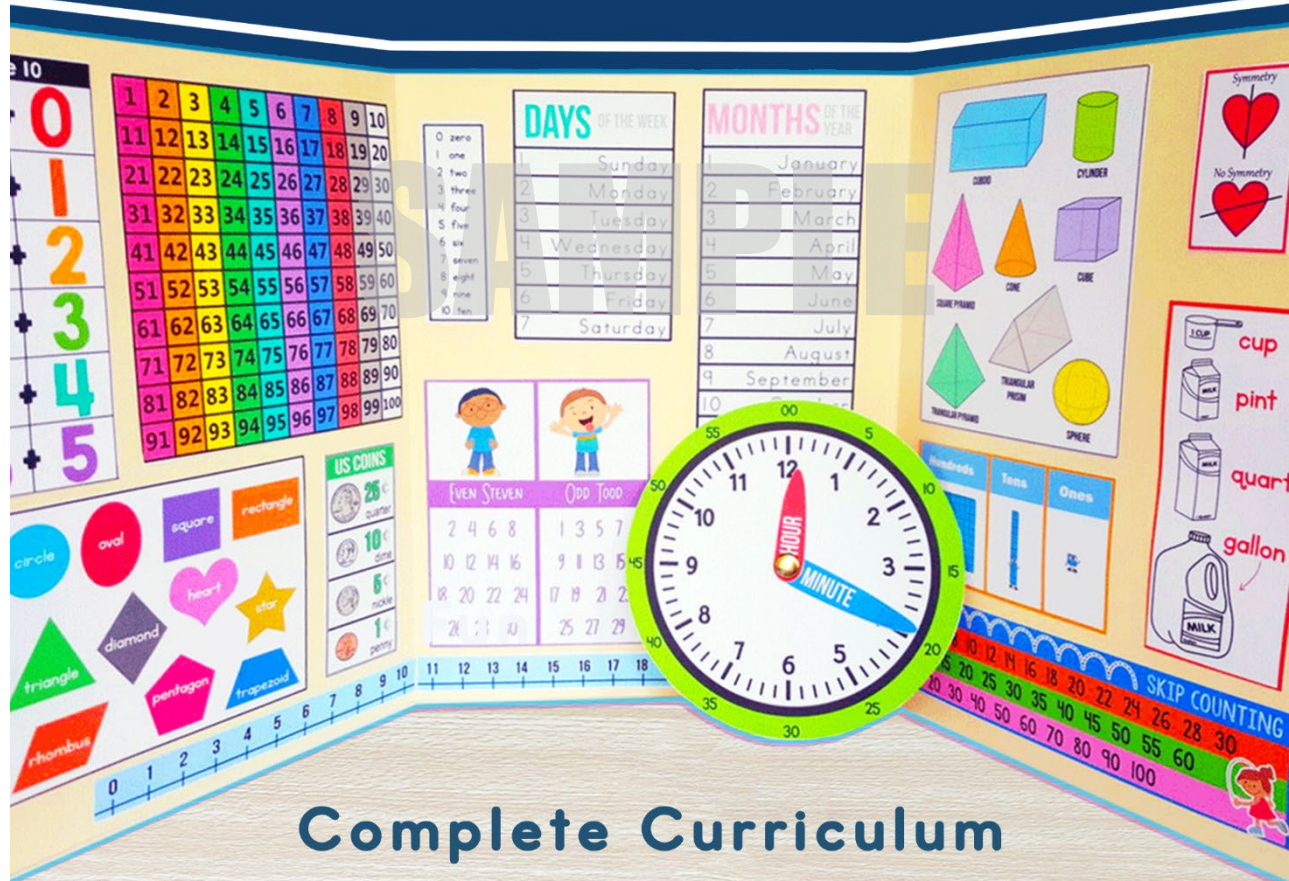


# KINDERGARTEN

## INTERACTIVE

# MATH





# Interactive MATH Curriculum Notebook

## Kindergarten Sample Pack

[www.KindergartenMom.com](http://www.KindergartenMom.com)

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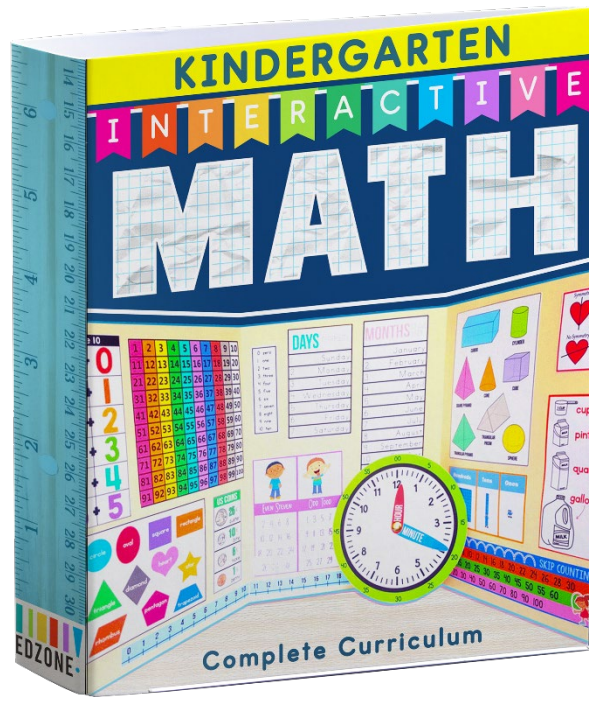
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Thank you for downloading your FREE SAMPLE of our [Interactive Math Curriculum Notebook](#).

This sample pack includes five days of lessons and games for K-1 students. For each of the five days we've included a Daily Lesson and a Follow-up Hands-on Activity Page.

[Purchase the Complete 36-Week Curriculum Here](#)

We've included the basic curriculum overview below for reference.

