

NAME _____

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Search for Spheres page 1 of 2

Note to Families

At school, your child has been learning about spheres. Go on a search for objects in your house that are spheres (for example, a basketball or an orange) and count how many spheres you find.

Instructions

Spheres are all around us! Search around your house for objects that are spheres (for example, a basketball). How many can you find?

- 1 In the table below, write the name of each sphere and how many you find.

Spheres In My House	
Name of Sphere	How many?
example Basketball	2

- 2 How many different kinds of spheres did you find in your house? _____
- 3 **CHALLENGE** Miguel found 6 spheres in his room. He found 5 more spheres in the kitchen. How many spheres did he find in all? In the space below, show how you solve this problem.

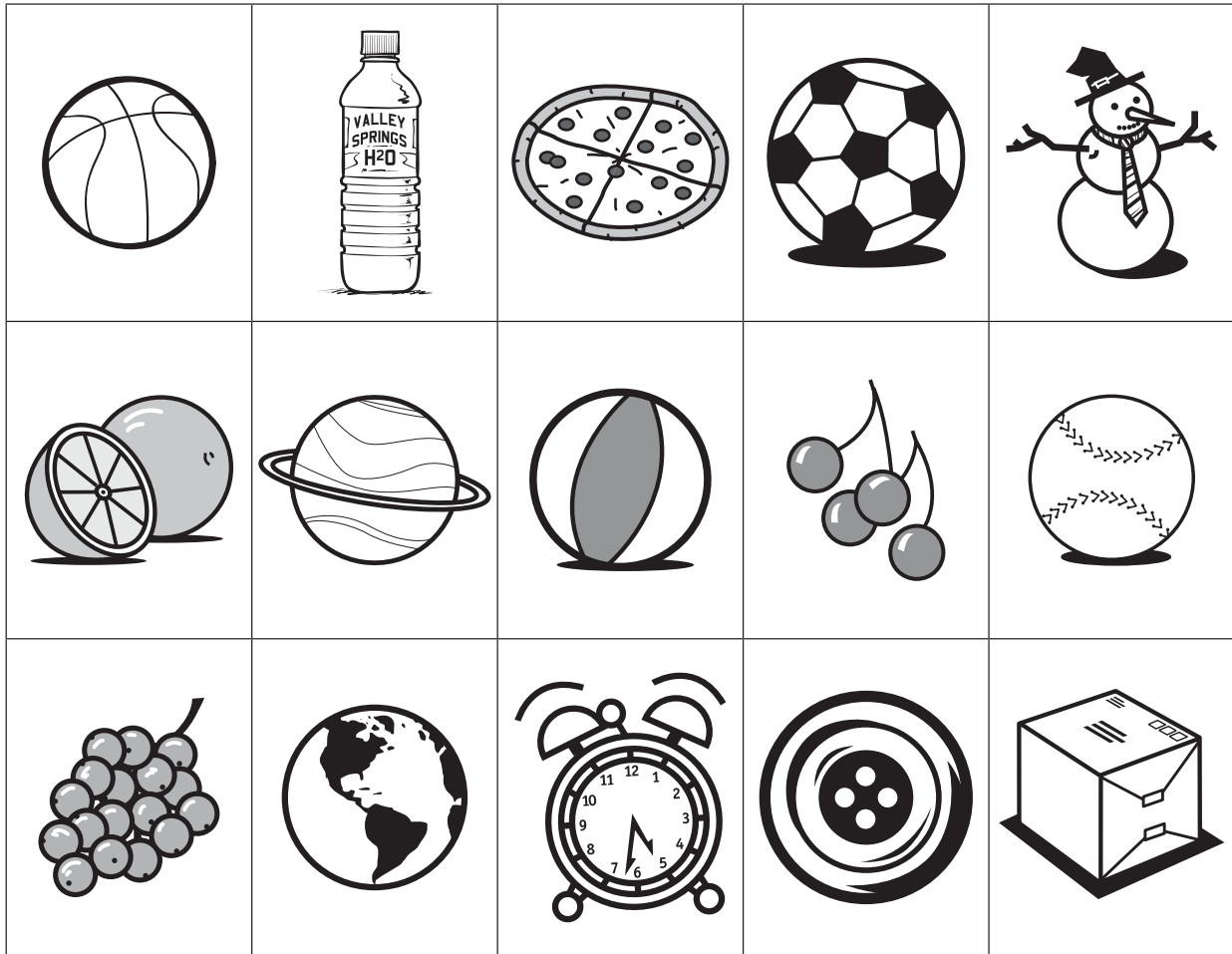
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Search for Spheres page 2 of 2

4 Use crayons or colored pencils to color in just the spheres.



5 How many pictures of spheres did you color in? _____

6 CHALLENGE Which pictures could you combine to show 20 spheres?

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Cylinders & Spheres Race to Twenty page 1 of 3

Note to Families

As you play this game, use the words *cylinder* and *sphere* to help your child learn them. Talk about and count how many have been filled in, and remind your child that the heavy black marks indicate five spaces, making it easier to count on from 5 or 10.

Materials

- Cylinders & Squares Race to Twenty, pages 1–3
- 4 crayons in different colors
- paperclip and pencil (to be used as a spinner)

Instructions

- 1** Decide who will play for *cylinders* (the ones shaped like a can) and who will play for *spheres* (the ones shaped like a ball), and pick two crayons each.
- 2** On your turn, spin the spinner and color in that many of your shape on your number line. (If you spin 3, color 3 of your shape.)
- 3** Switch colors on each turn so you can easily see how many you are adding together.
Note Sometimes kindergartners will roll a 3 and color in 3 shapes, and then, if they roll a 5 on their next turn, they will color in 2 more for a total of 5. Instead, make sure the player who rolls a 5 colors in 5 more on that turn. Once they get past 5 or 6 filled in, this won't be an issue.
- 4** As you play, talk about who has *more* and who has *less*; how many more or less, and how you know.

(continued on next page)

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Cylinders & Spheres Race to Twenty page 2 of 3

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Cylinders & Spheres Race to Twenty page 3 of 3

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Unit 6 Module 1 | Session 5

Parent How many cylinders are colored in?

Child Four.

Parent How do you know?

Child Three and 1 more is 4.

Parent Great. How many spheres are colored in?

Child Seven... there are 5 and then 6, 7.

Parent All right. So who has more shapes colored in?

Child You do. You have 7 and I only have 4.

Parent How many more do I have?

Child Let's see... 1, 2, 3 (counting the extras)—you have 3 more.

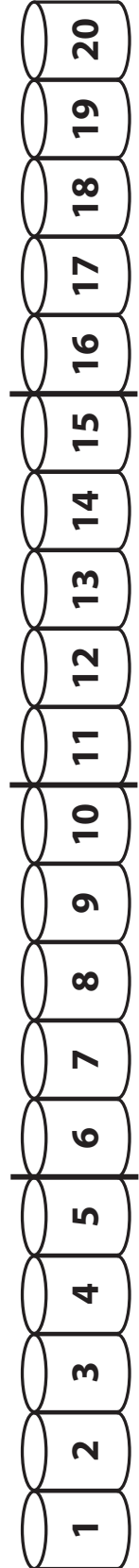
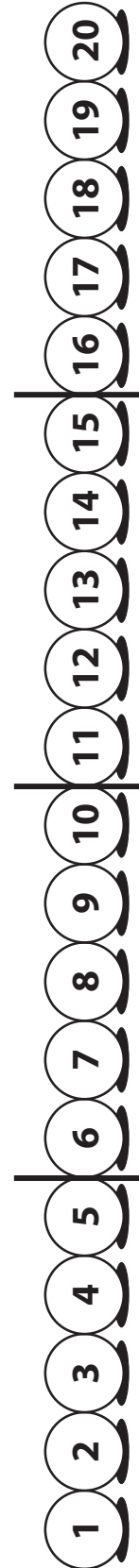
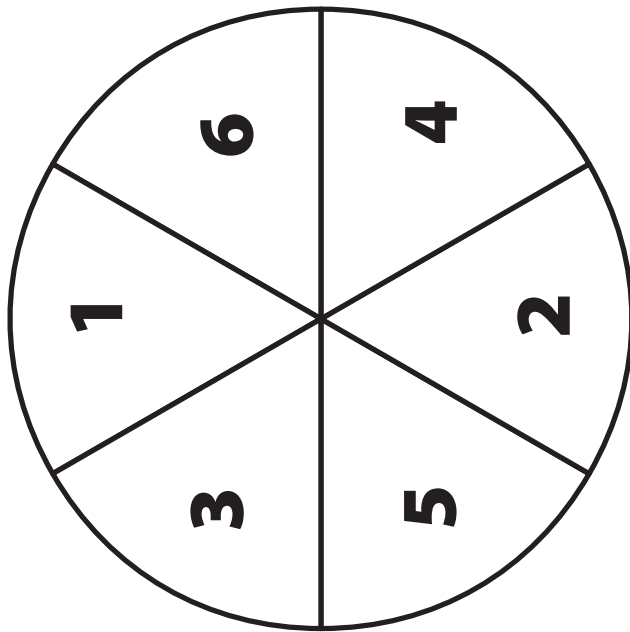
As you get farther along the number line, you can ask, "How many more to get to 20?"

