

Kordelia's Kountry

Subitizing

Grades K—2

Kordelia's Kountry

(A doughnut lover's game for subitizers in Math levels K-2)

Materials: Dot Pattern Cards, Plus Cards, and Card Blocker (8.5 x 11 cardstock page folded in half to block the players view of Subitizing Cards)

Set-up: Shuffle Dot Pattern cards and deal them evenly between the dealer and opponent. Place pile of Dot Pattern cards behind your Card Blocker so opponent can't see them. Shuffle Plus Cards and place in a pile face down. Player whose birthday is closest to 1937 goes first.

Playing the Game: When first player is ready, the opponent "subitizes" them (shows a Dot Pattern card for about one half second). First player responds with an amount based on the card. If answer is correct, first player is given the card. If the answer is incorrect, the "subitizer" keeps the card.

If the player answers correctly, they have the option to draw a plus card. If the player correctly adds the Dot Pattern Card amount to the Plus Card amount, they keep the Plus Card. If the player doesn't answer correctly, the Plus Card is placed in a discard pile.

Winning the Game: The game ends when time runs out (Kordelia recommends 10-15 minutes as the ideal amount of time). The player with the most cards wins.

Variations:

- Have students sort the Dot Pattern Cards and discuss the sort. Ask why they grouped particular cards together.
- Encourage the students to sequence the Dot Pattern Cards and discuss strategies they used to sequence them.
- Pre-select a sequence of cards to use before you subitize. As you show the cards (for about one-half of a second), ask how the previous card might have helped to know how many dots are on the card just shown. Give opportunities for dialogue. Allow them time to see and discuss the logical connections they see. For example, if the student knows that when a tens frame is filled with dots, there must be ten, they can use that knowledge to immediately know a tens frame with one blank space must have 9 dots even though they didn't have time to count them.

Kordelia's Kountry

The Land of Subitizing

A doughnut lover's game for exactly 2 players

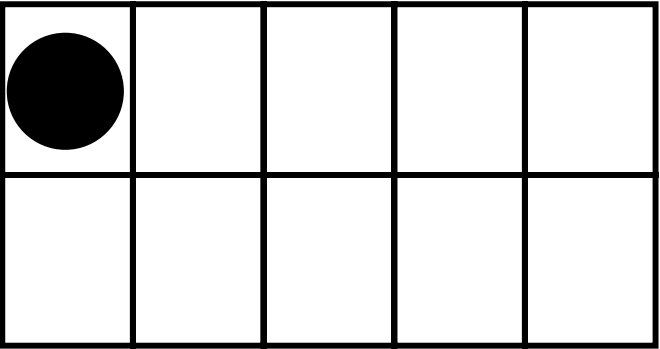
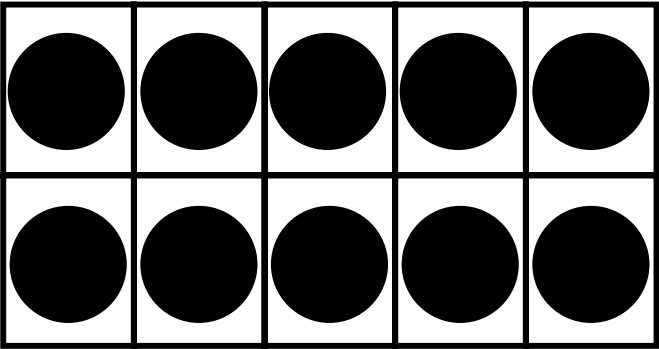

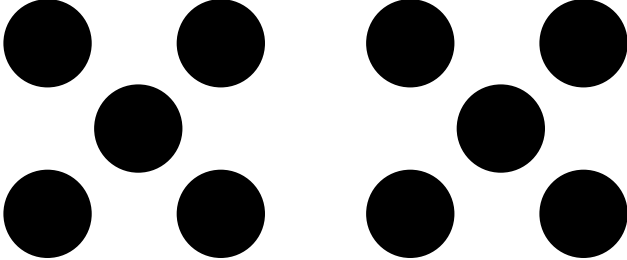

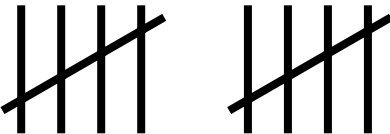
History: Legend has it that in the late 1930s an ambitious young woman from North Carolina started her first job at a local doughnut shop in Winston-Salem. It wasn't long before she was the most popular person in the area.

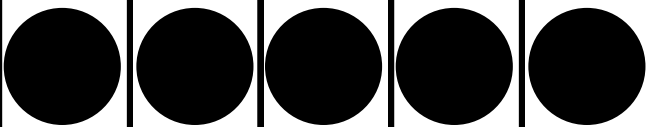
As costumers, young and old, would enter the store, Cordelia (as she was known then!) would flip open the lid of a doughnut box and quickly close it again. If the customer could correctly identify how many doughnuts were in the box, Cordelia would give them a "free" hot doughnut.

Talk of this charismatic young woman spread far and wide. Before long, people from all over the region were flocking to the shop to try their luck at figuring out how many doughnuts were in the box.

From this humble beginning, the concept of subitizing children was born. Cordelia eventually changed her name to Kordelia and left the doughnut shop to become a teacher. Over the years she developed into one of the most talented and beloved teachers in the state's history.

Through Kordelia's ingenuity and clever marketing skills, the doughnut shop in which she worked grew to become a wildly successful chain of stores that are now found nationwide. It is often said that the KK logo used by the corporation actually stands for "Kordelia's Kountry", the name for the shop used by locals during those early days.

	
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<p>one</p>	<p>ten</p>
	
	

