



Catch My Counting Mistake

Help your child practice counting by playing a game called Catch My Counting Mistake. As you count a set of objects, make mistakes on purpose and see if your child can catch, describe, and correct your mistakes. Examples of mistakes include:

- Skipping numbers or saying them in the wrong order (for example, “1, 2, 3, 5...”)
- Not saying one number word for each object you touch (you can count too slowly or too quickly relative to your pointing gestures)
- Saying the incorrect number to tell how many there are in total (for example, “1, 2, 3, 4...That’s 5 markers!”)
- Not stopping once you’ve counted each object once (for example, count each object in a set of 5 once, then re-count each object a second time so you end on the number 10)

Have your child give a thumbs-up when you are counting correctly and a thumbs-down when you make a mistake. Encourage your child to describe the mistakes you make and then to model counting correctly.

Videotape your child catching and correcting your counting mistakes and share your video in the “[UChicago Ready, Set, STEM!](#)” Facebook group in the Topic: [Catch My Counting Mistake](#).

Find more activities like this at: <http://www.ucreadyssetstem.com>
*Ready, Set, STEM is developed at the University of Chicago and
sponsored by The Boeing Company*