

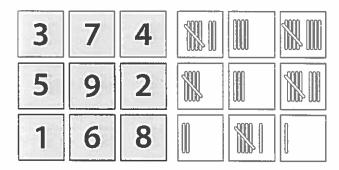
Tally & Number Match Game page 1 of 6

Note to Families

Play a matching game with the tally cards and the number cards. If your child needs practice recognizing the groups of tally sticks without counting, try "flashing" the cards—showing them for just three seconds. The two worksheets offer more practice in counting and writing numbers.

Materials

- Tally & Number Match Game, pages 1–6
- scissors
- envelope (to store game cards)
- 1 Cut apart the tally and number cards on pages 3 and 4.
- 2 Lay all of the number cards face-up on one side and all of the tally cards face-up on the other side.



- 3 Can you find the matching pairs?
- 4 Once finding the matching pairs feels easy, turn all of the cards face-down.
- 5 Take turns turning one card from each group face-up. Is it a matching pair?
 - If it is, take those cards and take another turn.
 - If they don't match, turn them back over and give your partner a turn.
 - Try to remember where each card is located.
- 6 The player with the most cards at the end of the game wins.

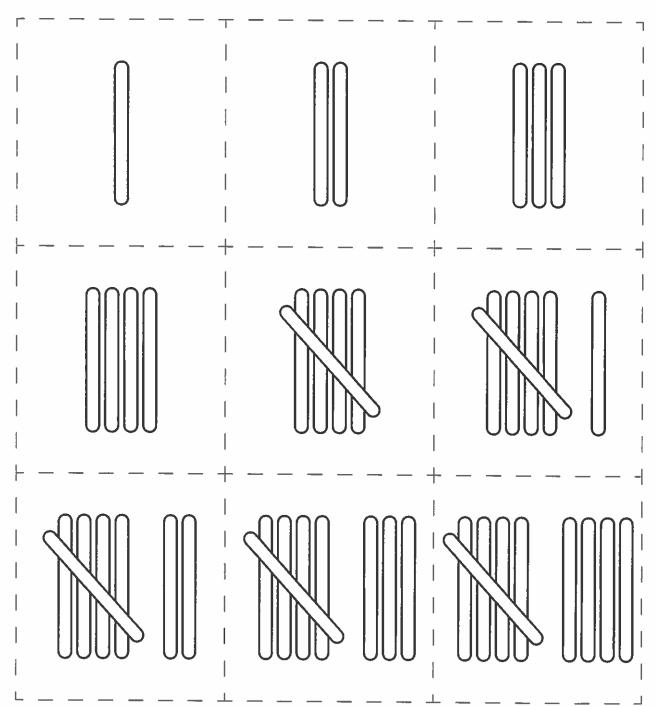
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Tally & Number Match Game page 2 of 6

7 CHALLENGE

- If your child can easily match the tally cards with the number cards, go to the "face-down" version of the game right away.
- Another challenging activity would be to put the tally cards in order from greatest to least and the number cards from least to greatest.
- 8 Play the game a few times this week. Save the cards so you can play again in a few weeks.
- **9** Have your child complete the worksheets on pages 5 and 6, and return them to the teacher.

Tally & Number Match Game page 3 of 6





NAME

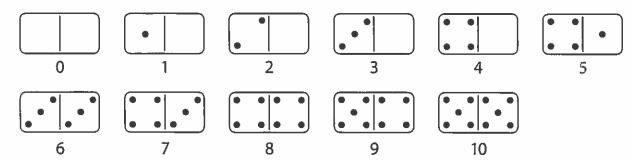
DATE

Tally & Number Match Game page 4 of 6

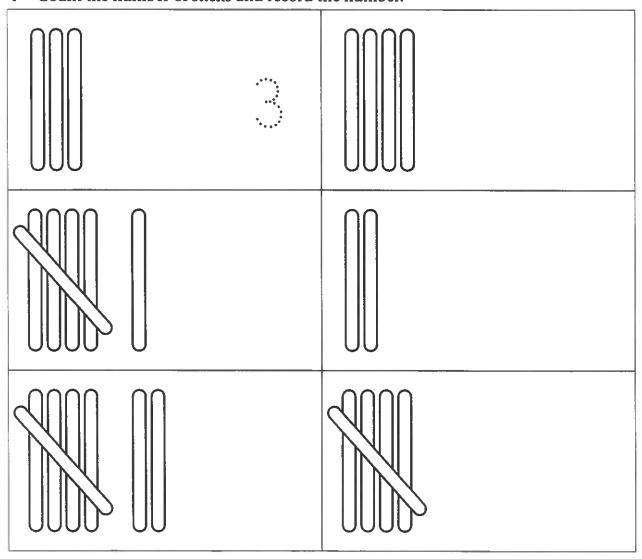


Tally & Number Match Game page 5 of 6

Use the numbers and dominoes to help solve the problems below.