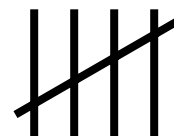
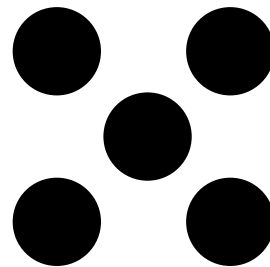
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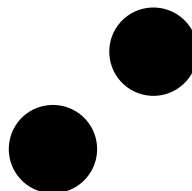
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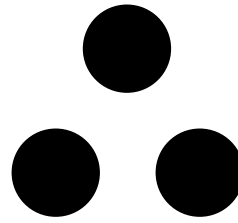
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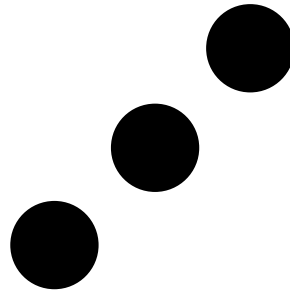
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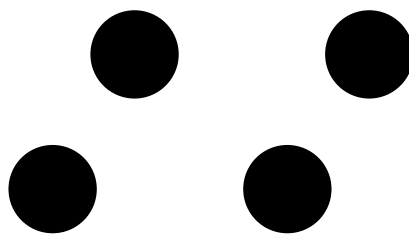
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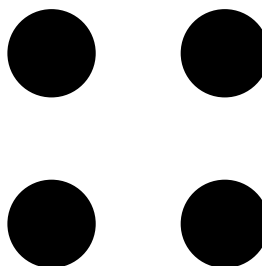
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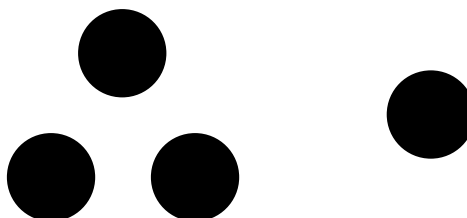
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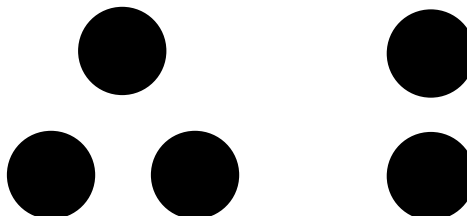
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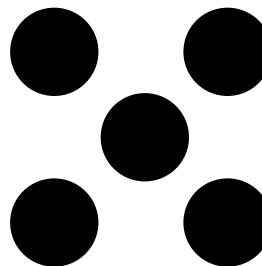
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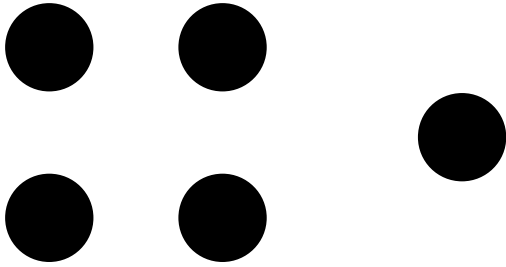
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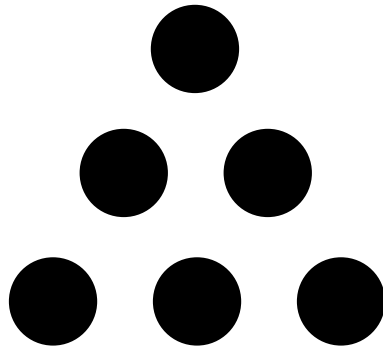
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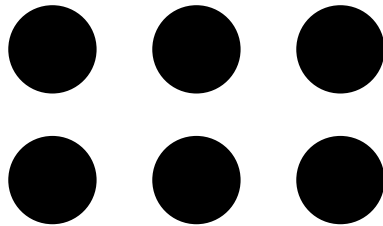
