Course Title: Kindergarten Mathematics Board
Approval Date: July 16, 2022
Revisited: August 15, 2022
Reviewed Annually
Credit / Hours: N/A

This course focuses on mastery of the PA Core Standards for Mathematics. As students progress through this course they will participate in a systematic study of: establishing routines, counting, estimating, comparing, reading and writing numbers, exploring the meaning of addition and subtraction using concrete strategies to solve problems; collecting and organizing data, using tally charts, tables, bar graphs and exploring probability concepts; using nonstandard tools to estimate weight and length, identifying coins and the dollar bill, exploring temperature and thermometers, using calendars and other tools to track and measure time; exploring 2 and 3- dimensional shapes and line symmetry; exploring visual, rhythmic and movement patterns using rules to sort by attributes, make patterns and play games, learning about the +, - and + symbols

Learning Activities / Modes of Assessment:

- Large group instruction
- Small group work
- Games
- Geoboards
- iPad Simulations
- Checklists
- Teacher Observations
- Individual Assessments
- Adapted SAS Assessments

Everyday Mathematics/ Common Core State Standards Edition (McGraw Hill, 2012) EM Online (Instructional Resources through Everyday Math)

- Harry Kindergarten (online resource)
- Assortment of Manipulatives
- Ipad Apps
- Seesaw, ABCya, Kahoot
- Connected Literature

Course: Kindergarten Mathematics

Course Unit (Topic) **Length of**
Instruction (Days/Periods)

Topic: Measurement and Data and Probability   Days: 50
Subject(s): Mathematics   Grade(s): K

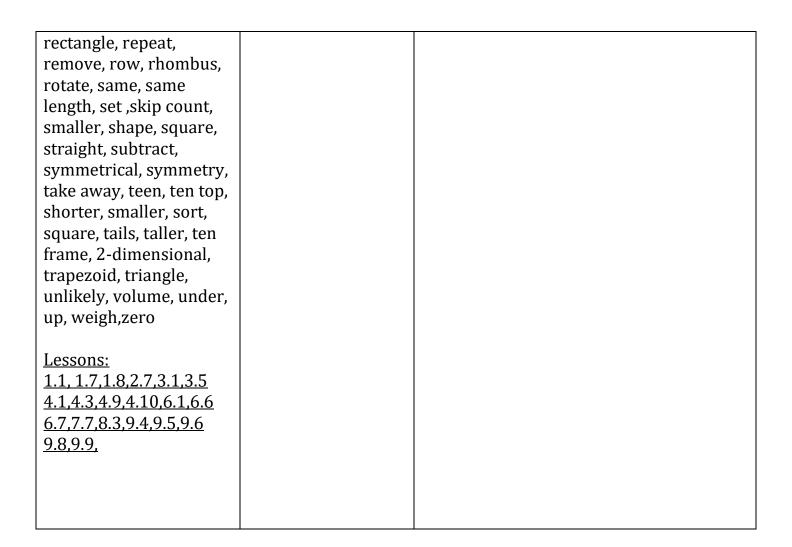| Know:	Understand:	Do:
Describe and compare attributes of length, area, weight, and capacity of everyday objects Classify objects and count the number of objects in each category Vocabulary: 1's 10's approximate, About the same, add, all together, around, above, balance, bar graph, below, behind, between, beside, bigger, circle, coins, corner, curve, compare, count, certain, chance, column, count back, count on, data, graph, dime, down, equal, estimate , flat, in front of, forward, inside, least, left, line heads, half, heavier, high, how many, impossible, hexagon, least, level, lighter, likely, low, length, less, longer, match, maybe ,measure, might happen more, most, next to, none, number, number line, order, pan balance, outside, pattern, possible, predict, probably, penny,	Collecting and understanding data; creating and analyzing tally charts, tables and bar graphs; exploring basic probability concepts Using tools to estimate and compare weight and length; identifying pennies, nickels, dimes; exploring temperature and thermometers; using calendars and other tools to track or measure time.	Explore measurement by comparing lengths Use measurement comparison words Construct a bar graph and a moveable graph and discuss information present Make comparison and answer simple questions based on data and graphs Consider the likelihood of outcomes Investigate the use of the pan balance to compare and describe the weight of various objects such as clay Measure items using objects of uniform length Compare and arrange items by length Think and categorize likely, unlikely, certain and impossible events Use the basic language of probability to describe single events and predictions CC.2.4.K.A.1-Describe and compare attributes of length, area, weight, and capacity of everyday objects CC.2.4.K.A.4-Classify objects and count the number of object in each category