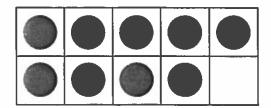


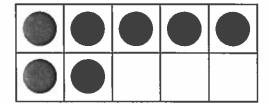
1 Count the number of sticks and record the number.

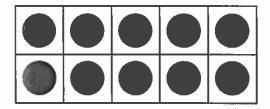


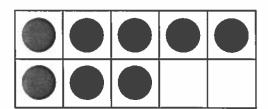
Tally & Number Match Game page 6 of 6

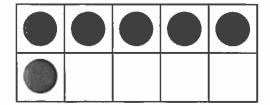
Draw a line from the ten-frame to the tally sticks that match.

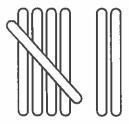


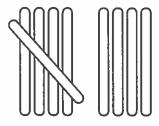


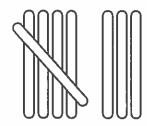


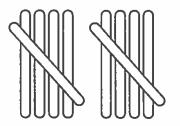


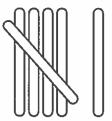














Searching for Pairs page 1 of 2

Note to Families

Have fun finding things around your house that come in pairs of 2. Write them down for your child. This will help your child learn to count by 2s and to learn about doubles. The worksheet on the back will provide more practice with 2s.

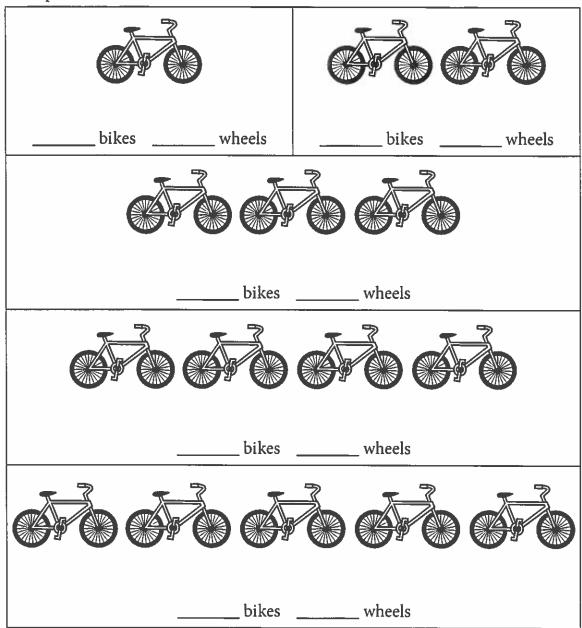
1	Search your home for things that come in pairs—shoes, mittens, what else can you find? List them below.						
·							

Now draw a picture of your favorite thing that you found that comes in pairs (a clock with two hands, your ballet slippers, Grandma's teacups).

Searching for Pairs page 2 of 2

These Bikes Have Two Wheels

3 Look at the bikes. How many bikes are in each picture? How many wheels are in each picture?



4 **CHALLENGE** Can you count the wheels by 2s?

1						i
)	1 4		10		16	
_	1		10		10	



Butterfly Countdown page 1 of 5

Note to Families

As you and your child act out counting down from 10 with paper butterflies, your child will be working with the big idea of subtracting 1. There are also two worksheets, one on addition and one on subtraction.

Materials

- Butterfly Countdown, pages 1–5
- crayons (optional)
- scissors

Instructions

- Color the page of butterfly cards if you like, and cut them out.
- Spread the 10 butterfly cards out in a line.
- Read the Butterfly Countdown poem one verse at a time, stopping before you say the final word (the number of butterflies left).
- 4 Have your child take one butterfly away and ask, "How many are left?" Read the verse again, this time including the final word.
- 5 Continue reading the poem until there are no more butterflies left. **Note** Another way to do this, without reading the poem, would be to just start with 10 butterflies and take away 1 at a time, saying how many are left each time.
- 6 Try some "mental math" now or at another time. (For example: Imagine 7 butterflies hovering over some flowers. If 1 flies away, how many will be left?) **Note** If your child is more comfortable using the paper butterflies, be sure to get them out again.
- Have your child complete the worksheets on pages 4 and 5 and return them to the teacher.

