Interactive MATH

Curriculum Notebook

- Comprehensive
- Fun & Interactive
- 36-Week Program

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Interactive MATH Curriculum Notebook

Kindergarten

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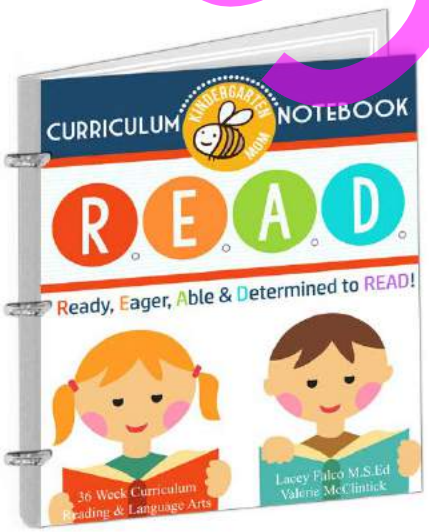
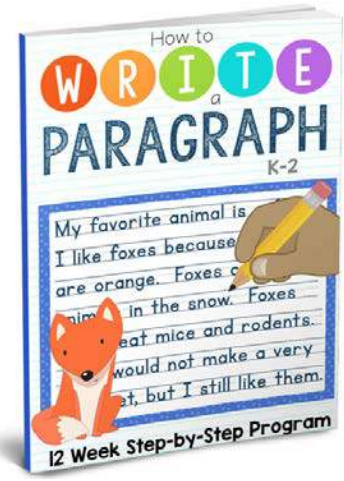




Weekly Schedule:

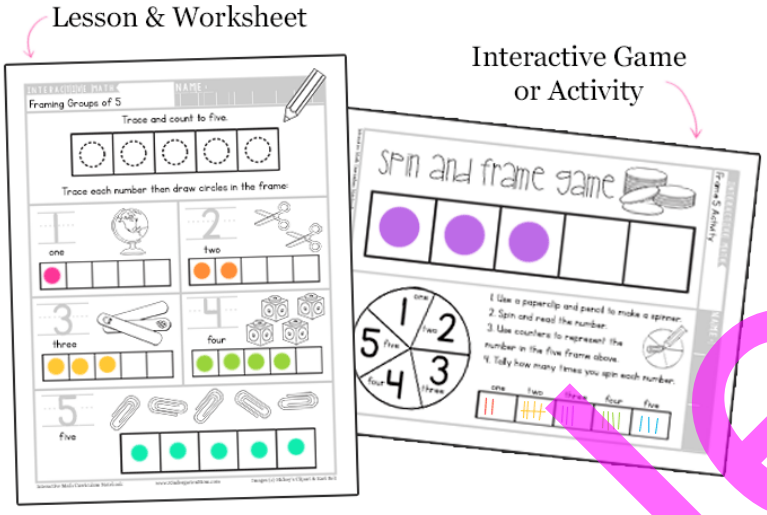
Monday	Tuesday	Wednesday	Thursday
Warm-Up Folder	Warm-Up Folder	Warm-Up Folder	Warm-Up Folder
Lesson Sheet	Lesson Sheet	Lesson Sheet	Lesson Sheet
Hands-on Activity	Hand- on Activity	Hands-on Activity	Hands-on Activity

*Indicates optional hands-on printables available in appendix.

Curriculum Overview:

Week:	Topic:				
1	Numbers 1-20				
2	Counting				
3	Number Names & One More				
4	Practical Math: Shapes				*
5	**Review Week 1**	Game 1	Game 2	Game 3	Game 4
6	Ordering Numbers				
7	Number Arrangements				*
8	Number Line Addition				*
9	Practical Math: Counting to 100, Counting by 10's				*
10	**Review Week 2**	Game 1	Game 2	Game 3	Game 4
11	Greater Than Less Than				
12	Greater Than Less Than & Number Words				
13	Addition				
14	Practical Math: 3D Shapes				*
15	**Review Week 3**	Game 1	Game 2	Game 3	Game 4
16	Counting by 5's				*
17	Addition Equations and Tally Marks				
18	Addition Word Problems & Making 10				
19	Practical Math: Calendar				*
20	**Review Week 4**	Game 1	Game 2	Game 3	Game 4
21	Subtraction				
22	Subtraction Word Problems & Number lines				
23	Subtraction Equations & Number Bonds				
24	Practical Math: Clocks				
25	**Review Week 5**	Game 1	Game 2	Game 3	Game 4
26	Decomposing & Tally Marks				
27	Place Value, Base 10, & Counting by 10's				*
28	Even & Odd, Count by 2's				*
29	Practical Math: Money				
30	**Review Week 6**	Game 1	Game 2	Game 3	Game 4
31	Sorting & Classifying				Game
32	Estimating				Game
33	Practical Math: Measurement				Game
34	Practical Math: Weight				Game
35	Bar Graphs & Pictographs				Game
36	Practical Math: Capacity				Game

General Setup:



Daily Lesson Worksheet

For each daily lesson, students receive an instructional worksheet covering a new concept or skill. Students follow simple instructions to complete the activity. As the week progresses, students build upon each specific skill with new and engaging activities. Each daily lesson is reinforced with a hands-on activity that prints on the back side of the page.

Daily Hands-on Activities

For each daily lesson, students complete a hands-on activity page or game to reinforce the new concept or skill. We've taken great care to make sure these games require minimal prep work and use supplies that you are likely to have on hand. Below we have a small list of suggested resources you'll want to keep on hand during the course of this curriculum. We've also listed optional resources and product recommendations, but please do not feel as though these are necessary for the curriculum.

Simple Supplies to keep on hand:	Optional Items to Purchase (Not Required)
• **Playdough** • **Q-Tips** • **Dice** • **Coins** • **Candy graphing** • **Bead and or nut sorting** • **Playing Cards** • **Money (Coins and Bills)** • **Bingo Daubers**	These items are not required to use the curriculum, but will provide additional hands on learning opportunities throughout the course. • **Peg Board & Rubber bands** • **Snap Cubes (Unifex)** • **Pan Balance Scale** • **Judy Clock**

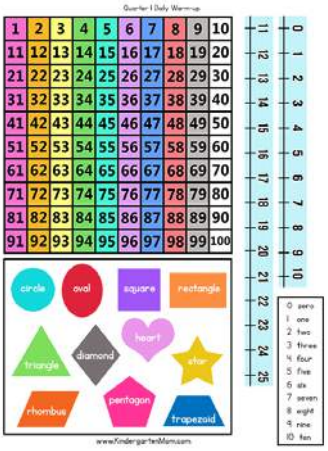
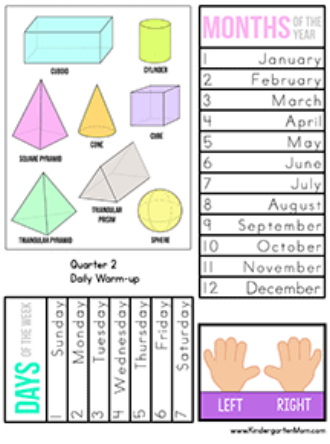
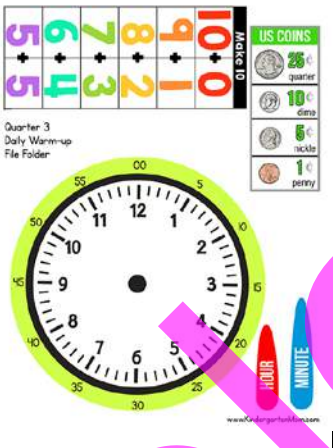
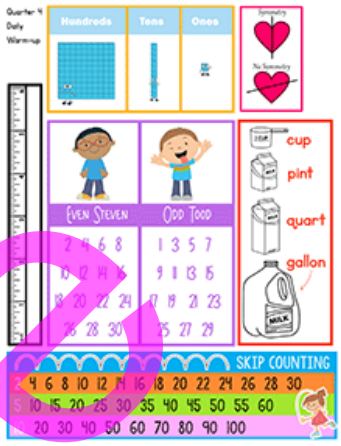
Daily Warm-Up Folder:

Purpose: Each day your student will review their daily warm up folder prior to starting any new lessons. This folder serves as a simple way to work on key math skills in small time chunks over the entire year. While we have teaching suggestions below, this is intended to be quick, unscripted time for you to connect with your student to cover key concepts.

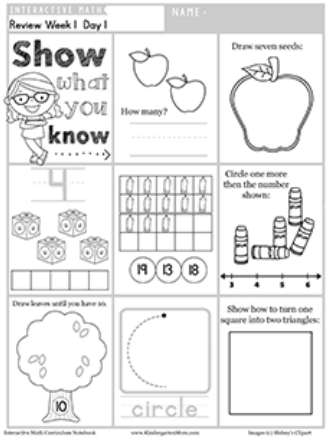
Assembly: We recommend using two manila file folders (glued together) to form a tri-folding folder. At the start of each quarter you will glue in the listed components so that your student has warm-up work that corresponds with what they are learning in their lessons. Use the suggested placement as depicted in the image above.

Use: Each morning set aside 5 minutes to review the key skills as outlined on the following page. These are intended to be quick touching points that will help build necessary math vocabulary and comprehension over the course of the school year. After your student is familiar with each item in their folder, ask them a few impromptu questions based on their ability level. Choose a couple of the suggested tasks in the following chart and give students a prompt to show you they can accomplish the task.

Sample Prompts for Daily Warm-up

Quarter 1 Weeks 1-9	Quarter 2 Weeks 10-18	Quarter 3 Weeks 19-27	Quarter 4 Weeks 28-36
			
Hundreds Board **Shapes** **Number Line** **Number Words**	**3D Solid Shapes** **Days of the Week** **Months of the Year** **Left & Right Hands**	**Number Bonds to 10** **US Coins** **Moveable Clock** (use a small brad to assemble)	**Skip Counting** **Place Value** **Symmetry** **Even & Odd** **Measurement**
Hundreds Board: Counting Forwards Counting Backwards Point and Say Number Place Value Skip Counting Roll to 100 Games Find a Number Find a Number +10 more	**3D Solid Shapes:** Shape Names Object in Room Hunt Sides, Faces, Corners **Left & Right:** Identification Touch First Finger on the Left Hand…..etc	**Clock:** Hour & Minute Hands Time to the Hour Time to the Half Hour Telling the Time Setting Clock to Match the Time	**Skip Counting:** Counting by 2's Counting by 5's Counting by 10's Early Multiplication ("What are 5 tens worth? Hop 5 times to find out.")
Shapes: Shape Names Number of Sides Number of Corners Shapes Around Me	**Days of the Week:** 7 Days Song Today Is….. What Day Comes After? What Day Comes Before?	**US Coins:** Coin Names Coin Values Coin Equalities	**Place Value:** Say & Write Numbers Build Numbers w/Blocks **Symmetry:** Shapes w/Symmetry
Number Line: Addition Problems Subtraction Problems **Number Words:** Verbal Spelling	**Months of the Year:** Months Song Month Numbers What Month Comes After? Holidays	**Number Bonds:** Addition Questions Subtraction Questions	**Even & Odd:** Recitation Hundreds Board **Measurement:** Ruler to Measure Capacity

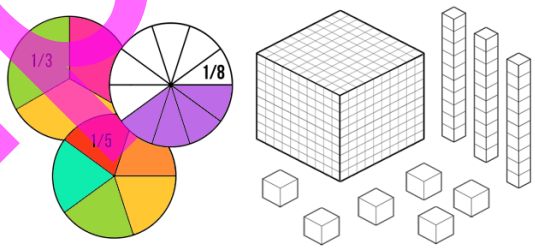
Review Weeks:



Review weeks cycle every five weeks and provide students with the opportunity to demonstrate mastery of concepts learned during the previous four weeks. For each day during a review week we provide "Show What You Know" worksheets alongside a suggested game or link for students to visit. The suggested games and activities are intended to reinforce and build upon that month's skills. All links are provided in the Curriculum Overview (page 2) and are clickable from your web browser.

Please note that the game links will take you to a variety of different websites as they are available free online. While we've diligently chosen kid-friendly websites, we are not in control of the content published and things could change from our point of publishing till the time you click on the link. To plan for this we've included multiple game suggestions for each week. Please contact us with any problems that arise.

Additional Printable Materials (Appendix)



The appendix of this curriculum includes many printable math manipulatives you can use to reinforce key math concepts covered over the year. It is recommended that you print these resources on cardstock or laminate them for durability.

Each manipulative set is referenced by the corresponding week in the curriculum, however we suggest using these any time over the course of this program for review.

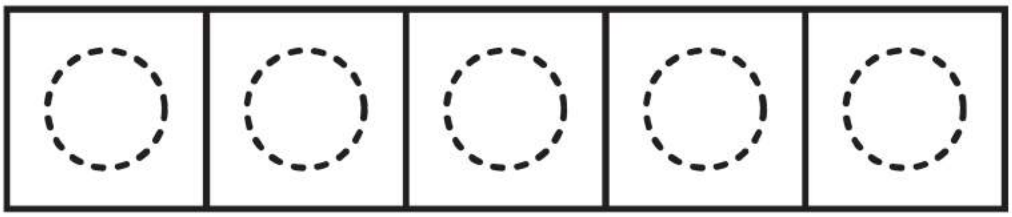
Manipulatives	Corresponding Lessons
Blank Shape Templates	Week 4
Tangrams	Week 4
Printable Dominos	Week 6
Addition Flashcards	Week 8+
Blank Skip Counting Worksheets	Weeks 9, 16, 28
3D Nets	Week 14
Calendar (Calendar is taught in Week 19, however you can start the calendar at the start of the year if you like)	Week 19
Base 10	Week 27
Fraction Circles & Bar Fractions	Optional Practice

INTERACTIVE MATH

NAME :

Framing Groups of 5

Trace and count to five.