rectangle, repeat, remove, row, rhombus, rotate, same, same length, set ,skip count, smaller, shape, square, straight, subtract, symmetrical, symmetry, take away, teen, ten top, shorter, smaller, sort, square, tails, taller, ten frame, 2-dimensional, trapezoid, triangle, unlikely, volume, under, up, weigh,zero Lessons: 1.1, 1.7,1.8,2.7,3.1,3.5 4.1,4.3,4.9,4.10,6.1,6.6 6.7,7.7,8.3,9.4,9.5,9.6 9.8,9.9,		

Topic: Numbers and Operations   Days: 50
Subject(s): Mathematics   Grade(s): K

Know:	Understand:	Do:
Know number names and write and recite the count sequence Know one to one correspondence to count the number of objects 0-19 Know the concepts of magnitude to compare numbers and quantities. Know place value to compose and decompose numbers within 19 Standards' Vocabulary: Count, number, set, none, zero, more, less, first, before, after, next, order, sequence, number patterns,greater than, less than,digit,ones, place value, tens, equal to, ten frame, five frame Lessons: 1.3,1.4,1.5,1.6 2.1,2.2,2.4,2.6,2.10, 3.4,3.7,3.8,3.9,3.10,3.11,3.12,3.13 4.4,4.6,4.11,4.12,4.13 5.1,5.6,5.8,5.12 6.3,7.3,7.5,7.8,7.11, 8.4,8.6,8.10,8.13	All numbers have their own value, name and sequence	Count forward beginning at a given number within a known sequence. Name numerals. Apply one to one correspondence to count the number of objects 0-20 and write it Apply the concepts of magnitude to compare numbers and quantities. Use place value to compose and decompose numbers within 19 Explore the concept of "one more" and 'one less" Recognize and understand zero as a number for "none" Recognize that the number of objects in a set is the same regardless of the arrangement. Count forward by ones Represent numbers on a five frame and a ten frame Compare number in set Sequence numbers 0-20 Recognize each teen number as 10 plus a digit Know number names and write and record CC.2.1.K.A.1- Know number names and write and recite the count sequence CC.2.1.K.A.2-Apply one-to-one correspondence to count the number of objects CC.2.1.K.A.3-Apply the concepts the concepts of magnitude to compare numbers and quantities CC.2.1.K.B.1-Use place value to compose and decompose numbers within 19.

Curriculum: CCSD CURRICULUM

PENNSYLVANIA

Course: Mathematics Grade K

Date: June 20, 2022

Topic: Geometry

Days:30

Subject(s): Mathematics

Grade(s): K

Know: Understand: Do:

Identify and describe two and three dimensional shapes. Analyze, compare, create, and compose two and three dimensional shapes Standards' Vocabulary; above, around, behind, below, beside, between, circle, corner, curve, faces, flat, in front of, inside, next, outside, over, rectangle, right, round, shape, square, straight, symmetrical, symmetry, take away, dimensional, under Hexagon, rhombus, trapezoid, triangle, hexagon Lessons 1.2. 1.12,1.13 ,2.3,2.8,2.11, 3.3,3.6,4.2,4.7,5.4,5.5 5.13,6.4,6.5,6.10,7.4,7.6,7 .13,8.1,8.2,9.1,9.7,9.12,9.13	Spatial relations 2 dimensional shapes and their properties 3 dimensional shapes and their properties	Explore shapes in different orientations Combine simple shapes to form other shapes and pictures Find and sort shapes Identify and name shapes Describe attributes of shapes Compare and relate 2- dimensional shapes and compare and relate 3 dimensional shapes Describe symmetrical objects CC.2.3.K.A.1-Identify and describe two and three dimensional shapes CC.2.3.K.A.2-Analyze and compare, create, and compose two and three dimensional shapes

Know: Understand: Do:

Add and subtract with sums up to 10 Know how to extend concepts of putting together and taking apart to add and subtract within 10. Standards' Vocabulary : Number story, all together, join, add, take away, subtract, remove, equal, more, less, the same, repeat, total, addition, sum, greater than, less than, patterns, amount,in all, the result, record Lessons: 1.9, 1.10, 1.11 2.5,2.9, 2.12, 2.13 3.2, 4.5, 4.8 5.2,5.3,5.7,5.9,5.10,5.11 6.8,6.9,6.11,6.13 7.1,7.2,7.10,7.12, 8.5,8.7,8.8,8.9,8.11,8.12 9.2,9.3,9.10,9.11	That numbers and quantities can be used in number stories. The concept of patterns and how it relates to objects and numbers. Objects can be sorted and classified.	Write number sentences using drawings or equations. Extend patterns of shape and color. Create own patterns Notice and describe patterns in the surrounding Use manipulatives to tell number stories. Manipulate objects into classifications. Sort items by like qualities. (shapes, color, size, coin, rules) CC.2.2KA1- Extend concepts of putting together and taking apart to add and subtract within 10

Kindergarten Everyday Math Map/Essential Questions

C.24THH

1.1 Partner Match
EQ: How do we compare objects by size?
Vocab: length, match, compare, bigger, smaller, longer, shorter, same length

2.3.K.A.1 **1.2 Introduction to Pattern Blocks**
EQ: What are pattern blocks?
Vocab: shape, triangle, square, rhombus, trapezoid, hexagon, pattern

2.1.K.A.2 **1.3 Gotcha: A Counting Game**
EQ: How do you count objects?
Vocab: count, number, set

2.1.K.A.1 **1.4 Number Walk**
EQ: How do we name and use numbers?
Vocab: number, number words

2.1.K.A.1 **1.5 Getting to Know Numbers**
EQ: What are numbers?
Vocab: count, none, number, one, set, zero

2.1.K.A.1 **1.6 Count and Sit**
EQ: What is the count sequence (order)?
Vocab: count, next, number words

2.4.K.A.4 **1.7 Class Birthdays**
EQ: How do we classify, count, and compare data?
Vocab: fewer, fewest, month, month names, more, most, zero

2.4.K.A.4 **1.8 Class Age Graph**
EQ: Who do we use graphs to record, count, and compare data?
Vocab: fewer, graph, more

2.2.K.A.1 **1.9 Number Stations**
EQ: How do we show numbers in different ways?
Vocab: count, number, set

?2.K.A1   **1.10**   **Quick Looks**
EQ: How do we quickly recognize the number of objects in a set?
Vocab: above, below, dot pattern, group, left, next to, on top, quick look, right

?.2.K.A1   **1.11**   **Five Frames**
EQ: What is a five frame and how do we use it?
Vocab: five frames

2.3.K.A2   **1.12**   **Describing Shapes**
EQ: How do we describe, compare, and contrast shapes?
Vocab: alike, angle, corner, curve, different, same, shape, side, straight, vertex

?.3.K.A.1   **1.13**   **Shape Patterns**
EQ: How does identifying shapes help us create patterns?
Vocab: direction and position words, grow

2.1.K.A.3 2.1 Match Up With Dot Cards

EQ: How do we compare numbers and match to sets?

Vocab: equal, pair, same number

2.1.K.A.3 2.2 Top-It with Dot Cards

EQ: How do we count and compare sets?

Vocab: equal, fewer, greater, more, pair, same

2.3.K.A.2 2.3 Getting to Know Triangles

EQ: How do we describe and compare triangles? (triangle collage)

Vocab: curved, shape, side, straight, triangle, vertex

2.1.K.A.2 2.4 Number Board

EQ: How do we use counting skills to visualize the one more counting pattern?

Vocab: next, none, number words, one more, pattern

2.2.K.A.1 2.5 Pocket Problems

EQ: How do we use objects to show understanding of addition and subtraction?

Vocab: more, less

2.1.K.A.1 2.6 How Many Now?

EQ: How can we know the number of objects in a set when one object is added?

Vocab: next, number words, one more, pattern

2.4.K.A.1 2.7 Introduction to Sorting

EQ: How do we sort and classify objects in different ways?

Vocab: attribute, different, group, same, sort, sorting rule

2.3.K.A.2 2.8 Getting To Know Circles

EQ: How do we describe and compare circles?

Vocab: circle, curved, round, shape, straight, vertex

2.2.K.A.1 2.9 Ten Frames

EQ: How can we show numbers in various ways on a ten frame? (informally exploring addition   and subtraction)

Vocab: ten frame

2.1.K.A.2 2.10 Counting Collections

EQ: How can we practice counting objects?

Vocab: circle, lined up, row, scattered

2.3.K.A.2 2.11 Getting to Know Rectangles

EQ: How do we describe and compare rectangles?

