

Age group and Starting point of EL Play Math

Primary Target Age

From 36 months and beyond

Starting Point

According to the Diagnostic assessment Test results

Starting Point	Results of D.T
Booklet 1	Needs Improvement
Booklet 33	Excellent

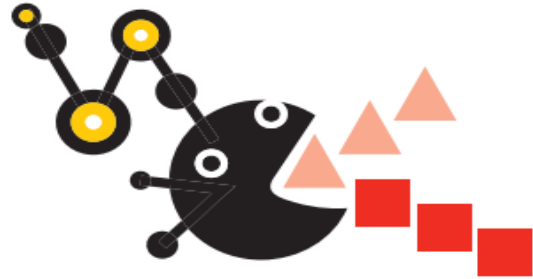
PLAY MATH curriculum

I am the key  Eye Level

Booklet	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	
Topic	Sorting and Classifying 1				Shapes		Comparing 1					Sorting and Classifying 2				Comparing 2					
Subject	Same	Different	Same and Different	Color	Circles, Squares, and Rectangles	Triangles and Other Shapes	Size	Length	Height	Area	Capacity	Weight	Alike 1	Alike 2	Related Objects	What object is needed?	Thickness 1	Thickness 2	Distances	Speeds	
Booklet	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40	
Topic	Spatial Sense				Ordering			Patterns		Counting											
Subject	Features and Whole	Part and Whole	Shape Pieces	Above and Below	Inside and Outside	Size and Area	Length and Height	Capacity and Weight	Thickness	Distances and Speeds	Patterns 1	Patterns 2	Matching	One, Two, Three	Three, Four	Four, Five	One to Five	Five, Six	Six, Seven	Seven, Eight	
Booklet	41	42	43	44	45	46	47	48	49	50	51	52	53	54	55	56	57	58	59	60	
Topic	Counting								Numbers												Conservation
Subject	Five to Eight 1	Five to Eight 2	Eight, Nine	Nine, Ten	Eight to Ten 1	Eight to Ten 2	Six to Ten	One to Ten	1, 2, 3	3, 4	4, 5	1 to 5	5, 6	6, 7	7, 8	8, 9	9, 10	6 to 10	1 to 10	Conservation of Quantity	

Eye Level Play Math philosophy

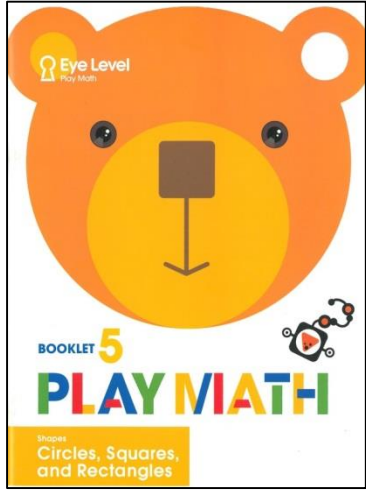
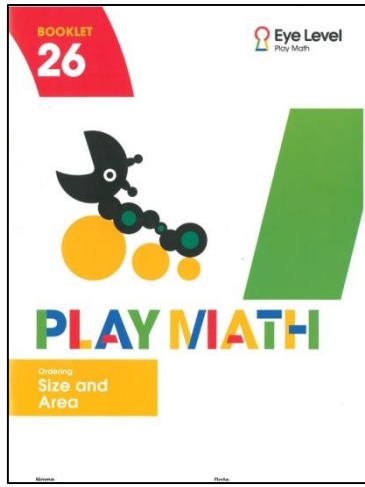
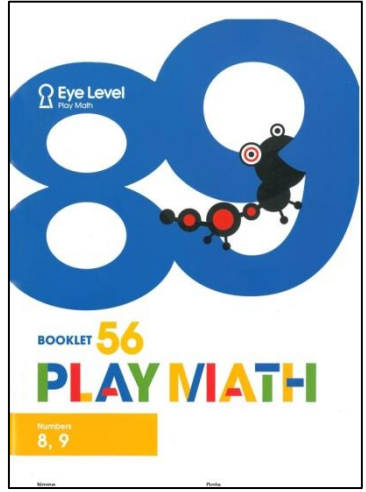
Play Math has specialized math booklets that develop mathematical creativity through **Math Story** and **Theme Study** in playful interactive and hands-on applications.



Structure of Play Math education material

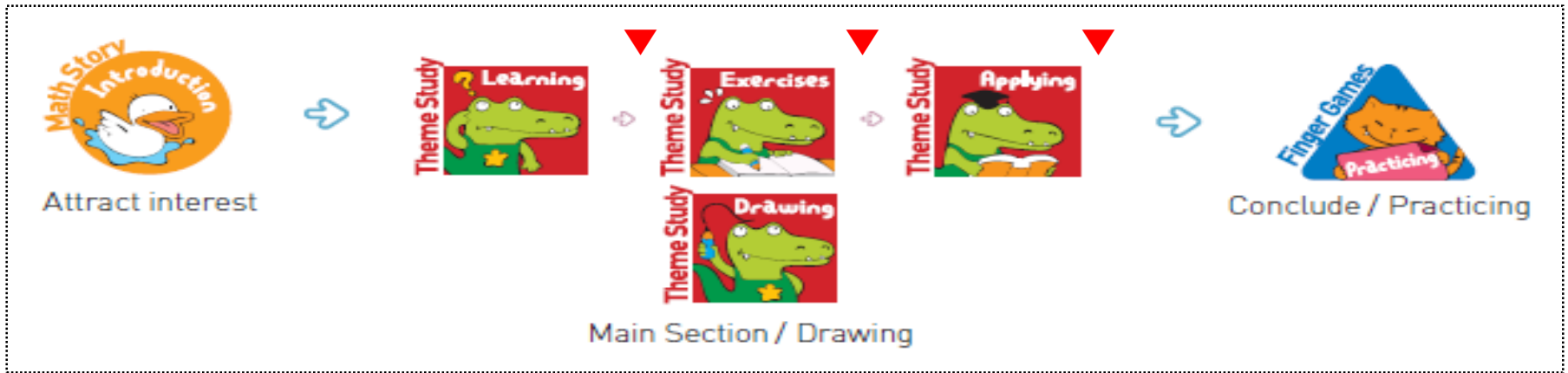
Main Book
(60 booklets)

Booklet	Main contents
1~32	• Experience mathematical concepts before learning numbers
33~48	• Counting
49~60	• Numbers



Structure of each Eye Level Booklet

- Interest the child in the concept through Math Story
- Go on to Theme Study and attract the child's continued interest by going on with the story
- Complete the lesson with Finger Games



Goals of Eye Level Play Math

1. Build logical and mathematical thinking abilities through experiencing mathematical concepts before learning numbers
2. Learn the concept of amount by learning how to count from one to ten
3. Build the basis for learning numbers by connecting counting objects to counting numbers

Order of cognitive development and EL concept

$$7+4 = 11$$

$$0000 = \text{four} = 4$$

Addition and subtraction

Recognition the shape of Number

Concept of number and quantity

Counting

Matching

Ordering

Comparing

Sorting and classifying

Numbers

Counting

Experience mathematical concepts before learning numbers