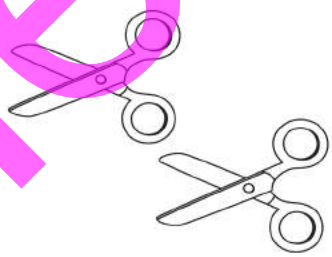
Trace each number then draw circles in the frame:

1

one

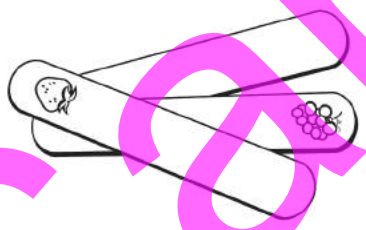
2

two



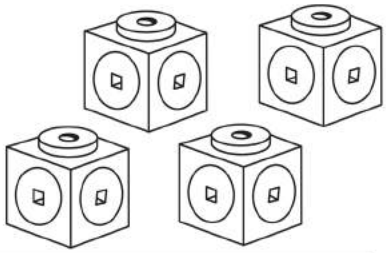
3

three



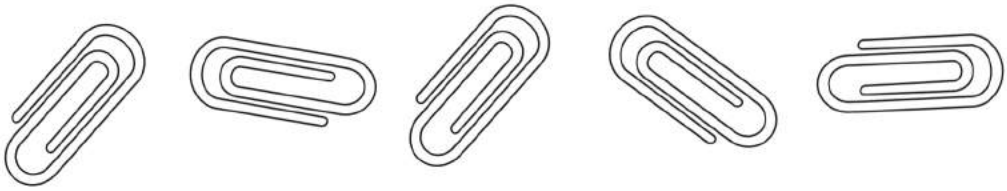
4

four



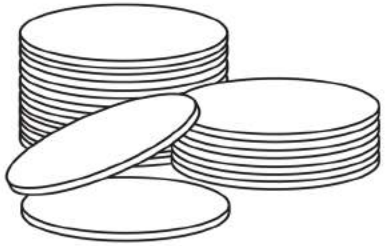
5

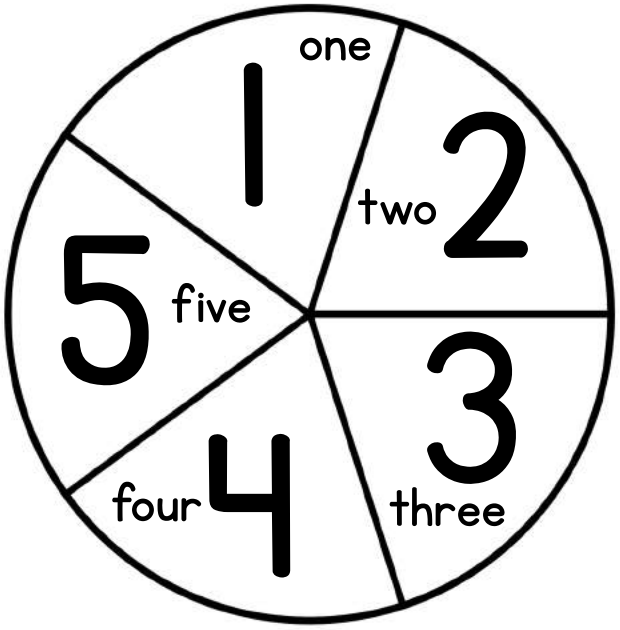
five



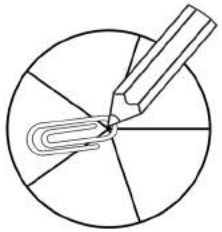
NAME :

spin and frame game





1. Use a paperclip and pencil to make a spinner.
2. Spin and read the number.
3. Use counters to represent the number in the five frame above.
4. Tally how many times you spin each number.

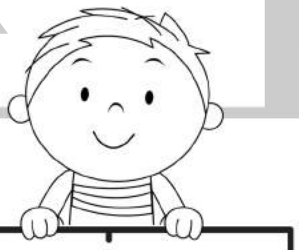


one	two	three	four	five

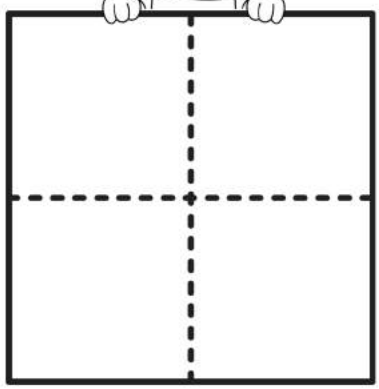
INTERACTIVE MATH

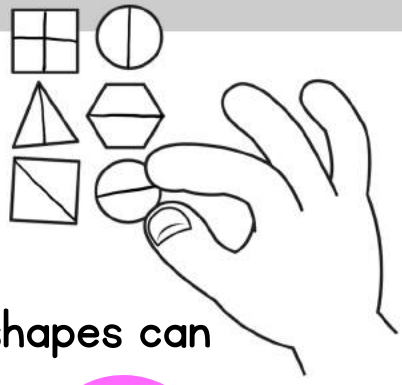
NAME :

Shapes in Shapes



Shapes can be divided into smaller shapes.

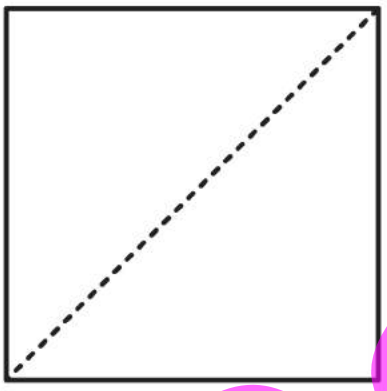




Smaller shapes can be arranged into new, bigger shapes.

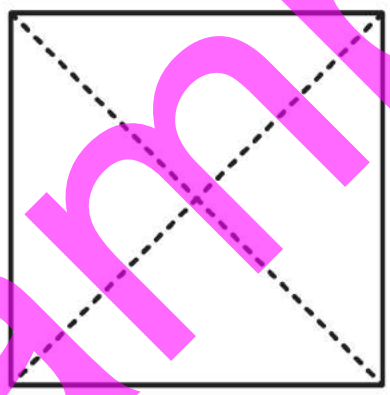
Trace each line to divide the shapes. Color the smaller shapes.

1 square =



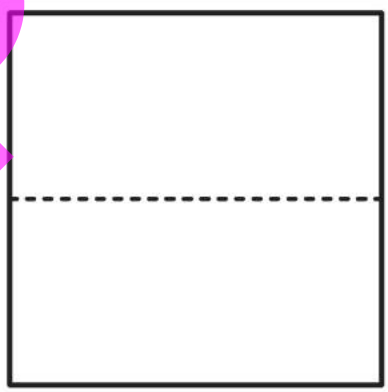
2 triangles

1 square =



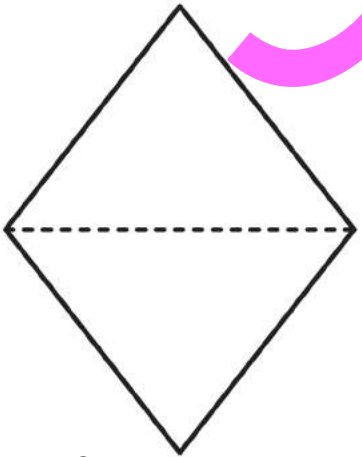
4 triangles

1 square =



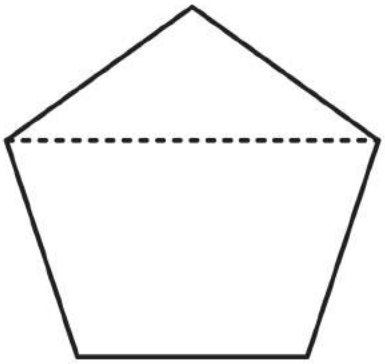
2 rectangles

1 diamond =



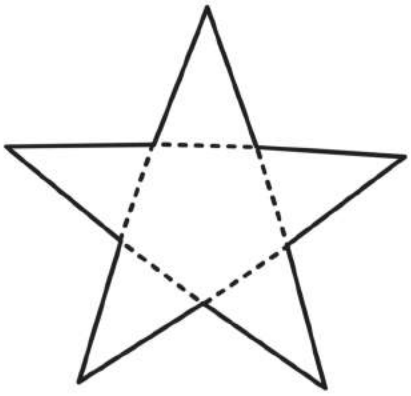
2 triangles

1 pentagon =



1 triangle
1 trapezoid

1 star =

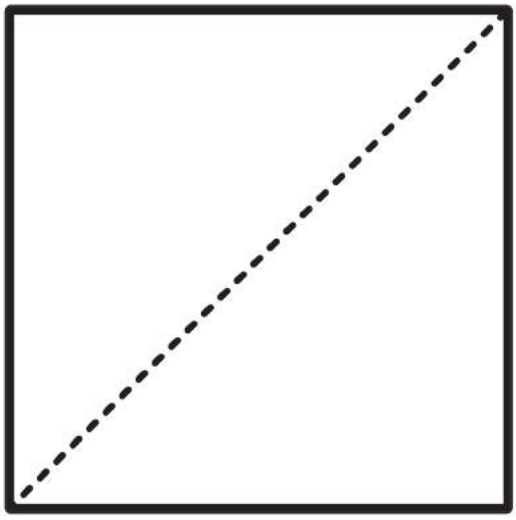


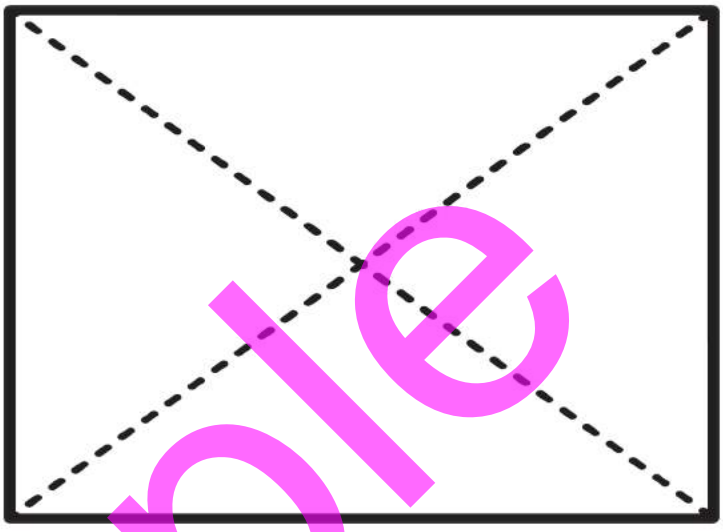
1 pentagon
5 triangles

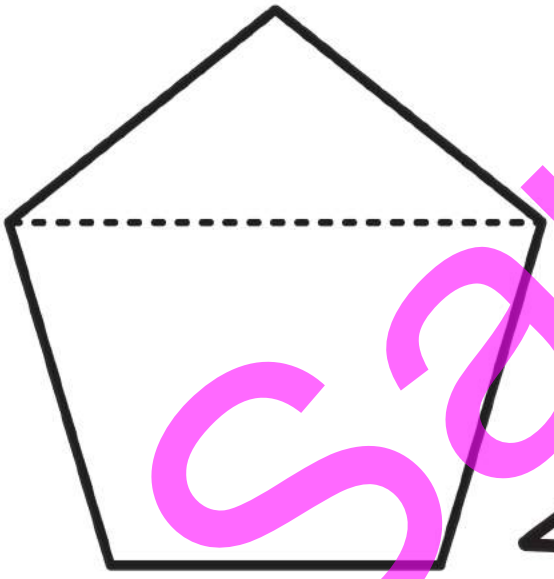
NAME :

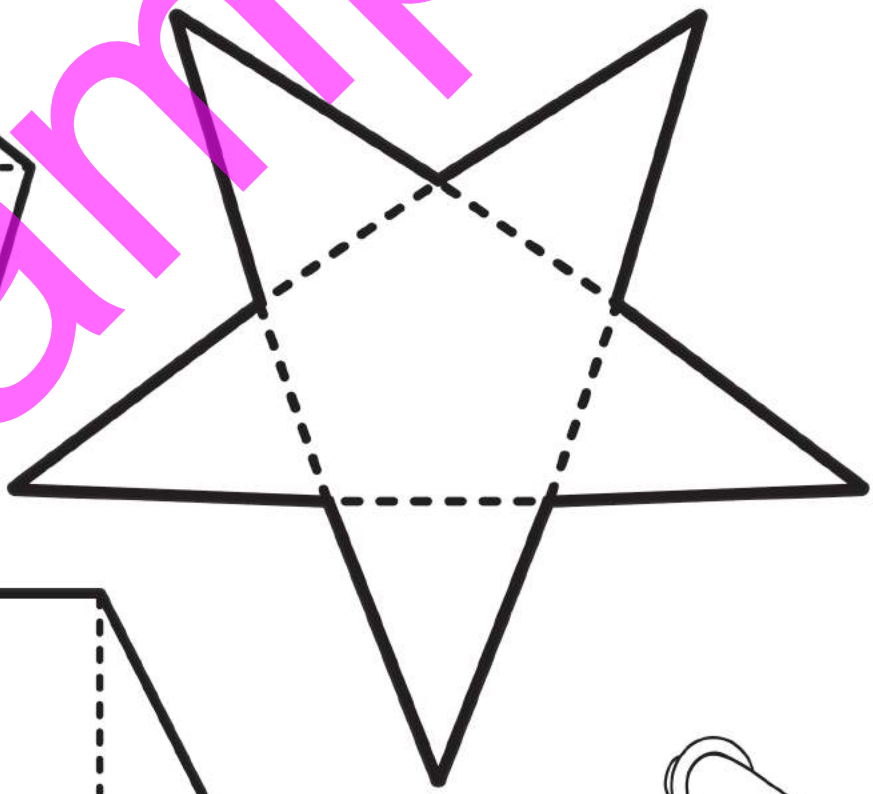
Shapes Make Shapes

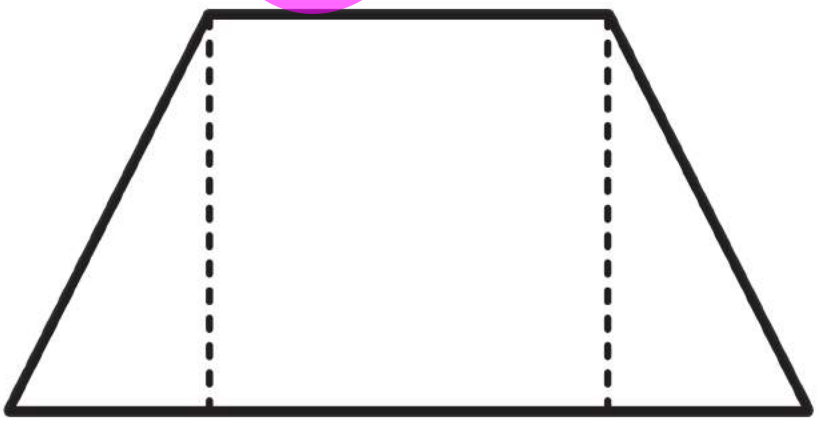
Name each shape and the shapes inside. Color each inside shape a different color. Cut out your shapes and reassemble. Try to make new shapes with your set.