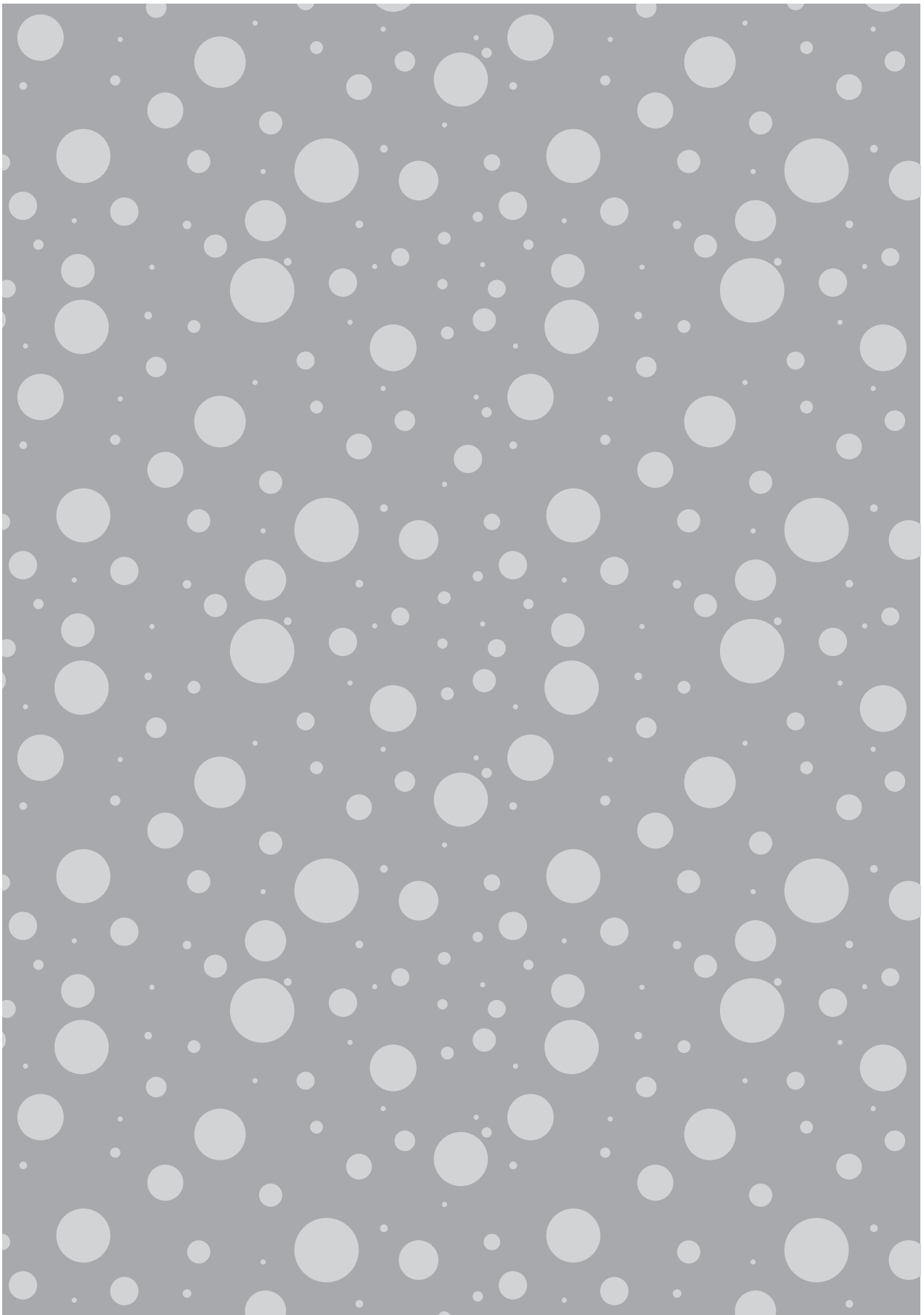
- 5** Continue taking turns until all the shapes on one player's number line have been filled in. You need to land on 20 exactly.
- 6** **CHALLENGE** Say or write an equation each time you color more shapes. For example, if you had 4 shapes colored and then color 5 more on your next turn, say or write $4 + 5 = 9$.

(continued on next page)

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Cylinders & Spheres Race to Twenty page 3 of 3





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Shape Bingo page 1 of 4

Materials

- Shape Bingo, pages 1–4
- envelope to save the cards
- game markers (pennies, dry beans, small pieces of paper, etc.)
- scissors

Instructions

- 1** Cut apart the two bingo boards on page 3 and the cards on page 4, and get some game markers for you and your partner.
- 2** Mix up the cards and put them in the envelope.
- 3** Pull out one card at a time. What does the card show? Do you or your partner have a shape on your game boards that matches the card?
- 4** If you or your partner have that shape, cover it with a game marker. Cover only one shape on each turn, even if there are several shapes that match the attribute card.
- 5** The first person to cover three shapes in a row in any direction is the winner.
- 6** Save the cards and play again this week.
- 7** Complete the worksheet on page 2 and return it to your teacher.

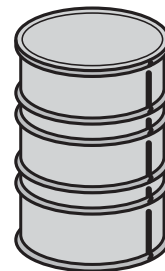
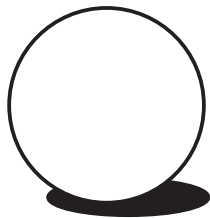
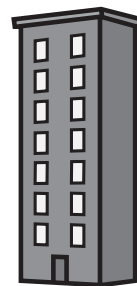
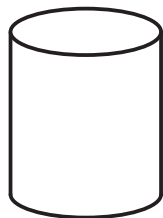
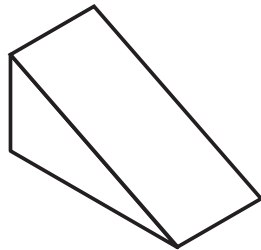
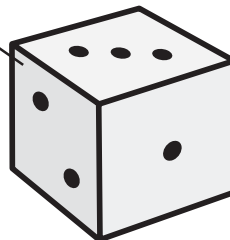
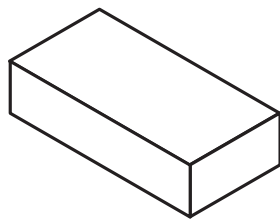
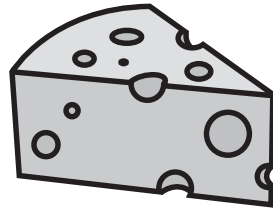
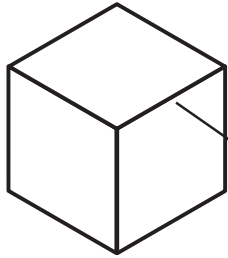
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Shape Bingo page 2 of 4

Match the shapes.