These activities are not included in the sample pack, but will help you to understand the basic setup of the complete curriculum should you choose to continue the program with your student.

Please send any questions or comments about the program to [support@thecraftyclassroom.com](mailto:support@thecraftyclassroom.com).

## Weekly Schedule:

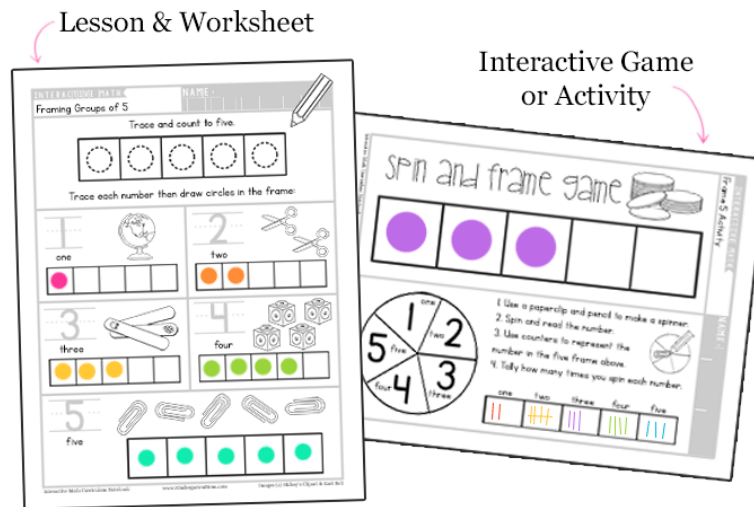
\*Indicates optional hands-on printables available in appendix.

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

## Curriculum Overview:

Week:	Topic:	Page
1	Numbers 1-20	1
2	Counting	9
3	Number Names & One More	17
4	Practical Math: Shapes *	25
5	<b>Review Week 1</b> <a href="#">Game 1</a> <a href="#">Game 2</a> <a href="#">Game 3</a> <a href="#">Game 4</a>	33
6	Ordering Numbers	37
7	Number Arrangements *	45
8	Number Line Addition *	55
9	Practical Math: Counting to 100, Counting by 10's *	63
10	<b>Review Week 2</b> <a href="#">Game 1</a> <a href="#">Game 2</a> <a href="#">Game 3</a> <a href="#">Game 4</a>	72
11	Greater Than Less Than	76
12	Greater Than Less Than & Number Words	85
13	Addition	93
14	Practical Math: 3D Shapes *	101
15	<b>Review Week 3</b> <a href="#">Game 1</a> <a href="#">Game 2</a> <a href="#">Game 3</a> <a href="#">Game 4</a>	109
16	Counting by 5's *	113
17	Addition Equations and Tally Marks	121
18	Addition Word Problems & Making 10	130
19	Practical Math: Calendar *	138
20	<b>Review Week 4</b> <a href="#">Game 1</a> <a href="#">Game 2</a> <a href="#">Game 3</a> <a href="#">Game 4</a>	148
21	Subtraction	152
22	Subtraction Word Problems & Number lines	160
23	Subtraction Equations & Number Bonds	170
24	Practical Math: Clocks	179
25	<b>Review Week 5</b> <a href="#">Game 1</a> <a href="#">Game 2</a> <a href="#">Game 3</a> <a href="#">Game 4</a>	188
26	Decomposing & Tally Marks	192
27	Place Value, Base 10, & Counting by 10's *	200
28	Even & Odd, Count by 2's *	208
29	Practical Math: Money	216
30	<b>Review Week 6</b> <a href="#">Game 1</a> <a href="#">Game 2</a> <a href="#">Game 3</a> <a href="#">Game 4</a>	224
31	Sorting & Classifying	<a href="#">Game</a> 228
32	Estimating	<a href="#">Game</a> 236
33	Practical Math: Measurement	<a href="#">Game</a> 244
34	Practical Math: Weight	<a href="#">Game</a> 252
35	Bar Graphs & Pictographs	<a href="#">Game</a> 260
36	Practical Math: Capacity	<a href="#">Game</a> 268

