## Double It! page 1 of 4

#### **Note to Families**

This game, which we have been playing in school, will help your child learn counting by 2s and doubles facts.

## Materials

- Double It! pages 1-4
- 10 counters (pennies, cereal pieces, dried beans, etc.)
- game marker for each player (any small object)
- paperclip and pencil (for spinner)

## Instructions



- **1** As a warm-up, use the 10 counters and ask your child how much is 1 counter and 1 more, 2 counters and 2 more, and so on.
  - Place one pair at a time on the ten-frame on page 2, starting at the left, and talk about how the doubled numbers are even—they always make perfect pairs with no "leftovers."
  - With all 10 counters on the ten-frame, model counting by 2s: "2, 4, 6, 8, 10," and then "10, 8, 6, 4, 2."
- **2** To play the game, take turns spinning, using the spinner on page 2, and doubling the number. To help with doubling, use the dominoes at the bottom of the game board (page 3) or the counting materials.

**ex** Spin 2, double it to 4. Spin 5, double it to 10.

- **3** Check to see if the doubled number is on the next wheel on the game board. If it is, move your bicycle (marker) to that circle.
- **4** The first one to get to the last (5th) wheel is the winner.
- **5** Play again going backward, from the 5th wheel back to the 1st.
- **6** Complete the worksheet on page 4 and return it to your teacher.

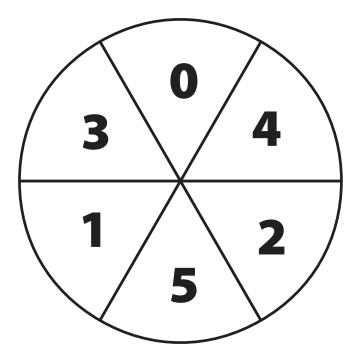
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Unit 4 Module 1 Session 2

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Double It! page 2 of 4



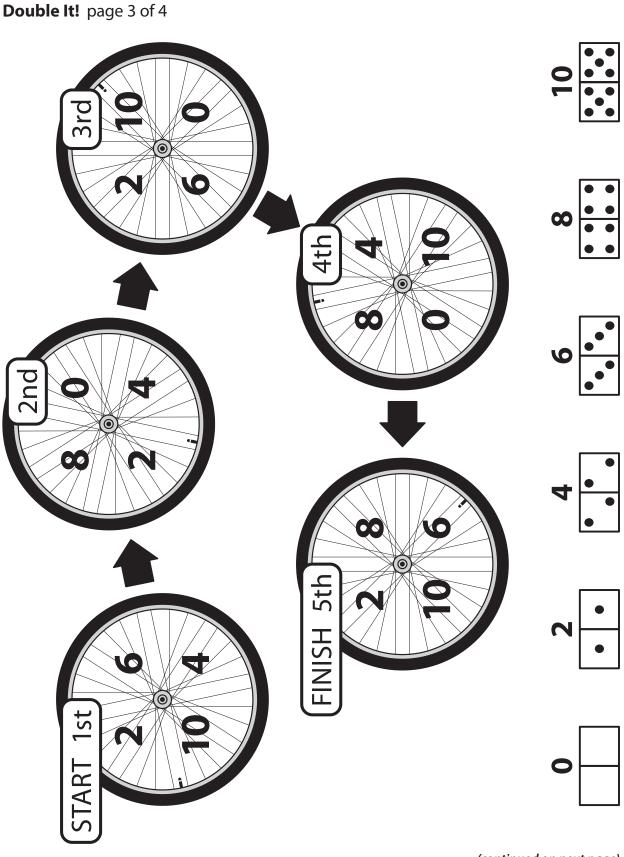
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## **Ten-Frame**