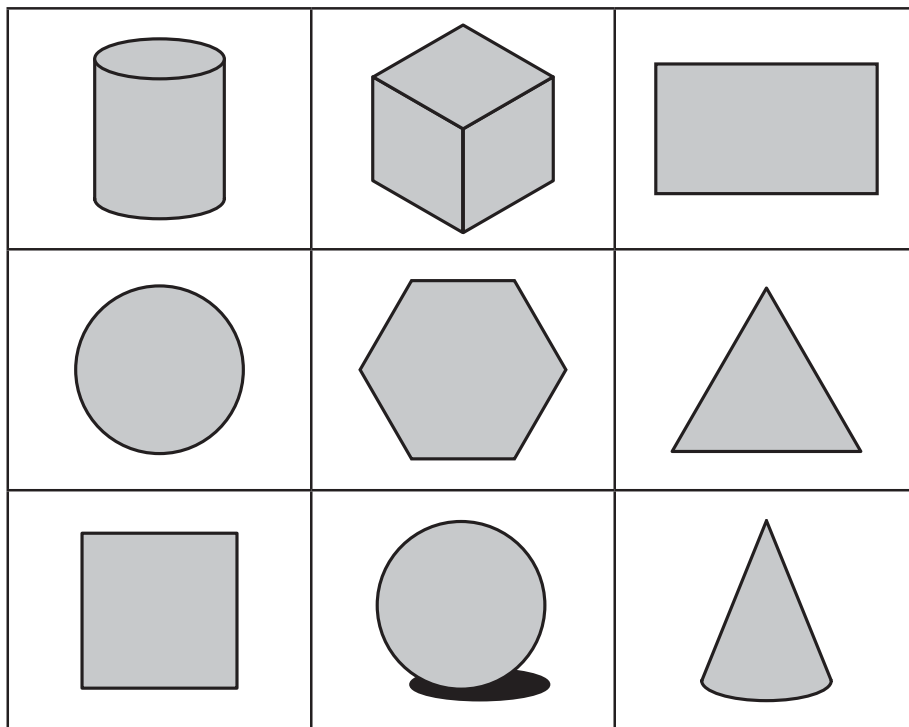
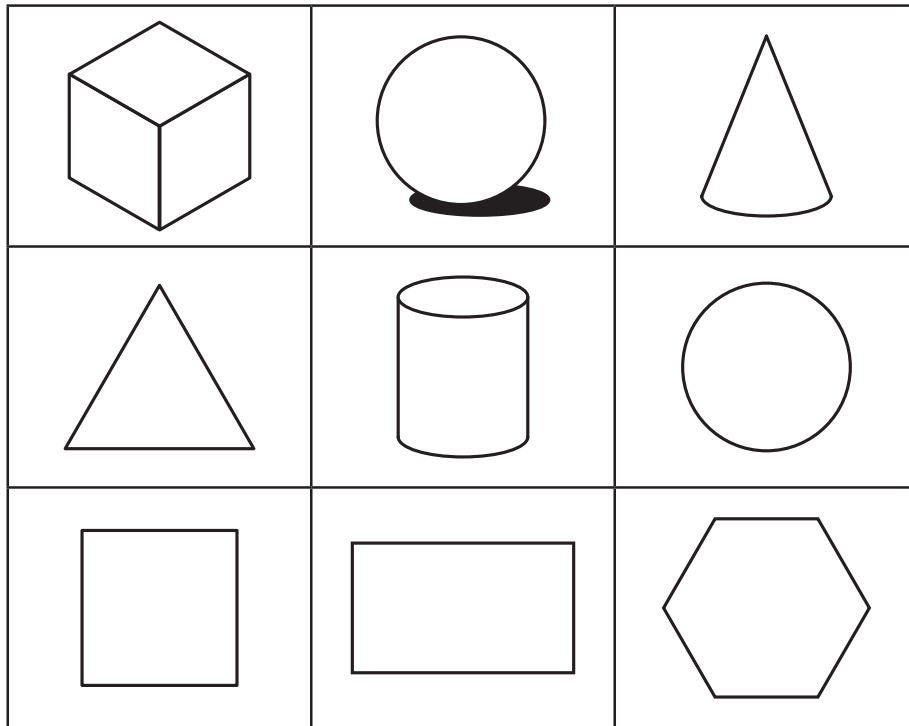


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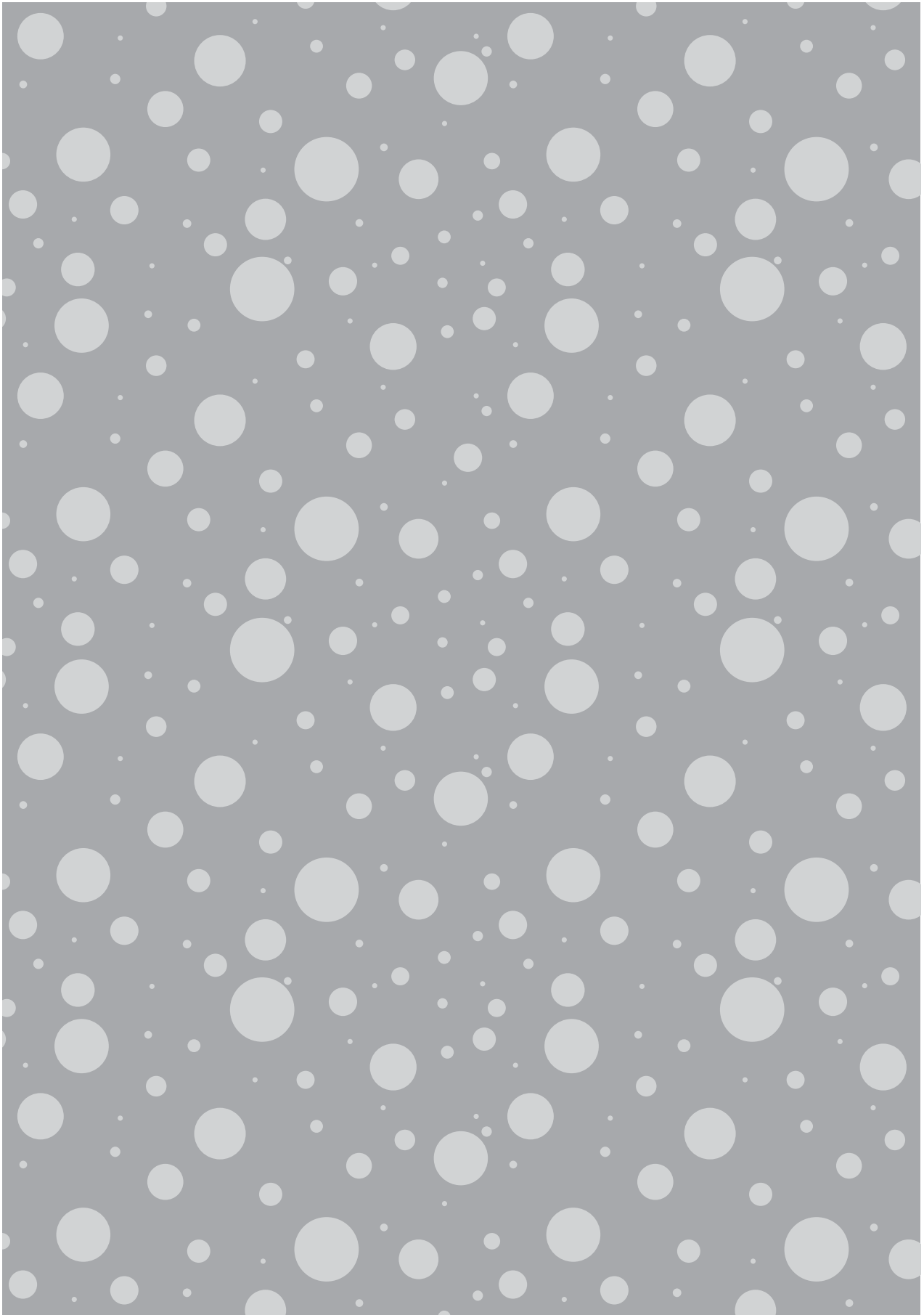
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Shape Bingo page 3 of 4

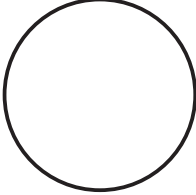
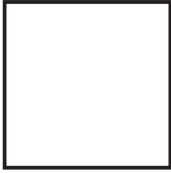
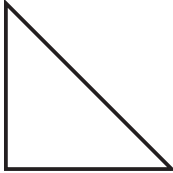

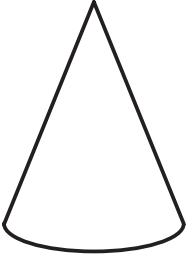
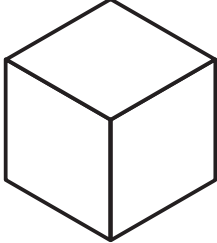
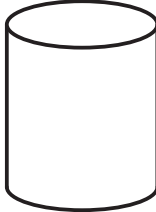