## General Setup:



### Daily Lesson Worksheet

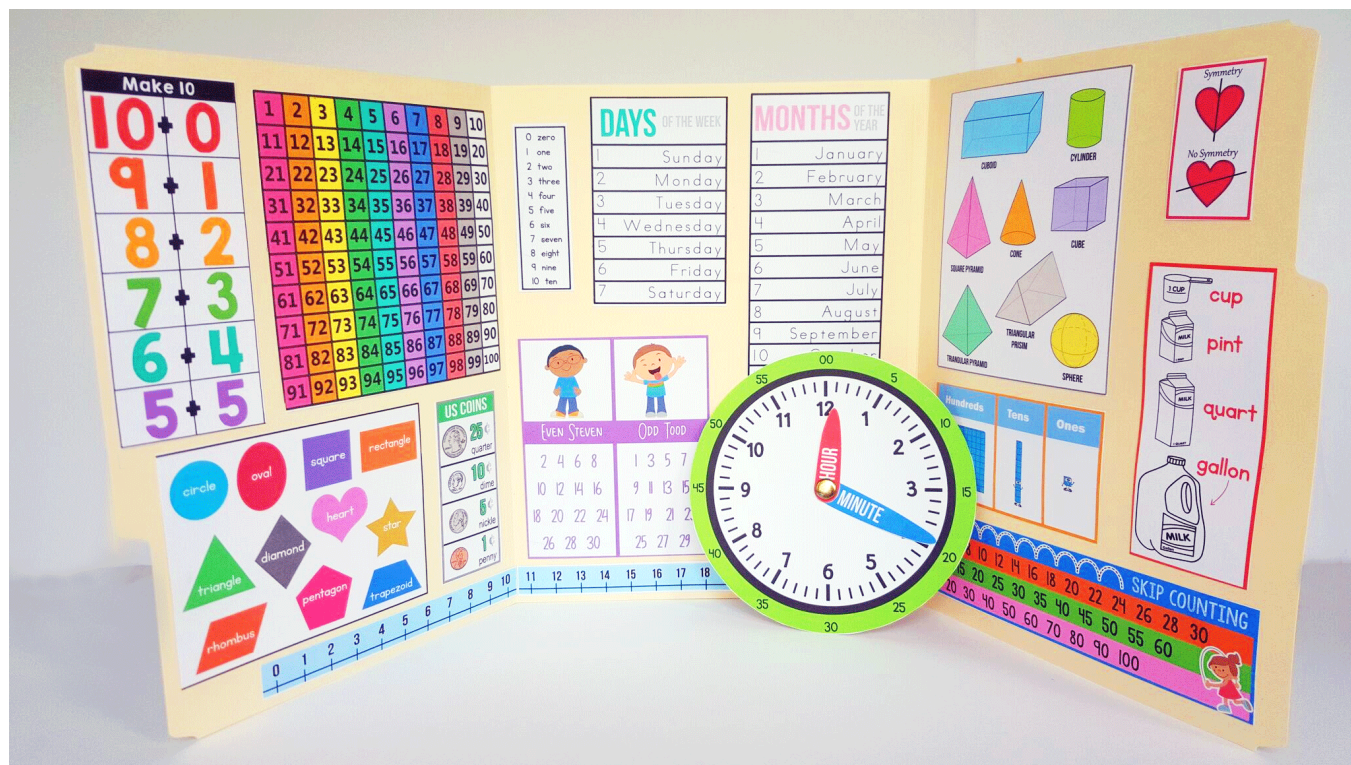
For each daily lesson, students receive an instructional worksheet covering a new concept or skill. Students follow simple instructions to complete the activity. As the week progresses, students build upon each specific skill with new and engaging activities. Each daily lesson is reinforced with a hands-on 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)
<ul style="list-style-type: none"> <li>• Playdough</li> <li>• Q-Tips</li> <li>• Dice</li> <li>• Coins</li> <li>• Candy graphing</li> <li>• Bead and or nut sorting</li> <li>• Playing Cards</li> <li>• Money (Coins and Bills)</li> <li>• Bingo Daubers</li> </ul>	<p>These items are not required to use the curriculum, but will provide additional hands on learning opportunities throughout the course.</p> <ul style="list-style-type: none"> <li>• Peg Board &amp; Rubber bands</li> <li>• Snap Cubes (Unifex)</li> <li>• Pan Balance Scale</li> <li>• Judy Clock</li> </ul>

## 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

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

## 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.

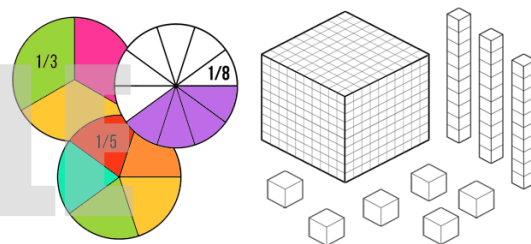


**Please note** that the game links will take you to a variety of different websites as they are available free online. While we’ve diligently chosen kid-friendly websites, we are not in control of the content published and things could change from our point of publishing till the time you click on the 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.

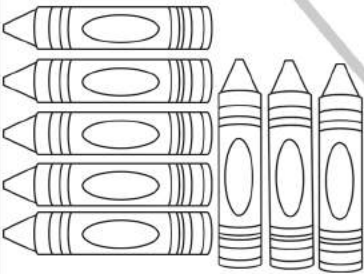
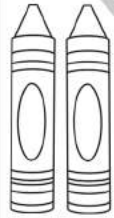
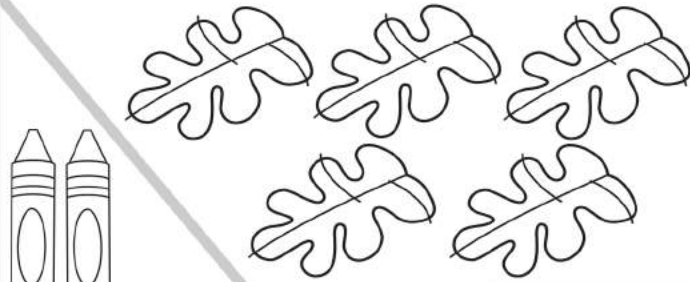


Manipulatives	Corresponding Lessons
Blank Shape Templates	Week 4
Tangrams	Week 4
Printable Dominos	Week 6
Addition Flashcards	Week 8+
Blank Skip Counting Worksheets	Weeks 9, 16, 28
3D Nets	Week 14
Calendar (Calendar is taught in Week 19, however you can start the calendar at the start of the year if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

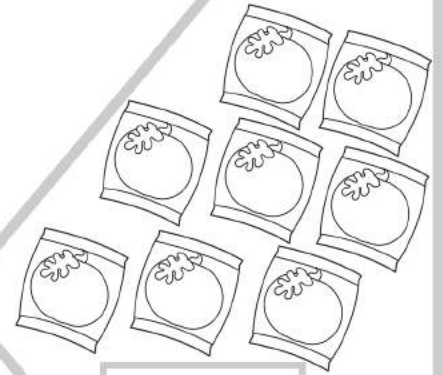
# Counting & Writing Numbers

Count the objects and write the number in the box.