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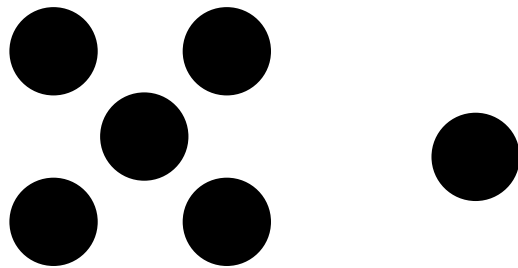
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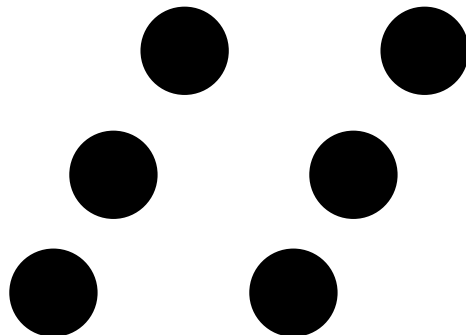
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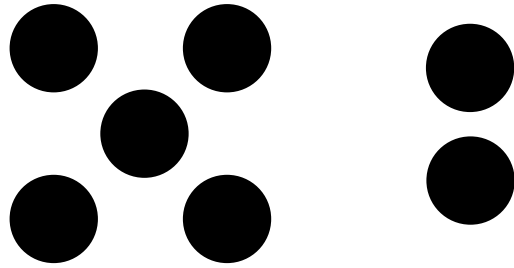
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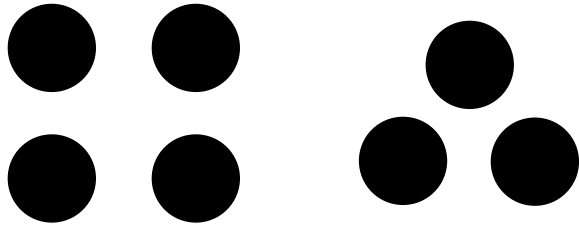
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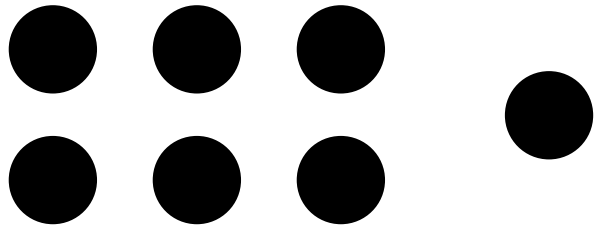
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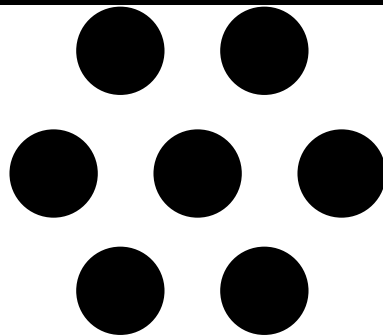
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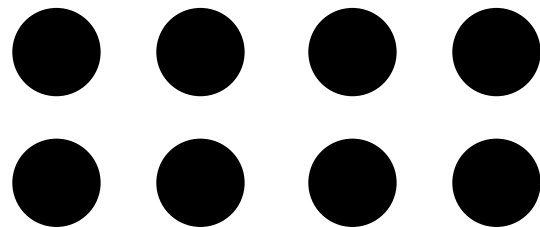
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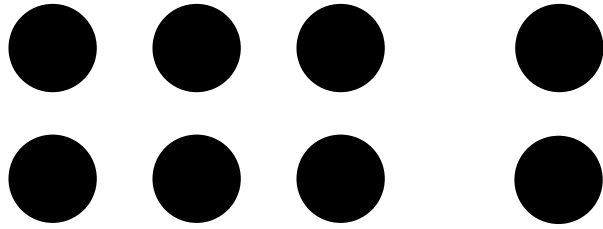
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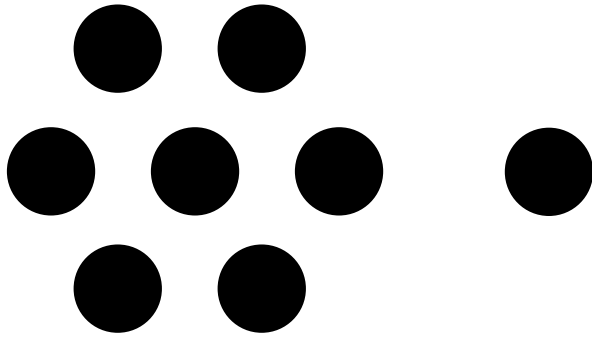
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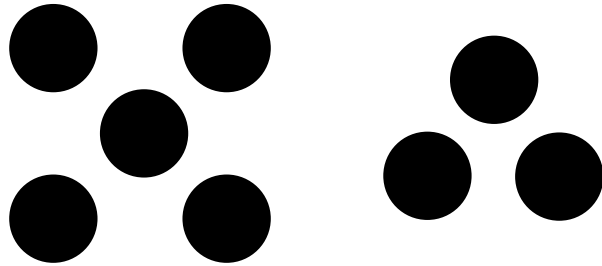
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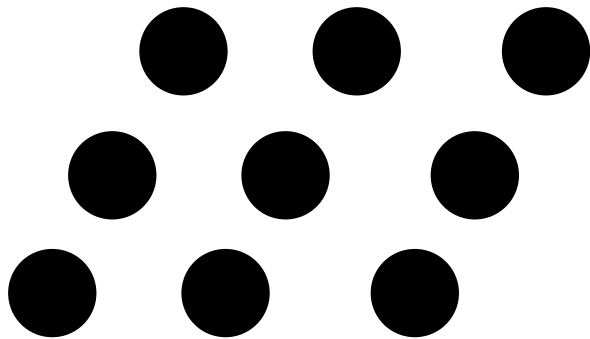
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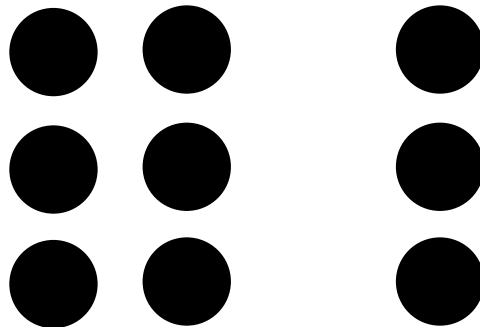
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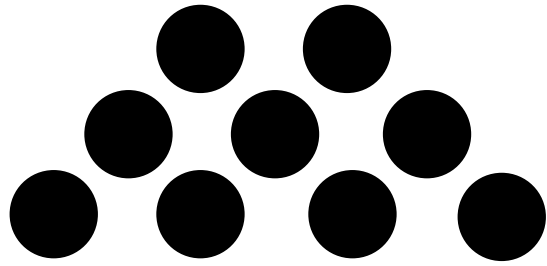