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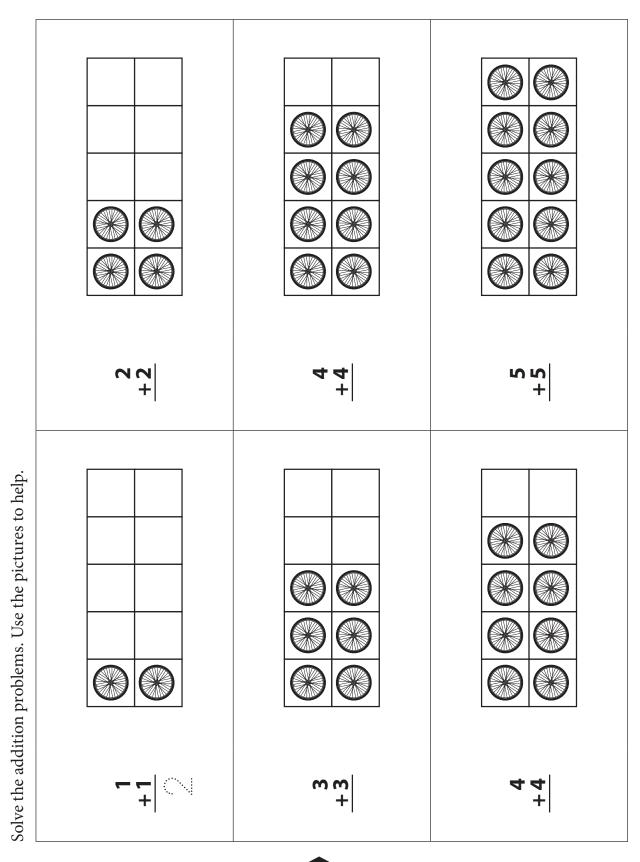
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### Double It! page 4 of 4

Session 2



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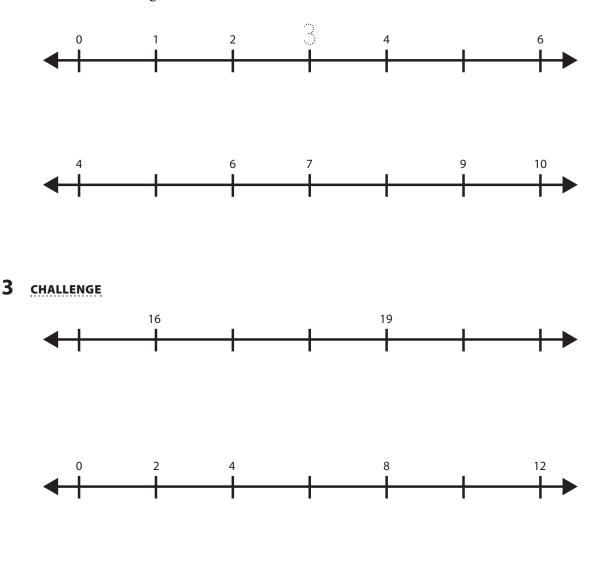
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# Ordering & Comparing Numbers page 1 of 2

**1** Trace each number. Then write it again in the box below.

	 ·····			 $\langle$	

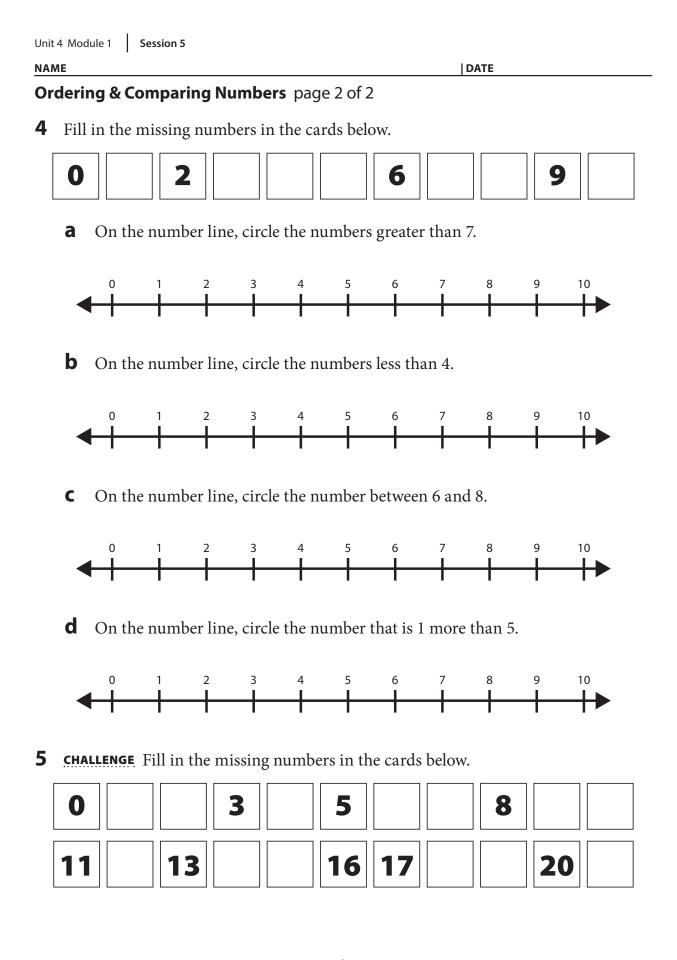
**2** Fill in the missing numbers on the number line below.



