



Let's Count On Math™ Foundational Counting Skills app is an educational tool designed to promote students' reasoning abilities to categorize, count, and learn fundamental mathematical concepts. The tool is in constant development and refinement but I hope you will find it very usable and helpful in your teaching and students' learning. Currently, it has only been tested on iPads, iPhones, and Mac computers but it is web based so it should run on other platforms.

Link to current version: <https://lets-count-on-math.vercel.app/>

The app has a round of 20 questions focussed on foundational (Kindergarten/Grade 1 level) counting skills. (See the next page for a full list of the 20 concepts covered.) Some suggested uses:

- 1) **Play/Practice.** For individual students to play with and practice a variety of counting skills.
- 2) **Paired work.** Pair children at a centre; have them use the app together to discuss questions before selecting an answer.
- 3) **Direct classroom instruction.** A teacher can project the app on a screen and use "Teacher Mode" to jump to a particular concept. Use the "More like this" mode to go through as many repetitions of that particular concept as needed.
- 4) **Assessment.** Enter the student's name and use the app to complete and record an assessment. The assessment can be done side-by-side with an educator although independent students could complete it on their own.

There is a space to enter a name above the question for record keeping. Entering a name clears the response data stored in the app. It is not necessary to enter a name to play the game.

Each question stem has a "speaker" button next to it. When the "Speaker" button is clicked, the device will read the question stem out loud.

For each question the player gets up to 2 attempts.

- First choice is correct, will turn the choice box green and show the reasoning below.
- First choice incorrect response gets a "Try one more time" with the button highlighting yellow. A correct choice on the second click turns the choice button green and shows the reasoning below.
- A second incorrect response turns that choice button red. The correct response will highlight green and the reasoning is shown below.

"Next Question" button only becomes active after completing the question (either with a correct response or two incorrect responses).

After answering each question, a practice mode activates where a teacher or student can click on "More Like This" to get unlimited repetitions on that concept and question type.

For incorrectly answered questions, a "Review missed" button will appear giving the student an opportunity to review the question they answered incorrectly.

The "Teacher Mode" button at the top right describes the question's skill and math concept. Teacher mode also produces a drop down menu allowing you to "jump to" any particular question type without having to go through all of the questions if you wanted to get to a particular concept for review or teaching.

Anytime one wishes to start a round over, there is a "New Round" button in the bottom right corner of the window.

Assessment Report following completion of question 20.

- 1) All 20 questions by topic are listed.
- 2) The report shows how many clicks the child needed to get the correct answer (up to two attempts per question.) It separates the Game round from Practice rounds and shows both for each question type. [#correct / #clicks]

For example:

1. G: 0/2 P: 3/4 The student attempted two clicks in the game round but did not get the correct answer. They attempted some practice questions and got three questions correct using 4 clicks.
 2. G: 1/1 P: 0/0 The student answered correctly using only one click. They did not attempt any practice questions.
 3. G: 2/3 P: 4/4 Played two rounds. Needed 3 clicks to get 2 correct answers in the game round. Also did 4 practice questions and got 4 correct answers with 4 clicks.
- 3) At the bottom of the page there is a “Share Results” button. This creates a document with the child’s name and a date, time stamp above the list of topics and response data. The number of correct responses and clicks can be cumulative over several rounds if the child plays more than one round. Clicking the share button produces options to send or save the document so the teacher has a record to access in the future.



Let's Count On Math™

Let'sCountOnMath.com



$$ax + by = c$$
$$dx + ey = f$$

Foundational Counting Skills

Test Game

You scored 19 out of 20

Start New Round

Student Results — Test Game — 2026-04-06, 8:50:58 PM

G: 1/1	P: 0/0	1. Which does not belong? (core classification)
G: 1/1	P: 0/0	2. How many? (Ten Frame)
G: 1/1	P: 0/0	3. How many? (dice face)
G: 1/2	P: 0/0	4. What position is A? (first, second, third, fourth)
G: 1/1	P: 0/0	5. Which group has more?
G: 0/2	P: 0/0	6. Which pattern is the same? (pattern blocks)
G: 1/1	P: 0/0	7. How many “blank”? (from two different item types)
G: 1/1	P: 0/0	8. Probability prediction language (certain, unlikely, likely, impossible)
G: 1/1	P: 0/0	9. Which pair does not make 5?
G: 1/1	P: 0/0	10. Which group has less?
G: 1/1	P: 0/0	11. Which does not belong? (geometry classification)
G: 1/1	P: 0/0	12. How many items altogether (total of 2 different item types)
G: 1/1	P: 0/0	13. How many? (pattern block shapes)
G: 1/1	P: 0/0	14. Which pair does not make 10?
G: 1/1	P: 0/0	15. Dimensional language (widest, narrowest, tallest, shortest)
G: 1/1	P: 0/0	16. Which group has the most?
G: 1/2	P: 6/7	17. How many more A than B? (difference between groups)
G: 1/1	P: 0/0	18. Which does not belong? (number sequences comparison)
G: 1/1	P: 0/0	19. What comes next? (pattern sequence prediction)
G: 1/1	P: 0/0	20. How many are A? (categorizing, then counting like items)

Key: G = Game P = Practice (# correct / # clicks) · Each question allows up to 2 clicks



Share Results