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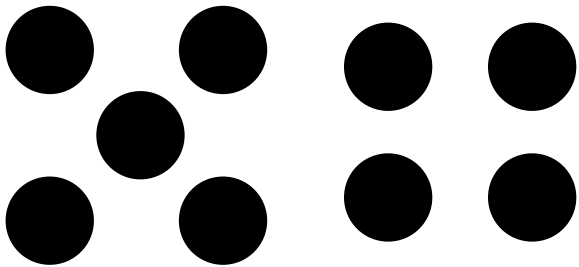
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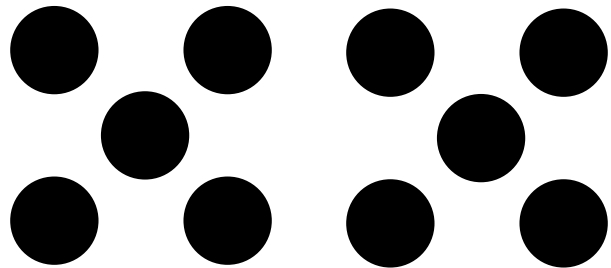
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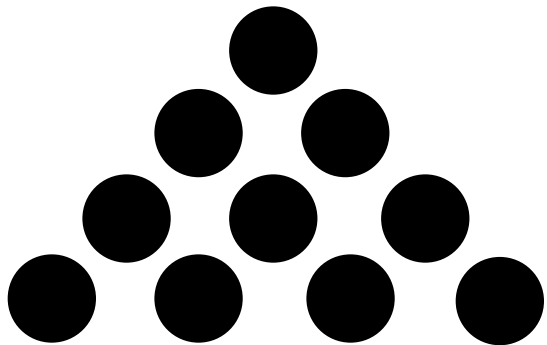
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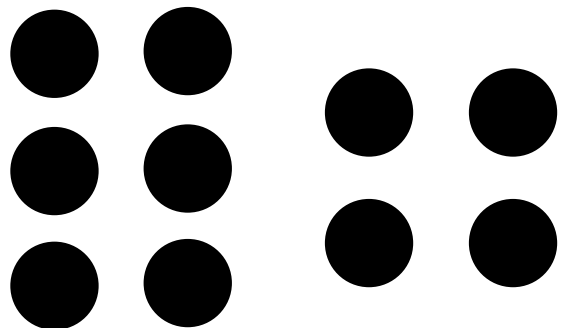
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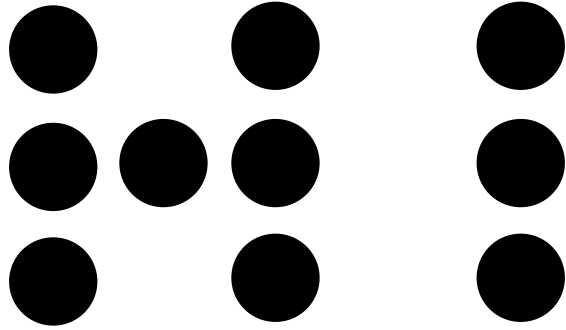
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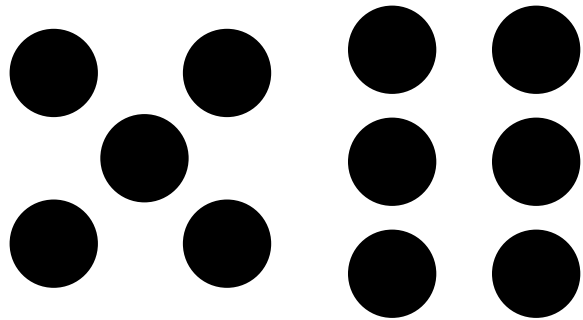
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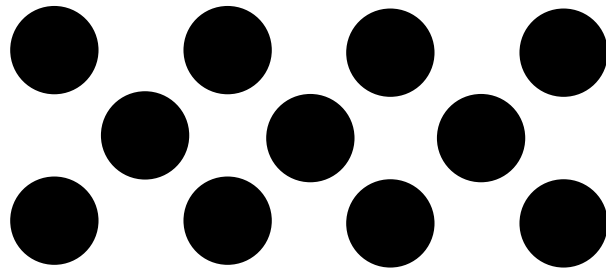
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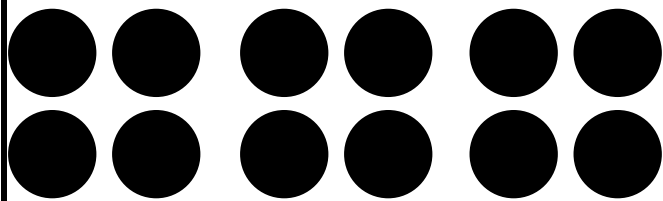
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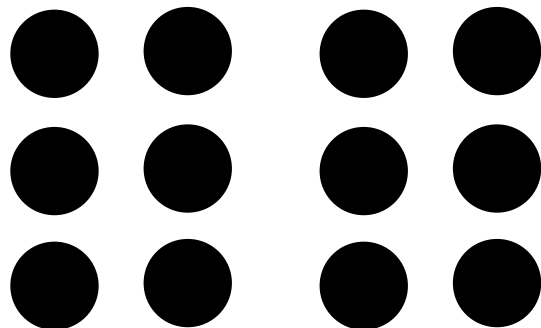
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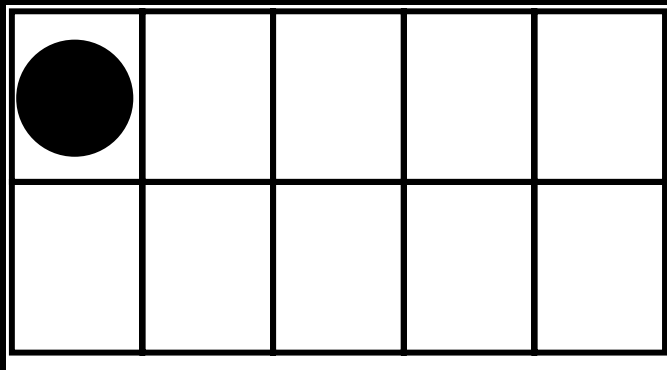
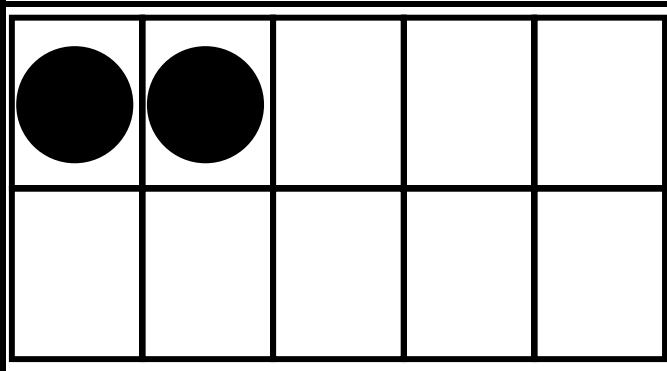
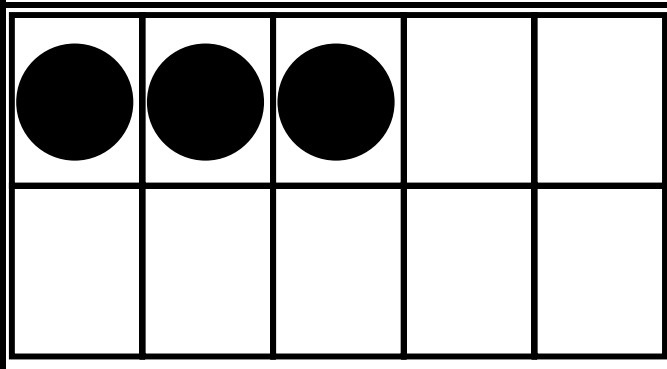
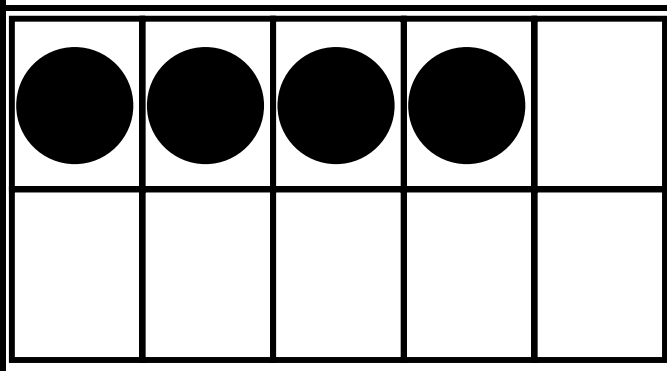
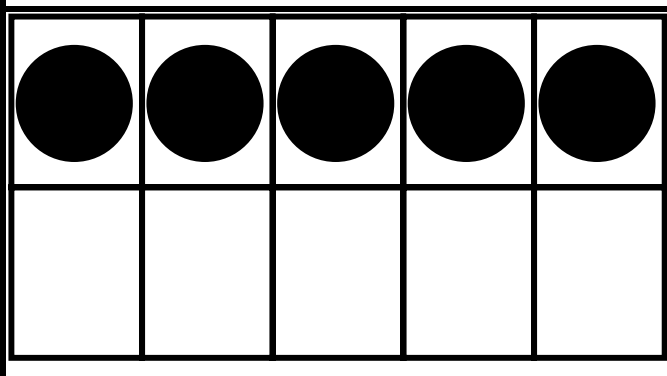