Vocab: rectangle, same length, shape, slide, square, vertex, vertices

2.K.A.1   2.12 Number Stories
EQ: How do we invent and solve different types of number stories?
Vocab: number story

2.K.A.1   2.13 More Number Stories

EQ: How do we solve number stories with unknown changes and starts?

Vocab: number story

?.4.K.A.4 **3.1** Patter-Block Graphs

EQ: How do we create and read pattern block graphs?
Vocab: column, fewest, graph, greater, least, less, more, most, pattern block shape names, row, same, sort

2.2.K.A.1 3.2 Ten-Bean Spill

EQ: How do we combine numbers of objects to create 10?
Vocab: add, all together, combination, ten frame

2.3.K.A.2 3.3 Rope Shapes

EQ: How are shapes composed?
Vocab: circle, rectangle, shape, side, square, triangle, vertex

2.1.K.A.1 3.4 Number Books

EQ: How do we write and represent numbers?
Vocab: curved, number, numeral, straight

4.K.A.J 3.5 Longer or Shorter?

EQ: How do we compare and sort objects based on length?
Vocab: compare, length, longer, same length, shorter, sort

?.3.K.A.1 3.6 Obstacle Course Positions

EQ: How does positional language help us follow and give directions?
Vocab: above, around, behind, below, beside, between, down, in, in front of, next to, on, out, over, right, under, up

2.1.K.A.1 3.7 Comparing Representations

EQ: How many different ways can a number be represented?
Vocab: compare, different, match, number, representation, same

2.1.K.A.1 3.8 Spin a Number

EQ: How does recognizing and counting one to one help us play games?
Vocab:

2·I·K·A·I 3.9   Line Up

EQ: How can numbers be put in sequence to show one more?
Vocab: after, before, next, number cards, one more, order, sequence

2·I·K·A·I 3.10 Number-Card Activities

EQ: How do number card games help us recognize, sequence, and match sets of numbers?
Vocab: after, before, next, number cards, one more, order, sequence

2·I·K·A·3 3.11 Roll and Record

EQ: How do dice help us practice writing and identifying numbers?
Vocab: column, count, equal, fewer, graph, least, less, likely, more, most, row

2·I·K·A·B 3.12 Monster Squeeze

EQ: How does the game Monster Squeeze reinforce number relationships and number recognition?
Vocab: greater, less, number line, too high, too low

2·I·K·A·I 3.13 Numbers on Slates

EQ: What are slates and how do we use them to demonstrate math skills?
Vocab: after, before, next, one less, one more, two les3, two more

2.4.K.A.1 4.1 Attribute Blocks

 EQ: How can we classify, sort, and compare attribute blocks?
 Vocab: attribute, attribute blocks, group, large, medium, rule, shape names, small

2.3.K.A.2 4.2 Shapes By Feel

 EQ: How can we recognize and describe shapes and their attributes by touch?
 Vocab: attribute, circle, curve, flat, rectangle, round, shape, side, square, straight, triangle, vertex

? 4.K.A.4 4.3 Favorite Colors Graph

 EQ: How do we create and analyze results on a graph?
 Vocab: all, bar graph, fewer, graph, least, less, more, most, none, some

2.1.K.A/ 4.4 Meet the Calculator

 EQ: How do we use calculators to practice reading and recording numbers to represent objects?
 Vocab: all clear, calculator, clear, display, key

? 2.K.A1 4.5 Ten-Frame Quick Looks

 EQ: How do ten frames help us use addition and subtraction to quickly identify numbers?
 Vocab: quick look, ten frame

2.1.K.A.1 4.6 Moving With Teens

 EQ: How do we use movement to count numbers 10 thru 19?
 Vocab: number words, (ten thru nineteen), teen

2.3.K.A.2 4.7 Building Hexagons

 EQ: How we can use (combine) pattern blocks to create a hexagon?
 Vocab: above, below, beside, hexagon, next to, rhombus, solution, square, trapezoid, triangle

.2.K.A.1 4.8 Building Numbers

 EQ: How can we use connecting cubes to represent numbers in multiple ways?
 Vocab: all together, combination, equal, group, part

'.4.K.A.1 4.9 Exploring Weight

 EQ: How can we use the pan balance to compare the weight of objects?
 Vocab: balance, compare, equal, heavier, level, light, lighter, pan balance, same weight, weight

2.4.K.A.1   4.10 Exploring Capacity

EQ: How can we compare the capacity of containers?
Vocab: capacity, holds less, holds more, holds the same amount, volume

2.1.K.A1   4.11 Counting by 10's

EQ: How can we practice skip counting by 10's?
Vocab: 1's, 10's counting by 10's, extend, skip counting

2.1.K.A3   4.12 Top-It With Number Cards

EQ: How can we use number cards to compare written numerals?