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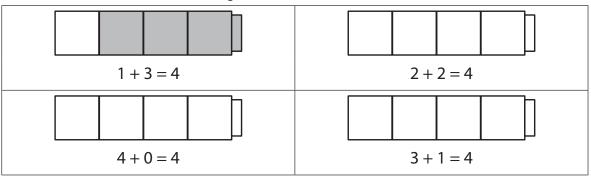


## **Fours & Fives** page 1 of 2

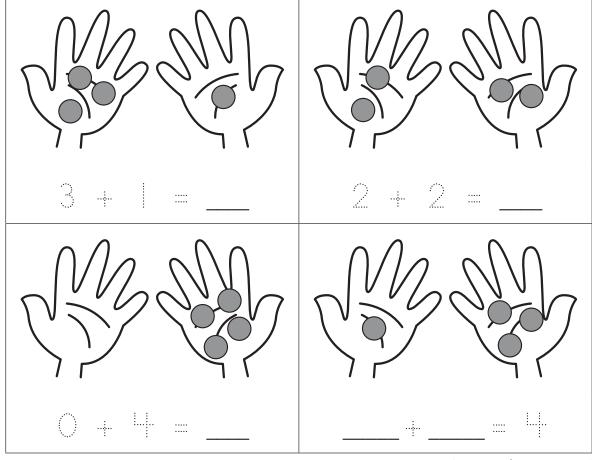
#### **Note to Families**

Help your child "count on" instead of counting from 1 every time. For example, if there are three dots on the first hand and two on the second, say "3, 4, 5!"

**1** Color the cubes to match each equation.



**2** Trace the numbers and solve the problems. Use the pictures to help.



#### (continued on next page)



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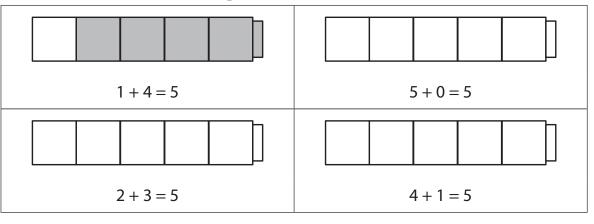
#### Unit 4 Module 2 Session 2

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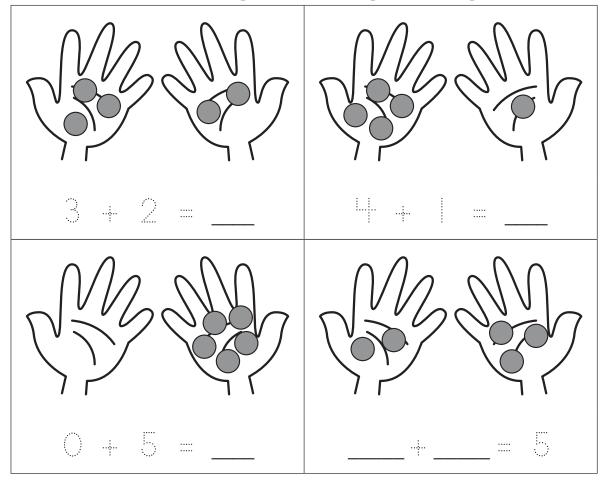
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### Fours & Fives page 2 of 2

**3** Color the cubes to match each equation.



**4** Trace the numbers and solve the problems. Use the pictures to help.





## The Forest Game page 1 of 4

#### **Note to Families**

This game will help your child practice adding and subtracting by following the directions on the spinner. Your child may recognize the words *Add* and *Subtract* on the spinner; if not, help read the words and the signs (+ and –) that go with them.