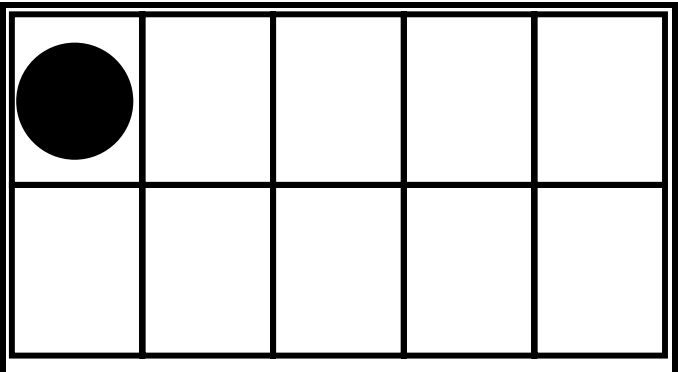
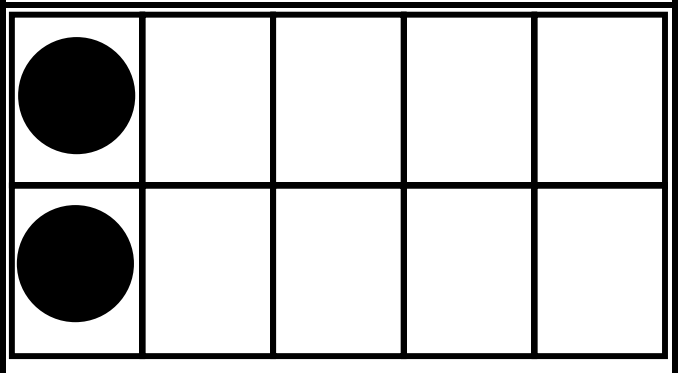
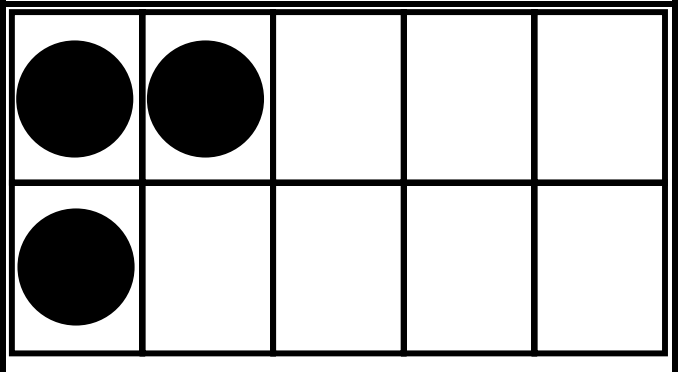
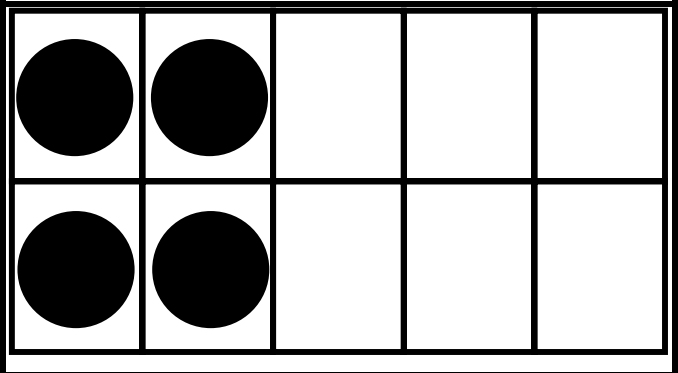
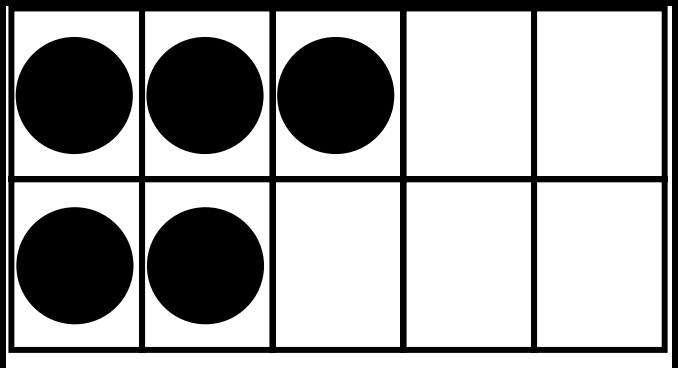
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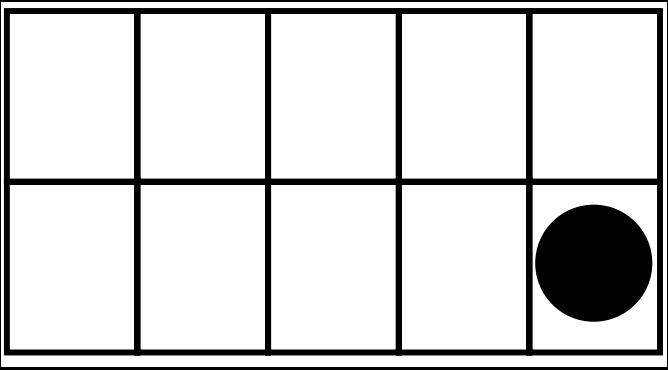
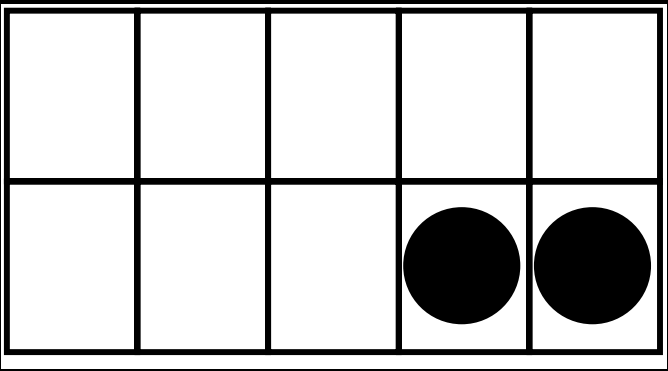
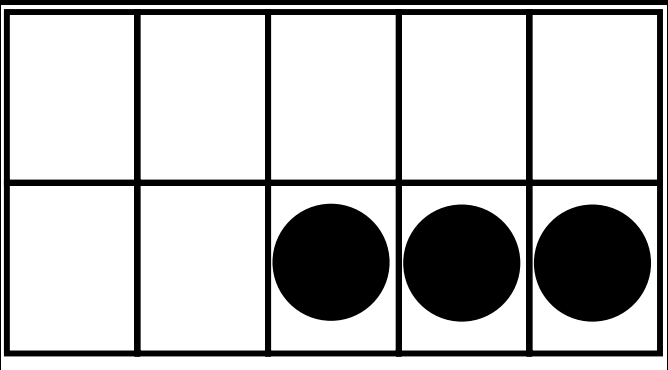
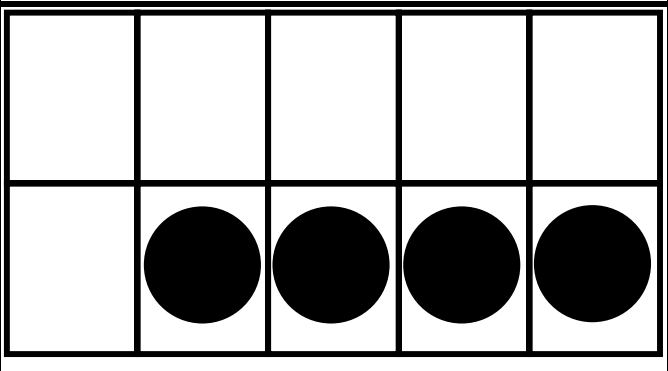
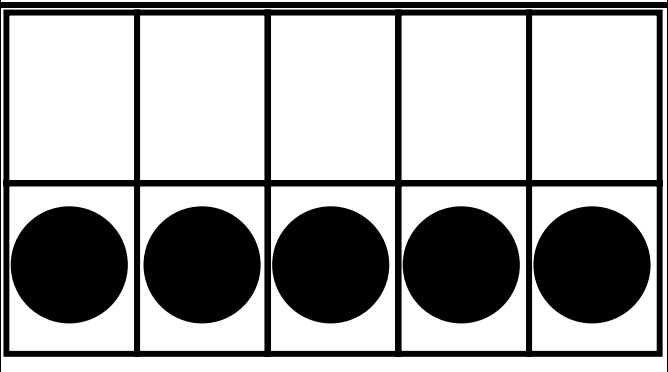