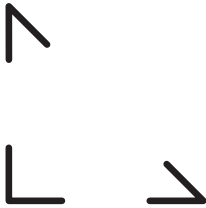

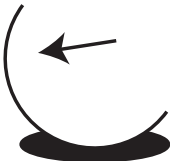
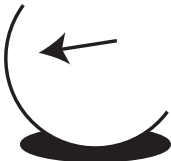
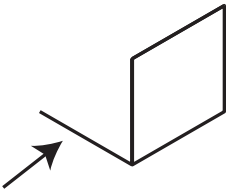
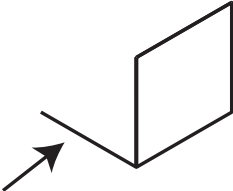


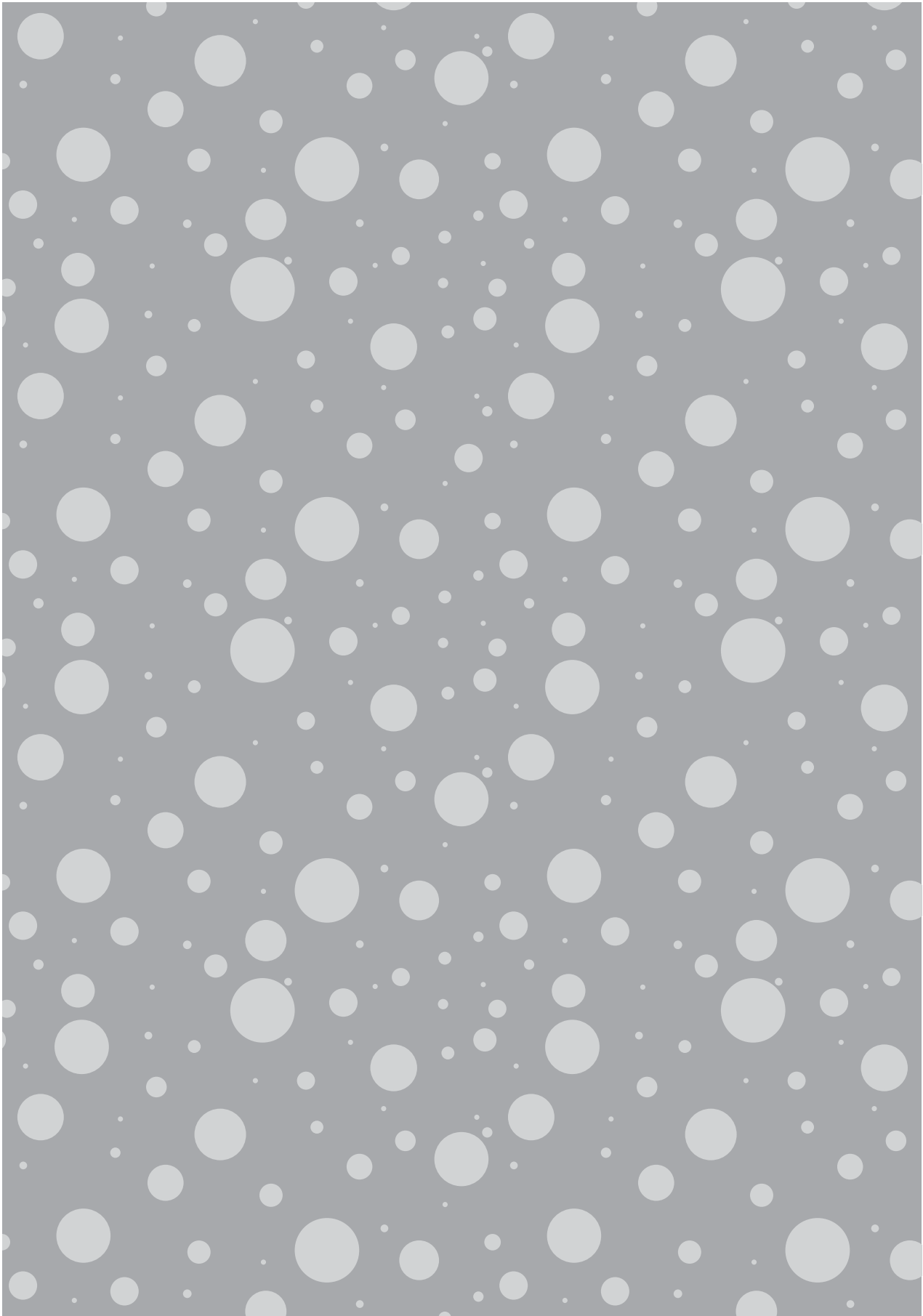
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Shape Bingo page 4 of 4

Attribute Cards

			
circle	square	triangle	rectangle
			
cone	cube	cylinder	sphere
			
curved sides	straight sides	3 corners	4 corners
			
three-dimensional with curves	three-dimensional with curves	three-dimensional with straight edges	three-dimensional with straight edges



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Shapes & Spinners Graphing page 1 of 4

Note to Families

In this activity, which we have been playing in school, your child can practice identifying and drawing shapes, as well as making a graph.



rectangle



square



circle



rhombus



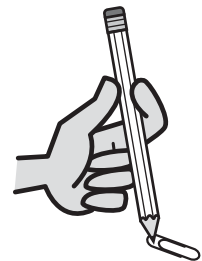
hexagon



triangle

Materials

- Shapes & Spinners Graphing, pages 1–4
- paperclip and pencil for use as a spinner



Instructions

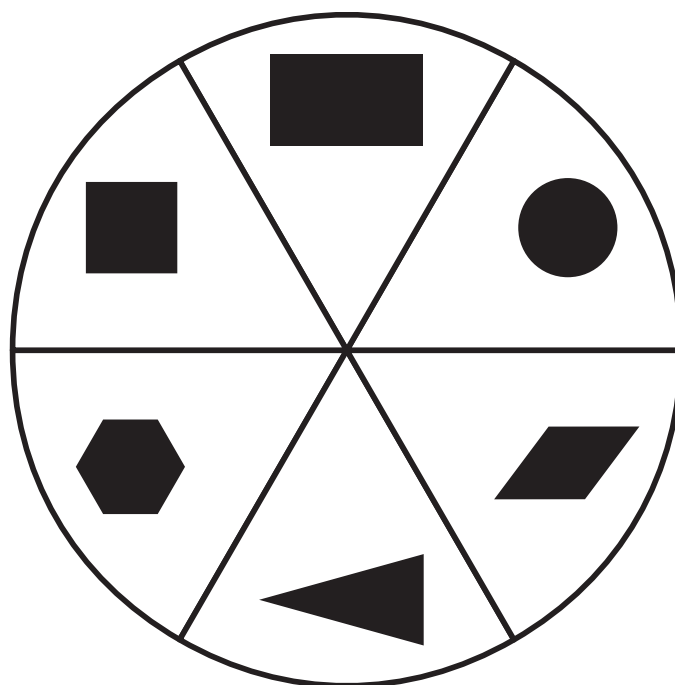
- 1 Use one record sheet (pages 3 and 4) each time you play.
- 2 Spin the shapes spinner on page 2. What shape did you land on?
- 3 Find that shape on your graph and trace it in the first box at the bottom of the column.
- 4 Keep spinning and drawing until one column is filled to the top. Which shape won?
- 5 Compare it with the other columns. When you do another graph, do you think that same shape will win again?
- 6 Play again on the second record sheet sometime this week.
- 7 **CHALLENGE**
 - Keep playing until you have a first, second, and third place winner. Write 1st, 2nd, and 3rd at the tops of those columns.
 - When you are done, compare the columns. Write statements to compare two columns. (For example, if you have 3 in the squares column and 4 in the hexagons column, write $3 < 4$ and $4 > 3$ on your paper.) Try it again with two different columns.
 - When you are done, add up two of the columns. Write the equation on your paper. Try it again with different columns.