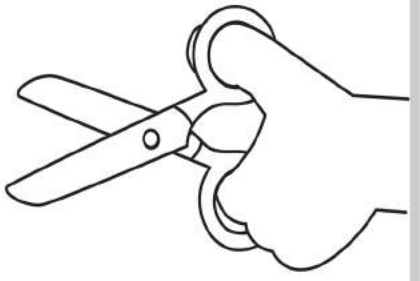










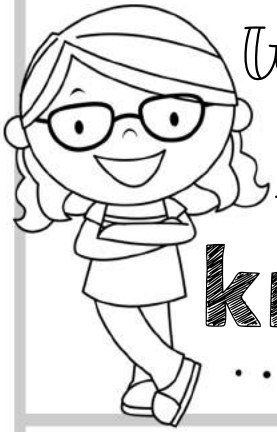


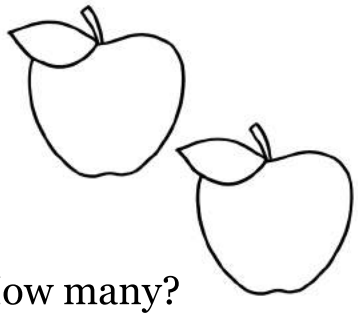
INTERACTIVE MATH

NAME :

Review Week 1 Day 1

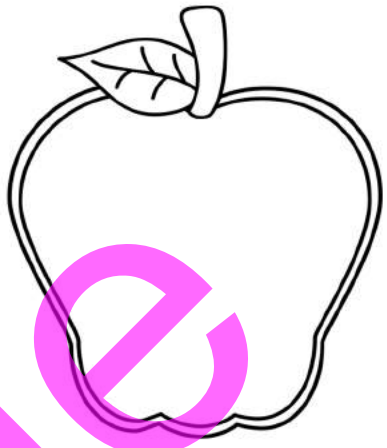
Show what you know

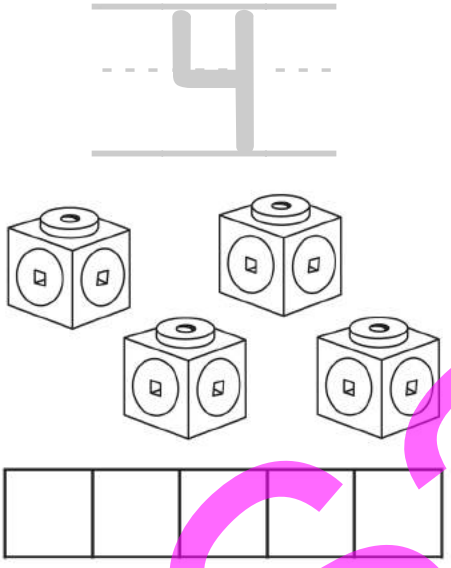


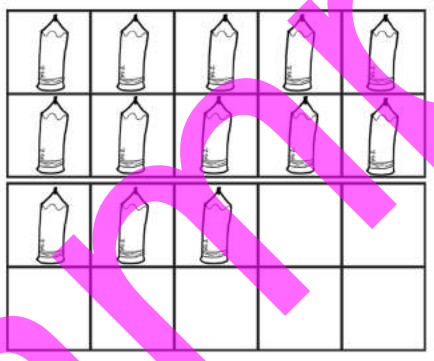


How many?

Draw seven seeds:

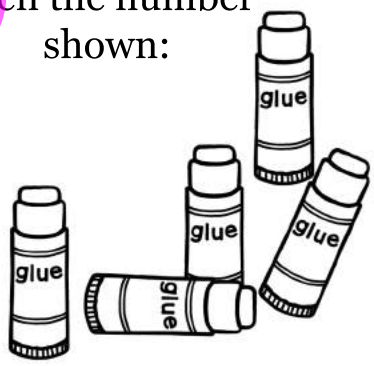




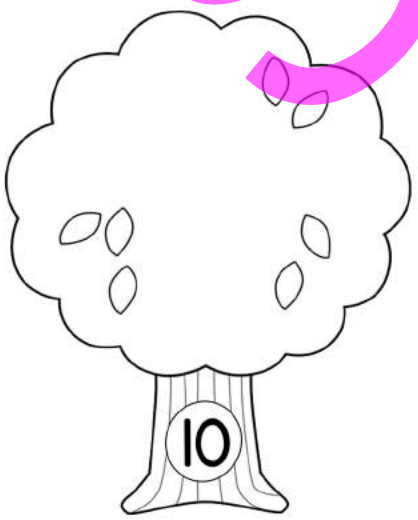


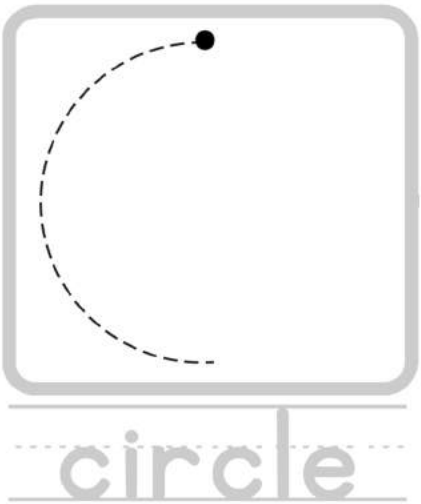
19 13 18

Circle one more then the number shown:

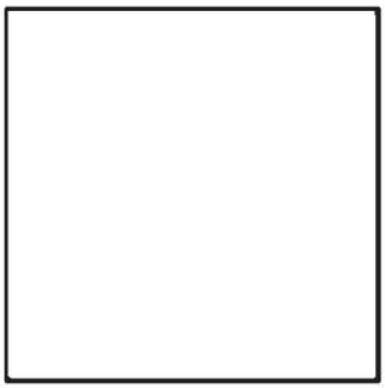


Draw leaves until you have 10.





Show how to turn one square into two triangles:



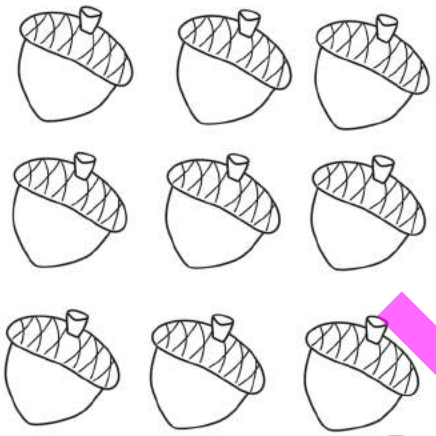
INTERACTIVE MATH

NAME :

Review Week 1 Day 4

Show what you know

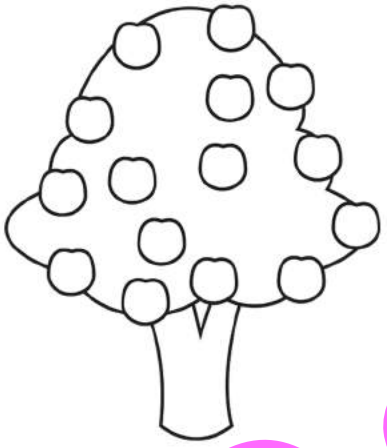
Color eight acorns:



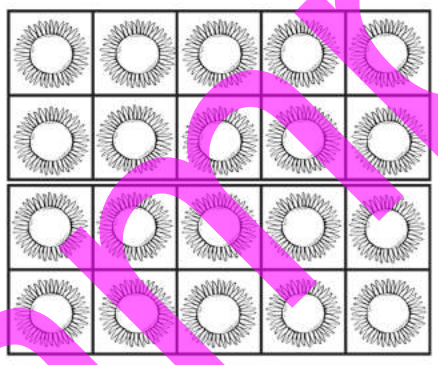
Write numbers 1-6:

1 2 3

4 5 6



13 16 15



19 12 20

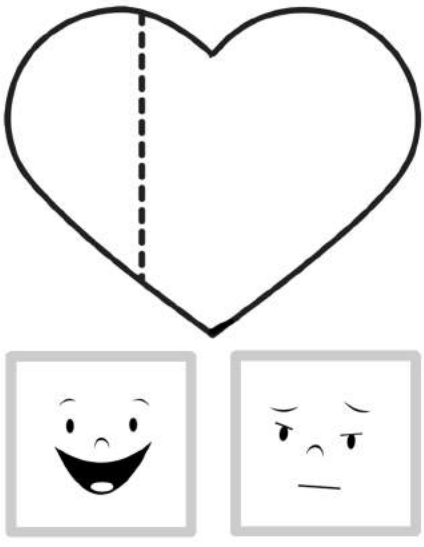
Write your phone number:

five 8

six 7

seven 6

eight 5



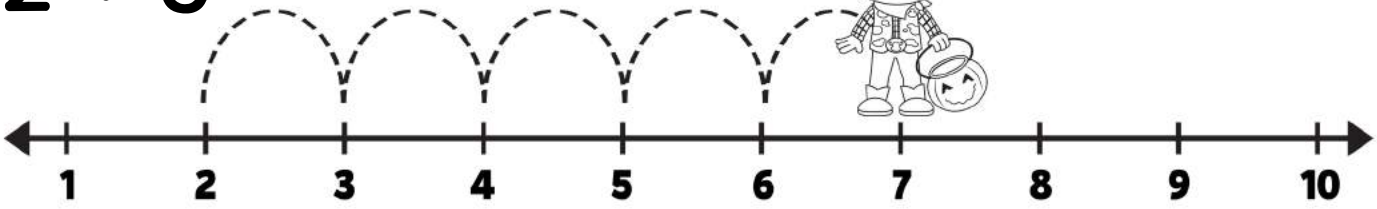
Show how to turn one square into four triangles:

INTERACTIVE MATH

NAME :

Trick or Treat

2 + 5



Start at 2. Hop 5 times. The answer is the number you land on. 2 + 5 = 7

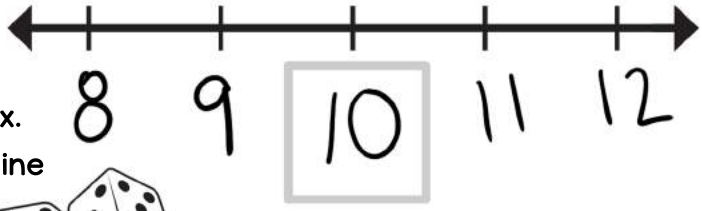
2 + 2 =	4 + 2 =
6 + 2 =	8 + 2 =
4 + 3 =	2 + 3 =
5 + 4 =	5 + 5 =
1 + 8 =	2 + 4 =
7 + 2 =	5 + 3 =
3 + 5 =	2 + 7 =

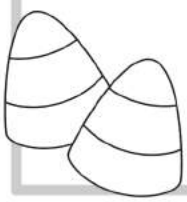
INTERACTIVE MATH

NAME :

Roll and Write Number Line

Roll and add two dice.
Write your number in the box.
Finish filling out the number line



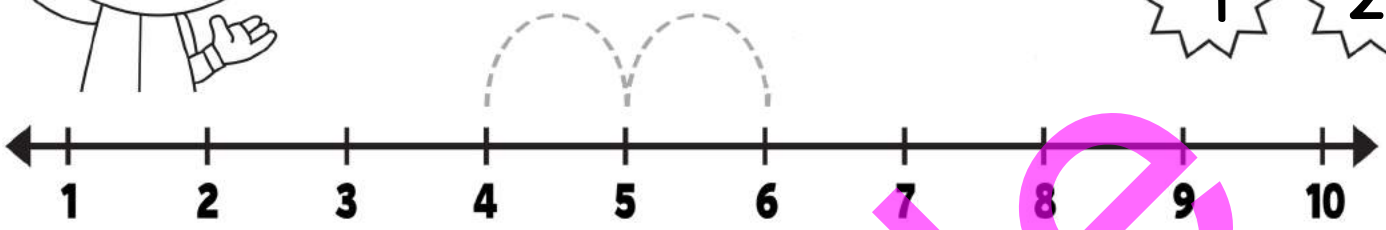


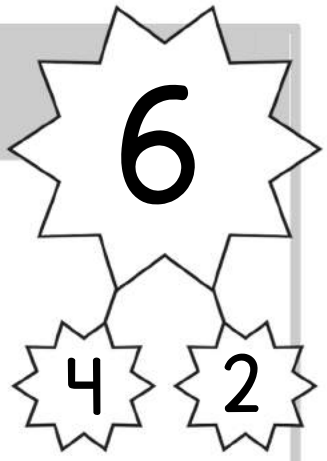
INTERACTIVE MATH

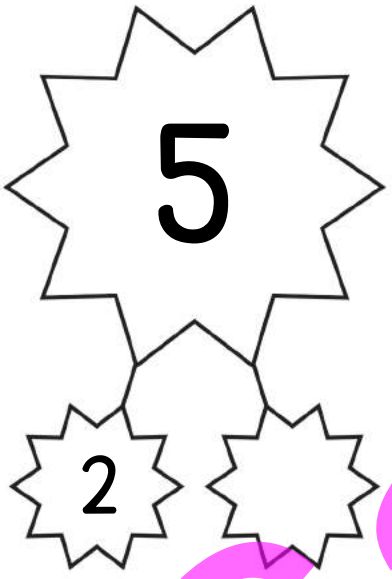
NAME :

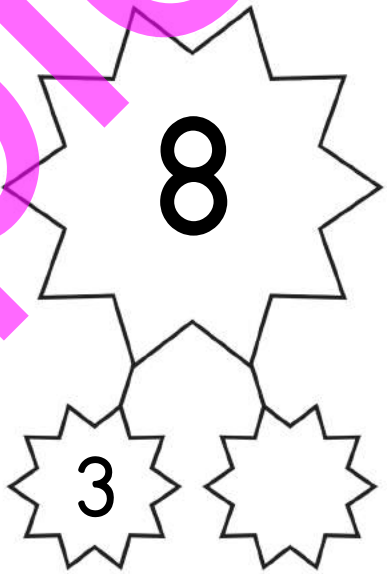
Number Line Bonds

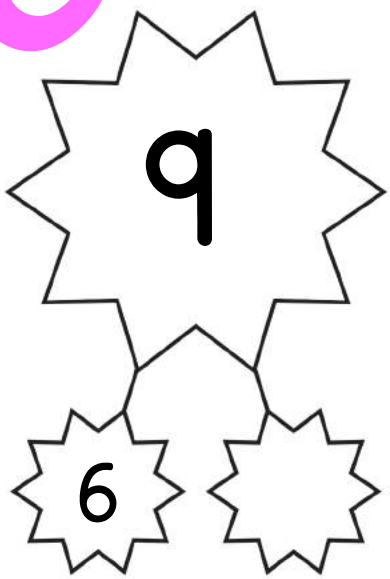
4 + ? = 6

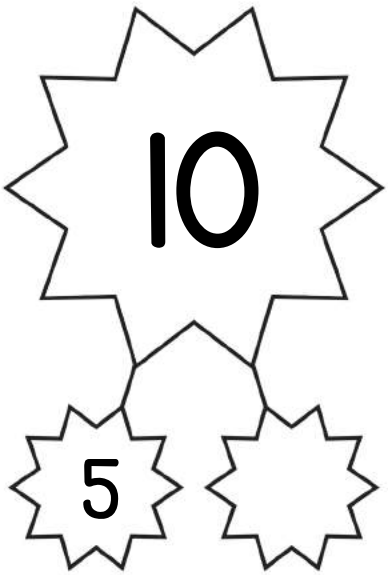








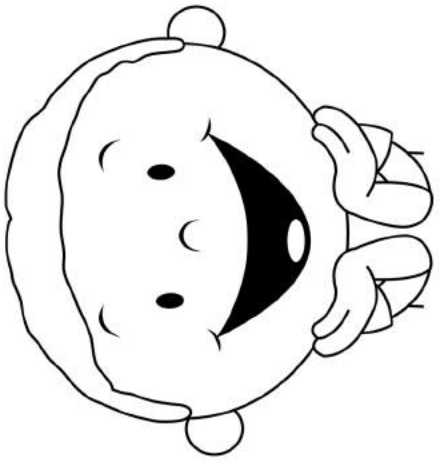




NAME :

Number Line WAR!