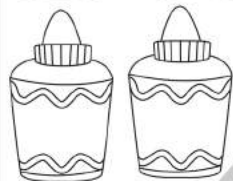
1 2 3 4 5 6 7 8 9 10



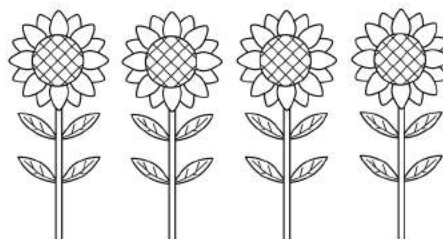
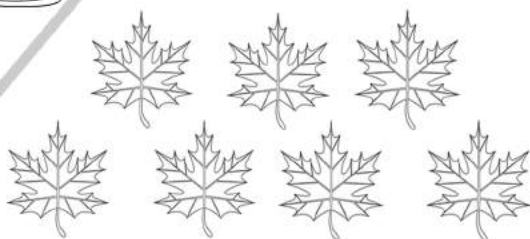












## Number Order

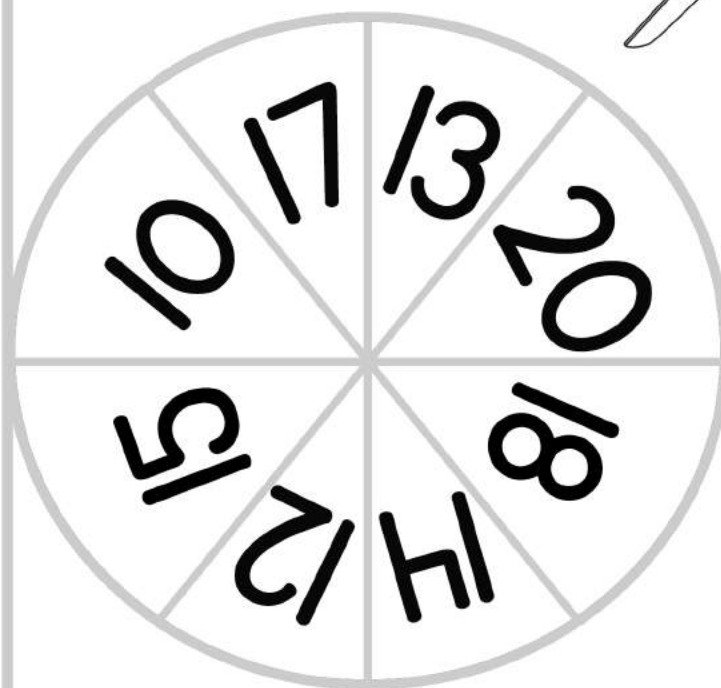
1 2 3 4

5 6 7

9 10 11 13 14

15 16 17 19

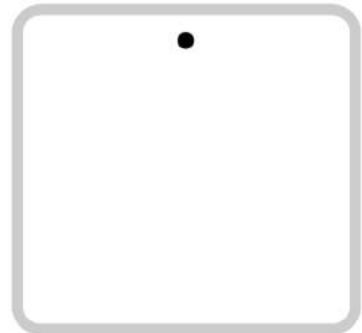
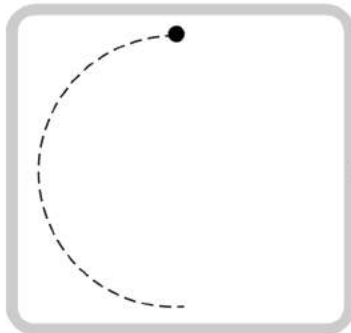
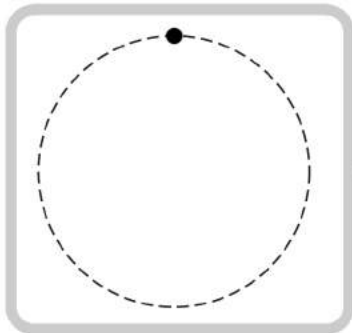
Write in  
the missing  
numbers



Cut out the pieces of pizza  
and glue them to the matching  
objects on today's lesson sheet.

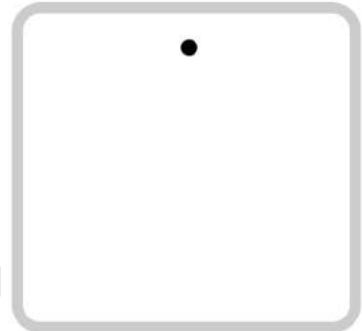
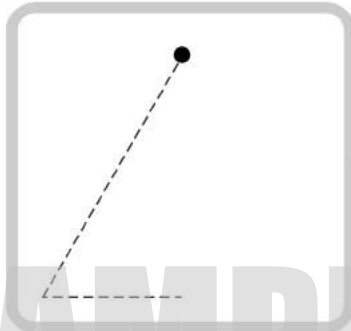
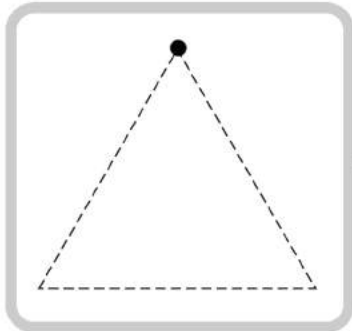


# Shapes and Shape Names



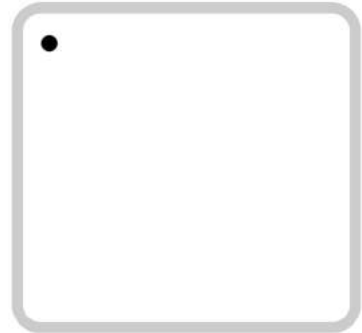
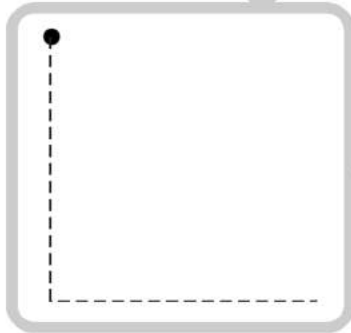
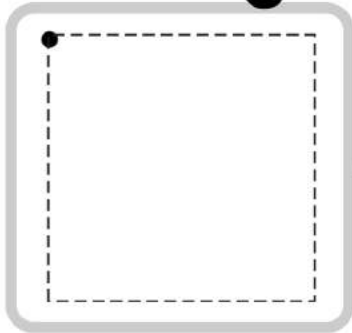
circle