Butterfly Countdown page 2 of 5

Butterfly Countdown

Ten lovely butterflies over a garden fine, One stopped to sip some nectar, then there were nine.

Nine lovely butterflies hovering over a gate, One stopped to rest awhile, then there were eight.

Eight lovely butterflies flying toward heaven, One found a tree in bloom, then there were seven.

Seven lovely butterflies, such a pretty mix, One saw some flowers to sip, then there were six.

Six lovely butterflies saw a large beehive, One stopped to find some honey, then there were five.

Five lovely butterflies flying near a door, One saw some flowers for sale, then there were four.

Four lovely butterflies flying oh so free! One stopped to see the pumpkins, then there were three.

Three lovely butterflies in the morning dew, One stopped to see some plants, then there were two.

Two lovely butterflies in the midday sun, One got a bit too hot, then there was one.

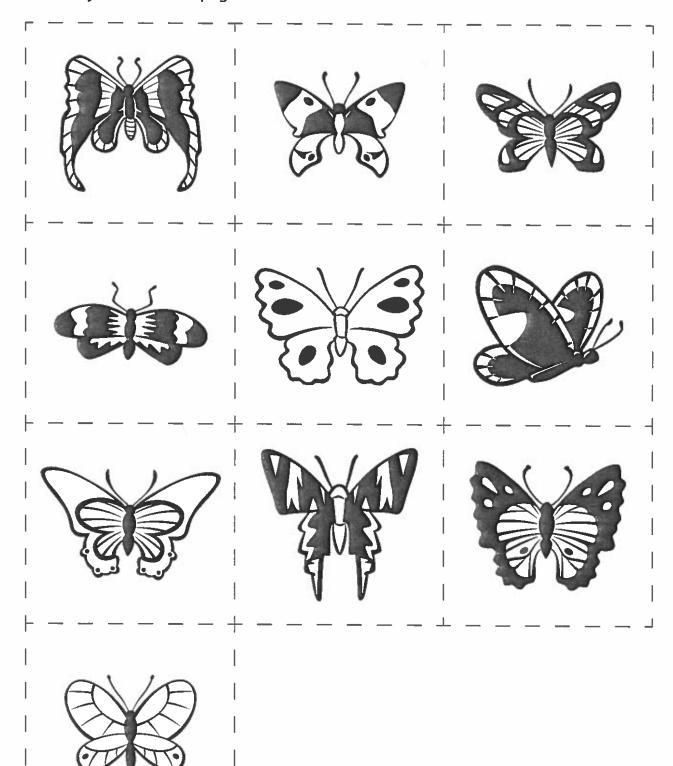
One lovely butterfly said, "Being lonely is no fun." She left to find her friends, then there were none.

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DATE

NAME

Butterfly Countdown page 3 of 5





NAME

Butterfly Countdown page 4 of 5

Use the numbers to help solve the problems below.

1 2 3 4 5 6

7 8

10

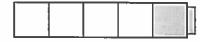
Solve the addition problems. Use the pictures to help.



3 + 1 = ____



2 + 1 = _____



4 + 1 = _____



1 + 1 = _____



7 + 1 = _____

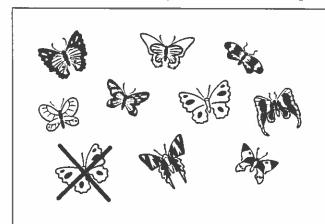


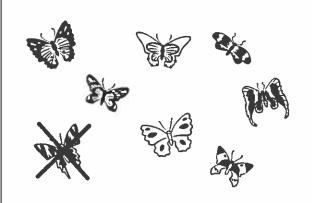


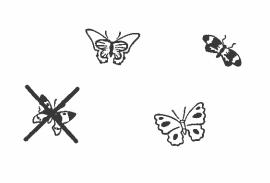
8 + 1 = _____

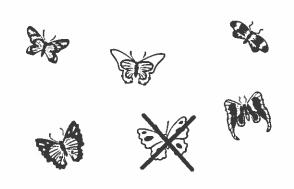
Butterfly Countdown page 5 of 5

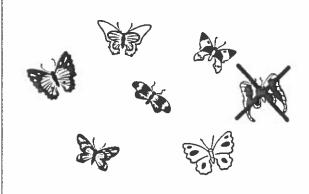
Solve the subtraction problems. Use the pictures to help.