Number Line WAR

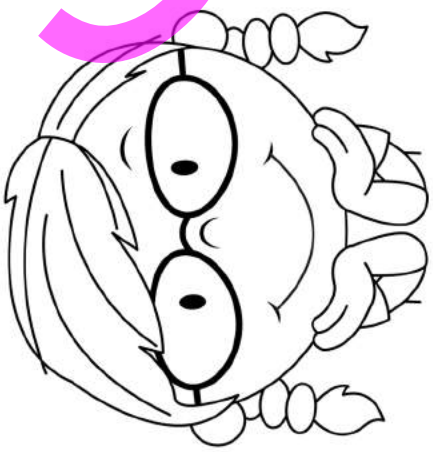


Materials: 22 counters 2 dice

Each player places their counters on the number line.

Players take turn rolling the dice, adding them up and then taking that counter off their opponents board.

The first player to remove all of the other players counters wins.



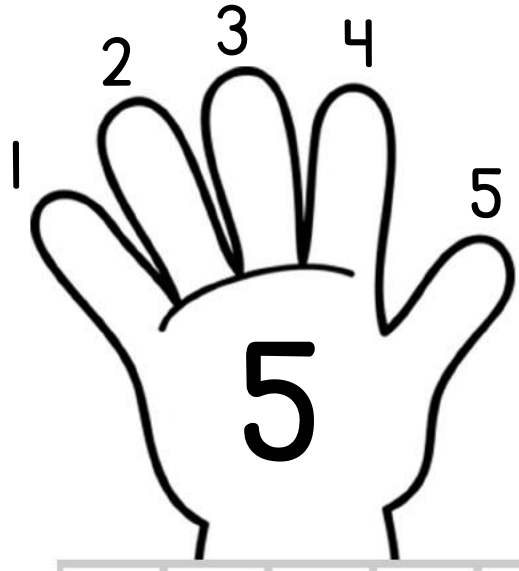
	2	
	3	
	4	
	5	
	6	
	7	
	8	
	9	
	10	
	11	
	12	

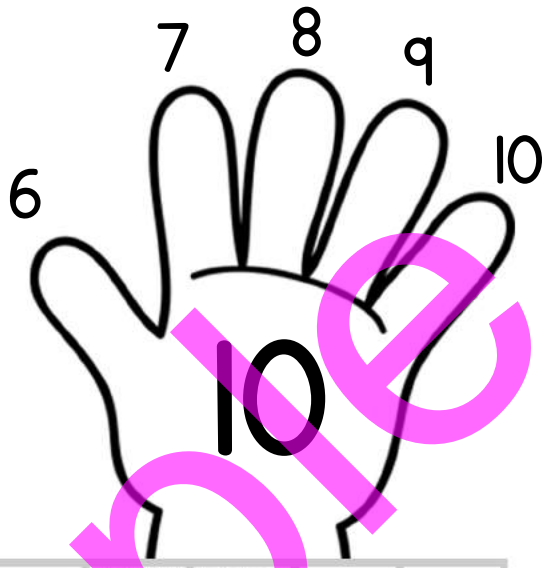
INTERACTIVE MATH

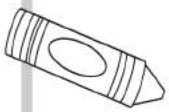
NAME :

Counting by 5's

Counting by 5's is a fast way to count. Practice counting by 5's on you hundreds board.







Color the numbers you land on when counting by 5's.

Look at the pattern you make when you count by 5's.

1	2	3	4	5	6	7	8	9	10
11	12	13	14	15	16	17	18	19	20
21	22	23	24	25	26	27	28	29	30
31	32	33	34	35	36	37	38	39	40
41	42	43	44	45	46	47	48	49	50
51	52	53	54	55	56	57	58	59	60
61	62	63	64	65	66	67	68	69	70
71	72	73	74	75	76	77	78	79	80
81	82	83	84	85	86	87	88	89	90
91	92	93	94	95	96	97	98	99	100

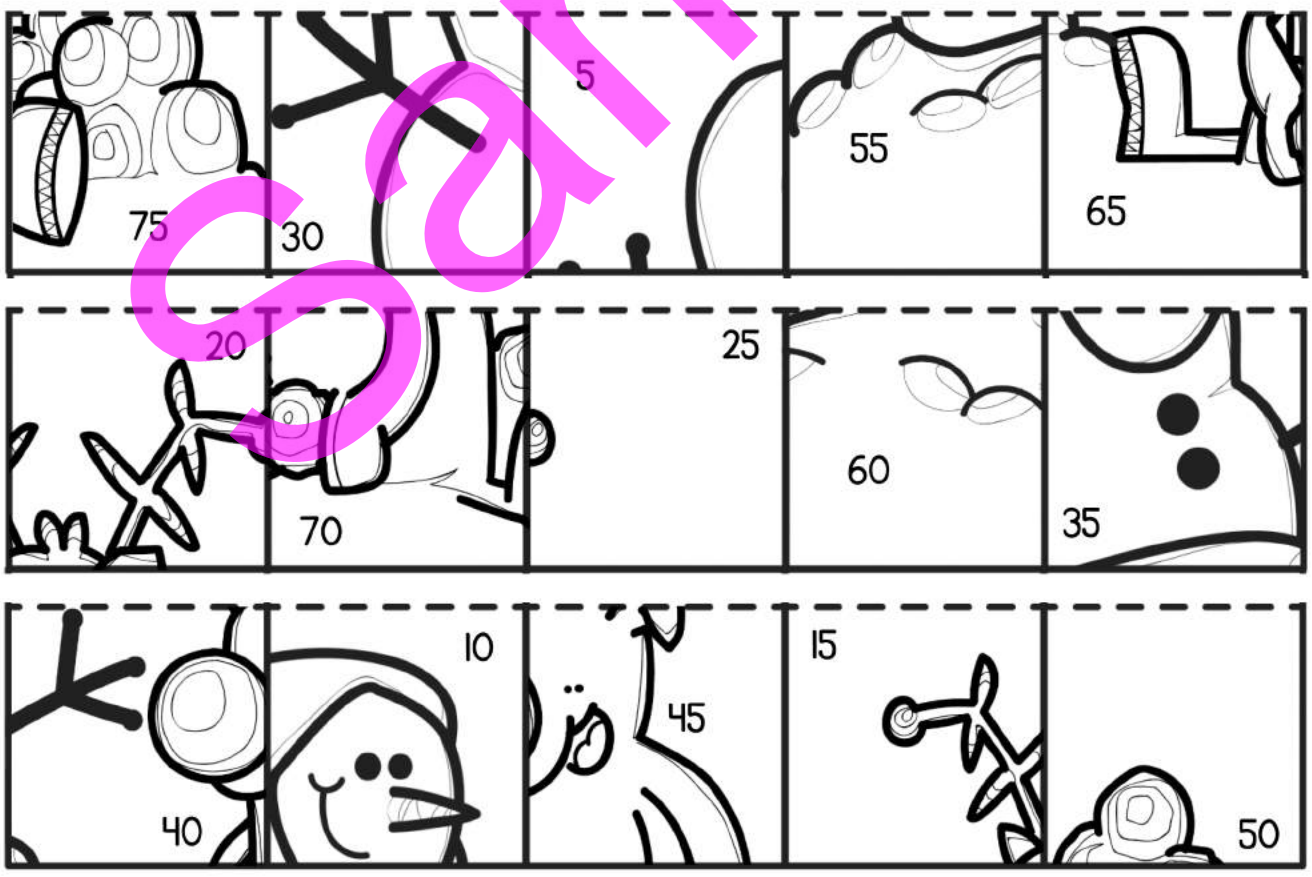
Use your finger to hop back and forth to each number as you count.

NAME :

Mystery Picture Cut & Paste

5				

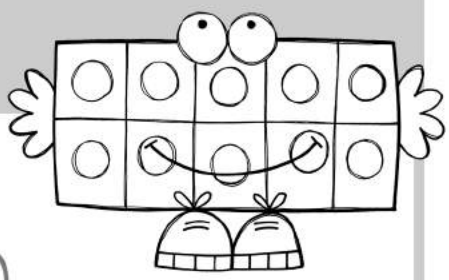
Cut out the number squares. Paste them in order above to reveal the picture.



INTERACTIVE MATH

NAME :

Addition Word Problems



Solve the word problems by looking for tens:

7+3=10

John found 7 pennies. Later, John found 4 more pennies. Then Sally gave John 3 pennies. How many pennies did John find in all?

7+3=10 10+4=14

Sam ate 6 grapes off one bunch and 5 grapes off another. Then, she ate 4 more grapes. How many grapes did Sam eat in all?

Georgina drew 3 cats and 5 dogs on her paper. Then, she drew 5 chickens. How many animals did she draw in all?

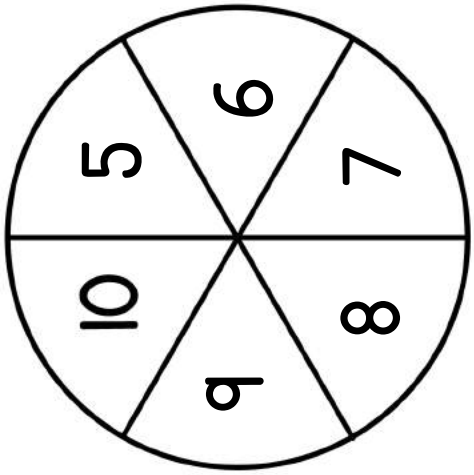
Ruth found 8 pencils in her desk and 2 pencils in her backpack. Later she found 3 pencils in the kitchen. How many pencils did she find in all?

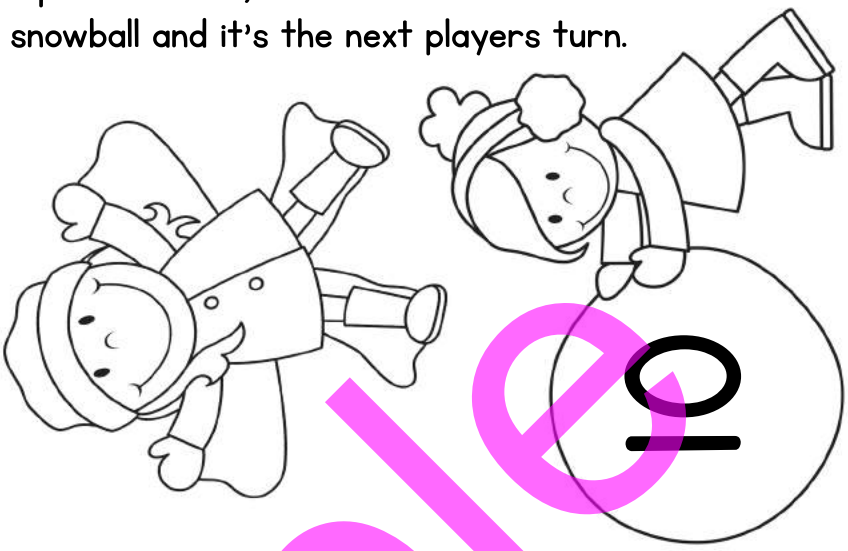
Gunner made 7 baskets in his first game and 6 baskets in his second. Then, he made 3 baskets in his third game. How many baskets did he make in all?

NAME :

Spin to 10

Use a paperclip to make a spinner. Spin a number, then find a number on a snowball you can use to make 10. Color the snowball and it's the next players turn. Get four in a row to win.





Spin & Color Snowballs

0	1	2	3	4	5	0
1	2	3	4	5	0	1
2	3	4	5	0	1	2
3	4	5	0	1	2	3
4	5	0	1	2	3	4
5	0	1	2	3	4	5
0	1	2	3	4	5	0

INTERACTIVE MATH

NAME :

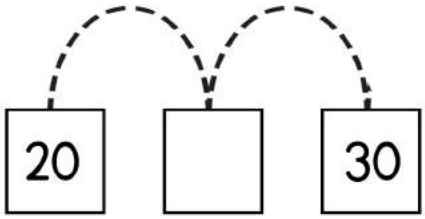
Review Week 4 Day 2

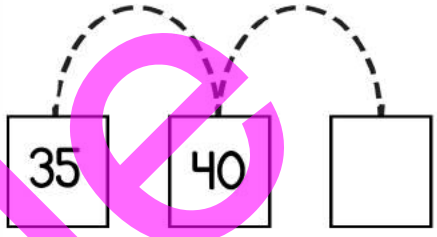
Show what you know

11 12 13 14

16 17 18 19

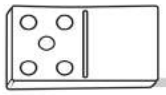
21 22 23 24

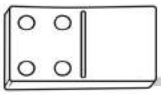


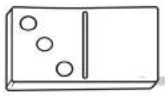


Draw in dots to make 9.

Write the addition sentence:







Show the numbers using tally marks:

9 _____

4 _____

13 _____

John found 5 pennies. Later, John found 4 more pennies. How many pennies did John find in all?

_____

Linn ate 3 green grapes. Then, she ate 6 red grapes. How many grapes did Linn eat in all?

_____

Recite and circle the weekends

Sunday
Monday
Tuesday
Wednesday
Thursday
Friday
Saturday

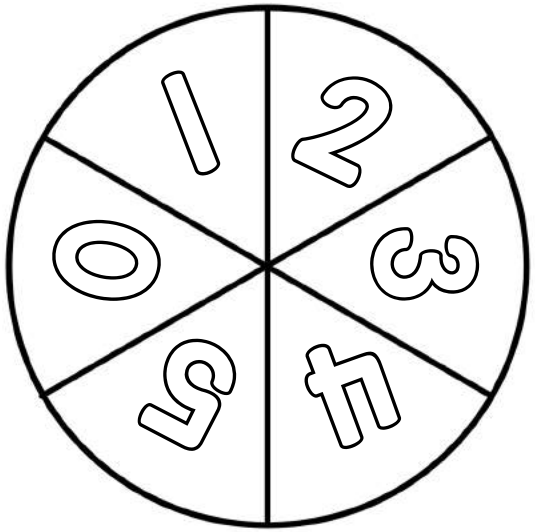
Monday

Thursday

NAME :

Bump n' Jump

Cut out and assemble the number line. Use coins or small counters for playing pieces. Start at 20, then take turns spinning and subtracting your way down the numberline. If you land on someone else, you BUMP them back to 20.
The first one to reach 1 is the winner. Tip: Encourage children to verbalize the math as they go, "17 minus 2 equals 15."

