ol style="list-style-type: none"> <li>1) Get acquainted with Zillio.</li> <li>2) Provide opportunity to count and compare.</li> <li>3) Develop a framework for the algebraic concept of rates of change – how more small steps are required to reach the same height as one large step.</li> </ol> <p>Examples of Skills Accomplished:</p> <ol style="list-style-type: none"> <li>1) N/A</li> </ol>	<p>Setup</p> <ol style="list-style-type: none"> <li>1) Provide small beads, buttons, and other manipulatives for imaginative play in younger grades.</li> </ol>	<p>Maximum Number of Players for Small Group Activities: 4</p> 
<p>Activities:</p> <ol style="list-style-type: none"> <li>1) Allow learners to play with Zillio in unstructured play.</li> <li>2) Teach learners how to remove and replace staircases.</li> </ol>		
<p>Observe and Assess:</p> <ol style="list-style-type: none"> <li>1) Observe the children’s interpersonal skills.</li> </ol>		
<p>Group Discussion:</p> <ol style="list-style-type: none"> <li>1) Ask them about their activities/observations.</li> </ol>		
<p>Transition to Paper:</p> <p>N/A</p>		