circle



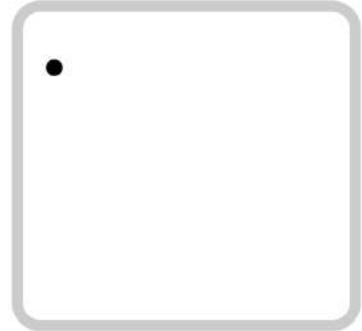
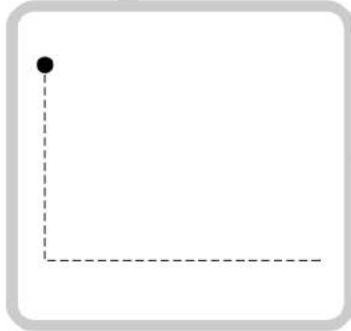
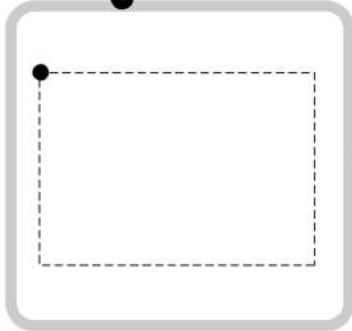
triangle

triangle



square

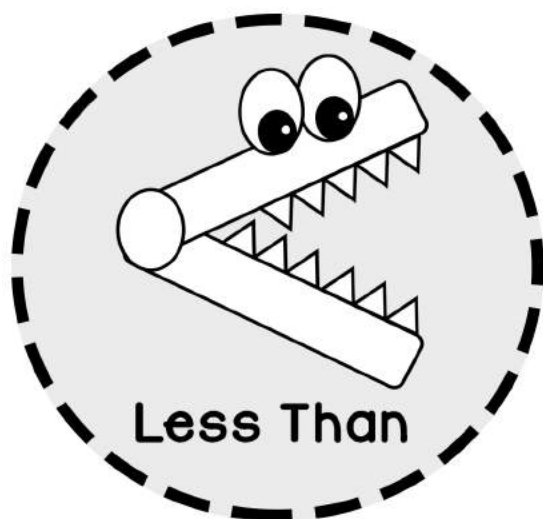
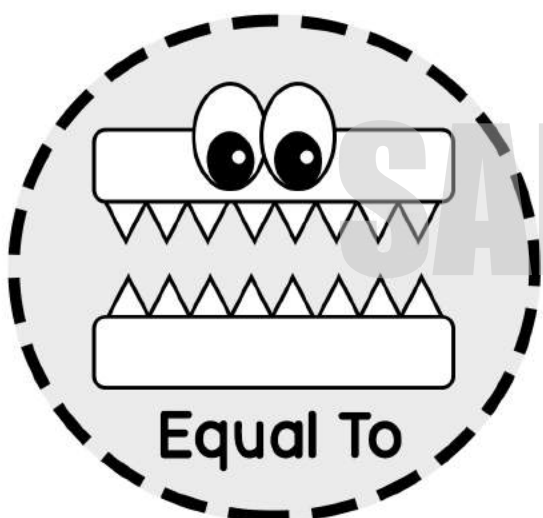
square



rectangle

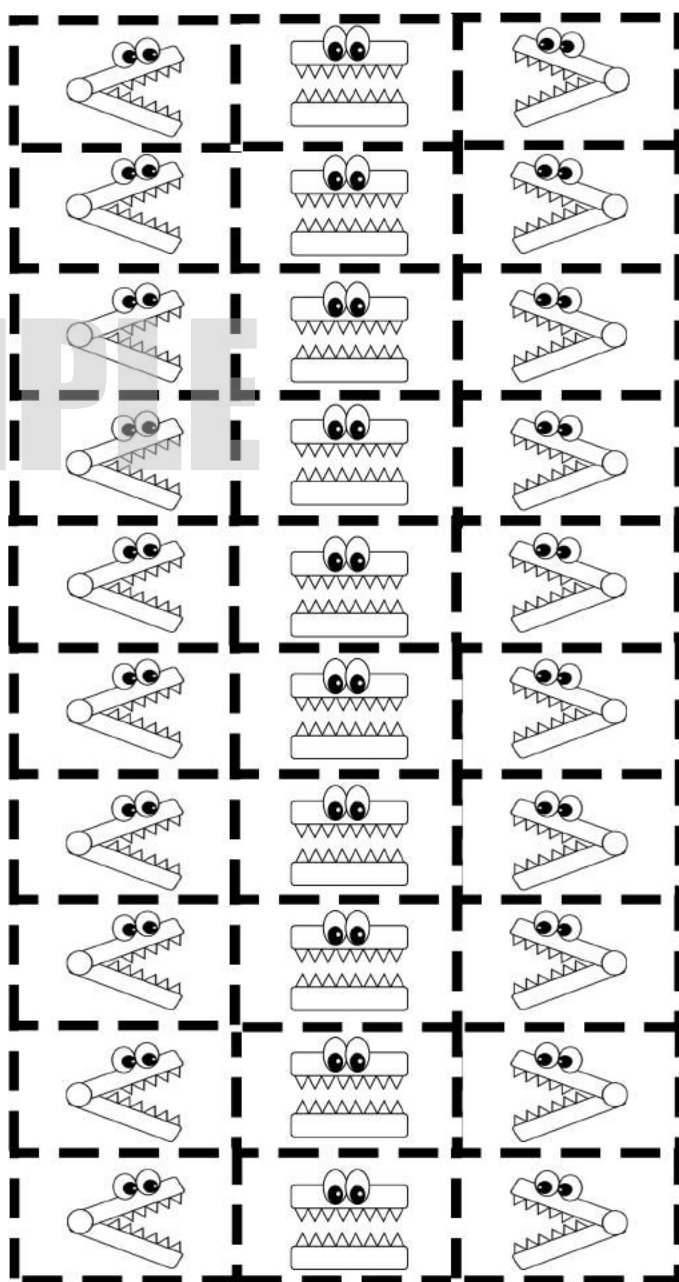
rectangle

# Inequality Cut-Outs



## IMPORTANT:

You will use these cut-outs all week. Keep them in a bag and use what you need each day.