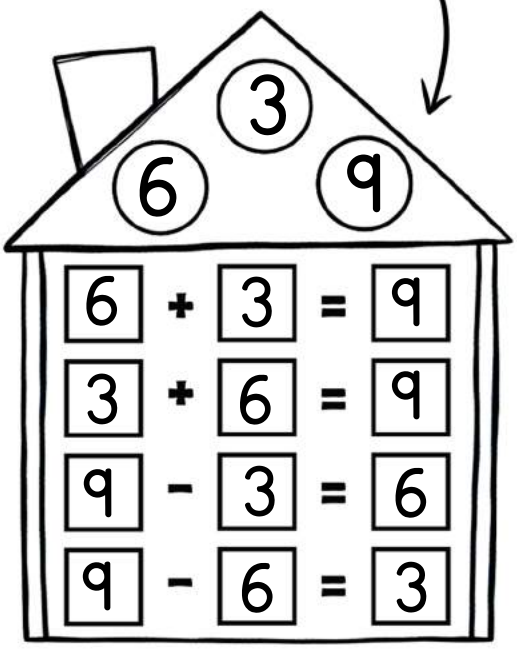


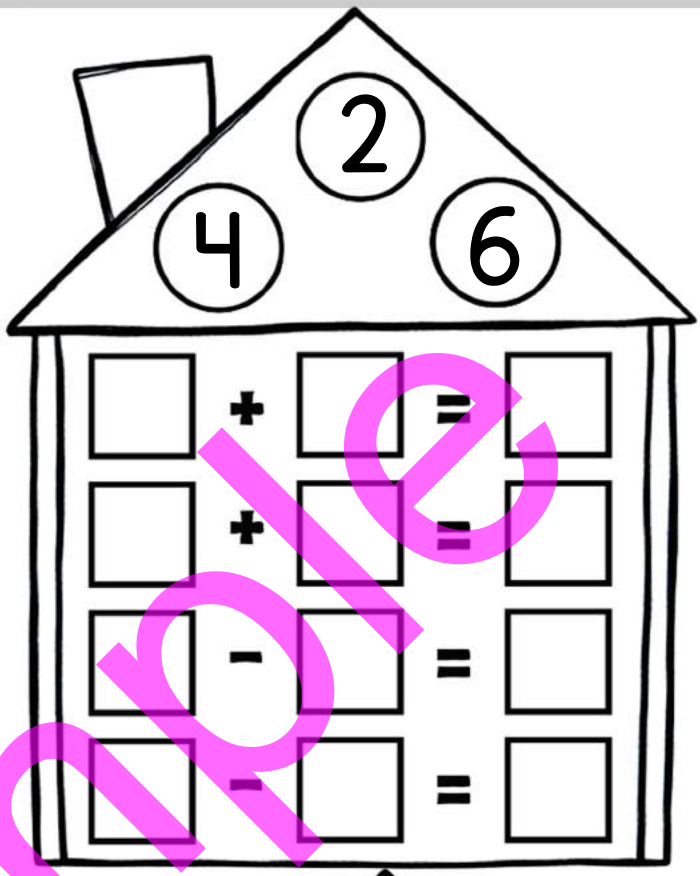
BUMP 'N JUMP

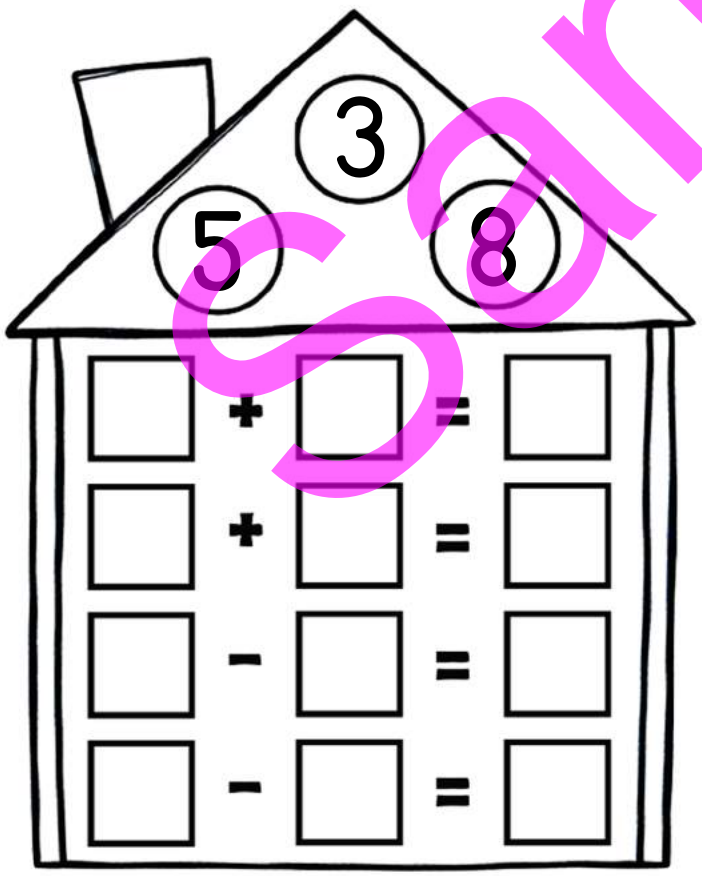
NAME :

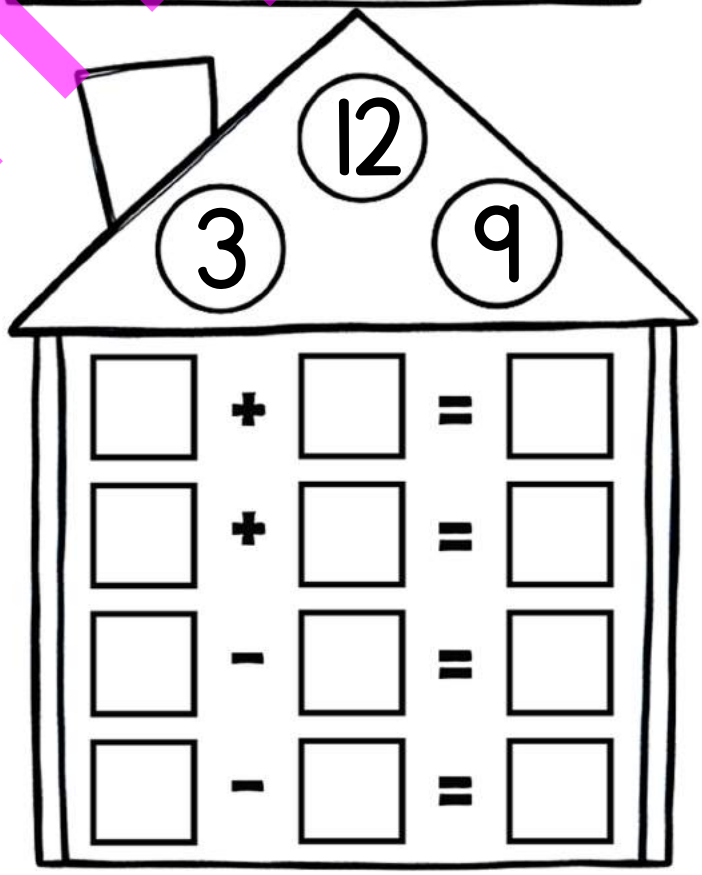
Fact Familes

Three numbers can make a fact family. Use the numbers to make addition and subtraction sentences.







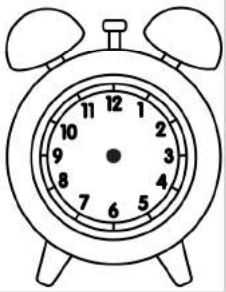


INTERACTIVE MATH

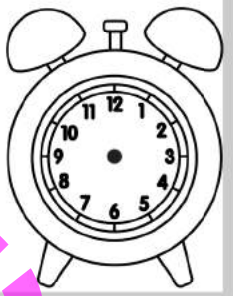
Time to the Hour: Schedule

NAME :

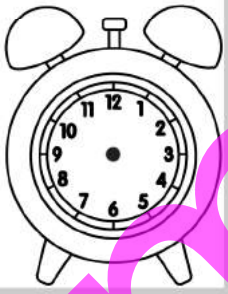
I wake up at:



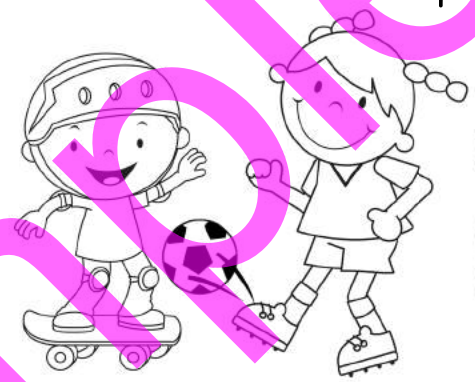
I eat lunch at:

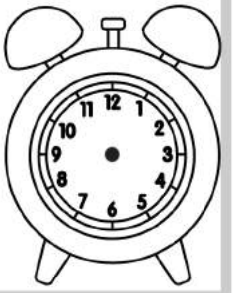


I eat breakfast at:

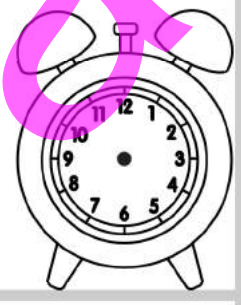


I have playtime at:

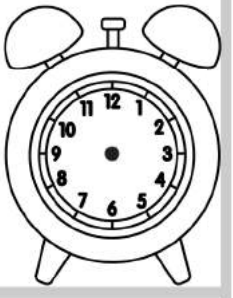




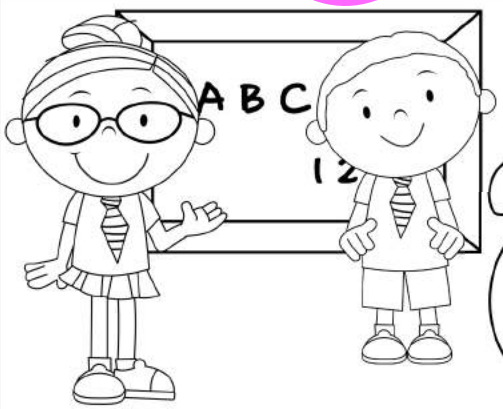
I get dressed at:

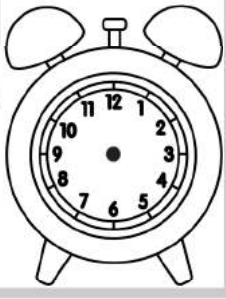


I brush my teeth at:

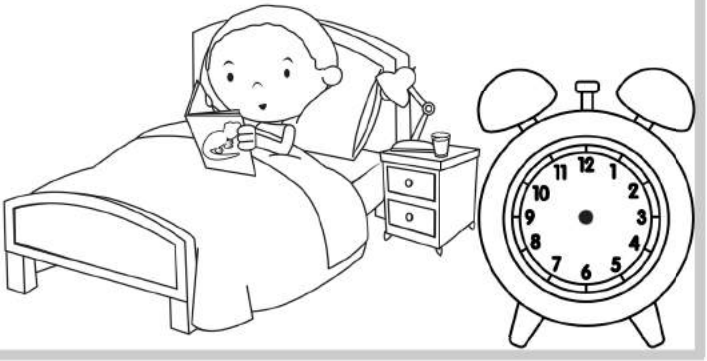


I begin school at:





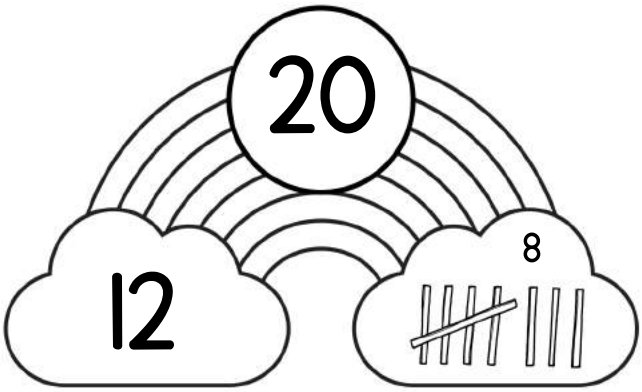
I go to bed at:

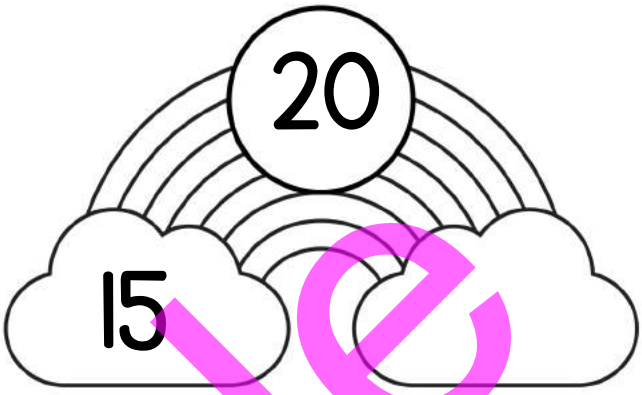


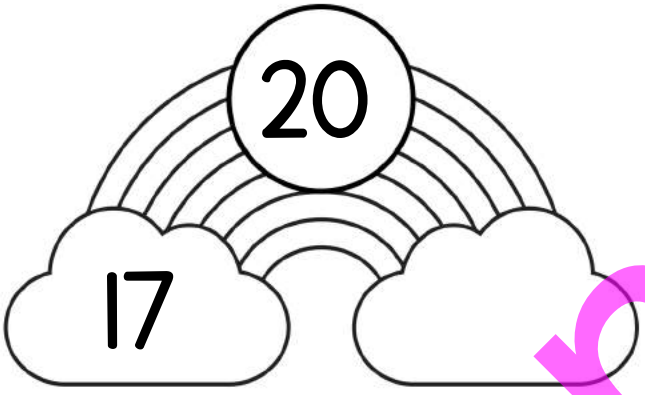
NAME :

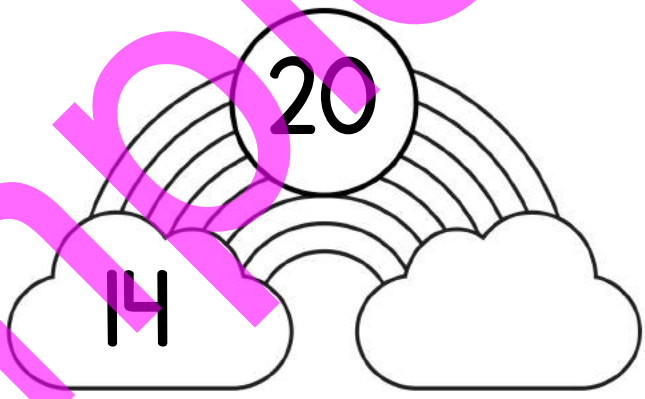
Missing Parts

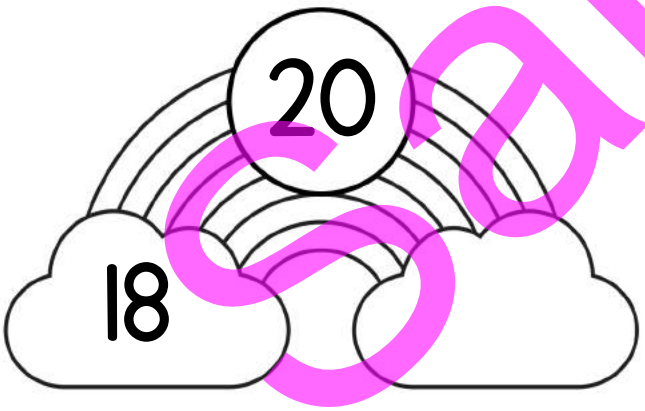
Count on by using tally marks to find the missing part.

