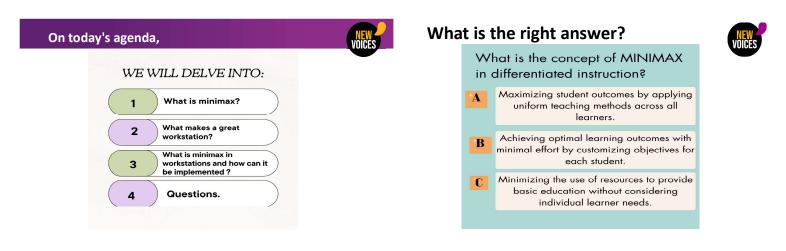
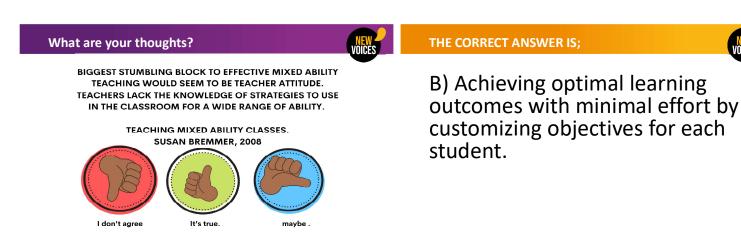


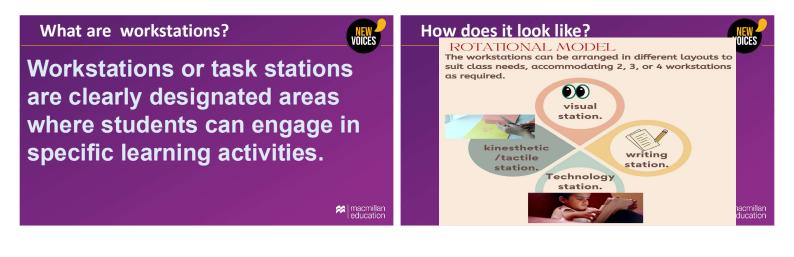
What is MiniMax?

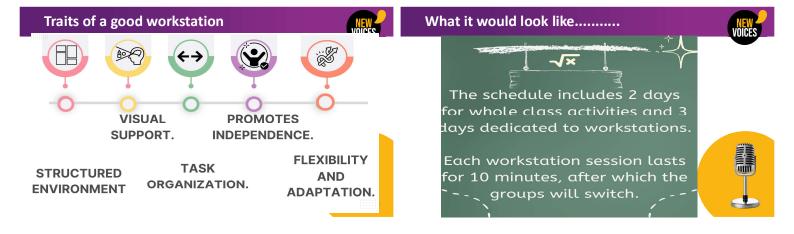
Mini: Minimum effort, resources, energy.

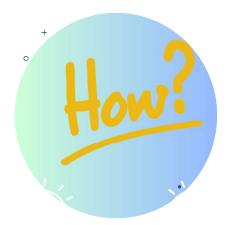
Max: Maximum student outcome tailored to individual learner styles a levels.













VISUAL STATION



What it would look like

1. Number Puzzle Matching

Prepare a set of number cards (1-10) and corresponding picture cards (e.g., five apples for the number 5). Students will match the number to the correct picture. This helps them visually connect numbers with quantities

2. Number-peek- a -boo

Flashcards displaying numbers (1-10), a small cloth or paper to conceal the flashcards. Gradually uncover a small section of the number while prompting them to guess what it is.





Tactile station.

Playdough Numbers

Students use playdough to form numbers (1-10) and create small balls or shapes to match each number. For example, they make the number 3 out of playdough and then roll three small balls to place next to it. **Counting Beads**

Provide students with string and beads. They will thread the correct number of beads (1-10) onto the string, matching it to the number on a card. This helps reinforce counting and fine motor skills.

Reducation

VOICE

Writing station

Trace and Write

Give students worksheets with numbers (1-10) that have dotted lines. They will trace the numbers with a pencil or crayon, then try writing them independently on the provided lines below. Number Coloring

Provide coloring sheets where each section of a picture is labeled with a number (1-10). Students must color each section using a corresponding key (e.g., color number 1 sections red) NB; Make sure to differentiate the worksheets



Technology station

NEW VOICES



•Interactive Counting Game Set up a tablet or computer with an interactive counting game (e.g., students drag objects to match a number shown on the screen). Apps like "Endless Numbers" or "Counting Caterpillar" are great for this age group. •Number Hunt

Use a simple number recognition app or software where students can "hunt" for numbers in a digital scene (e.g., a jungle or a city) by clicking on them. This can also include counting objects on the screen and matching them to the correct number.

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