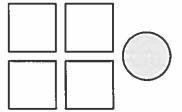


Add a Circle & Subtract a Spider page 1 of 2

Add a Circle

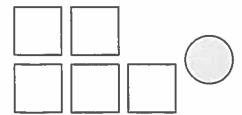
Trace the numbers and complete the addition problems below. Use the pictures to help.









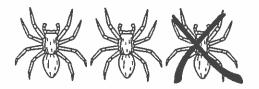


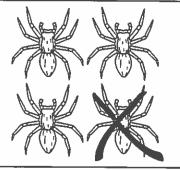
Add a Circle & Subtract a Spider page 2 of 2

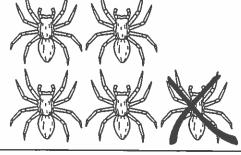
Subtract a Spider

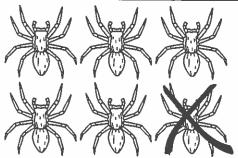
Trace the numbers and complete the subtraction problems below. Use the pictures to help.





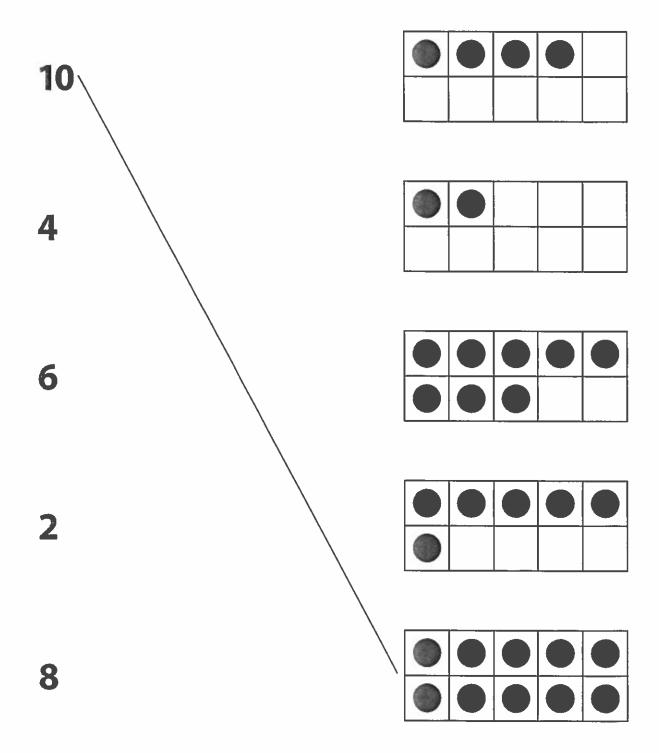






Bikes & Trikes page 1 of 2

Draw a line from each numeral to the matching ten-frame. One has been done for you as an example.

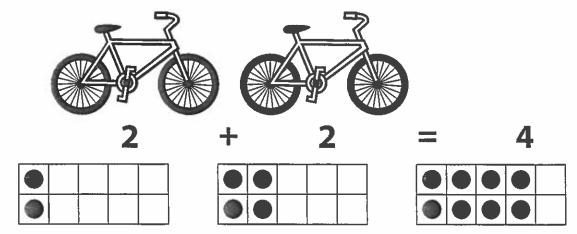


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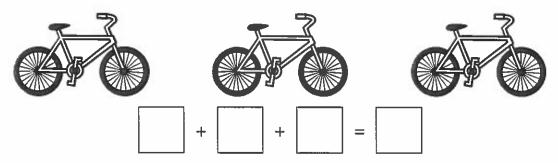
NAME

Bikes & Trikes page 2 of 2

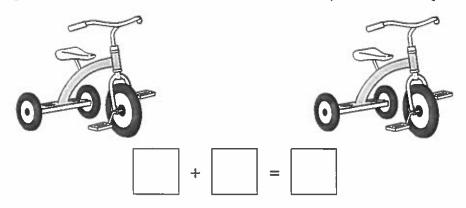
2 Circle the ten-frame that shows the number of **wheels** you see in the picture.



