Webster County Schools

95 CLARK AVENUE – EUPORA, MS 39744

Office of Curriculum

662-258-5551, Extension 15

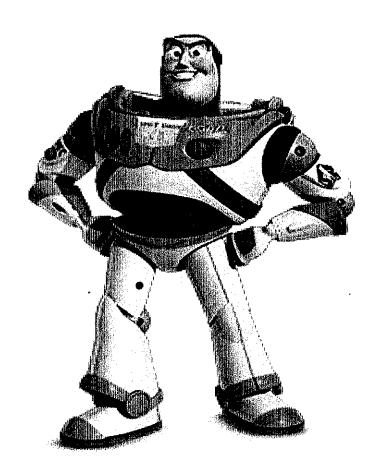
packets@webstercountyschools.org

1st Grade

Packet 6



1st Grade ELA



To Proficiency and Beyond!

Table of Contents

- List of Learning Websites
- Phonemic Awareness (Sounds)
- Phonics (Letters)
- Fluency
- Vocabulary
- Comprehension

10 Free Learning Websites

- Sitcheroo Zoo
 - www.switcheroonzoo.com
 - Watch, listen, and play games to learn all about amazing animals!
- Nat Geo for Kids
 - o www.kids.nationalgeographic.com
 - Learn all about geography and fascinating animals!
- Into the Book
 - o www.reading.ecb.org
 - Go "into the book" to play games that practice reading strategies!
- Suessville
 - o www.seussville.com
 - Read, play games, and hang out with Dr. Seuss and his friends!
- ABC YA
 - o www.abcya.com
 - Practice math and reading skills all while playing fun games!
- Fun Brain
 - o www.funbrain.com
 - Play games while practicing math and reading skills!
- PBS Kids
 - o www.pbs.org
 - Hang out with your favorite characters all while learning!
- Star Fall
 - o www.starfall.com
 - Practice your phonics skills with these read-along stories!
- Storyline Online
 - o <u>www.storylineonline.com</u>
 - Have some of your favorite stories read to you by movie stars!
- Highlights Kids
 - o www.highlightskids.com
 - Read, play games, and conduct cool science experiments!



PA.025

Phoneme Matching

One Card Out



Objective

The student will match initial phonemes in words.



Materials

- ▶ Initial sound picture cards (Activity Master PA.025.AM1a PA.025.AM1e) Ocard (Activity Master PA.025.AM2)
- Make two copies for a total of 12 cards. Pocket chart



Students determine which words have the same initial sound and place a Ocard over the picture that does not.

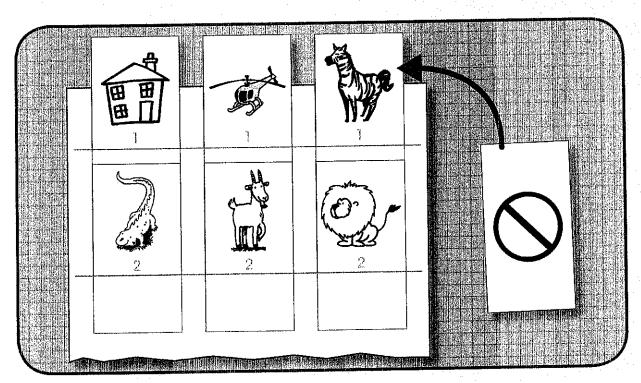
1. Place initial sound picture cards with the same numbers in separate rows on the pocket chart. Place the Ocards face up in a stack.

2. Taking turns, students name the pictures in a given row and say each initial sound (e.g., "house /h/, helicopter /h/, zebra /z/").