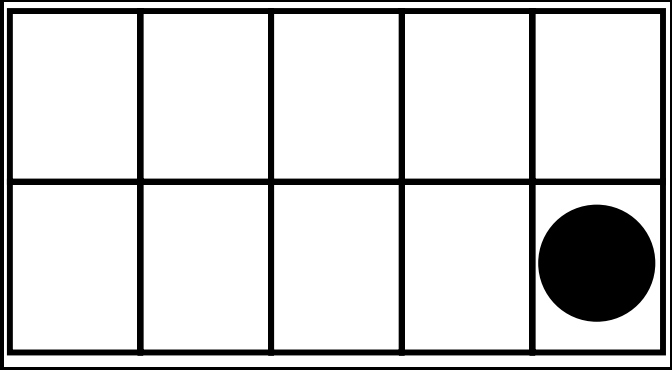
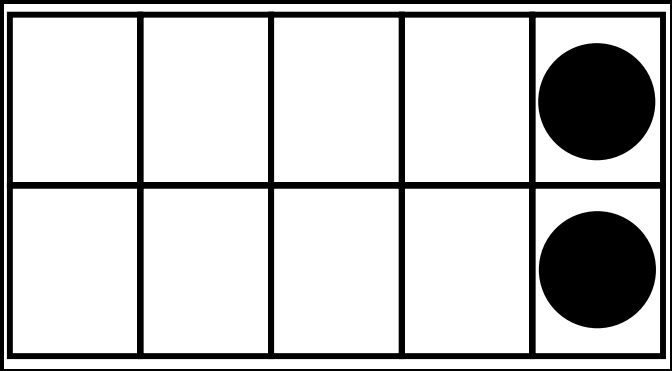
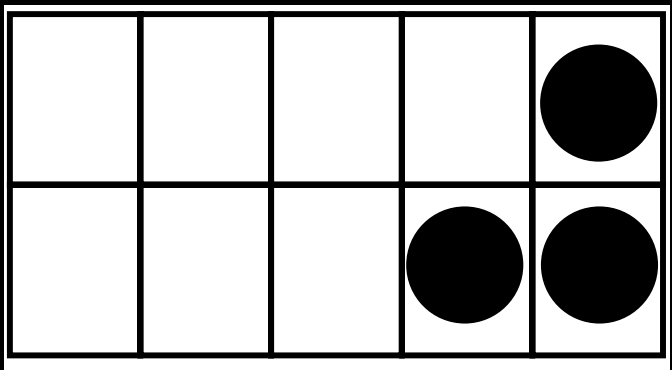
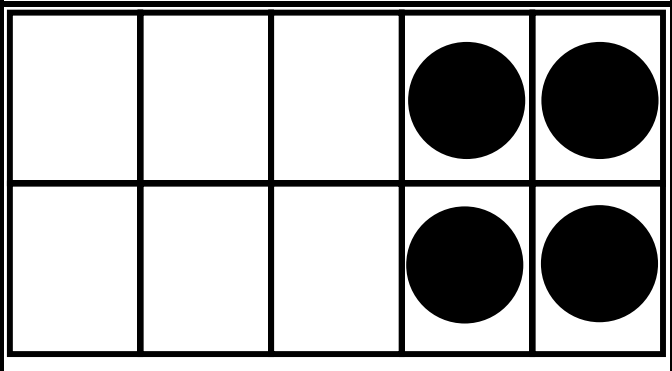
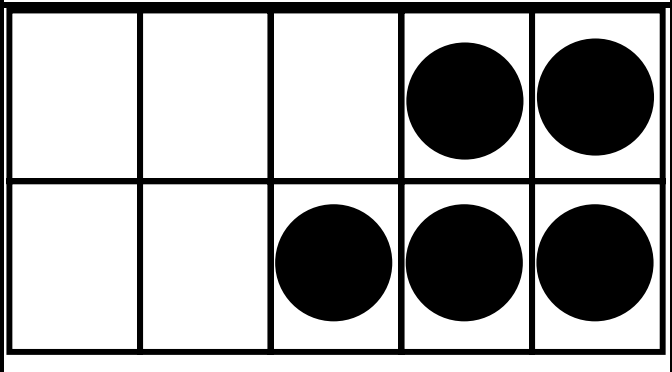
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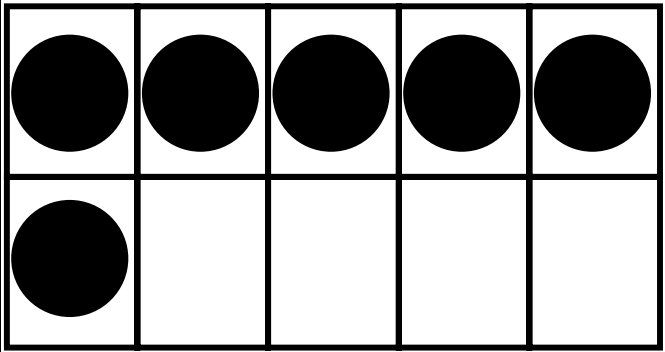
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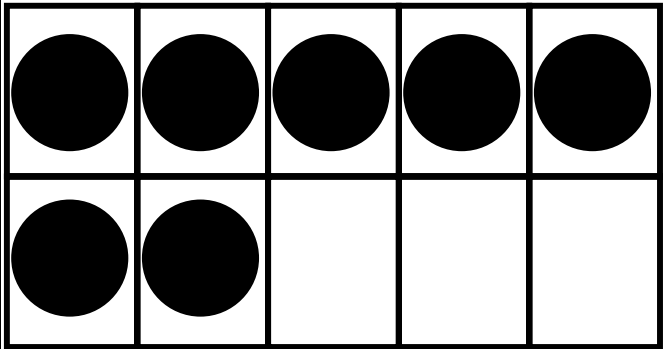
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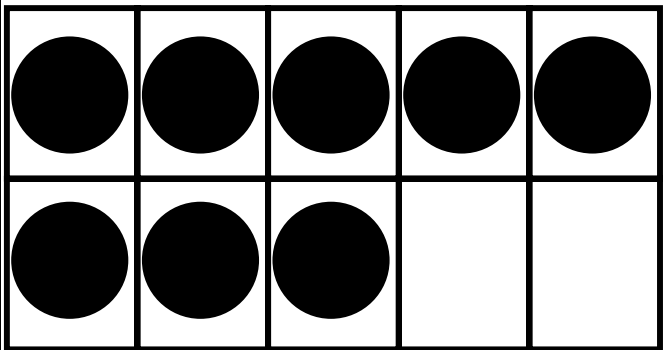
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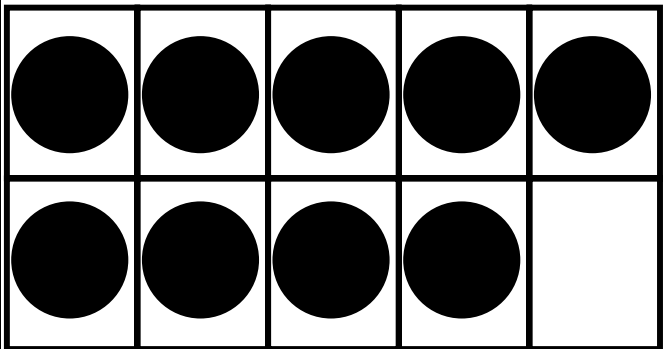
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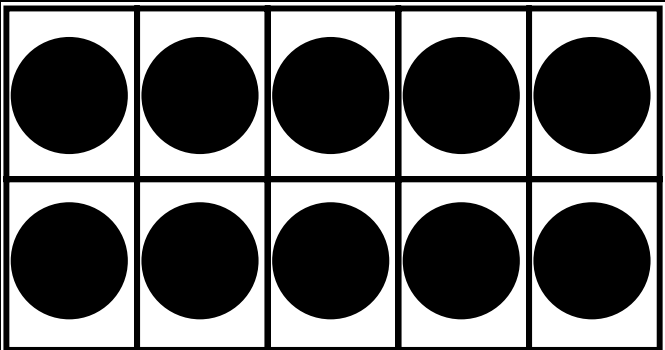
