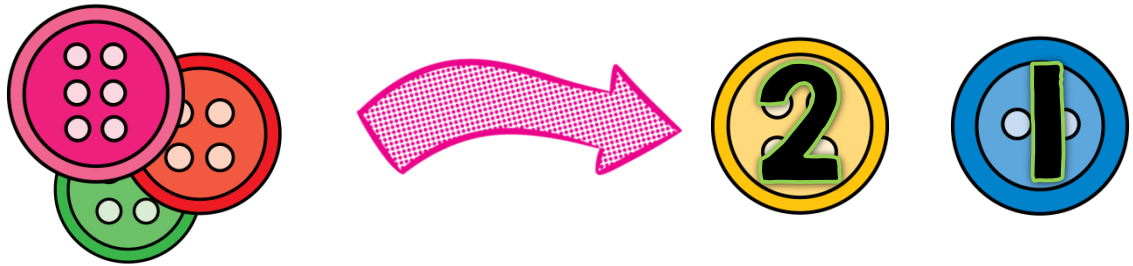


# Counting Strategies

•Count and scoot



•Count and touch



•Count and check



•Use a ten frame