3. Place the O card over the picture that does not have the same initial sound as the other two cards (i.e., zebra).

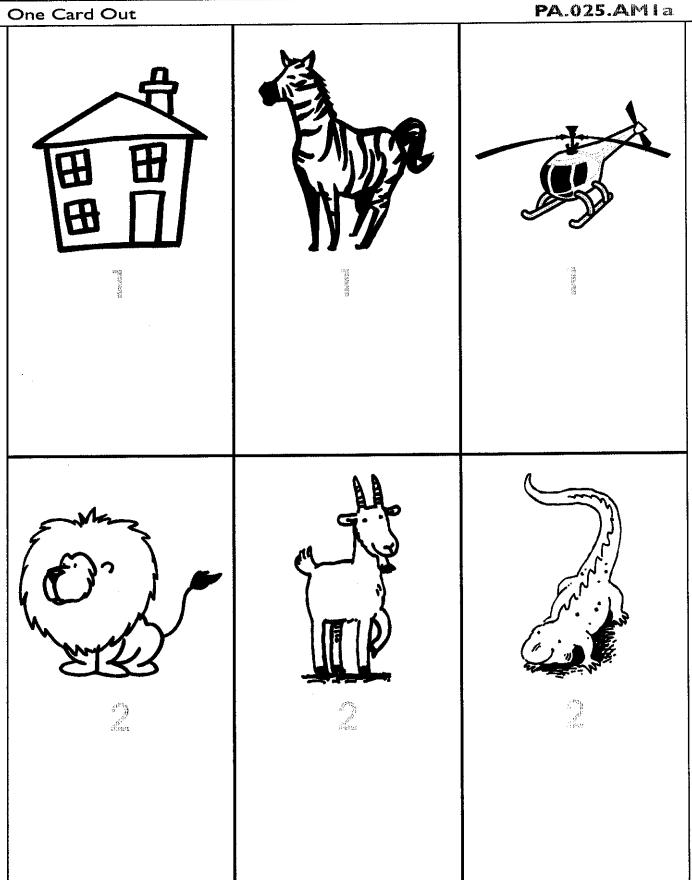
4. Continue until one picture on each row is covered by a \infty card.

5. Peer evaluation



Extensions and Adaptations

▶ Use medial or final sounds (Activity Masters PLSC-M.1 - PLSC-M.13 or PLSC-F.1 - PLSC-F.16).



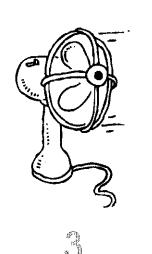
initial sound picture cards: house, zebra, helicopter, lion, goat, lizard

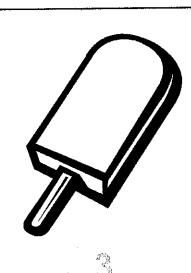


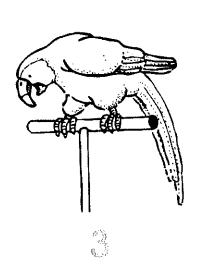
Pronological Awareness

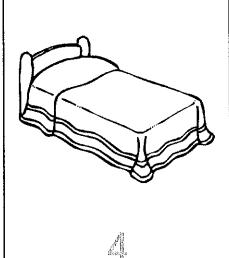
PA.025.AMIb

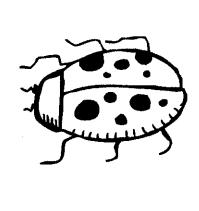
One Card Out

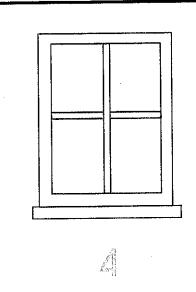












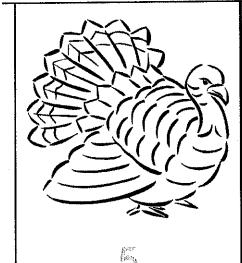
initial sound picture cards: fan, popsicle, parrot, bed, bug, window



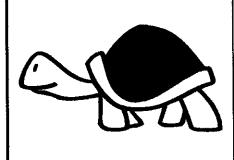
Phonological Awareness

One Card Out

PA.025.AMIC



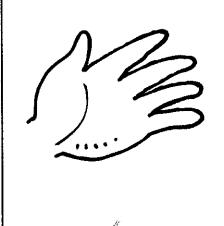


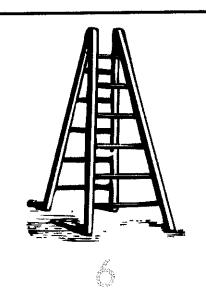


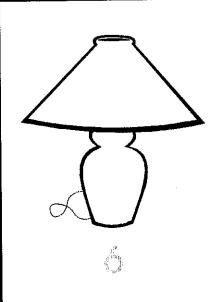












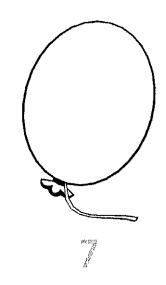
initial sound picture cards: turkey, pencil, turtle, hand, ladder, lamp



Propological Awareness

PA.025.AMId

One Card Out













initial sound picture cards: balloon, bike, clown, bracelet, paint, penny



Phonological Awaiteness

PA.025.AM1e One Card Out

initial sound picture cards: violin, needle, newspaper, grapes, skateboard, grass

nnonological Awareness

One Card Out PA.025.AM2

O cards



Phoneme Matching

PA.026

Sound Snacker - Sound Smacker



Objective

The student will match initial phonemes in words.