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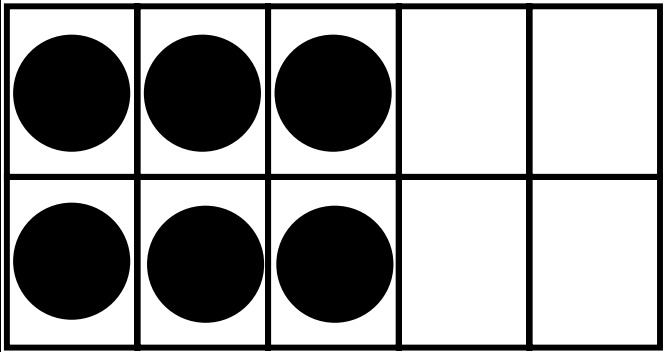
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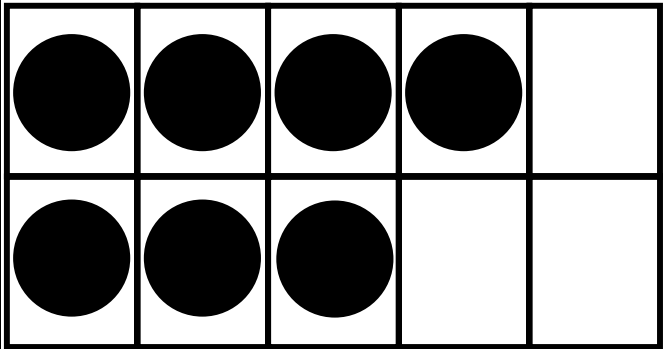
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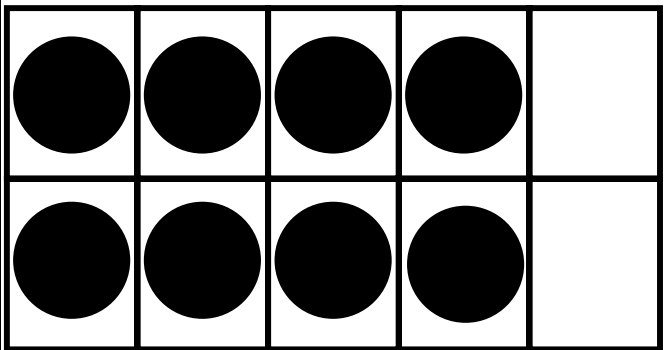
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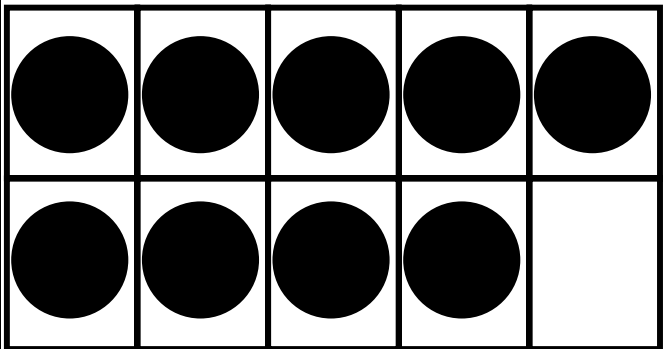
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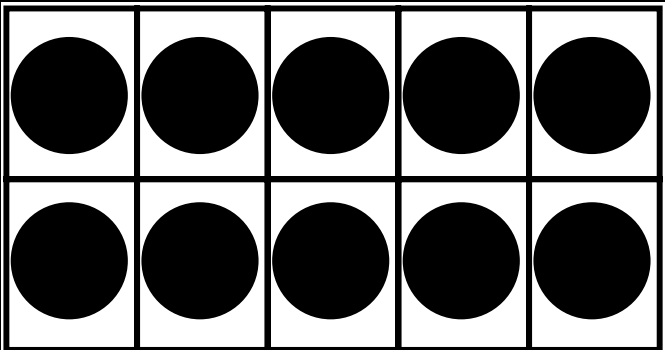
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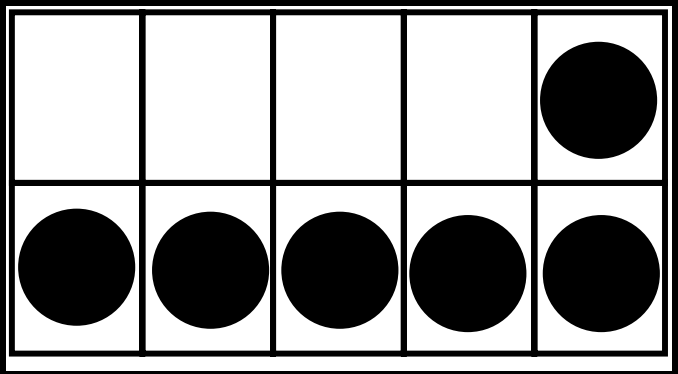
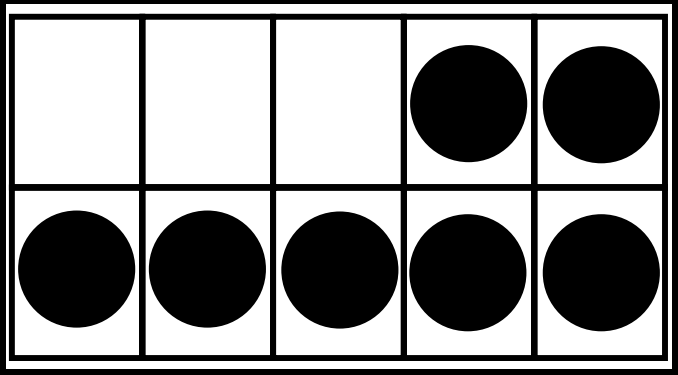
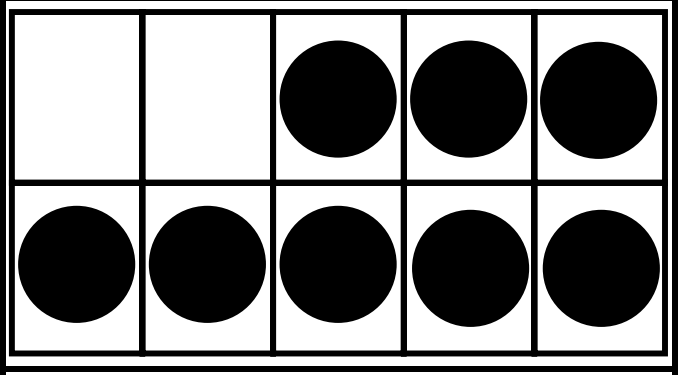
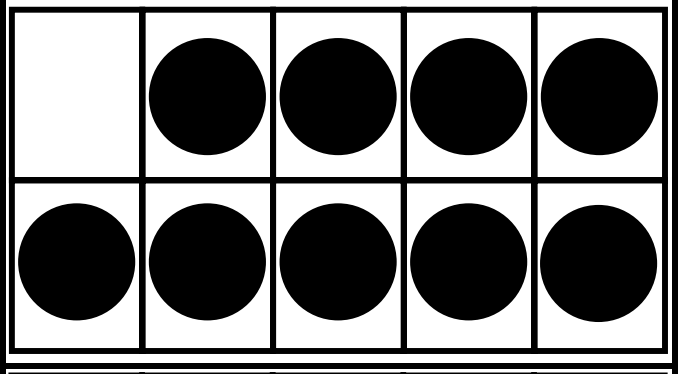
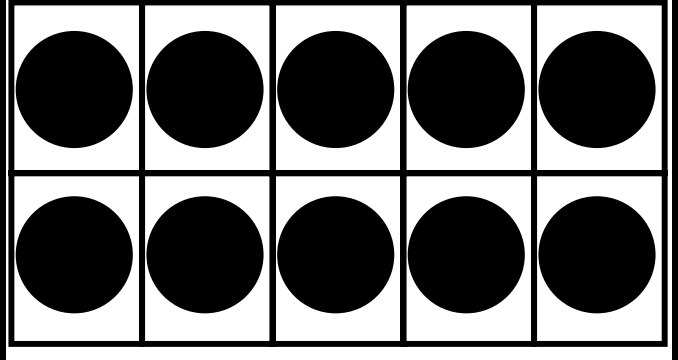