## Materials

- The Forest Game, pages 1–4
- paperclip and pencil (for spinning)
- 20 game markers (pennies, cereal pieces, dry beans, etc.)

## Instructions

- 1 Each player needs a game board (pages 3 and 4) and 10 game markers—these will be your squirrels.
- 2 Set up your boards with 5 squirrels on the first 5 nuts, and another 5 squirrels off to the side for each player.
- **3** Look at the spinner before you start playing. Talk about what the words and signs mean.
- **4** Take turns spinning the spinner. Follow the directions on the spinner.
  - Your squirrels will hop in and out of the forest depending on the spinner directions.
  - If the spinner says *Add*, add that number of squirrels to your board. How many squirrels are in your forest now? How many more do you need to get to 10?
  - If the spinner says *Subtract*, hop that number of squirrels off your board (and out of the forest). How many squirrels are in your forest now? How many more do you need to get to 10?
- **5** Take turns spinning, adding or subtracting squirrels, and reporting the results until one player has collected exactly 10 squirrels in the forest. That player wins the game.
- **6** Complete the worksheet (page 2) and return the paper to your teacher.



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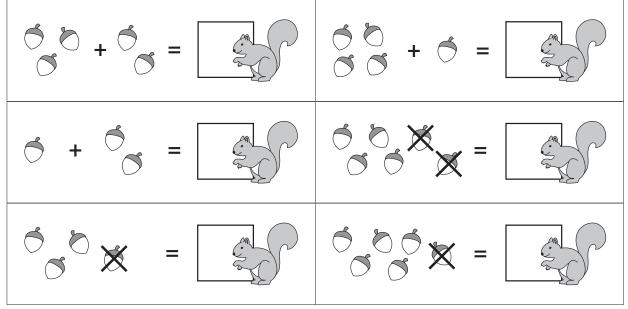
Unit 4 Module 2 Session 5

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## The Forest Game page 2 of 4

- **1** What did you think of The Forest Game? Talk about it together. Think about these questions. Ask an adult to write down your answers.
  - **a** What did you like about it?
  - **b** What did you learn?
  - **C** Were you counting by 1s, counting on, or did you just "see" how many squirrels you had in the forest?

**2** Solve some Squirrels & Nuts problems. Help the squirrels get some nuts by adding and subtracting.



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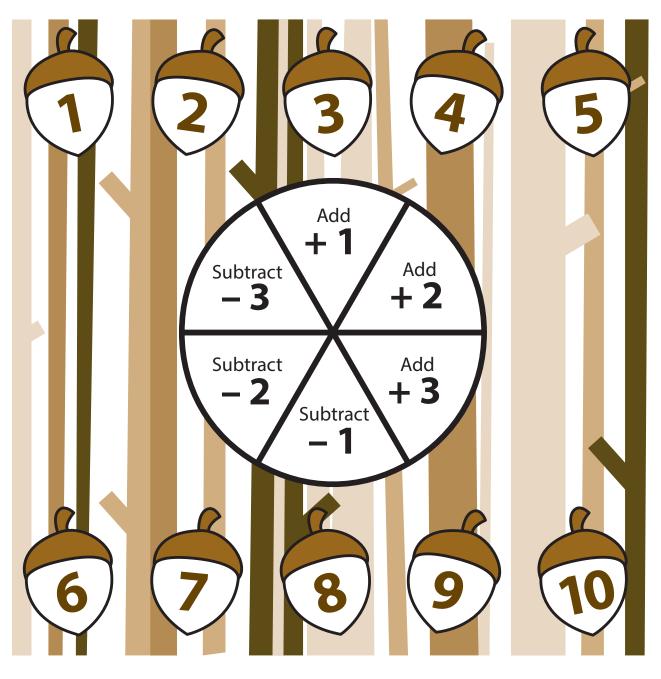


