V. Control of Movement	1	2	3
Walking on the line:			
1. Heel to toe			
Naturally holding one flag			
3. Naturally holding two flags			
4. Various Objects:			
a. Bell			
b. Bell on String			

	1	2	3
c. Glass ½ Full			
d. Something on Head			
e. Beans on a Spoon			
5. To the beat of a drum			
6. To Different Tempi			
The Silence Game			

Sensorial

Cylinder Blocks: 1. Block A Block B Block C Block D 2. Two Blocks 3. Three Blocks 4. Four Blocks Pink Tower: 1. Building Tower (Concentrically) 2. Aligning Two Sides(Cornered) Broad Stairs: 1. Building Stairs 2. Measuring Tool	1. Discrimination of Dimension	1	2	3
Block B Block C Block D 2. Two Blocks 3. Three Blocks 4. Four Blocks Pink Tower: 1. Building Tower (Concentrically) 2. Aligning Two Sides(Cornered) Broad Stairs: 1. Building Stairs	Cylinder Blocks:			
Block C Block D 2. Two Blocks 3. Three Blocks 4. Four Blocks Pink Tower: 1. Building Tower (Concentrically) 2. Aligning Two Sides(Cornered) Broad Stairs: 1. Building Stairs	1. Block A			
Block D 2. Two Blocks 3. Three Blocks 4. Four Blocks Pink Tower: 1. Building Tower (Concentrically) 2. Aligning Two Sides(Cornered) Broad Stairs: 1. Building Stairs	Block B			
2. Two Blocks 3. Three Blocks 4. Four Blocks Pink Tower: 1. Building Tower (Concentrically) 2. Aligning Two Sides(Cornered) Broad Stairs: 1. Building Stairs	Block C			
3. Three Blocks 4. Four Blocks Pink Tower: 1. Building Tower (Concentrically) 2. Aligning Two Sides(Cornered) Broad Stairs: 1. Building Stairs	Block D			
4. Four Blocks Pink Tower: 1. Building Tower (Concentrically) 2. Aligning Two Sides(Cornered) Broad Stairs: 1. Building Stairs	2. Two Blocks			
Pink Tower: 1. Building Tower (Concentrically) 2. Aligning Two Sides(Cornered) Broad Stairs: 1. Building Stairs	3. Three Blocks			
Building Tower (Concentrically) Aligning Two Sides(Cornered) Broad Stairs: Building Stairs	4. Four Blocks			
2. Aligning Two Sides(Cornered) Broad Stairs: 1. Building Stairs	Pink Tower:			
Broad Stairs: 1. Building Stairs	Building Tower (Concentrically)			
1. Building Stairs	Aligning Two Sides(Cornered)			
<u> </u>	Broad Stairs:			
2. Measuring Tool	1. Building Stairs			
	2. Measuring Tool			
Red Rods:	Red Rods:			
1. Building Stair	1. Building Stair			
2. Unit of Measurement	2. Unit of Measurement			

	1	2	3
Knobless Cylinders:			
1. Grading			
Yellow			
Green			
Red			
2. Comparing Height			
Yellow – Green			
Green – Red			
Red – Yellow			
3. a. Grade the Blue Set			
b. Compare and Contrast with:			
Yellow			
Green			
Red			
4. Comparing Diameters (Superimpose):			
a. any two sets			
b. any three sets			
c. all four sets			

2. Discrimination of Colour	1	2	3
Colour Tablets:			
Colour Box I:			
a. Matching			
b. Language (red, blue, yellow)			
c. Matching tablets to objects in the environment			
Colour Box II:			
a. Matching			

	1	2	3
b. Language (red, blue, yellow, purple, pink, orange, grey, black, white, brown)			
c. Matching tablets to objects in the environment			
Colour Box III:			
a. Grade each set, one set at a time			
b. Mix and grade two contrasting colours			
c. Sunburst			