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Shapes & Spinners Graphing page 2 of 4






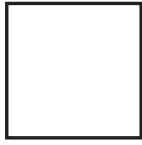

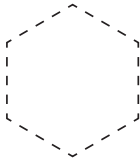
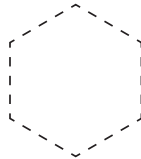
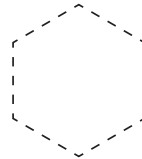
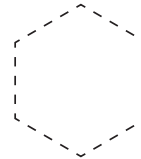
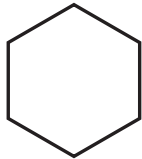






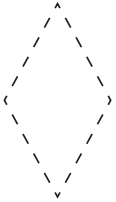
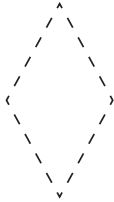

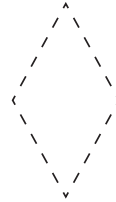
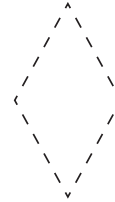


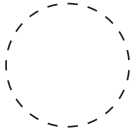



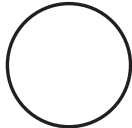








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Shapes & Spinners Graphing page 3 of 4






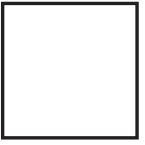
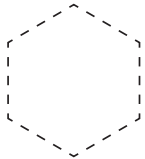
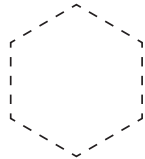

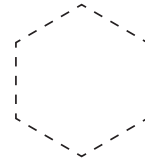

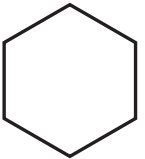






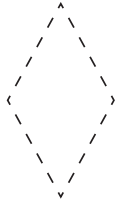
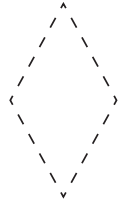

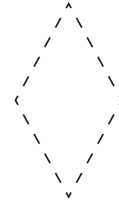
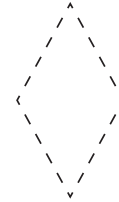
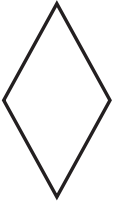

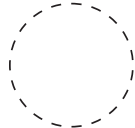


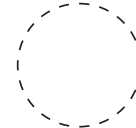
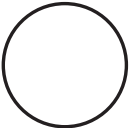



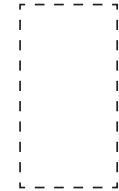

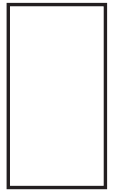
					
					
					
					
					
					

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Shapes & Spinners Graphing page 4 of 4

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How Many More to Five? page 1 of 2

Fill in the equations.

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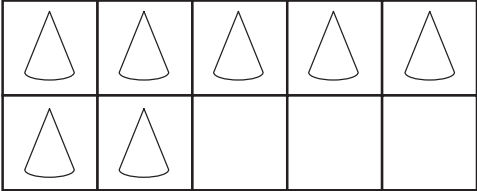
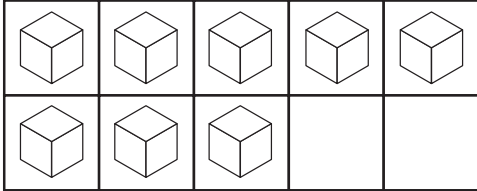
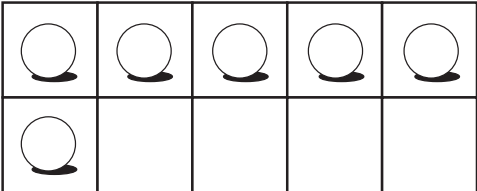
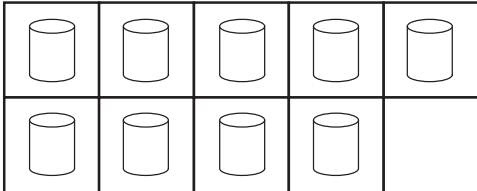
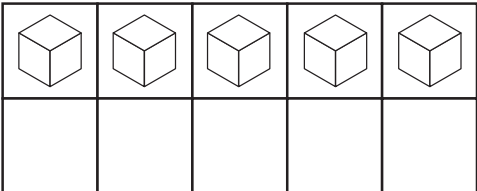
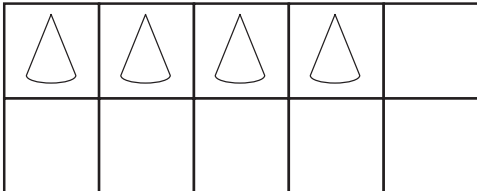
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NAME _____

DATE _____

How Many More to Five? page 2 of 2

CHALLENGE Fill in the equations. How many more to 10?

 <p>10 = _____ + _____</p>	 <p>_____ + _____ = 10</p>
 <p>_____ + _____ = 10</p>	 <p>10 = _____ + _____</p>
 <p>10 = _____ + _____</p>	 <p>_____ + _____ = 10</p>

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Ten & More Bingo page 1 of 4

Note to Families

When you're playing bingo with your child, encourage counting the cubes on the cards in different ways (by 10s and 1s, by 10s and 5s and 1s, and simply by 1s). It takes some students many times of counting by 1s to really trust that there are 10 in the row.

Materials

- Ten & More Bingo, pages 1–4
- game markers (pennies, dry beans, pieces of cereal, etc.)
- an envelope for storing the cards

Instructions

- 1 Cut apart the cards on pages 2 and 3 and put them in an envelope.
- 2 Cut apart the bingo boards on page 4 and give one to each player.
- 3 Cover the “FREE” spot on each board with a game marker.
- 4 Take turns reaching into the envelope for a card.
 - How many cubes are on the card?
 - How did you count them?
 - Is there another way to count them?
- 5 Both players cover the number on their bingo boards.
- 6 The first player to get four in a row in any direction wins the game.
- 7 Play the game several times this week.
- 8 **CHALLENGE**
 - Play to “blackout”—that’s when the entire board is covered.
 - Write equations for the different ways you can count the cubes on a card. For example, for a card that shows 16, you could write “ $16 = 10 + 1 + 1 + 1 + 1 + 1 + 1$,” or “ $10 + 5 + 1 = 16$,” or “ $10 + 6 = 16$,” and so on.