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## The Forest Game page 3 of 4

Session 5



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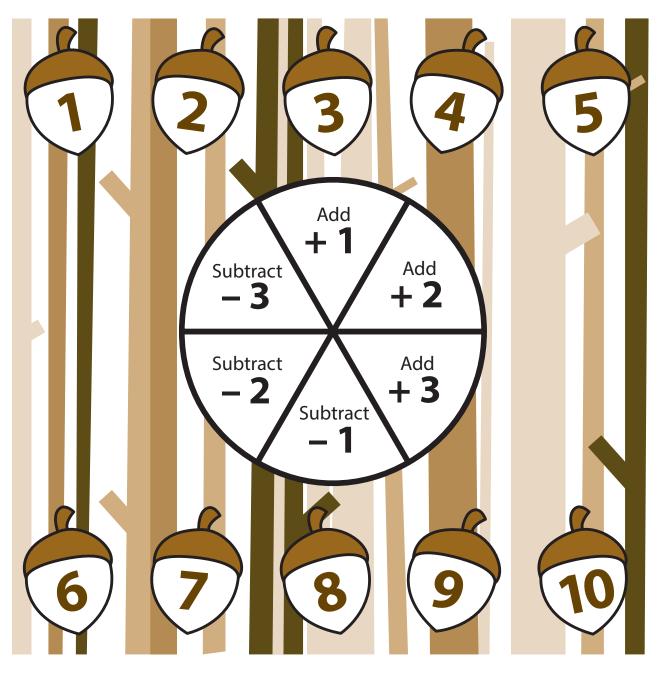
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## The Forest Game page 4 of 4

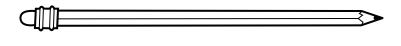
Session 5





## Longer & Shorter, More & Less page 1 of 2

**1** Draw a red X on the longer pencil. Color the shorter pencil green.

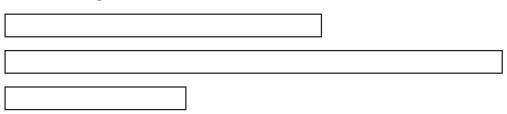




**2** Color the longer vehicle yellow. Draw a circle around the shorter vehicle.



**3** Color the longest ribbon blue. Color the shortest ribbon red.



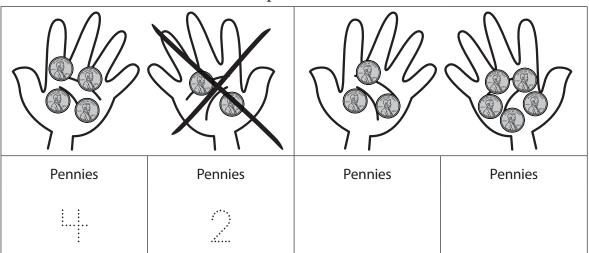
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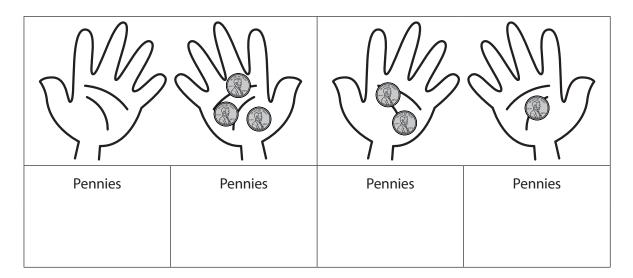


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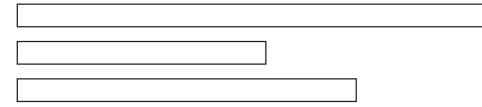
## Longer & Shorter, More & Less page 2 of 2

**4** How many pennies are there in each hand? Write the number to show. Draw a blue X on the hand in each box with fewer pennies.