Review Week 2 Day 4

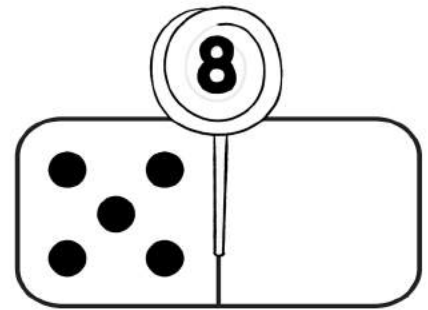
**Show**



Draw the  
number  
dot pattern



How many more?

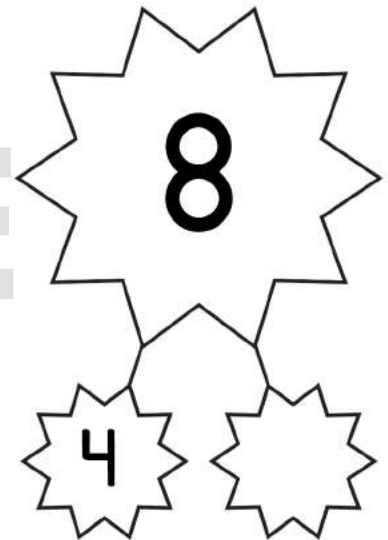


Connect from least  
to greatest.



Fill in the missing numbers:

15	16	
18		20
	22	



$$4 + \underline{\quad} = 10$$

$$2 + \underline{\quad} = 10$$

$$3 + \underline{\quad} = 10$$

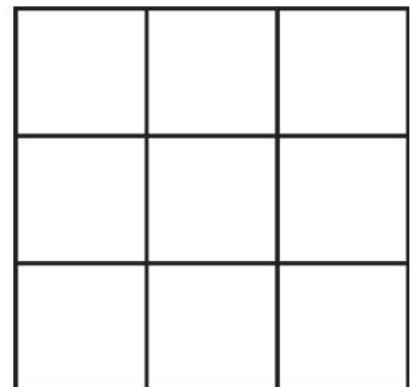
One more and one less:

\_\_\_ 87 \_\_\_

\_\_\_ 91 \_\_\_

\_\_\_ 99 \_\_\_

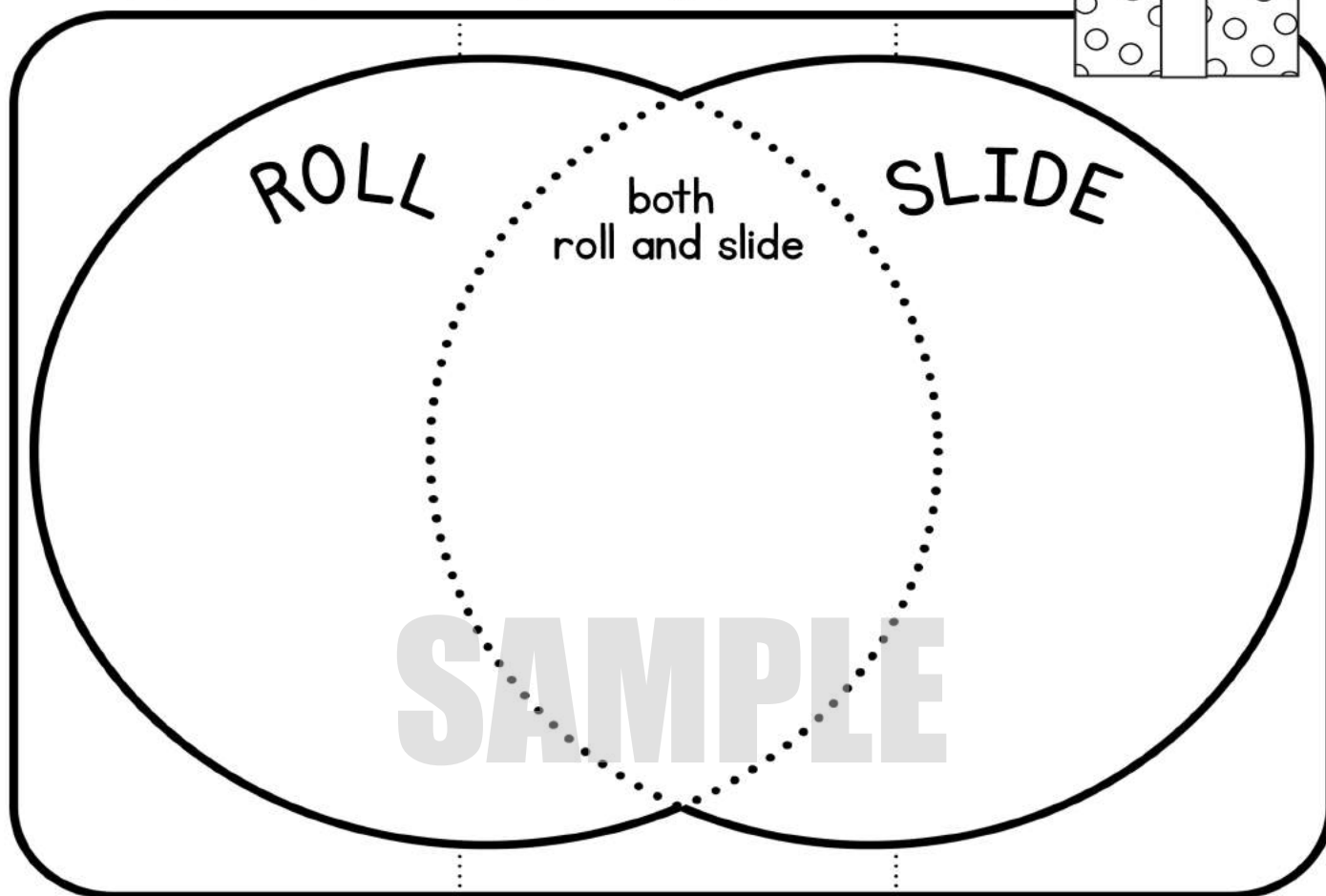
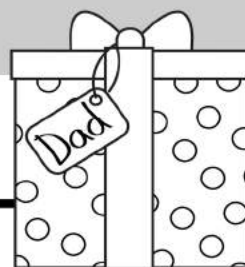
Count by 10's to 100!