3. Discrimination	on of Dimension	and Colour	1	2	3
Binomial Cube:					
1. Inside the Bo					
2. Outside of th	е Вох				
3. Layers					
Trinomial Cube:					
1. Inside the Bo	X				
Outside of th	e Box				
3. Layers					
Geometry Cabin					
Demonstration					
2. All drawers,	one at a time				
a. Circles					
b. Rectangl					
c. Triangles					
d. Polygons					
e. Curviline					
f. Quadrilate					
3. Mix and Mate					
a. Two Drav					
b. Three Dr					
c. Four Dra					
d. Five Drav					
e. Six Draw					
4. Names of Sh					
Circle	Octagon	Curvilinear Triangle			
Rectangle	Nonagon	Trapezoid			
Triangle	Decagon	Parallelogram			
Square	Oval				
Pentagon	Ellipse				
Hexagon					
Heptagon					

	1	2	3
Geometry Cards:			
1. Solid Cards			
2. Thick Outline Cards			
3. Thin Outline Cards			
Three sets of cards mixed for a drawer			
Small Metal Insets:			
1. Circular Insets:			
a. One frame at a time			
b. Any two frames at a time			
2. Square Insets:			
a. One frame at a time			
b. Any two frames at a time			
Compare and Contrast			
Decanomial Squares:			
Build Decanomial			
2. Remove a Band			
3. Building Squares			
4.a. Binomial Squares			
b. Trinomial Squares			
5. Outside - In			
Constructive Triangles:			
Rectangular Box A			
Rectangular Box B			
a. Any two triangles			
b. The two triangles that form rectangles			
Triangular Box C			
Small Hexagonal Box D			
Large Hexagonal Box E:			
a. All Pieces			
b. Red and Grey Triangles			
Superimposed Geometric Figures:			
Figures arranged concentrically			
2. Other Variations			
3. Combine Two Shapes			

II. Tactile Sense	1	2	3		1	2	3
Touch Boards:				b. All Pairs			
First Board (board divided in half)				2. Grading			
Second Board (board divided into eleven partitions)				3. Matching at a Distance			
3. Language (smooth/rough)				Fabrics:			
Touch Tablets:				1. Matching			
1. Matching:				2. Eyes Closed			
a. Three Pairs				3. Names of Fabrics			
III. Baric Sense	1	2	3		1	2	3
Baric Tablets:				3. Heavy, Medium, and Light Tablets:			
Heavy and Light Tablets:				a. Eyes Opened			
a. Eyes Opened				b. Eyes Closed			
b. Eyes Closed				4. Language (heavy/light)			
2. Medium and Heavy Tablets:							
a. Eyes Opened							
b. Eyes Closed							
IV. Thermic Sense	1	2	3		1	2	3
Thermic Tablets:	•						
1. Matching							
2. Eyes Closed							
3. Language (hot/cold)							
o. Language (notice)		I.			<u> </u>		
V. Stereognostic Sense:	1	2	3		1	2	3
Geometric Solids:				3. Base Cards			
1. Classifying				Mystery Bag			
Names: Cylinder Square-Based Prism				Progressive Exercise			
Cylinder Ellipsoid Triangular-Based Prism				Game:			
Sphere Cube Triangular-Based Pyramid				1. Solids Under Cloth, Guess Which One			
Ovoid Cone Square-Based Pyramid				2. Which Solid is Missing?			
VI. Gustatory Sense	1	2	3	VIII. Olfactory Sense			
Tasting Bottles:	•	_		Smelling Bottles:			
1. Matching				1. Matching			
2. Language (sweet, sour, salty, bitter)				2. Guess the Smell			
•	•	•	•		•		
VIII. Auditory Sense	1	2	3		1	2	3
Sound Boxes:		ļ					
1. Matching		ļ					
2. Grading							
Language (softer/louder, softest/loudest)						<u> </u>	