Vocab: equal, greater, higher, less, lower, more, pair

2.1.K.A1   4.13 Number-Grid Exploration

EQ: How can we use the number grid as a counting tool?

Vocab: column, count on, number grid, row

2.1.K.A.2 5.1 The 100th Day of School

EQ: How many different ways can you count to 100?
Vocab: attributes, group, heavier, hundred, hundredth, lighter, longer, shorter

2.2.K.A.1 5.2 Roll and Record with Dot Dice

EQ: How do we use dice to find, record, and analyze sums?
Vocab: add, chance, likely, total

2.2.K.A.1 5.3 Ten Bears on a bus?

EQ: How can we use games to create combinations that add to ten?
Vocab: combination, fewer, more

2.3.K.A.2 5.4 Find and Draw Shapes

EQ: How do we identify, describe, and draw shapes?
Vocab: positional words, shape names, side, vertex, vertices

2.3.K.A.1 5.5 Shapes all around

EQ: How do we use positional words and their locations to identify shapes?

Vocab: above, behind, below, beside, circle, triangle, square, rectangle

2.1.K.B.1 5.6 Teen Partners

EQ: How can we represent teen numbers using fingers?
Vocab: sum, teen, ten

2.2.K.A.1 5.7 Seats at the Party

EQ: How do we use addition and subtraction to solve number stories?
Vocab: compare, prove, fewer, greater, justify, less, more, number story

2.1.K.B.1 5.8 Teens on Double Ten Frames

EQ: How do we use ten frames to show teen numbers?
Vocab: double ten frame, equal, fewer, greater, less, more, same, teen, ten

2.2.K.A.1 5.9 The Equal Symbol

EQ: How is the equal symbol used in addition and subtraction problems?

Vocab: equal, equal sign, equal symbol, same, same number, symbol

2.2.K.A.1 5.10 The Addition Symbol

EQ: How do we add items together?
Vocab: add, addition symbol, all together, change, combine, equal, join, part, plus, plus sign, plus symbol, put together, total

2.2.K.A.1 5.11 Growing Train

              EQ: How can games help us model addition?

              Vocab: add, count on, equal, forward, join, plus

2.1.K.A.1 5.12 Number Scrolls

              EQ: Hoe does writing numbers help us understand sequencing and place value?

              Vocab: number grid, pattern, scroll

2.3.K.A.2 5.13 Shape Combinations

              EQ: How does combining shapes help to create new shapes?

              Vocab: combine, position words, put together, rotate, shape names

2.4.K.A.1 **6.1 Body Heights with Strings**

EQ: How do we use string to measure and compare body heights?

Vocab: about the same, height, length, long, longer, same length, shorter, tall, taller

2.4.K.A.1 **6.2 Length Line Up**

EQ: How do we compare and order using length?

Vocab: length, long, longer, longest, order, short, shorter, shortest

2.1.K.A.3 **6.3 Types of Pet Graphs**

EQ: How do we create and interpret graphs?

Vocab: compare, fewer, graph, label, model, more, order, sort, title

2.3.K.A.2 **6.4 Solid-Shape Museum**

EQ: How do we name, describe, and compare 3-Dimensional shapes?

Vocab: 2-Dimensional, 3-Dimensional, circle, cone, cylinder, edge, face, rectangle, rectangular prism, sphere, square, triangle

2.3.K.A.2 **6.5 Flat and Solid Shapes**

EQ: How do we analyize and compare 2 and 3 dimensional shapes?

Vocab: 2-Dimensional, 3-Dimensional, circle, cone, cylinder, edge, face, rectangle, rectangular prism, sphere, square, triangle

2.4.K.A.4 **6.6 "What's My Rule?" Fishing**

EQ: How can we sort by different attributes?

Vocab:

2.4.K.A.1 **6.7 Tall Enough to Ride?**

EQ: How do we describe and compare heights?