**5** Color the longest ribbon green. Color the shortest ribbon brown.



NAME										DATE			
	-rogs	& Mc	ore Fro	ed sbo	Frogs & More Frogs page 1 of 2	7							
1 F1	reddy Fr	l si go.	practicin	ig for the	Freddy Frog is practicing for the big frog jump contest. Color in the boxes to show how far he jumped each time.	1mp conte	est. Coloi	in the bo	oxes to sh	ow how fi	ar he jum	ped each	time.
lst Jui	1st Jump: 8 sticks	icks											
-		n l	m	4	2	و	~	∞	6	10	1	2	13
2nd Ju	2nd Jump: 12 sticks	sticks											
-		5	e a la l	4	5	6	2	8	6	10	11	12	13
3rd Ju	3rd Jump: 9 sticks	ticks											
-		~	m	4	5	و	~	8	6	10	1	12	13
2	/hich on	le was	his long	çest jump	<b>2</b> Which one was his longest jump? (Circle one.)	ne.)						k	
00	8 sticks			12 5	12 sticks		9 st	9 sticks			A A A A A A A A A A A A A A A A A A A		
≥ M	/hich on	le was	his shor	rtest jum]	Which one was his shortest jump? (Circle one.)	one.)							
80	8 sticks			12 5	12 sticks		9 sticks	icks					

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#### Unit 4 Module 3 Session 5

#### NAME

## Frogs & More Frogs page 2 of 2

**4** Color the frogs. Trace the numbers or symbols. Write an addition sentence to match the picture.

Color 2 frogs green. Color 3 frogs brown.





Color 4 frogs red. Color 1 frog blue.



\_\_\_\_\_ \*\*\* \_\_\_\_\_ \*\*\*\*

Color 3 frogs yellow. Color 2 frogs black.

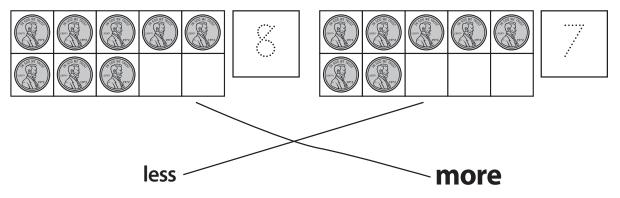
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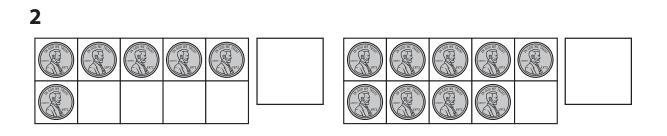
**5** Add

Add.					
1	3	4	2	3	4
+ 2	<u>+ 1</u>	+1	<u>+2</u>	+ 2	+ 2

## Comparing Pennies page 1 of 2

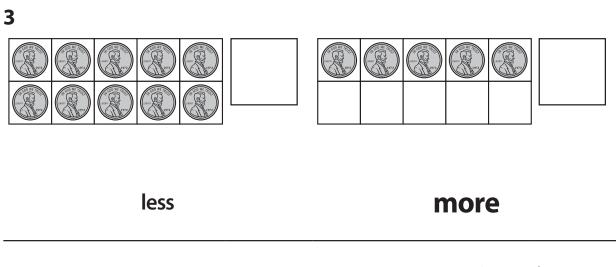
1 Count the pennies in each frame. Write how many there are. Then draw lines to the words to show which frame has more and which has less.





less

more



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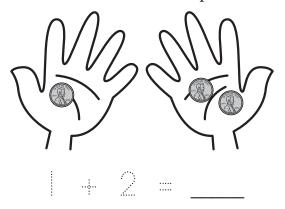


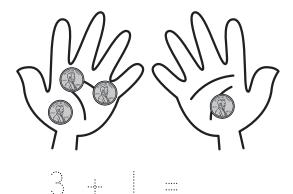
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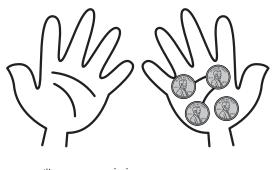
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### Comparing Pennies page 2 of 2

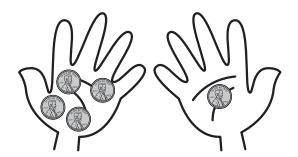
**4** How many pennies are there in each hand? Write the number to show. Draw a blue X on the hand with fewer pennies.