Materials

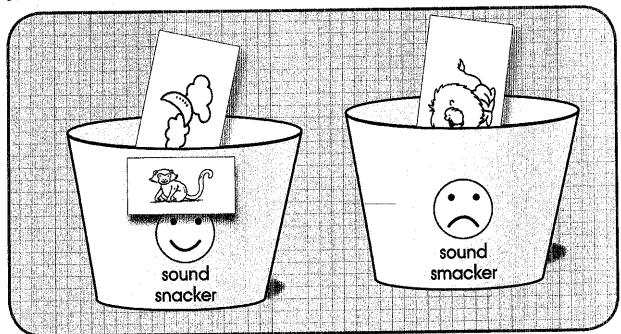
- Construction paper
 - Make two "faces" one happy and one sad. Label the happy face "Sound Snacker" (target sound) and label the sad face "Sound Smacker."
- ▶ Two plastic containers, baskets, or trash cans with swinging lids Attach a face to the front of each container.
- Initial sound picture cards (Activity Master PA.026.AM1a PA.026.AM1b) Choose a target picture (e.g., monkey) and attach it to the "Sound Snacker" container.
- ▶ Non-target initial sound picture cards (Activity Master PA.026.AM2)



Activity

Students sort objects by initial sounds into containers.

- 1. Place the sorting containers and picture cards face down in a stack at the center.
- 2. Taking turns, students selectthe top card, name it, and say its intial sound (e.g., "moon, /m/"). Determine if initial sound matches target sound (i.e., /m/).
- 3. If it matches, place picture card in Sound Snacker container. If it does not match, place in Sound Smacker container.
- 4. Continue until all picture cards are sorted.
- 5. Peer evaluation

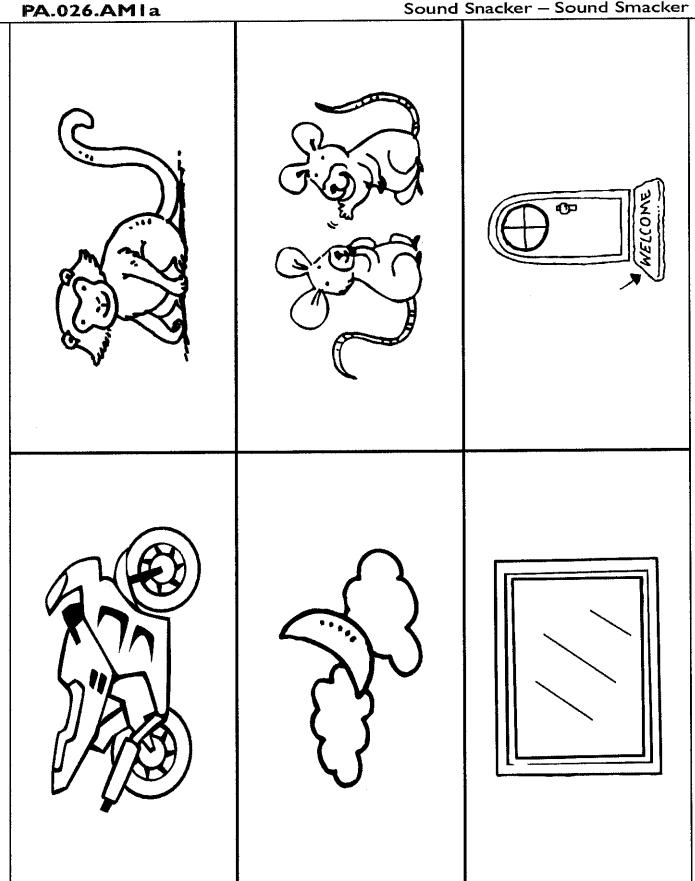




Extensions and Adaptations

- Use target and non-target initial sound objects.
- Use final and medial target and non-target sound objects.
- Sort objects that do and do not have the same rime.