Vocab: about the same, at least, height, length, long, longer, measure, same length, shorter, tall, tall enough

2.2.K.A.1 **6.8 The Subtraction Symbol**

EQ: What does the subtraction symbol represent?

Vocab: equals, minus, minus sign, minus symbol, number story, remove, subtract, subtraction, symbol, take apart, take away, take from, word problem

2.2.K.A.1 6.9 Disappearing train

> EQ: How do games help us demonstrate subtraction?
> Vocab: backwards, count back, longer, minus, shorter, subtract, take away

2.3.K.A.2 6.10 Attribute Spinner

> EQ: How can students describe, analyze, and compare geometric attributes?
> Vocab: attributes, color words, shape words, size words, thick, thin

2.2.K.A.1 6.11 Hiding Bears

> EQ: How do games help us practice finding combinations of ten?
> Vocab: combinations of ten, ten frame

2.2.K.A.1 6.12 Growing and Disappearing Bears on a Train

> EQ: How do games help us demonstrate addition and subtraction?
> Vocab: addition symbol, add, backward, count back, count on, equals, minus symbol, plus symbol, remove, subtract, take away

2.2.K.A.1 6.13 Number Stories with Symbols

> EQ: How are equations used in number stories?
> Vocab: addition symbol, add, backward, count back, count on, equals, minus symbol, plus symbol, remove, subtract, take away, word problem

2.2.K.A.1 **7.1** Number line Addition and Subtraction

> EQ: How can we use a number line to add and subtract?
> Vocab: add, count back, count on, number line, subtract

2.2.K.A.1 **7.2** Domino Addition

> EQ: How can we use dominoes to add, match, total, and record addition number sentences?
> Vocab: add, equal, number sentence, part, total

21.K.B.1 **7.3** Teen Collections

> EQ: How can we use double ten frames to count out and compare sets of ten/nineteen objects?
> Vocab: double ten frames, fewer, greater, larger, less, more, smaller

2.3.K.A.2 **7.4** Solid Shapes Match Up

> EQ: How can we use 2-dimensional shapes to identify 3-dimensional objects?
> Vocab: 2-dimensional, 3-dimensional, cone, cube, cylinder, face, flat, rectangular prism, round, side, solid, sphere, straight, vertex

2.1.K.A.1 **7.5** Count and Skip Count with Calculators

> EQ: How can we use calculators to count by 1's and 10's?
> Vocab: add, all clear, clear, equal, pattern, plus, repeat, skip count

2.3.K.A.1 **7.6** Pan Balance: Leveling

> EQ: How can we use a pan balance as a tool to explore and compare weights?
> Vocab: balance, compare, equal, heavy, length, level, light, pan balance, unequal, weight

2.4.K.A.4 **7.7** Representing Survey Data

> EQ: How can we collect, represent, and analyze data?
> Vocab: category, data, graph, labels, representation, survey, title

2.1.K.A3 **7.8** Estimation Jar

> EQ: How can we use comparison and counting strategies to make and check estimates?
> Vocab: about, estimate, exact, fewer, more, much, too high, much too low, pretty close

2.2.K.A.1 **7.9** Bead Combination

> EQ: How we can decompose numbers in multiple ways?
> Vocab: combinations, groups, number sentence

2.2.K.A.1 7.10 Class Number-Story Book

        EQ: How can we use pictures and symbols to create and solve number stories?

        Vocab: number story, plus, subtract, subtraction, symbol, unknown

2.1.K.A.1 7.11 Class Collection

        EQ: How can we use objects to count and to record data?

        Vocab: collection, table

2.2.K.A.1 7.12 Dice Addition

        EQ: How can we develop fluency with addition facts within 5?

        Vocab: add, counting on, greater, plus, total

2.3.K.A.2 7.13 Mystery Block

        EQ: How can questions about attributes help us to identify mystery objects?

        Vocab: attributes, rule

2.3.K.A.2 8.1 Solid Shapes by Feel

        EQ: How can your sense of touch help to recognize, describe, and analyze 3-dimesnional shapes and their attribute?

        Vocab: attribute, circle, cone, cube, curve, cylinder, edge, face, flat, pyramid, rectangle, rectuagular prisim, round, shape, side, sphere, square, straight, triangle, vertex

2.3.K.A.2 8.2 Marshmallow Toothpick Shapes

        EQ: How do we create 2 and 3 dimensional shapes?

