

A

Matching Comparer: Compares groups of 1 – 6 by matching.

B

Counter On Using Patterns: Keeps track of a few counting acts, but only by using numerical pattern (spatial, auditory, or rhythmic).

C

Counter On Keeping Track: Keeps track of counting acts numerically, first with objects, then by “counting counts.” Counts up 1 to 4 more from a given number.

D

Counter (Small Numbers): Accurately counts objects in a line to 5 and answers the “how many” question with the last number counted. When objects are visible, and especially with small numbers, begins to understand cardinality.

E

Counting Comparer (10): Compares with counting, even when larger collection’s objects are smaller, up to 10.

F

Skip Counter: Counts by fives and twos with understanding.

G

Counter (10):

- Counts arrangements of objects to 10. May be able to write numerals to represent 1 – 10.
- May be able to tell the number just after or just before another number, but only by counting up from 1.
- Verbal counting to 20 is developed.

H

Counting Comparer (Same Size): Accurate comparison via counting, but only when objects are about the same size and groups are small (up to 5).

I

Counter of Imagined Items: Counts mental images of hidden objects.

J

Producer (Small Numbers): Counts out objects to 5. Recognizes that counting is relevant to situations in which a certain number must be placed.

K

Counter Backward from 10: Counts backward from 10 to 1, verbally, or when removing objects from a group.

L

Counter from N:

- Counts verbally and with objects from numbers other than 1 (but does not yet keep track of the number of counts).
- Immediately determines numbers just after or just before.

M

Counter to 100: Counts to 100. Makes decade transitions (e.g., from 29 to 30) starting at any number.

N

Counter and Producer (10+):

- Counts and counts out objects accurately to 10, then beyond (to about 30). Has explicit understanding of cardinality (how numbers tell how many). Keeps track of objects that have and have not been counted, even in different arrangements. Writes or draws to represent 1 to 10 (then 20, then 30)
- Recognizes errors in others' counting and can eliminate most errors in own counting (point-object) if asked to try hard.

O

Skip Counter by 10s to 100: Skip counts by tens up to 100 or beyond with understanding; e.g., “sees” groups of 10 within a quantity and counts those groups by 10 (this relates to multiplication and algebraic thinking).

P

Nonverbal Comparer of Dissimilar Items: Matches small, equal collections consisting of different items, showing that they are the same number.

Q

Counting Comparer (5): Compares with counting, even when larger collection's objects are smaller. Later, figures out how many more or less.

EMPTY CARD – do not include in stack please