Language

I. Oral Language	1	2	3		1	2	3
Enrichment of Vocabulary:				Word Games:			
Objects of the Environment				a. Rhyming Words			
2. Sensorial Apparatus				b. Antonyms			
3. Classified Cards				c. Compound Words			
Oral Composition:				Sound Games:			
a. Conversation				1. Initial Consonants			
b. The Question Game				2. Initial and Ending Consonants			
Events Charts				3. Middle Consonant			
Card Stories				4. I Spy			
II. Writing	1	2	3		1	2	3
Metal Insets:				3. Finding Final Sound			
One Frame – Serpentine Lines				4. Word Building:			
2. Frame and Inset – Serpentine Lines				a. Pink Objects			
3. Symmetrical Design				b. Pink Pictures			
4. More Than One Inset				c. Blue Objects			
5. Shades of One Colour				d. Blue Pictures			
6. Designs that Fill the Entire Page				Handwriting:			
7. Border Designs				1. Cornmeal Tray			
8. Mirror Image Patterns				2. Blank Chalkboard (one-letter)			
Sandpaper Letters:				3. Wide-Lined Chalkboard (one-letter)			
a b c d e f g h l j k l m n o				4. Wide-Lined Paper (one-letter)			
pqrstuvwxyz				5. Lined Chalkboard or Paper (several letters)			
Large Moveable Alphabet:				Story Alphabet			
1. Finding Letters by Sound				Left/Right Handed			
2. Finding Initial Sound							
III. Reading	1	2	3		1	2	3
Phonetic – Pink Coded Material (3-letter phonetic words)	<u> </u>			5. Word Box			<u> </u>
Objects and Written Labels				6. Lists of Words			
Objects and Word Cards				7. Short Phrases			
3. Pictures and Word Cards				8. Short Sentences			
Large Pink Card and Word Cards				9. Short Stories			
5. Word Box	†			Introduction to the Phonogram Material (Green)			
6. Lists of Words	1			Objects and Word Cards			
Phonetic – Blue Coded Material (4-letter phonetic words)	†			Pictures and Word Cards			
Objects and Written Labels	1			Small Moveable Alphabet			
Objects and Written Educis Objects and Word Cards	1			4. Lists of Words			
3. Pictures and Word Cards	1			5. Booklets			
Large Blue Card and Word Cards	-			6. Sentence Cards			

			(6			
III. Reading Continued	1	2	3		1	2	3
Introduction to the Phonogram Material Continued:				c. Animal Voices			
7. 'Phonogram Family' Folders				d. Animal Groups			
8. Story Books				e. Masculine/Feminine			
Irregular/Puzzle Words				Informal Introduction to Grammar			
Reading Classification:				Introduction to the Noun:			
a. Objects in the Environment				1. The Noun Game			
b. Sensorial Apparatus				Name Cards for Objects in the Environment			
c. Classified Cards				The Noun with the Farm			
d. Definition Sets:				The Noun – Singular and Plural			
Picture and Label				Introduction to the Adjective			
Definition Cards to Pictures				Introduction to the Article			
3. Second Set of Definition Cards (key word missing)				The Article and the Adjective with the Farm			
Word Study:				Introduction to the Verb:			
a. Animal Babies				1. The Verb Game			
b. Animal Homes				The Verb with the Farm			
IV. Function of Words Non-Phonetic Exercises with the Noun:	1	2	3	Introduction to the Pronoun:	1	2	3
Classroom Labels				1. Pronoun Game			
Singular and Plural				2. Pronoun Cards			
Non-Phonetic Exercises with the Noun, Article, Adjective, and Verb:				3. Farm Game			
The Logical Adjective Game				Introduction to the Conjunction:			
1.Adjacent Cards Placed Indiscriminately				1. Introduction			
2.a. One Noun with Multiple Adjectives				2. Farm Game			
b. Combination of 2 or more Adjectives with one Noun				Introduction to the Preposition:			
Detective Adjective Game				Preposition Game			
The Adverb:				2. Labels			
1. Single Adverb				3. Farm Game			
2. Two Adverbs				The Interjection Game			
Logical Adverb Game							
V. Introduction to Analysis	1	2	3		1	2	3
	- '-			3. Two Verbs, One Objects	- '		
Continuation of Command Cards:			1	1 3 TWO VEIDS ONE ODIECIS			
Continuation of Command Cards: 1. Two Verbs				4. Two Verbs, Two Objects			