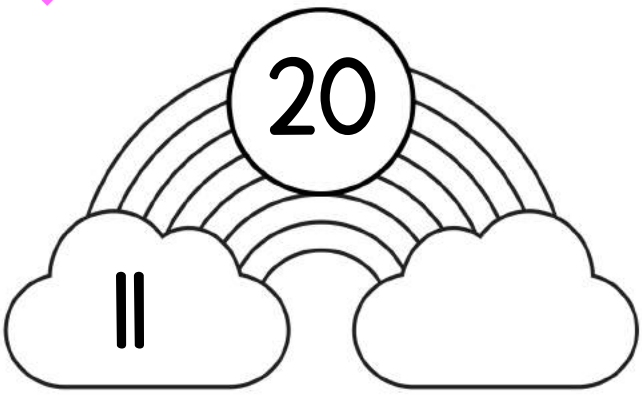


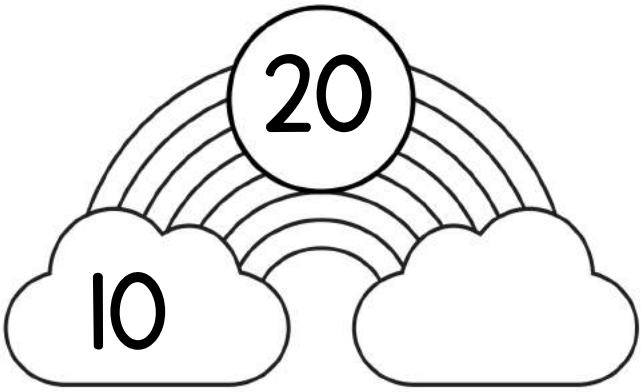


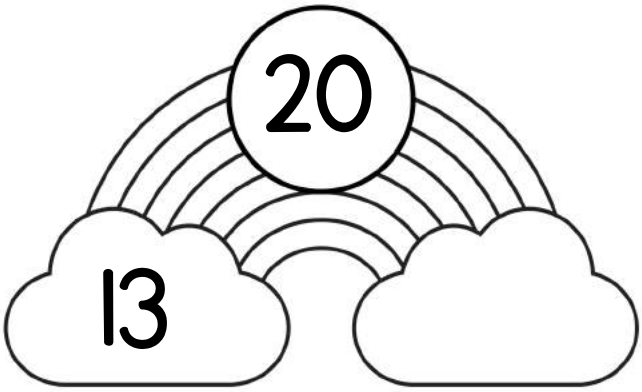












INTERACTIVE MATH

NAME :

Heads or Tails?

Place 20 pennies inside a cup. Shake them up and spill them onto the table.
Count and tally how many came up heads and how many came up tails.

Roll 1		
Roll 2		
Roll 3		
Roll 4		
Roll 5		

INTERACTIVE MATH

NAME :

Count & Write to 100

Count by 2's as you write in the missing numbers.

Go all the way to 100.

Do you see any number patterns?

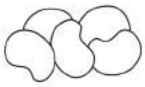
1		3		5		7		9	
11		13		15		17		19	
21		23		25		27		29	
31		33		35		37		39	
41		43		45		47		49	
51		53		55		57		59	
61		63		65		67		69	
71		73		75		77		79	
81		83		85		87		89	
91		93		95		97		99	

INTERACTIVE MATH

NAME :

Visual Estimations

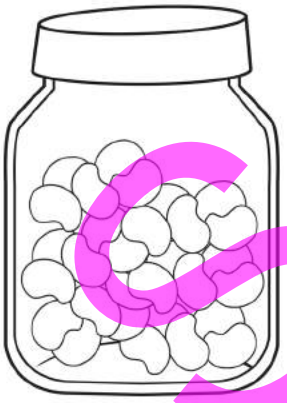
This is five jelly beans:



Use the sample to estimate how many beans are in each jar.

My Estimate:

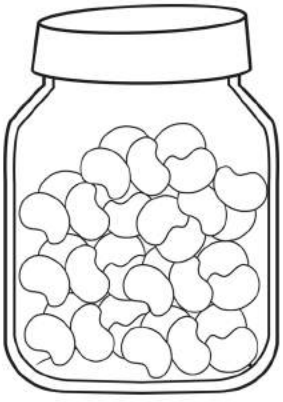
My Estimate:



My Estimate:

My Estimate:

My Estimate:



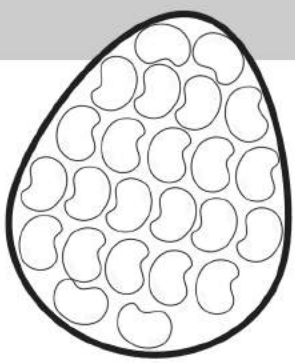
My Estimate:

INTERACTIVE MATH

NAME :

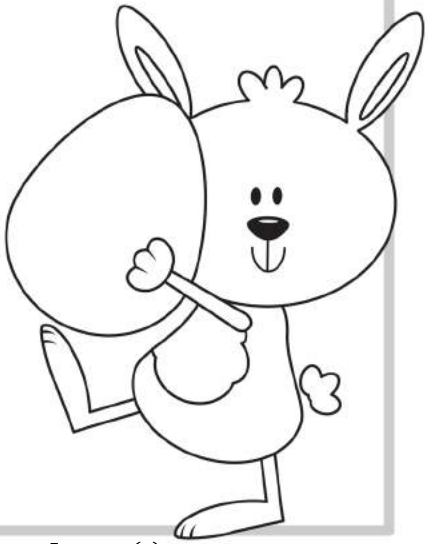
Estimating Size

Estimate then use jellybeans, noodles, beans, or dry cereal to fill up the Easter Egg. Experiment with different items.



I estimate that it will take _____ to fill up my Easter egg.

It actually took _____ to fill it up.

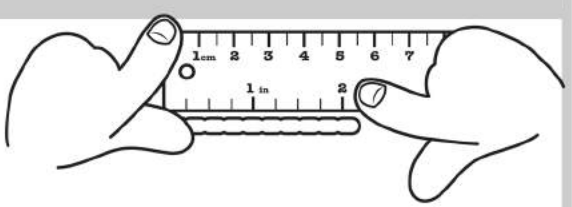


INTERACTIVE MATH

NAME :

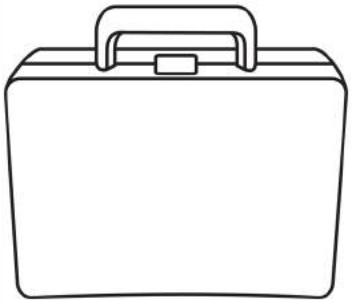
Measurement Inches

INCHES AROUND THE HOUSE



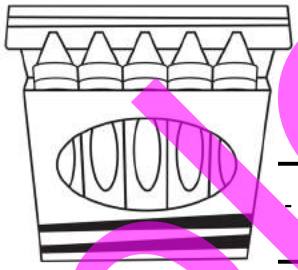
Use your ruler to measure items around the house or classroom. Carefully measure edge to edge.

Remember to line up the edge of the item with the edge of the ruler OR on zero.



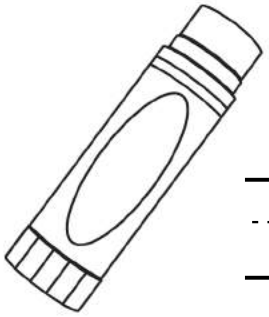
_____

_____ inches



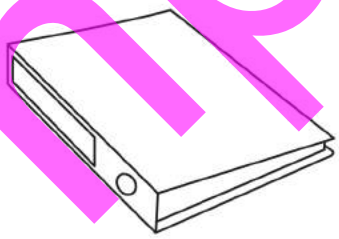
_____

_____ inches



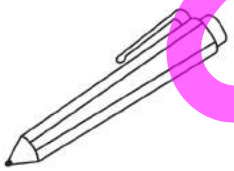
_____

_____ inches



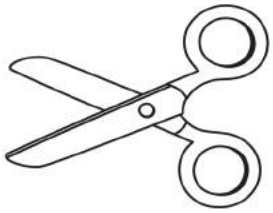
_____

_____ inches



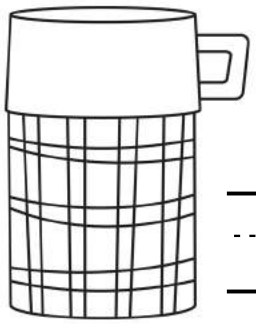
_____

_____ inches



_____

_____ inches



_____

_____ inches

_____

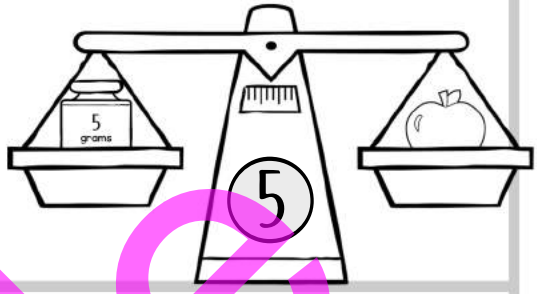
_____ inches

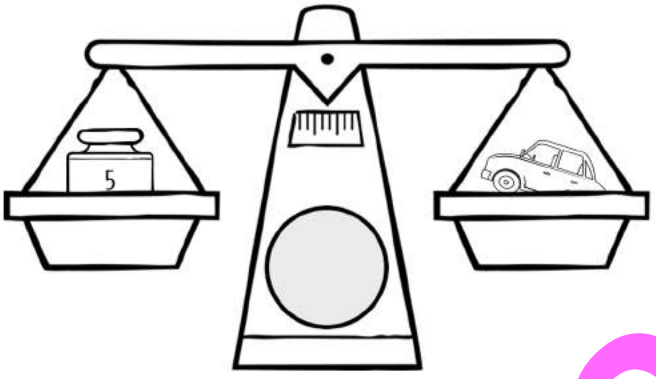
INTERACTIVE MATH

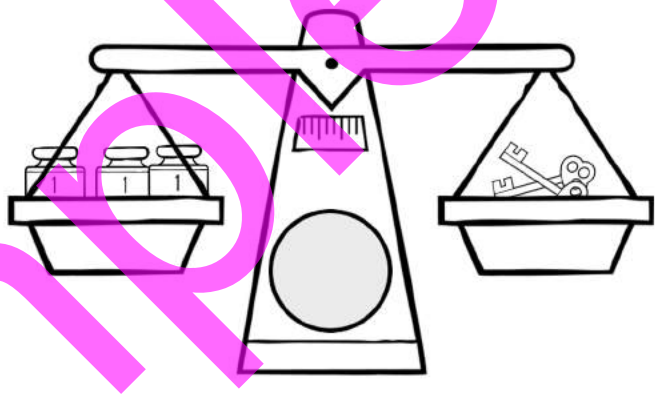
NAME :

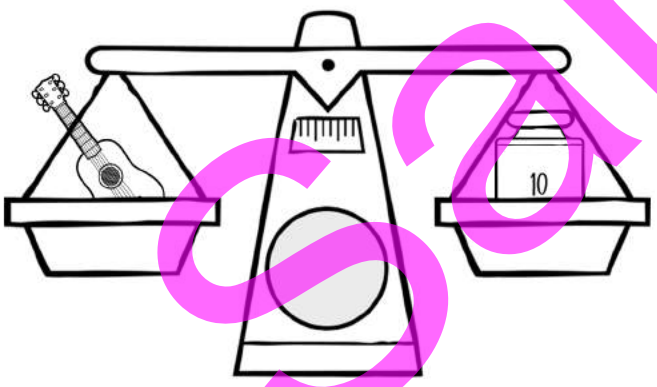
Units of Measurement: Grams

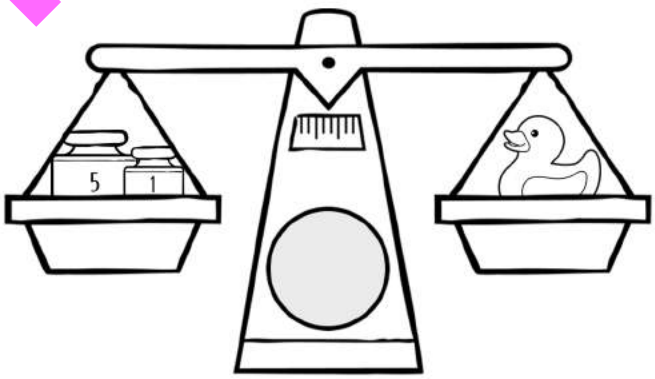
You can use a scale to measure the exact weight of an object. You can measure this weight in grams.

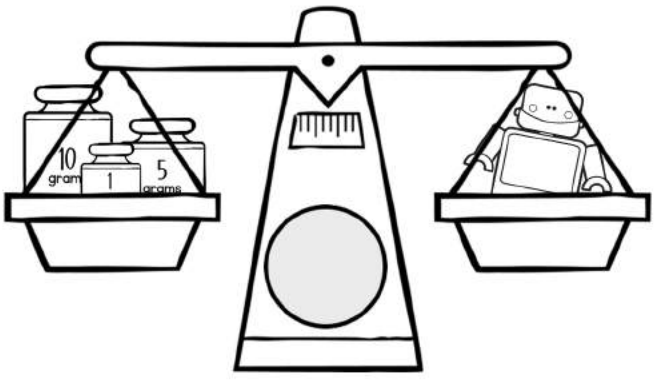


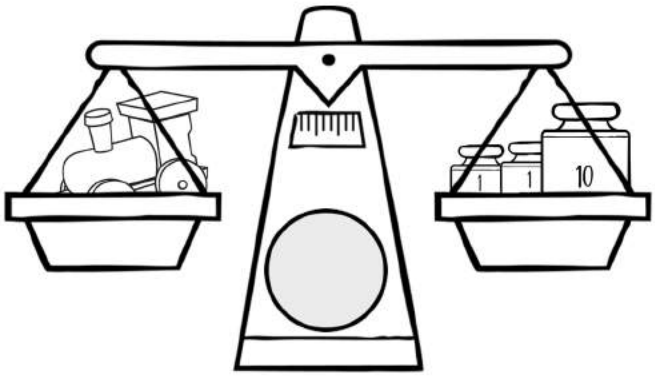










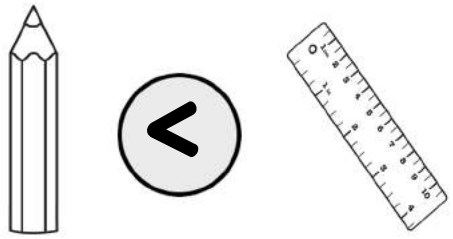


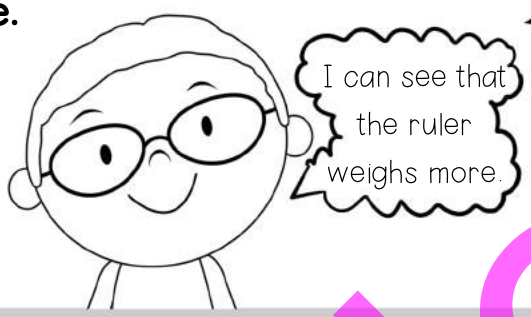
INTERACTIVE MATH

NAME :

Comparing Weight

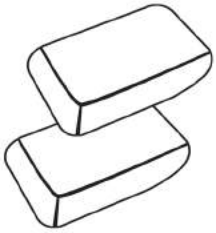
Use your scale and items around the house to complete the task. Place each item in your scale to see which weighs more.