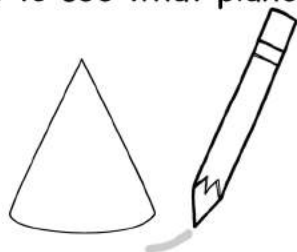
100

# Solid Figure Sorting

Use the solid shapes you made on Day 1 to see if they can slide, roll or do both. Draw them in this Venn Diagram.



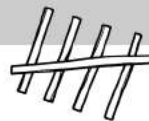
Place the solid figures in this space. Trace around the bottom of each solid shape one to see what plane shape you create.



# Tally Marks



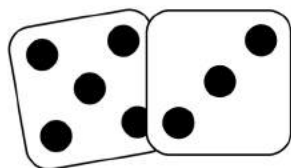
## A Tally Tale



Five stick friends were walking straight and tall.  
The fifth one tripped on a rock, and he began to fall.  
His friends caught him, he did not touch the ground.  
So from now on when you tally, show the fifth mark  
lying down.

-Author Unknown-

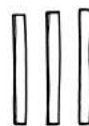
**1** Roll 2 dice



**2** Draw Tally Marks for Dice 1



**3** Draw Tally Marks for Dice 2



**4** Add the Tallys  
Draw the total



SAMPLE

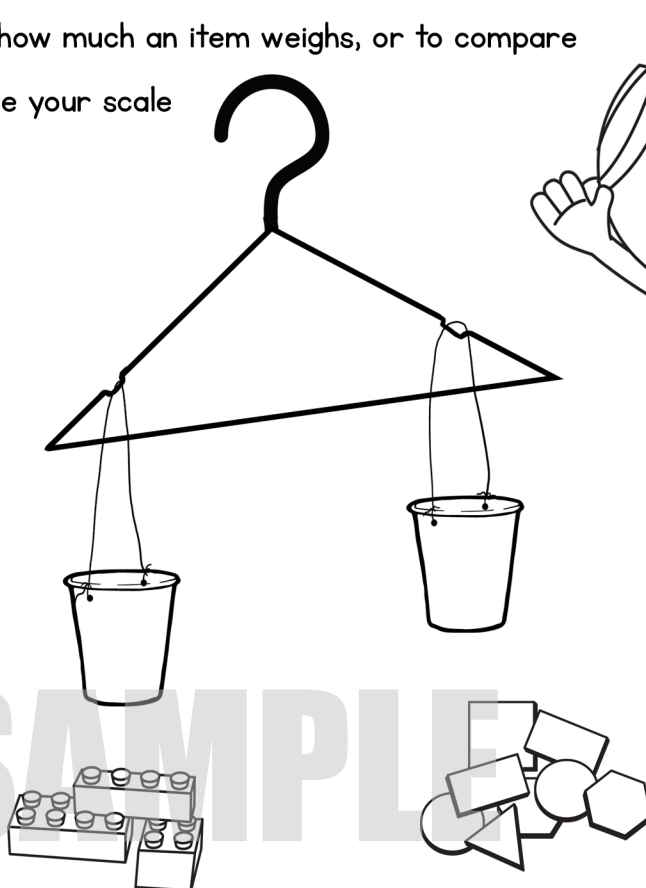
## Make Your Own Scale

Today you will be making a scale. A scale is used to measure weight.

You can use a scale to determine how much an item weighs, or to compare the weight to another object. Save your scale for this week's activities.

### Materials:

hanger with notches  
string  
hole puncher  
two paper cups  
various toys, beans,  
and small objects.



### Assembly:

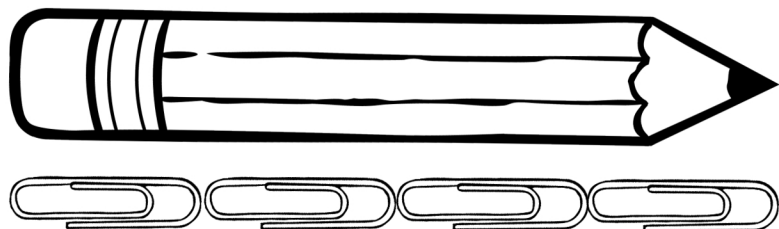
Punch holes in opposite sides of each cup. Cut two lengths of string to the same size. Thread the string through one hole and tie it off. Thread the other end of the string through the opposite hole and tie it off. Repeat for the other string and cup. Hang the cups on each side of the hanger by using the notches. Place the hanger on a door knob and ensure that it lays even.