Arithmetic

I. Numbers to Ten	1	2	3		1	2	3
Number Rods				b. Two Greater Than/Less Than			
Sandpaper Numerals: 1 2 3 4 5 6 7 8 9				5. Impression of Addition			
Number Rods and Number Cards:				6. Impression of Subtraction			
1. Cards to Rods				Table Number Rods			
2. Rods to Cards				Spindle Box			
3. Stair and Random Cards				Numbers and Counters			
4. Game:				Memory Game of Numbers			
a. One Greater Than/Less Than							
II. Decimal System	1	2	3		1	2	3
Presentation with Golden Bead Material:				3. Fetching Requested Number Cards			
Demonstration Tray				Formation of Large Number Cards with Beads:			
2. Counting through each Hierarchy (no number cards)				1.a. Single Category: Cards to Beads			
3. Forming Numbers with Beads (no number cards)				b. Single Category: Beads to Cards			
Presentation with Large Number Cards:				2.a. Two Adjacent Categories: Cards to Beads			
1. Familiarize – new numbers 100 and 1000				b. Two Adjacent Categories: Beads to Cards			
Layout all Cards and Count Them				Combination of Golden Beads and Large Number Cards			
Formation of 11 – 19 with 'Teens Board' Combination of 'Teen Board' and Beads to form 11 – 19				Combination of 'Tens Board' and Beads to form 10 – 90 Formation of 11 – 99 with 'Tens Board' and Beads			
Formation of 10 – 90 with Golden Beads							
	1	2	2		1	2	2
IV. Exchanging	1	2	3		1	2	3
IV. Exchanging Changing Exercise:	1	2	3	3.a. Thousands to Hundreds	1	2	3
IV. Exchanging Changing Exercise: 1.a. Units to Tens	1	2	3	3.a. Thousands to Hundreds b. Hundreds to Tens	1	2	3
IV. Exchanging Changing Exercise: 1.a. Units to Tens b. Tens to Hundreds	1	2	3	3.a. Thousands to Hundreds	1	2	3
IV. Exchanging Changing Exercise: 1.a. Units to Tens b. Tens to Hundreds c. Hundreds to Thousands	1	2	3	3.a. Thousands to Hundreds b. Hundreds to Tens	1	2	3
IV. Exchanging Changing Exercise: 1.a. Units to Tens b. Tens to Hundreds c. Hundreds to Thousands 2. Game (determine the quantity)	1			3.a. Thousands to Hundreds b. Hundreds to Tens	1		
IV. Exchanging Changing Exercise: 1.a. Units to Tens b. Tens to Hundreds c. Hundreds to Thousands 2. Game (determine the quantity) V. Arithmetic Equations	1	2	3	3.a. Thousands to Hundreds b. Hundreds to Tens c. Tens to Units	1	2	3
IV. Exchanging Changing Exercise: 1.a. Units to Tens b. Tens to Hundreds c. Hundreds to Thousands 2. Game (determine the quantity) V. Arithmetic Equations Addition:	1			3.a. Thousands to Hundreds b. Hundreds to Tens c. Tens to Units 2. Introduction to the multiplier	1		
IV. Exchanging Changing Exercise: 1.a. Units to Tens b. Tens to Hundreds c. Hundreds to Thousands 2. Game (determine the quantity) V. Arithmetic Equations Addition: a. Static	1			3.a. Thousands to Hundreds b. Hundreds to Tens c. Tens to Units 2. Introduction to the multiplier 3.a. Static	1		
IV. Exchanging Changing Exercise: 1.a. Units to Tens b. Tens to Hundreds c. Hundreds to Thousands 2. Game (determine the quantity) V. Arithmetic Equations Addition: a. Static b. Dynamic	1			3.a. Thousands to Hundreds b. Hundreds to Tens c. Tens to Units 2. Introduction to the multiplier 3.a. Static b. Dynamic	1		
IV. Exchanging Changing Exercise: 1.a. Units to Tens b. Tens to Hundreds c. Hundreds to Thousands 2. Game (determine the quantity) V. Arithmetic Equations Addition: a. Static	1			3.a. Thousands to Hundreds b. Hundreds to Tens c. Tens to Units 2. Introduction to the multiplier 3.a. Static	1		