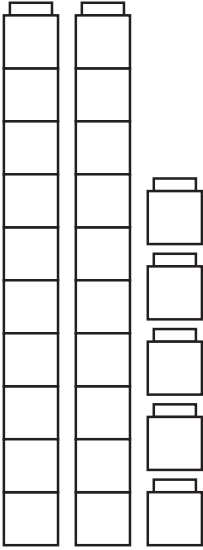
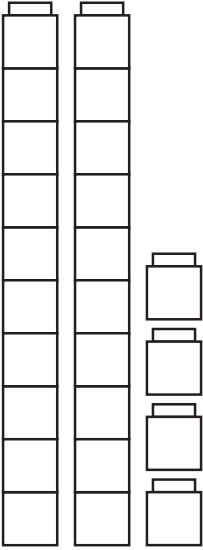
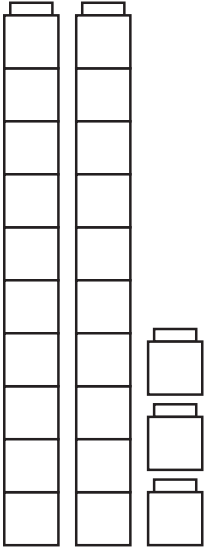
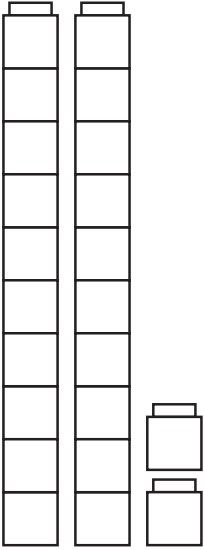
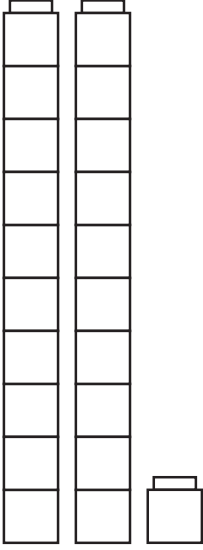
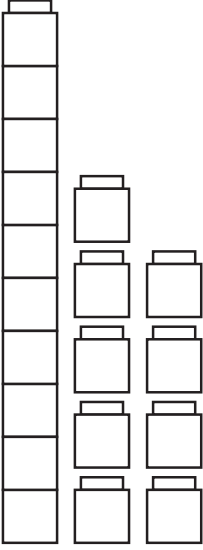
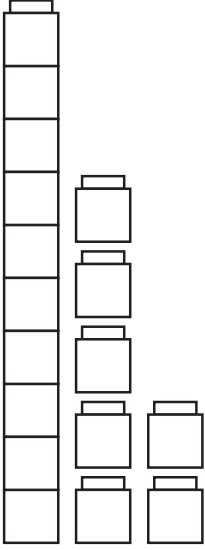
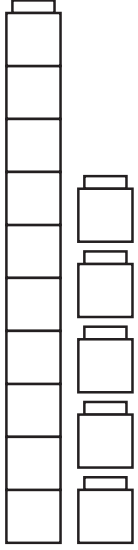
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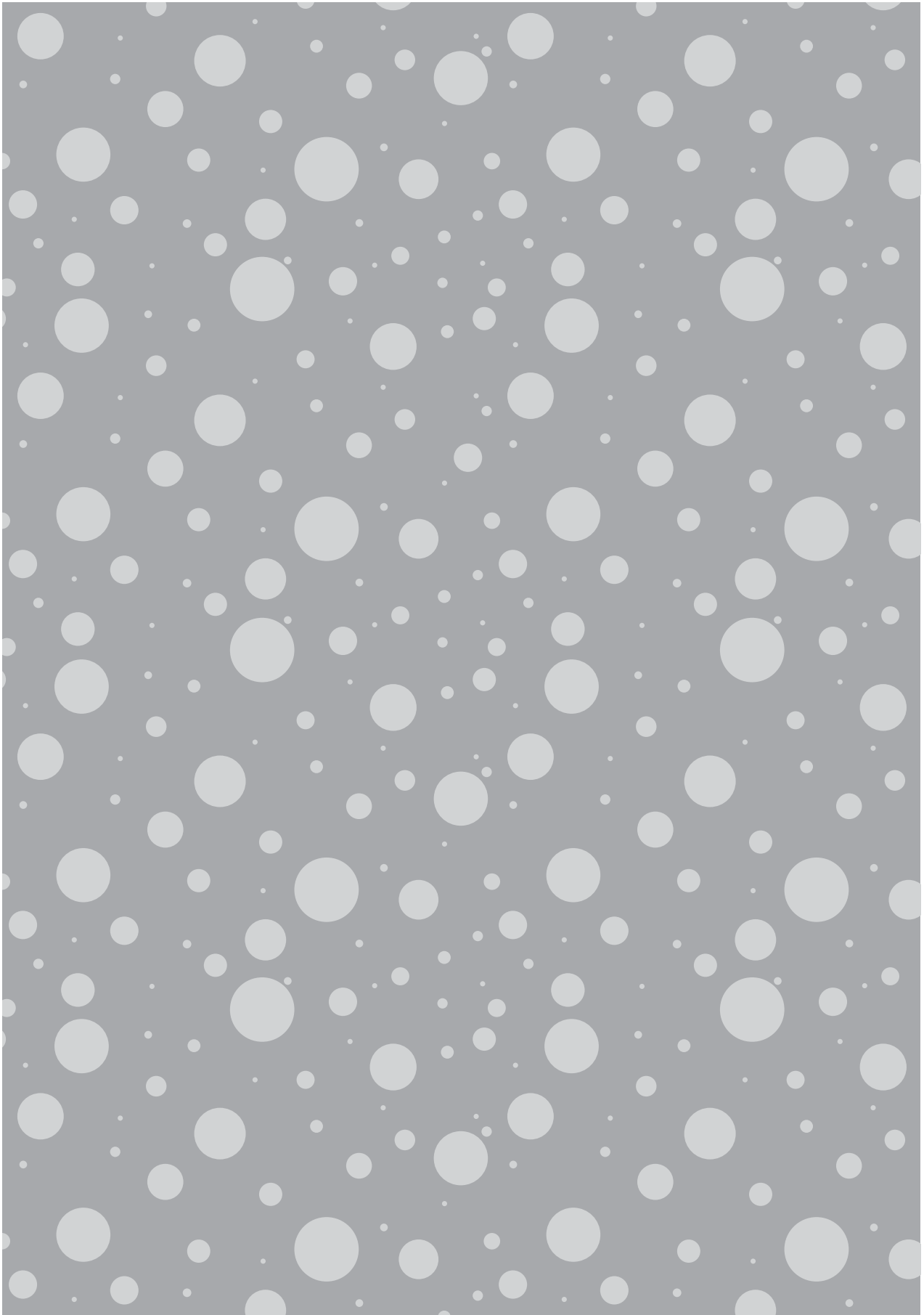
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Ten & More Bingo page 2 of 4

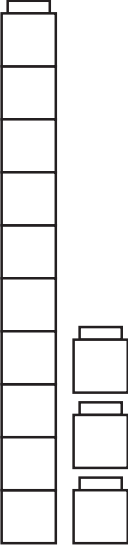
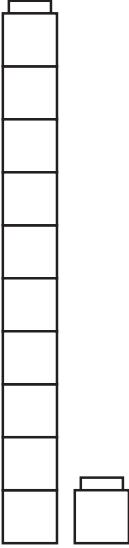
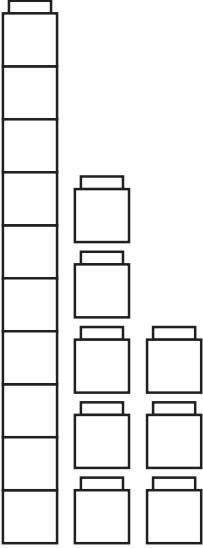
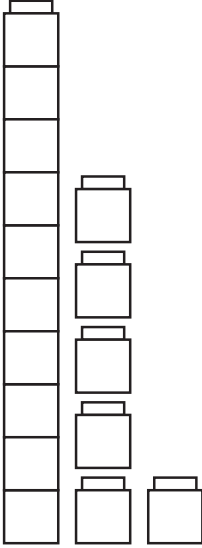
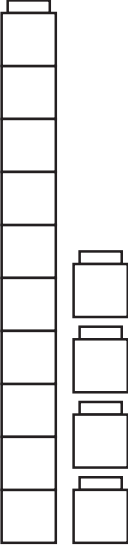

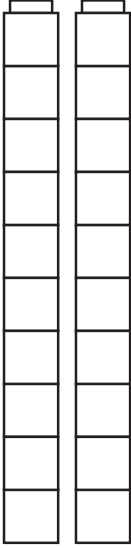
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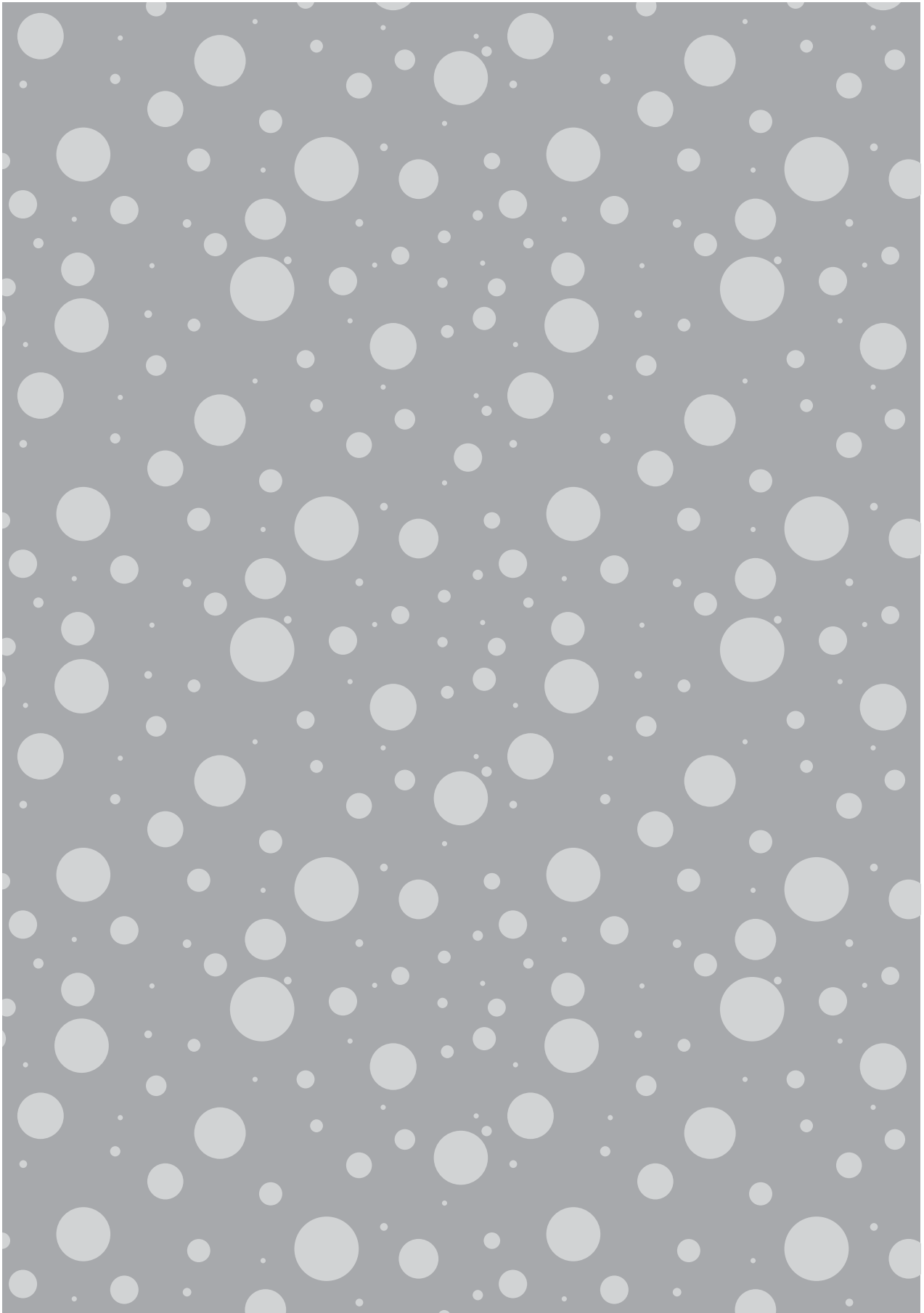
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Ten & More Bingo page 3 of 4