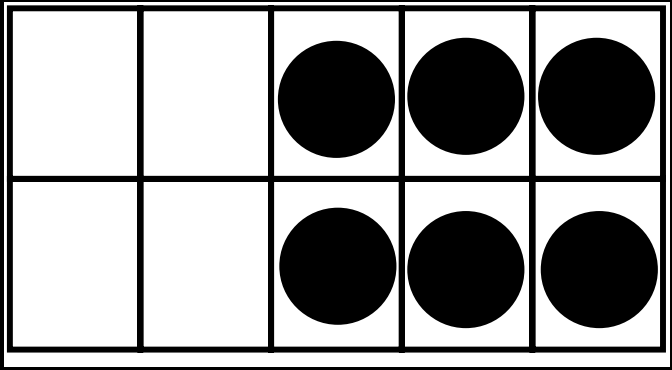
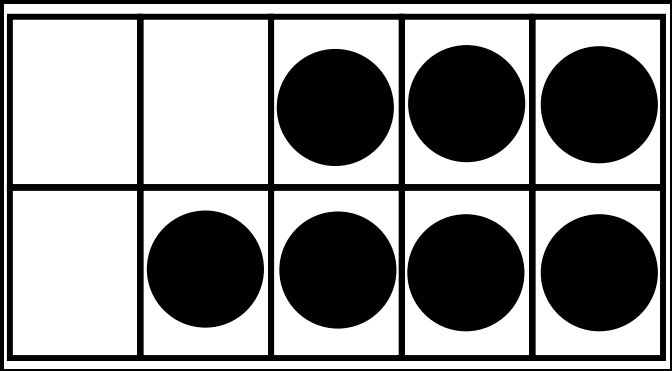
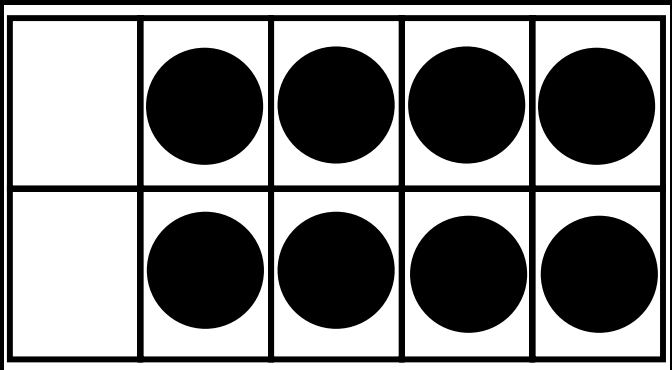
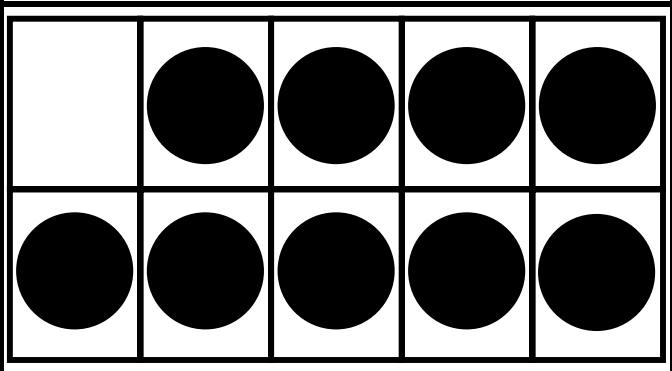
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