3 Write an equation that describes the number of wheels you see in the picture.



4 Write an equation that describes the number of wheels you see in the picture.



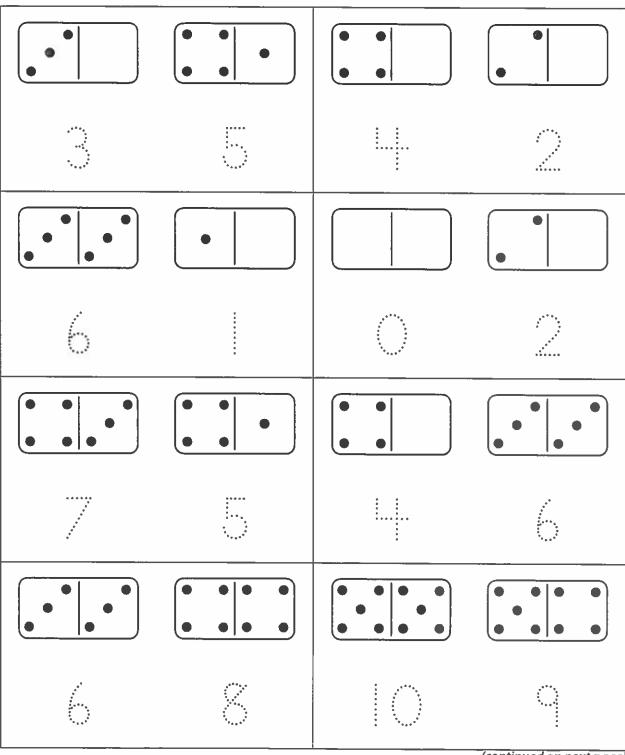
5 CHALLENGE How many **wheels** would you see on 2 bikes and 1 trike? Use the ten-frame to figure it out.



Count & Compare page 1 of 2

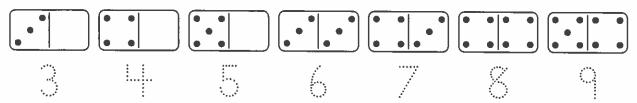
Which One Has More Dots?

Put an X on the domino that has more dots. Trace the numbers below.

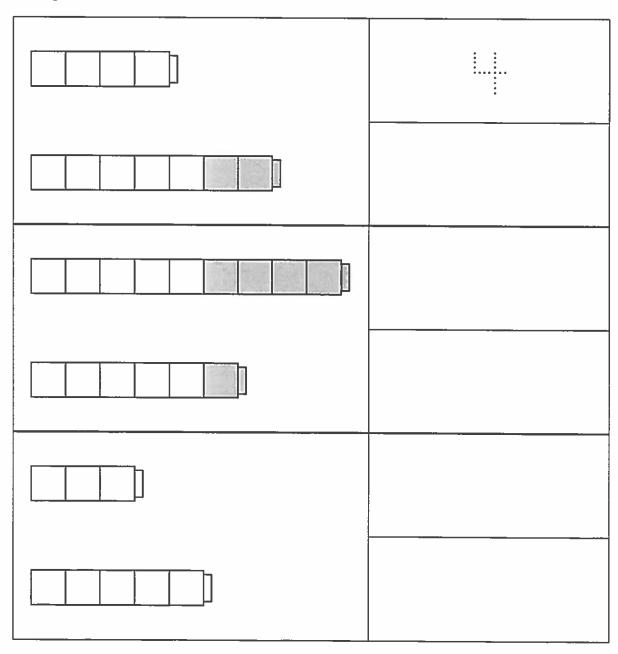


Count & Compare page 2 of 2

1 Trace the numbers.



2 Count the cubes. Write the number to show how many. Draw an X on the train that is longer.





Numbers & Ten-Frames Bingo page 1 of 3

Note to Families

Your child can practice ordering ten-frames and matching numbers in this bingo game. You can help by having your child put the game cards in order before and after you play the game.