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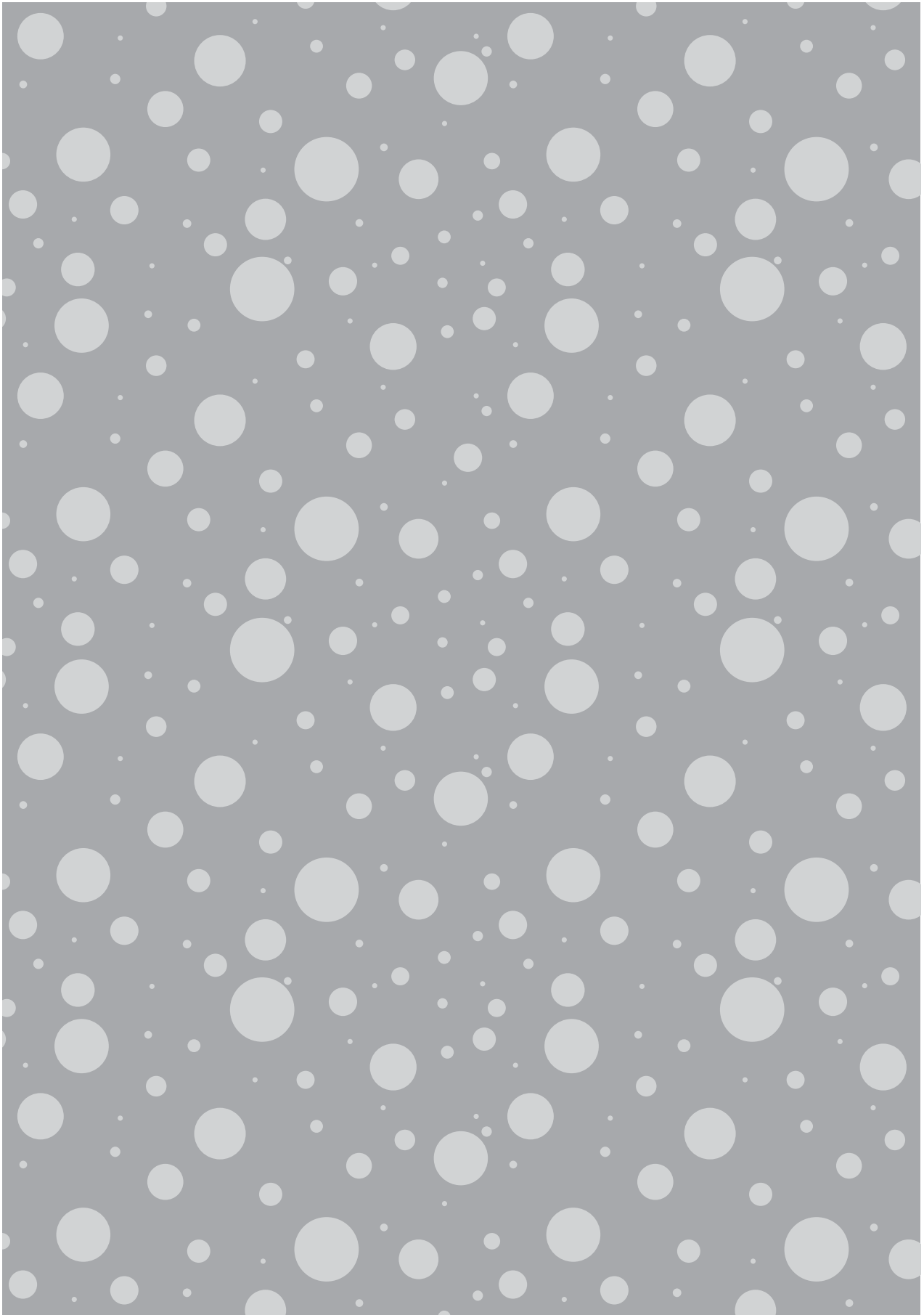
NAME _____

DATE _____

Ten & More Bingo page 4 of 4

12	19	17	20
21	15	24	13
25	11	23	18
22	14	16	FREE

11	14	23	21
22	16	19	18
17	20	24	12
25	13	15	FREE



NAME _____

DATE _____



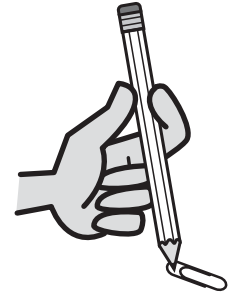
Race You to 20¢ page 1 of 4

Note to Families

Be sure to save this game board — you'll be using it again in the next Home Connection.

Materials

- Race You to 20¢, pages 1–4
- 40 pennies (or any other small item) for 2 players to share
- paperclip and pencil (for use as a spinner)



Instructions

- 1** Decide which side of the game board (page 3) each player will use and who will go first.
- 2** Take turns spinning the spinner and collecting that number of pennies. If you land on a nickel, you get to collect 5 pennies.
- 3** Set the pennies into the boxes on your side of the game board.
- 4** Be sure to wait until one player has finished a turn before spinning again.
- 5** Count and compare pennies after each round.
 - Who has more pennies?
 - How many more?
 - How much would the other player need to catch up?
 - How many more pennies until each player has 10¢? 15¢? 20¢?

(continued on next page)

NAME _____

DATE _____

Race You to 20¢ page 2 of 4

NAME _____ DATE _____

Race You to 20¢ page 4 of 4

Home Connection — Bridges in Mathematics Kindergarten

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Unit 6 Module 4 | Session 2

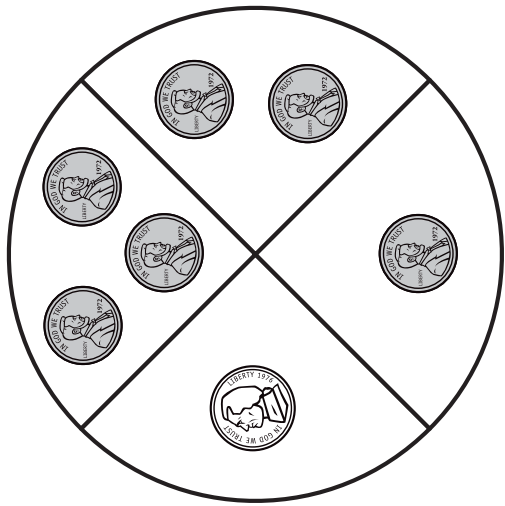
- 6** To win, a player must have exactly 20¢. If you spin more than you need, you must wait until your next turn to spin again.
- 7** Play the game several times this week.
- 8** Complete the What Comes Next? worksheet on page 4 and return it to your teacher.
Note Save the game board and pennies for the next Home Connection.
- 9 CHALLENGE**
- Write equations that show the amount you have and the amount you still need. For example, for the game shown above, the player on the left would write $4 + 16 = 20$ and the player on the right would write $6 + 14 = 20$.
 - Write “greater than” and “less than” statements to compare the amounts of the two players. For example, for the game shown above, the statements would be $4 < 6$ and $6 > 4$.