        Vocab: 2-dimensional, 2 dimensional shape names, 3-dimensional, 3 dimensional shape names, edge, side vertex

2.4.K.A.1 8.3 Counting to Measure Time

        EQ: How does counting help us measure time?

        Vocab: count, fast, fewer, longer, more, shorter, slow, time, unit

2.1.K.A.1 8.4 Interrupted Counting

        EQ: What is interrupted counting?

        Vocab: count on, count up

2.2.K.A.1 8.5 Dice Subtraction

        EQ: How do games help us practice subtraction facts?

        Vocab: count back, difference, greater, less, minus, strategy, subtract

2.1.K.B.1 8.6 Craft Stick Bundles

        EQ: How can bundles be used to represent numbers greater than ten?

        Vocab: bundle, ones, tens

2.2.K.A.1 8.7 Birds on Wires

        EQ: How can numbers be paired to create a sum of ten?

        Vocab: add, number sentence, pattern, solution, subtract, turnaround

2.2.K.A.1 8.8 Car Race

        EQ: How does subtraction help in decomposing numbers to find the missing part of ten?

        Vocab:

2.2.K.A.1 8.9 Number Stories with Calculators

        EQ: How are calculators used to solve number stories?

        Vocab: addition symbol, all clear, clear, equals, equal sign, join, minus, number story, plus, subtraction symbol, take away, tool

2.1.K.A.3 **8.10 Nonconsecutive Numbers**

      EQ: How do we compare numbers and order least to greatest?

      Vocab: compare, greater, greatest, larger, largest, least, order, smaller, smallest

2.2.K.A.1 **8.11 Addition Top-It**

      EQ: How do games help us practice addition?

      Vocab: add, addition, greater, strategy, tool

2.2.K.A.1 **8.12 Function Machines**

      EQ: How do function machines help us add and subtract?

      Vocab: function machine, rule

2.1.K.B.1 **8.13 Name Collection Posters**

      EQ: How many different ways can you represent one number?

      Vocab: equal, equivalent name, name collection

2.3.K.A.2 9.1 Make My Design

EQ: How can we use language to describe and recreate pattern block designs?

Vocab: above, below, beside, left, next to, pattern block, shape names, right

2.2.K.A1 9.2 Subtraction Top-It

EQ: How do we gain fluency with subtraction using number cards?

Vocab: difference, greater than, less than, smaller, strategy, subtract, subtraction, total

2.2.K.A.1 9.3 "What's My Rule?" with Numbers

EQ: How do we identify and use addition and subtraction rules using a function machine box?

Vocab: function machine, rule

2.4.K.A.1 9.4 Backpack Math: Height, Width, and Area

EQ: How can we use measureable attributes to explore backpacks?

Vocab: area, height, length, long, measure, narrow, short, surface, tall, wide, width

2.4.K.A.1 9.5 Backpack Math: Weight and Capacity

EQ: How can we compare capacity and weight?

Vocab: capacity, fewer, heavy, less, light, more, pound, scale, weigh, weight

2.4.K.A.1 9.6 Roll and Record with Numeral Dice

EQ: How can we use dice to add and record numerals?

Vocab: add, counting on, numeral, strategy, total

2.3.K.A.2 **9.7 Making Classroom Maps**

    EQ: How do we create, compare, and contrast classroom maps....and use them to follow directions?

    Vocab: above, behind, below, beside, in front of, left, map, model, next to, orientation, right, shape names

2.4.K.A.1 **9.8 Uniform Weights on a Pan Balance**

    EQ: How can we use a pan balance to explore units of weight?

    Vocab: faster, minute, second, slower, stopwatch, time

2.4.K.A.1 **9.9 Measuring Time in Seconds**

    EQ: How can we use tools to measure time (seconds)?

    Vocab: faster, minute, second, slower, stopwatch, time

2.2.K.A.1 **9.10 Doubles on Double Ten Frames**

    EQ: How can we add and represent "doubles" addition facts?

    Vocab: double ten frame, doubles

2.2.K.A.1 **9.11 Fishing for Ten**

    EQ: How can we practice finding combinations that add to ten?

    Vocab: combinations of ten,

2.3.K.A.2 **9.12 Math Celebration Preparation**

    EQ: How do we apply math skills to prepare for a math party/ celebration?

    Vocab: none new listed

2.3.K.A.2 9.13 Math Celebration

EQ: How can we apply counting, operations, measurement, and geometry skills during a class celebration?

Vocab: none new listed