### Use:

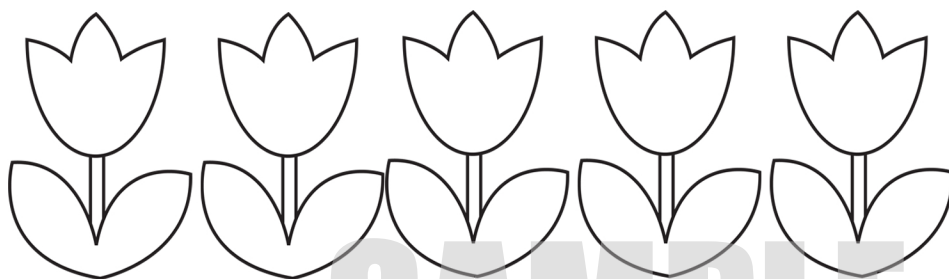
Place small toys, beans or other objects into the cups. Watch as the cups raise and lower as you change the weight. Which items are heavier? Which are lighter?

## Estimating &amp; Measuring

We can use paperclips to measure how long something is.



Estimate then measure with paperclips:



estimate:

actual:

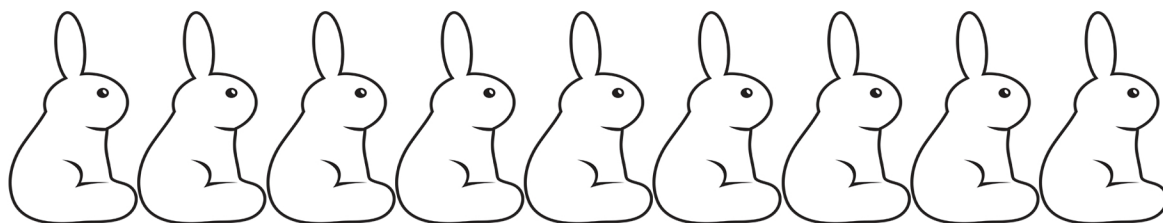
Estimate then measure with paperclips:



estimate:

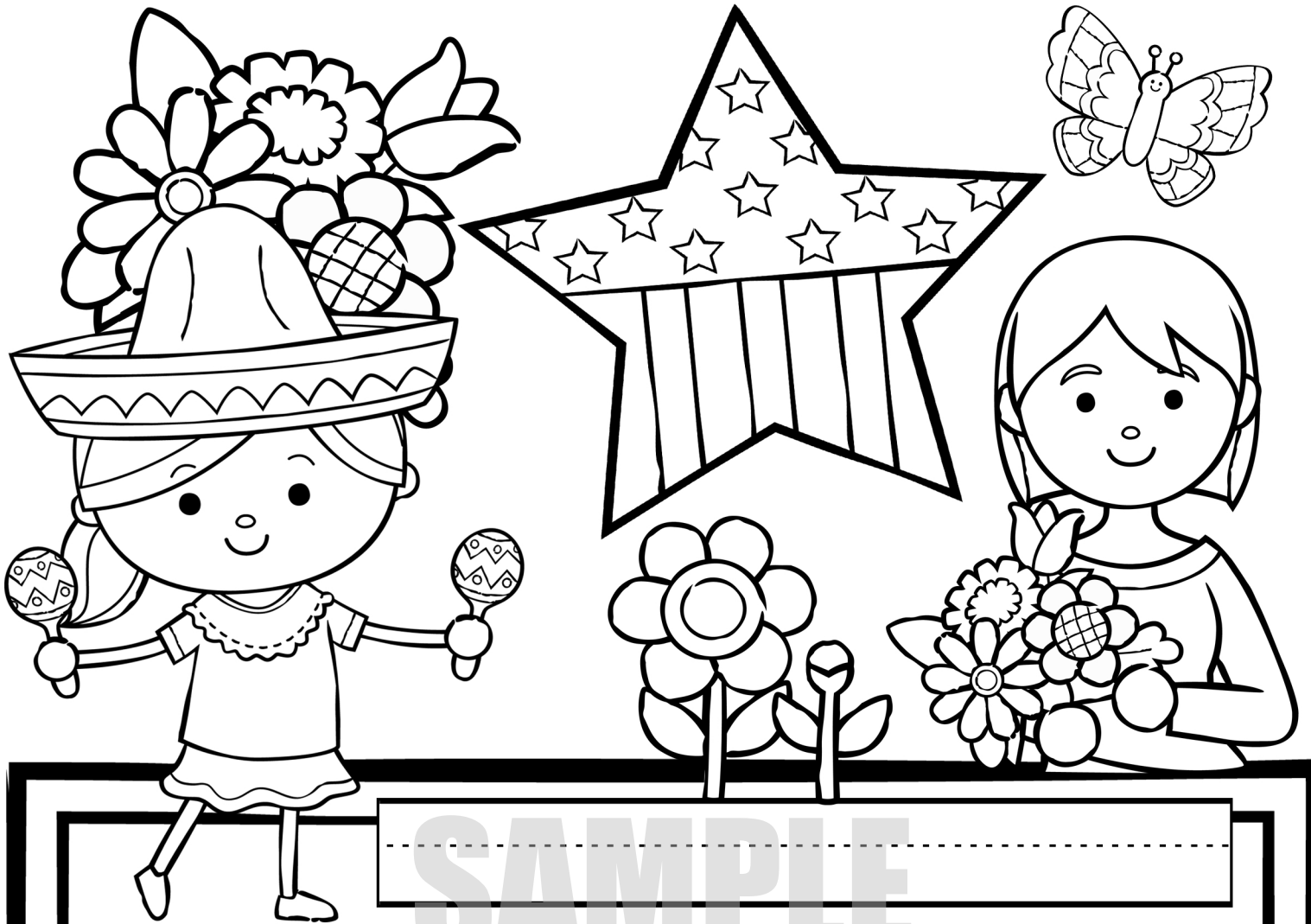
actual:

Estimate then measure with paperclips:



estimate:

actual:



SAMPLE

Sunday	Monday	Tuesday	Wednesday	Thursday	Friday	Saturday