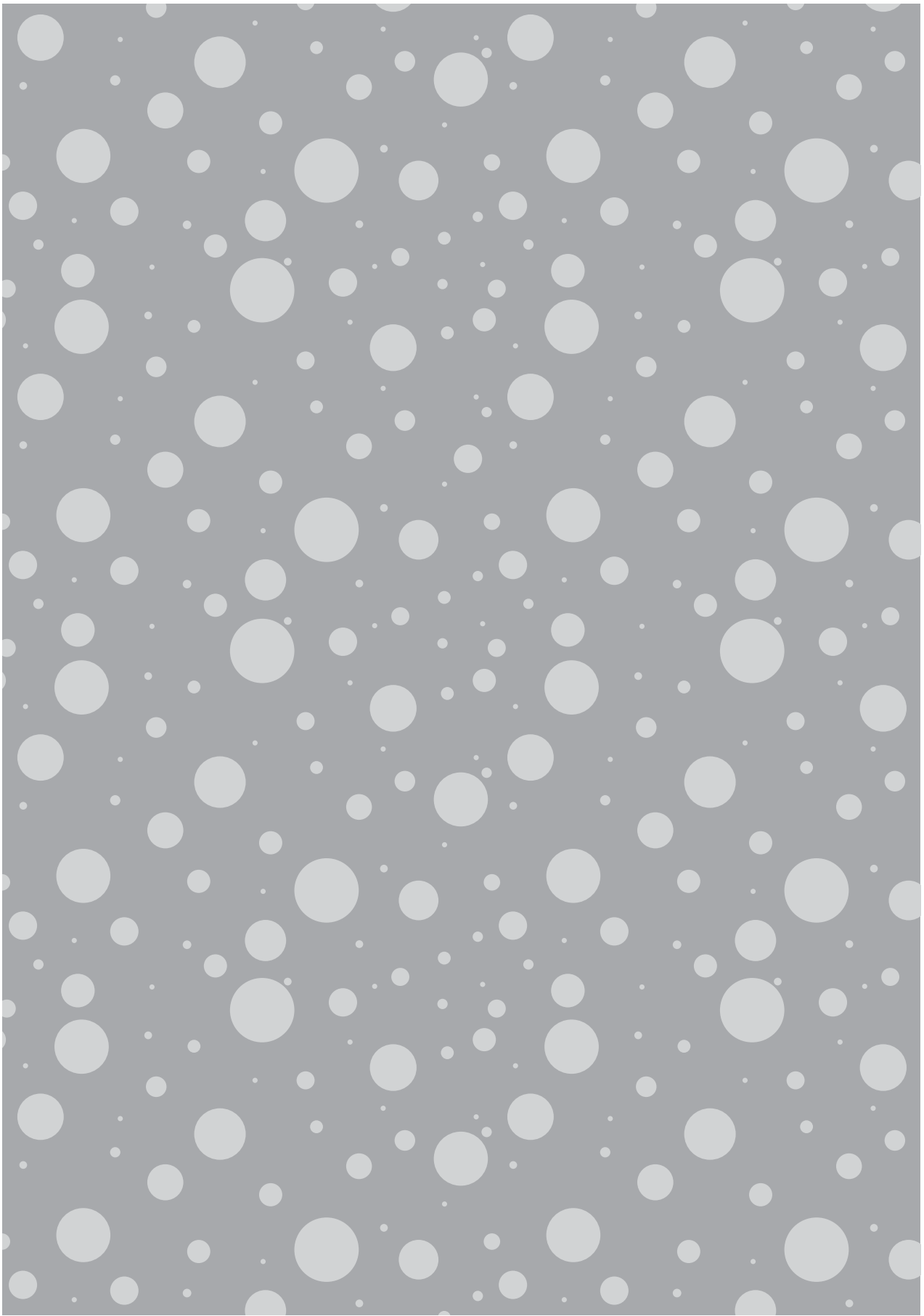
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DATE

NAME

Race You to 20¢ page 3 of 4





NAME _____

DATE _____

Race You to 20¢ page 4 of 4**What Comes Next?**

Write the number that comes next when you are counting.

9	10	2
6		0
4		1
8		3
5		7

Challenge

13	17
15	20

NAME _____

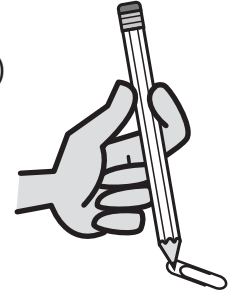
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Race You to Zero page 1 of 3

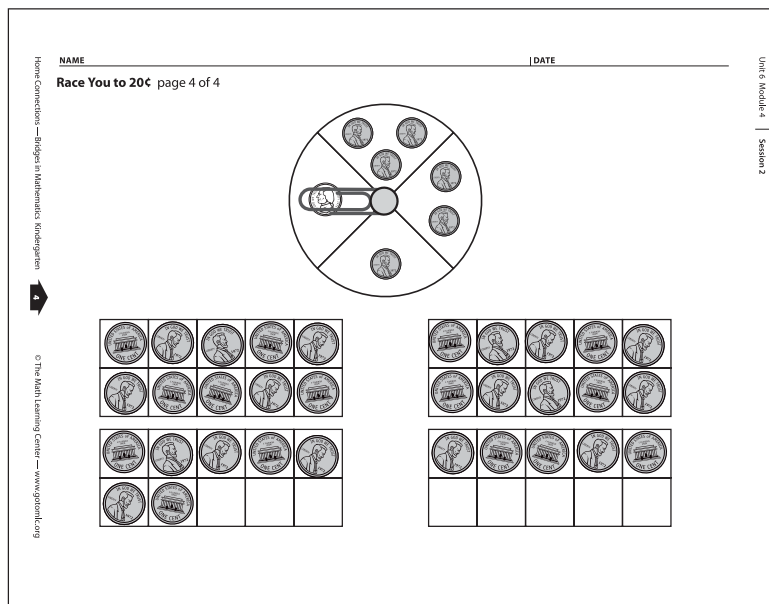
Materials

- Race You to Zero, pages 1–3
- Race You to 20¢ game board (saved from the last Home Connection)
- 40 pennies (or any small item) for 2 players to share
- paperclip and pencil (for use as a spinner)



Instructions

- 1 Set 20 pennies on each player's side of the Race You to 20¢ game board to begin the game.
- 2 Take turns spinning the spinner and removing that number of pennies from your side of the board. If you land on a nickel, you get to remove 5 pennies.
- 3 Be sure to wait until one player has finished a turn before spinning again.
- 4 Count and compare pennies after each round.
 - Who has fewer pennies?
 - How many fewer?
 - How many pennies still need to be taken away before each player reaches 0?



- 5 To win, a player must have exactly 0. If you spin more than you need to take away, you must wait until your next turn to spin again.

(continued on next page)

NAME _____

DATE _____

Race You to Zero page 2 of 3

- 6** Play the game several times this week.
- 7** Complete the What Comes Before? worksheet on page 3 and return it to your teacher.
- 8** CHALLENGE
- Write equations that show the amount of pennies you still have and the amount you have removed. For example, for the game shown above, the player on the left would write $17 + 3 = 20$ and the player on the right would write $15 + 5 = 20$.
 - Write “greater than” and “less than” statements to compare the amounts of the two players. For example, for the game shown above, the statements would be $17 > 15$ and $15 < 17$.


(continued on next page)

NAME _____

DATE _____

Race You to Zero page 3 of 3**What Comes Before?**

Write the number that comes before when you are counting.

 9	2
6	10
4	1
8	3
5	7

Challenge

13	17
15	20