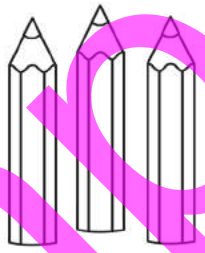
Which weighs more?

glue



two erasers

Which weighs more?

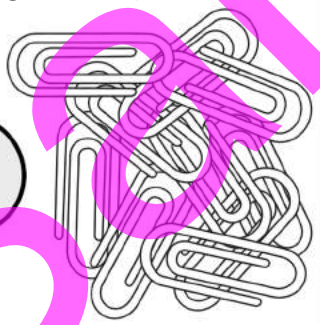


three pencils

two crayons

Which weighs more?

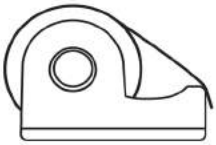
two dice



10 paper clips

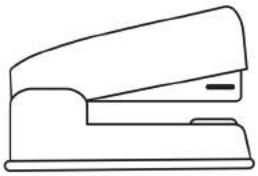
Which weighs more?

scissors



tape

Which weighs more?



stapler

play dough

Which weighs more?

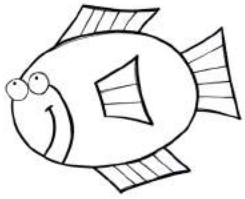
ruler

spoon

NAME :

Pictograph Drawing

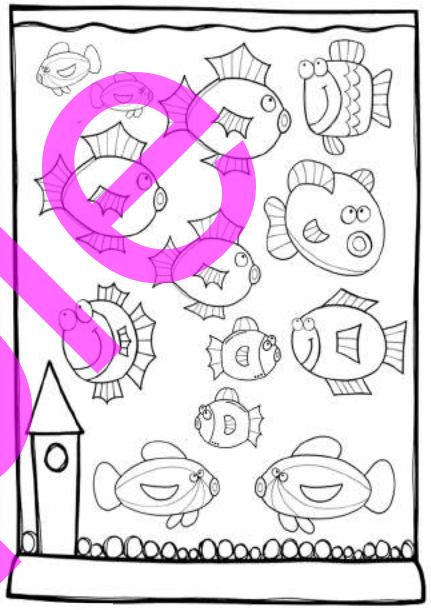
ONE FISH TWO FISH



Draw fish to match the sentences below.

Jan					
Ed					
Rex					
Sky					

Color the fish to match the chart:



1. Jan had 4 green fish.
2. Ed had 1 red fish.
3. Rex had 5 yellow fish.
4. Sky had 3 orange fish.

Draw a silly fish here:

1. Who had the most fish? _____

2. Who had the least fish? _____

NAME :

Sorting, Tallying and Graphing

*Use a small bag of m&m's.

SORTING AND GRAPHING M&M'S

Yellow										
Green										
Blue										
Brown										
Red										
Orange										

Color in one box for each m&m of that color.

Tally

Yellow	
Green	
Blue	
Brown	
Red	
Orange	

= 1 m&m

Yellow	
Green	
Blue	
Brown	
Red	
Orange	

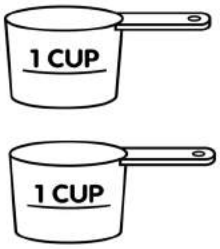
INTERACTIVE MATH

NAME :

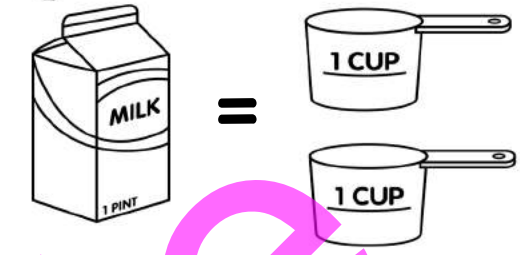
Measuring Capacity

This is 1 cup.

This is 2 cups.

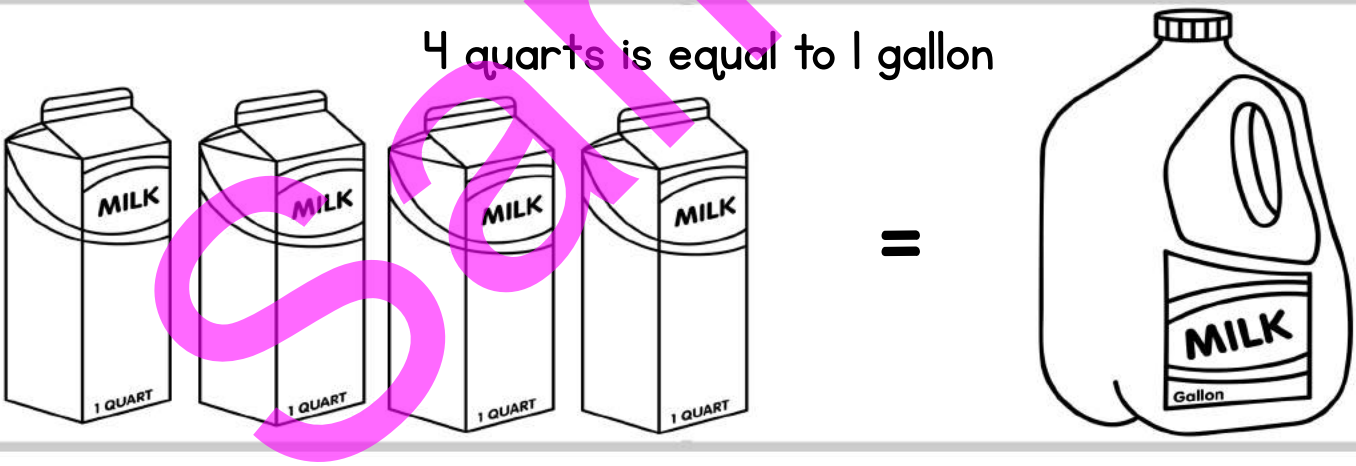


This is also 2 cups.
We call this a pint.

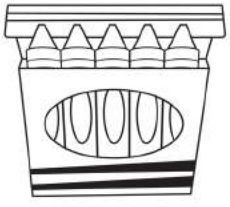


4 cups is equal to 2 pints which is equal to 1 quart.

4 quarts is equal to 1 gallon



Coloring Guide:

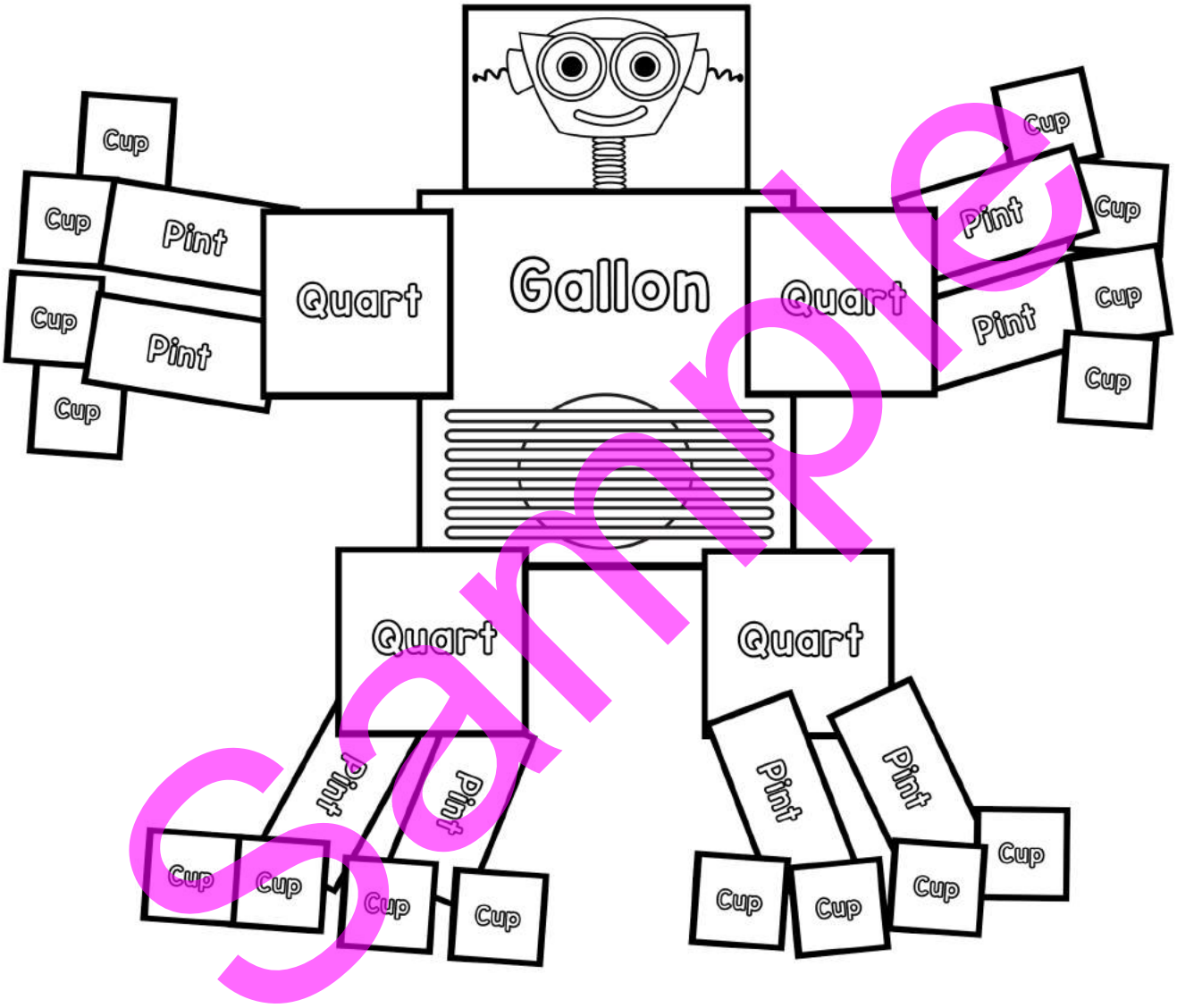


Gallon = Grey
Quart = Blue
Pint = Purple
Cup = Red

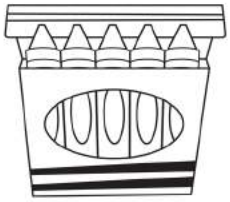
NAME :

Capacity Cyborg

Color and assemble your own Capacity Cyborg!! Use the cut outs on the following page and glue together as shown below. Save your Capacity Cyborg to use with this week's lessons.



Coloring Guide:

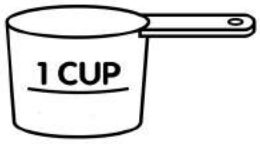


Gallon = Grey
Quart = Blue
Pint = Purple
Cup = Red

NAME :

Popcorn Party

How many cups of popcorn are in each bag?



Materials:

One Bag of Popcorn

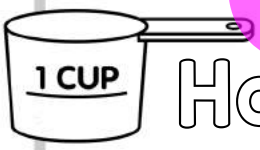
1 Cup Measuring Cup

Large Mixing Bowl

Directions:

With help from an adult, pop the popcorn according to the directions on the bag. Measure and scoop out one cup at a time and keep track using your data chart below.

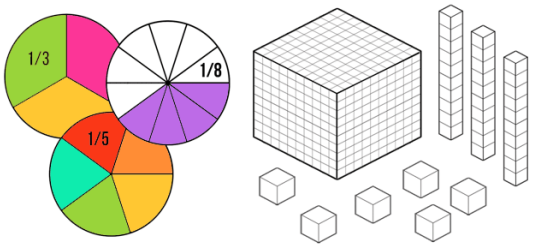
Estimate:	Actual:	Difference:



How many kernals in a cup?

Now, fill up one cup with popcorn kernals (not a heaping cup, try to fill it right to the top.) Count and record the amount of kernals that will fit inside one cup.

Estimate:	Actual:	Difference:



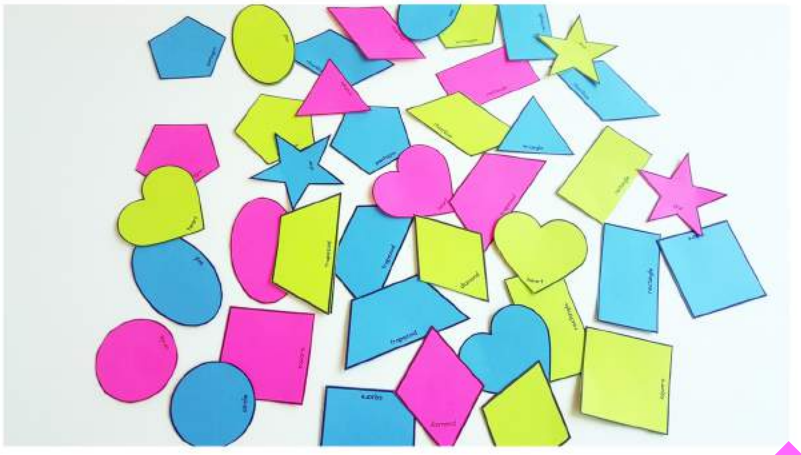
Appendix

The appendix of this curriculum includes many printable math manipulatives you can use to reinforce key math concepts covered over the year. It is recommended that you print these resources on cardstock or laminate them for durability.

Each manipulative set is referenced by the corresponding week in the curriculum, however we suggest using these any time over the course of this program for review.

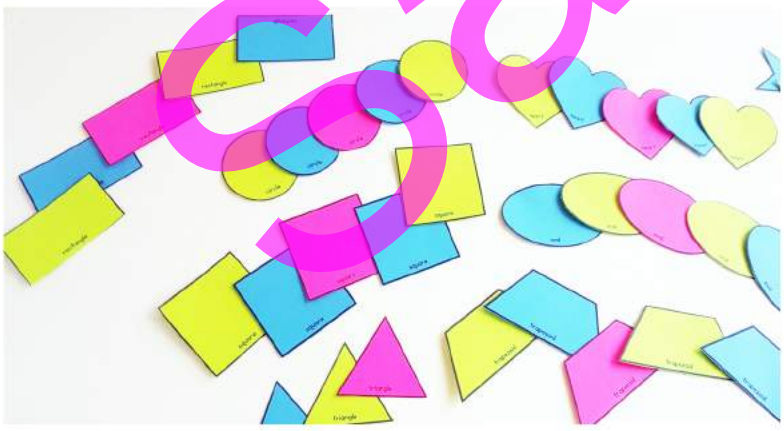
Manipulatives	Corresponding Lessons
Blank Shape Templates	Week 4
Tangrams	Week 4
Printable Dominos	Week 6
Addition Flashcards	Week 8+
Blank Skip Counting Worksheets	Weeks 9, 16, 28
3D Nets	Week 14
Calendar	Week 19
Base 10	Week 27
Fraction Circles	Optional Practice

Hands-on Shape Activities



Seek and Find

Patterns



Sorting

Tangrams

Print on cardstock

Cut out the individual shapes for each set of tangrams. Use with the following templates to make pictures. Create your own designs.