Materials

- Numbers & Ten-Frames Bingo, pages 1–3
- game markers (such as pennies, cereal pieces, dry beans, small pieces of paper)

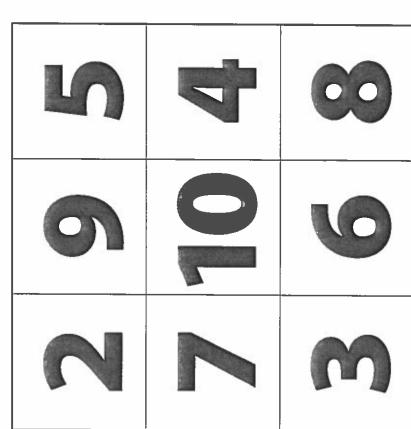
Instructions

- Cut apart the bingo boards on page 2 and the bingo cards on page 3.
- Set out the cards in order from 2 to 10. Then mix them up and put them in a pile face-down.
- Decide which bingo board you each will use.
- Take turns turning over a card and saying the number. Both players look for the number on their bingo boards and cover it with a game marker.
- The first player to get three in a row in any direction is the winner!
- Play again, and save the cards to play another day.
- When you are done, put the cards in order again.
- CHALLENGE If your child is comfortable putting the cards in order, try it going backward from 10 to 2.



Numbers & Ten-Frames Bingo page 2 of 3



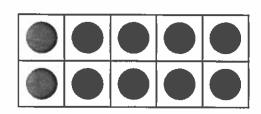


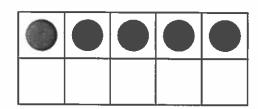


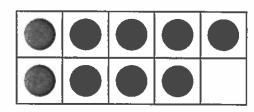
	1	00
	6	6
7	~	66

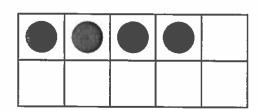


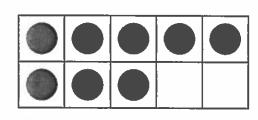
Numbers & Ten-Frames Bingo page 3 of 3

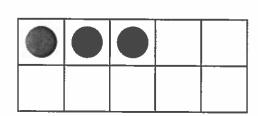


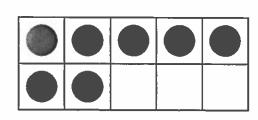


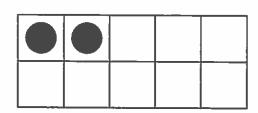










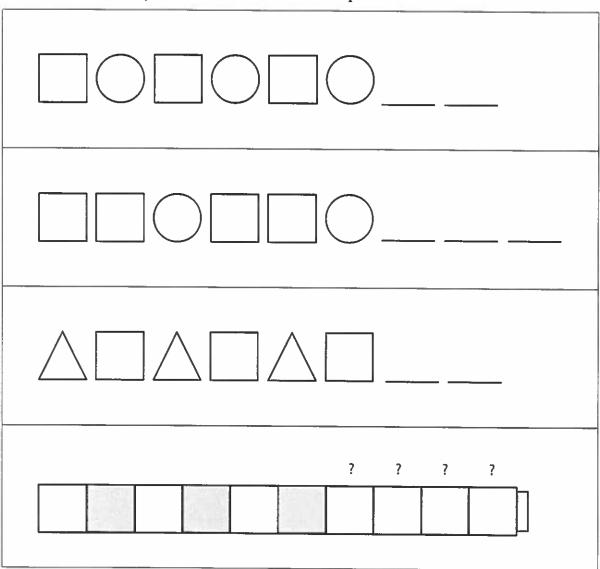




What Comes Next? page 1 of 2

What Comes Next?

Draw or color what you think comes next in the pattern.



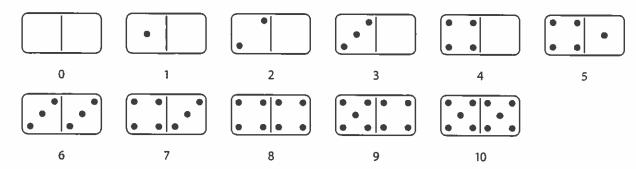
Fill in the numbers that are missing.

1	3	4	5		7	8		10	
---	---	---	---	--	---	---	--	----	--

What Comes Next? page 2 of 2

Put Them in Order

Use the numbers and dominoes to help with the problems below.



3 Trace the numbers. Then write them again in order from least to most.

a		ii	4	5	6
b	6				
С					
d		2			
e	S				
f					