



**#3632**

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# **THE LOLLIPOP FACTORY AND PLACE VALUE**

Grade Levels: K-2

13 minutes

SVE & CHURCHILL MEDIA 1998

3 Student Activity Sheets

## **DESCRIPTION**

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Mr. Abel needs help bagging his lollipops. Cartoon characters Hubert and Gwendolyn learn how to bag them in groups of ten, learning place value and how to count ones, tens, and hundreds. Pauses for viewer participation.

## **ACADEMIC STANDARDS**

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### **Subject Area: Mathematics**

- ◆ Standard: Uses a variety of strategies in the problem-solving process
  - Benchmark: Draws pictures to represent problems
  - Benchmark: Uses discussions with teachers and other students to understand problems
  - Benchmark: Explains to others how she or he went about solving a numerical problem
  - Benchmark: Makes organized lists or tables of information necessary for solving a problem
  - Benchmark: Uses whole number models (e.g., pattern blocks, tiles, or other manipulative materials) to represent problems
  
- ◆ Standard: Understands and applies basic and advanced properties of the concepts of numbers
  - Benchmark: Understands that numbers are symbols used to represent quantities or attributes of real-world objects
  - Benchmark: Counts whole numbers (i.e., both cardinal and ordinal numbers)

## **INSTRUCTIONAL GOALS**

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1. To recognize the place value of numbers through 100s.
2. To understand the base-10 numeration system and grouping.
3. To translate groups of hundreds, tens and ones into numeric notation.

## ACTIVITIES

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Note: Students who can count by fives and tens will be at an advantage when viewing this program. If your students do not have this skill, perhaps delaying their viewing until they have practiced a bit would be a good idea.

1. Draw a set of ten on the board (lines, circles, squares, etc.) Ask students to count the objects and identify out loud how many objects there are drawn on the board. Explain that this is a set of ten ones. Erase the objects and draw 14 more objects on the board. Ask them to count these objects and identify out loud how many there are. Then ask students to identify out loud how many sets of ten there are left. Answer: 1. How many ones are left? Answer: 4. So how many tens are in the number 14? How many ones? Explain that the words "tens" and "ones" identify the "place value" of the number and that the following video is going to review place value.
2. On the board, write a one-digit number (0 through 9). Under it write a second, two-digit number (10 through 99). Ask students to identify the place values of the numerals written on the board. (Erase the numerals for the next activity.)
3. Write the headings "Tens" and "Ones" next to each other on the board. Next point to or name something in the room (the lights, desks, windows, or other objects). Ask students to count the number of objects in the room in that category. Now, ask a student to write the number of the objects under the proper heading.
4. Introduce the numerals 20, 30, 40, 50, 60, 70, 80, and 90. Write them on the board and have students say the names aloud. Ask how many tens are in each. How many ones?
5. Make circular counters (or use poker chips) and write the numeral 1 on nine of them, 10 on nine of them, and 100 on nine of them. Write a number on the board, and have a student come up and arrange the counters equal to the written number. Or you can arrange the counters and have the students write the number.
6. Duplicate the STUDENT ACTIVITY SHEETS and pass them out to students. Have them complete the worksheets to reinforce the concepts presented in the video.



## SUMMARY

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In this video, Mr. Abel, Tumtum's lollipop maker, is faced with a problem: his workers are all out, and he has hundreds of lollipops to bag. The Lollipop Dragon and his young friends offer to help Mr. Abel. Since the lollipops are bagged in groups of ten, the children learn place value and how to count ones and tens. Lollipop and Apple Blossom, since they are bigger and able to count more lollipops, teach the meaning of

hundreds. The physical position of the ones, tens, and hundreds in numeric notation are illustrated with colorful graphics. A stop frame is used to provide students with practice.

## RELATED RESOURCES



### Captioned Media Program

- Ace Math for Kids: Volume I, Part 4 #3555
- Apple Blossom Teaches Addition Facts to 18 #3564
- Hubert and Gwendolyn Learn Addition Sentences #3617

### World Wide Web



The following Web sites complement the contents of this guide; they were selected by professionals who have experience in teaching deaf and hard of hearing students. Every effort was made to select accurate, educationally relevant, and "kid-safe" sites. However, teachers should preview them before use. The U.S. Department of Education, the National Association of the Deaf, and the Captioned Media Program do not endorse the sites and are not responsible for their content.

#### • THE LEARNING SITE

<http://www.harcourtschool.com/index.html>

Presented by Harcourt School Publishers. Select the "Math" button, and then identify grade level for interactive Shockwave learning games. Use the search option to locate printouts, lessons for classrooms, and nice documents for parents. Great yields using addition, subtraction, and place value for searches. Very comprehensive. Other subjects from this educational publisher.

#### • EISENHOWER NATIONAL CLEARINGHOUSE

<http://www.enc.org/>

The Eisenhower National Clearinghouse recommends exploring their site "for the best selection of K-12 mathematics and science resources on the Internet!" Excellent relationship to curriculum standards and benchmarks for application in any school district.

#### • SAXON PUBLISHERS

[http://www.saxonpub.com/tech/online\\_activities.html](http://www.saxonpub.com/tech/online_activities.html)

Online activities for home and school use. Very visual for early learners. Comprehensive for older skills and concepts. Colors, shapes, patterns, and number sense areas for K-1. Applets for an endless series of practice.

- **FUNBRAIN.COM**

<http://www.funbrain.com/cgi-bin/search.cgi>

A wide selection of math games provided by FunBrain.com. Nicely organized with description of concept and skill. Teacher and parent areas. Other subjects also covered. Internal searching capabilities for a wide variety of applications.

- **KNOWZONE**

<http://www.kz.com/>

The KnowZone is an online learning center that makes learning math a fun, interactive experience for kids with a special focus on improving math skills and performance on math tests and standardized tests. For grades 3 through 8.

- **THE LEARNING KINGDOM**

<http://www.learningkingdom.com/>

Check out the "Cool Fact of the Day," "Cool Word of the Day," and math sections. Learn to classify animals and more! Interactive math challenges in the "Playground" area.

## **STUDENT ACTIVITY SHEET**

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- Tens
- Tens and Ones
- Hundreds