V. Arithmetic Equations Continued	1	2	3		1	2	3
Division:				2.a. Static Multiplication			
1.a. Static				b. Dynamic Multiplication			
b. Dynamic (no remainder)				3.a. Static Subtraction			
c. Dynamic (with remainder)				b. Dynamic Subtraction			
2. Introduction to the Divisor				4.a. Static Short Division			
The Stamp Game:				b. Dynamic Short Division (no remainder)			
Introduction with the Golden Bead Demonstration Tray				c. Dynamic Short Division (with remainder)			
1.a. Static Addition				(
b. Dynamic Addition							
VI. Linear Counting	1	2	3		1	2	3
Golden Bead Chain of 100	+ '		-	Long Chains:	- '		-
Golden Bead Chain of 1000				2 Cube Chain			
Short Chains:				3 Cube Chain			
2 Square Chain				4 Cube Chain			
3 Square Chain				5 Cube Chain			
4 Square Chain							
				6 Cube Chain			
5 Square Chain	-			7 Cube Chain			
6 Square Chain				8 Cube Chain			
7 Square Chain				9 Cube Chain			
8 Square Chain				Hundreds Board			
9 Square Chain							
VII. Exploration and Memorization of Tables	1	2	3		1	2	3
Addition Snake Game:				b. Control Chart 1			
Introduction				2. Same Minuend			
1. Individual Work				Subtraction Charts:			
2. Isolating Combinations				Chart 2			
3. Showing Multiples – Second Check				Chart 3			
Addition Strip Board:				Multiplication Bead Bar Layout:			
1. Work Through All Tables in Order (1+1 to 1+9)				1. Introduction			
2.a. Combinations that Make Up the Sum of				2. Multiplication by 10			
b. Chart of Combinations (Control Chart 1)				3. Divisibility of Product			
				Commutative Law			
i sa comminanye raw		l					
3.a. Commutative Law							
b. Control Chart 2				5. Making the Decanomial			
b. Control Chart 2 Addition Control Charts:				5. Making the Decanomial Multiplication Board			
b. Control Chart 2 Addition Control Charts: Chart 3				5. Making the Decanomial Multiplication Board Multiplication Charts:			
b. Control Chart 2 Addition Control Charts: Chart 3 Chart 4				5. Making the Decanomial Multiplication Board Multiplication Charts: Chart 1			
b. Control Chart 2 Addition Control Charts: Chart 3 Chart 4 Chart 5				5. Making the Decanomial Multiplication Board Multiplication Charts: Chart 1 Chart 2			
b. Control Chart 2 Addition Control Charts: Chart 3 Chart 4 Chart 5 Chart 6				5. Making the Decanomial Multiplication Board Multiplication Charts: Chart 1 Chart 2 Chart 3			
b. Control Chart 2 Addition Control Charts: Chart 3 Chart 4 Chart 5 Chart 6 Negative Snake Game:				5. Making the Decanomial Multiplication Board Multiplication Charts: Chart 1 Chart 2 Chart 3 Chart 4			
b. Control Chart 2 Addition Control Charts: Chart 3 Chart 4 Chart 5 Chart 6 Negative Snake Game: 1. Introduction				5. Making the Decanomial Multiplication Board Multiplication Charts: Chart 1 Chart 2 Chart 3 Chart 4 Chart 5			
b. Control Chart 2 Addition Control Charts: Chart 3 Chart 4 Chart 5 Chart 6 Negative Snake Game: 1. Introduction 2. Isolating Combinations				5. Making the Decanomial Multiplication Board Multiplication Charts: Chart 1 Chart 2 Chart 3 Chart 4 Chart 5 Unit Division Board:			
b. Control Chart 2 Addition Control Charts: Chart 3 Chart 4 Chart 5 Chart 6 Negative Snake Game: 1. Introduction				5. Making the Decanomial Multiplication Board Multiplication Charts: Chart 1 Chart 2 Chart 3 Chart 4 Chart 5			

VII. Exploration and Memorization of Tables Continued		2	3
Division Charts:			
Chart 1			
Chart 2			

VIII. Passage to Abstraction	1	2	3
The Dot Game:			
1. Introduction			
2. Start with the Units			
Small Bead Frame:			
Introduction			

		1	2	3
	l			
		1	2	3
1.a. Static Addition				
b. Dynamic Addition				
2.a. Static Subtraction		·		
b. Dynamic Subtraction				