

ABSTRACT

This book was built from the qualitative study of action research design whose purpose was to apply activity workshops with structured and unstructured didactic material to achieve mathematical competence and solve quantity problems. The text has the purpose of contributing to improve the levels of learning achievements, taking into account the problem solving approach, developing mathematical logical reasoning, in classification and serialization activities, through questions, game situations and using didactic resources, adapted and recycled for learning, easy to prepare and low cost; being transcendental at present, to raise the educational quality, in commitment with one of the objectives of sustainable development, today more than ever, the responsibility that teachers have been fulfilling, of the low level of results of the learning, considering that they are the ones who play a very important role in the achievement of competences. That is why 20 learning situations were structured or planned, which were applied in the Sumita de los Uros Educational Institution in Puno. This text is made available to early childhood education students, teachers, and parents as reference and support material. From this, propose new work strategies for children.

KEYWORDS: Mathematics, Children, Problem solving, Competence, Didactic material, Teacher.