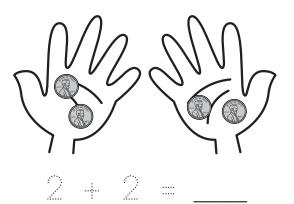


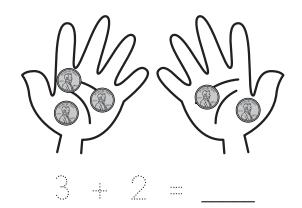








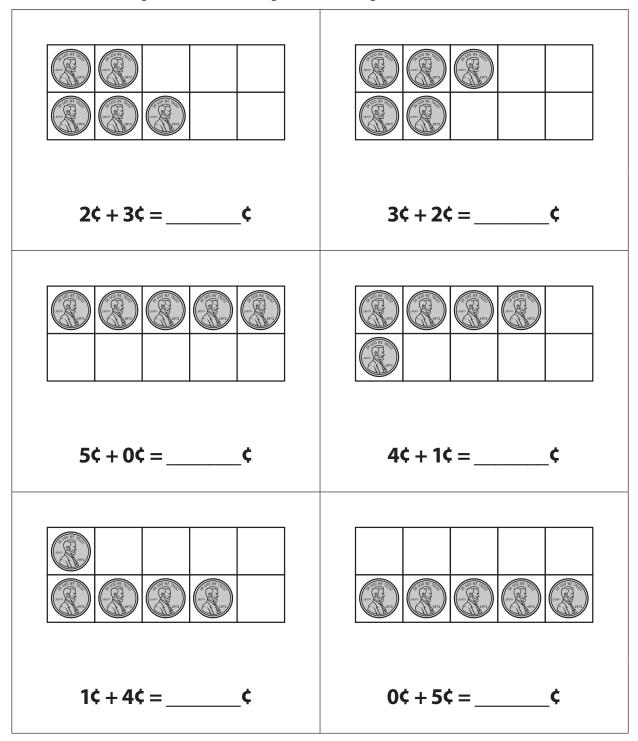






# Adding Pennies page 1 of 2

Solve the addition problems. Use the pictures to help.



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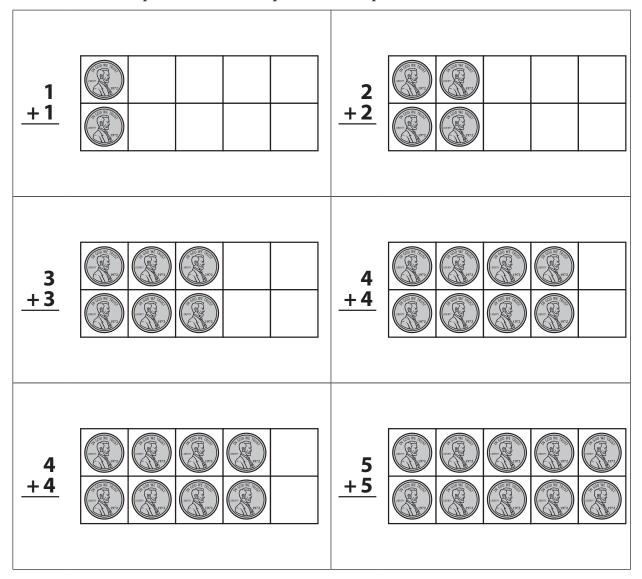


#### Unit 4 Module 4 Session 5

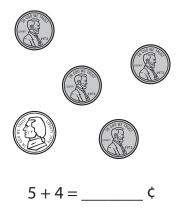
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## Adding Pennies page 2 of 2

Solve the addition problems. Use the pictures to help.



### CHALLENGE





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