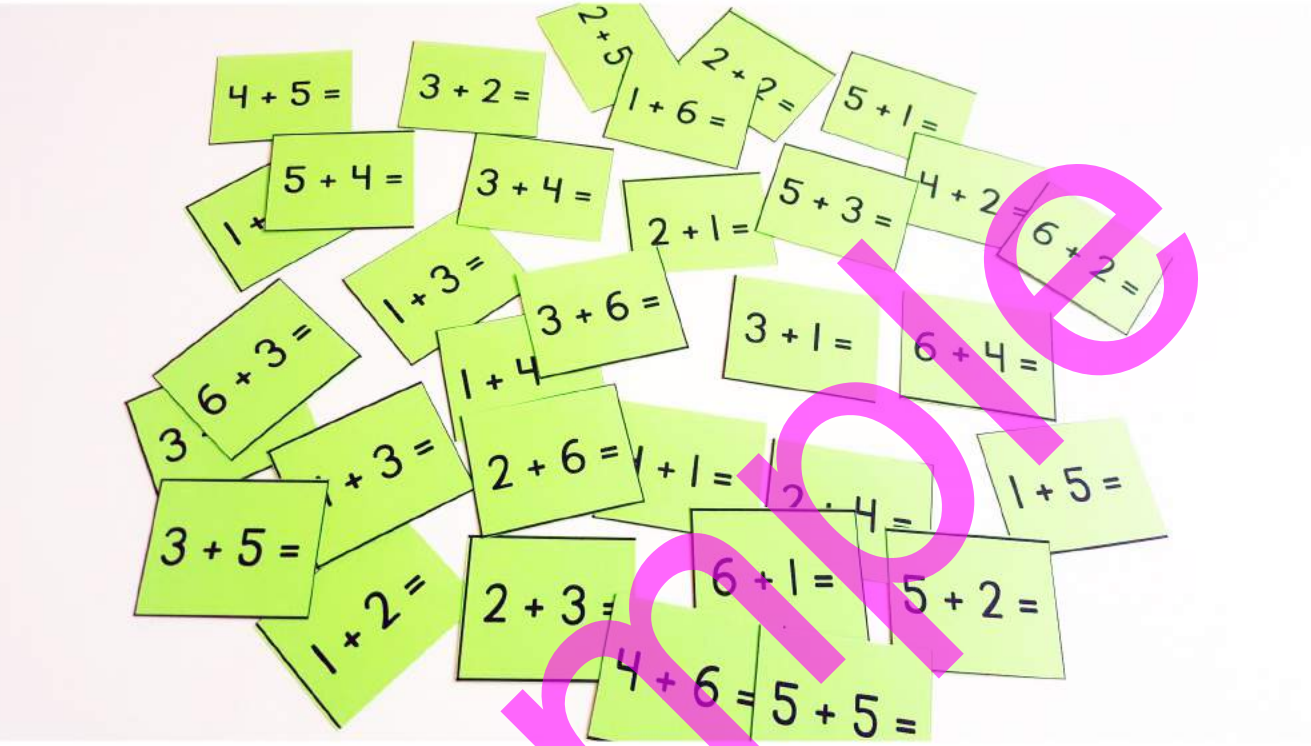
Dominos

Print on cardstock

Print two copies and cut out. Use for domino games during week 6.

Addition Flashcards

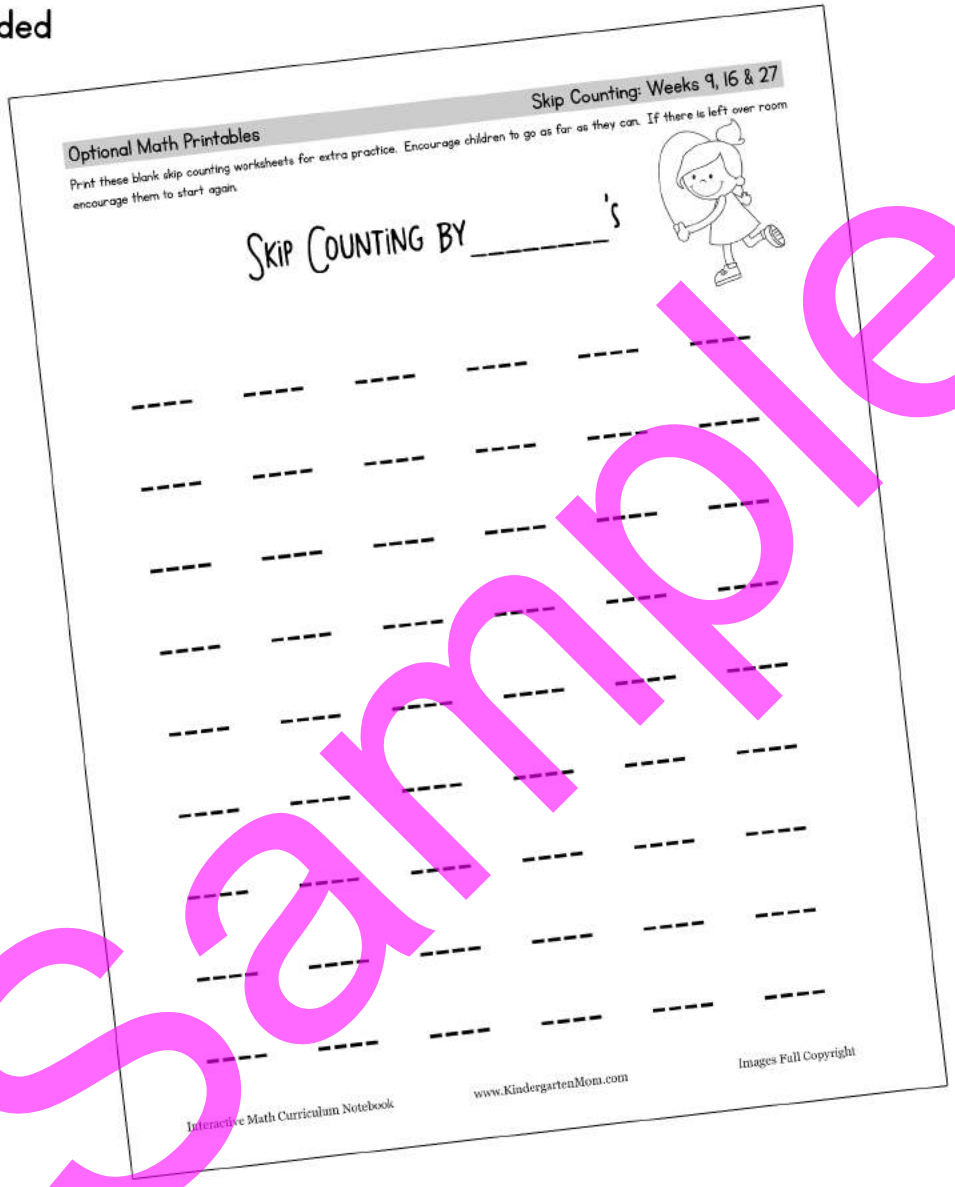
Print on colored paper.



Cut out into flashcards and use for daily review. If you want your student to use these independently, consider writing the answers on the back for them to check.

Skip Counting Worksheets

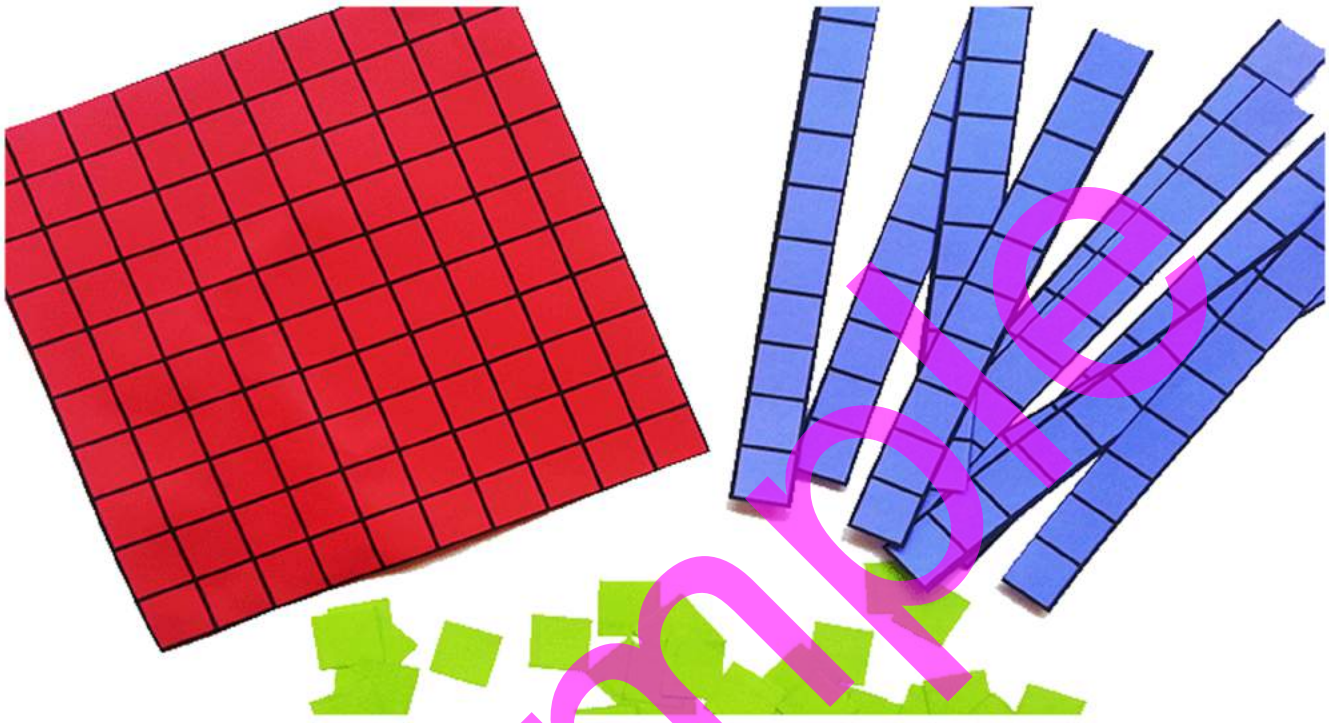
Print as needed



Practice skip counting skills with these blank worksheets. Encourage students to write in the numbers as far as they can count. If there is room available have them skip a line and start again.

Base 10

Print on cardstock



Print one page on red. Cut out to use as a hundreds board.
Print one page on blue. Cut out in strips to use as ten bars.
Print one page on green. Cut out individual units to use as single cubes.

Create a number for your student and have them write it down.
Have your student create a number for you to write.
Write a number on the board and have your student make the number with the blocks.

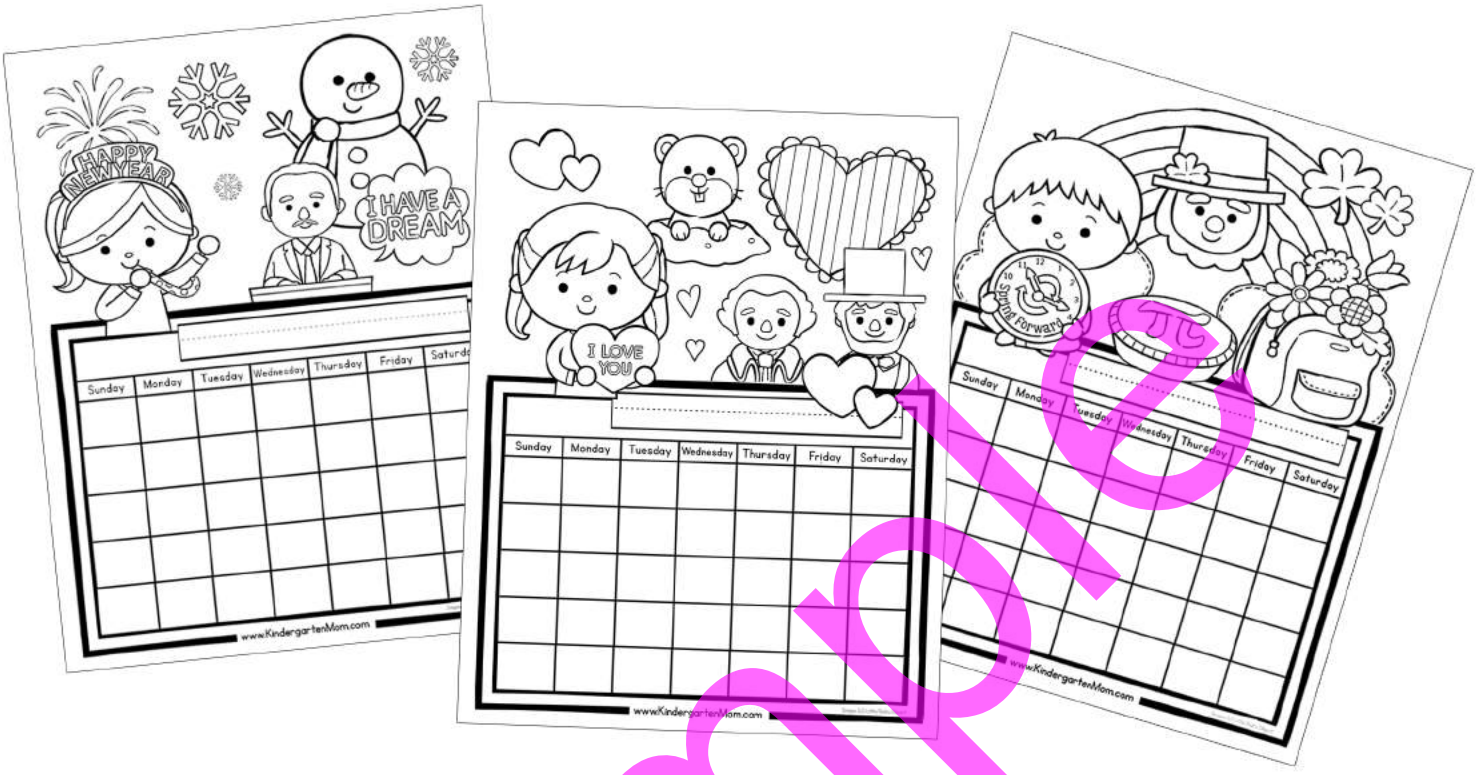
Tip: Add in more hundreds boards as needed.

3D Solids

Print on colored paper.

Assemble with tape and glue. Use for identifying sides, faces and corners.

Students can make their own calendar to keep track of their days. Each monthly calendar sheet features fun seasonal and holiday pictures to color. Students write in the name of the month and number the days accordingly.



Tip: Print on cardstock and bind togther at the top. Hang in your classroom near your students desk and encourage them to cross off the days. Add any special family holidays, activities that your students wants to keep track of. Use stickers for extra special days.

Use the calendar as a jumping off point for verbal assessment;

"What is today?"
"What is tomorrow?"
"What day of the week is it?"
"What day of thw week is the 22nd?"
"How many days untill...,..."
"Valentine's Day is in which month?"