Sound Snacker - Sound Smacker



initial sound picture cards: monkey, mice, mat, motorcycle, moon, mirror

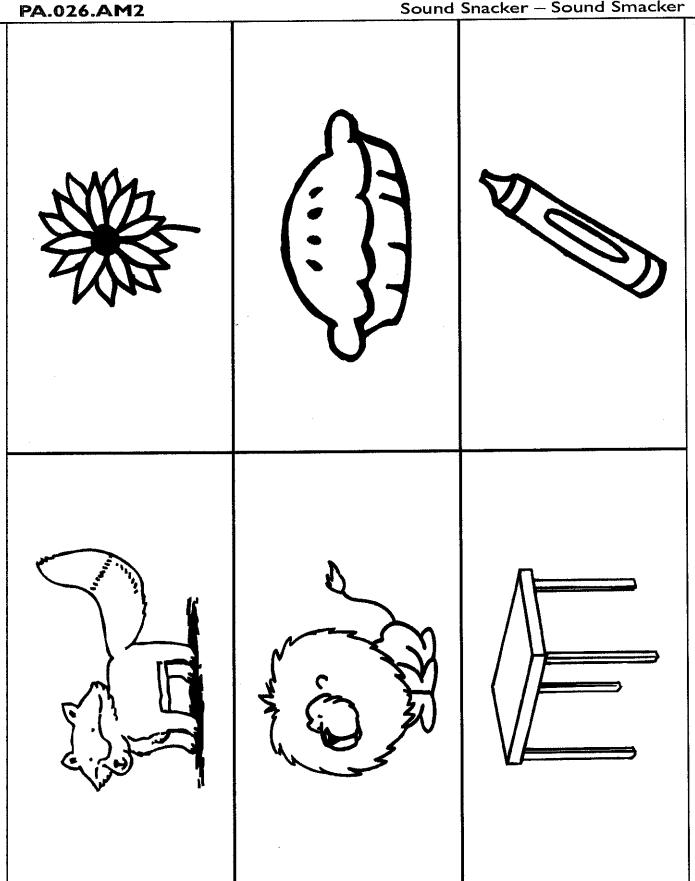


Phonological Awareness

Sound Snacker - Sound Smacker PA.026.AMIb

initial sound picture cards: mitten, mop, marble, mask, moose, milk

Sound Snacker - Sound Smacker



non-target initial sound picture cards: flower, pie, crayon, fox, lion, table





Phoneme Matching

PA.027

Sound Train



Objective

The student will match initial phonemes in words.



Materials

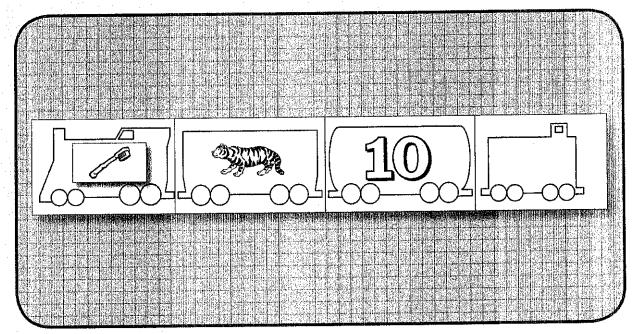
- Sound Train engine and caboose (Activity Master PA.027.AM1)
- Sound Train cars (Activity Master PA.027.AM2) Copy five times.
- Construction paper Use as the platform.
- Initial sound objects or picture cards (Activity Master PA.027.AM3a PA.027.AM3b) Choose a target picture (e.g., toothbrush) and attach it to the train engine.
- Non-target initial sound objects or picture cards (Activity Master PA.027.AM4)



Activity

Students sort objects by target initial sound on the sound train.

- 1. Place the engine, cars, and caboose in a line on a flat surface. Place the platform and objects at the center.
- 2. Taking turns, students select an object, name the object, and say the initial sound (e.g., "tiger, /t/"). Determine if initial sound matches target sound (i.e., /t/).
- 3. If it matches, place object on a train car. If it does not match, place on the platform.
- 4. Continue until all objects are sorted.
- 5. Peer evaluation





Extensions and Adaptations

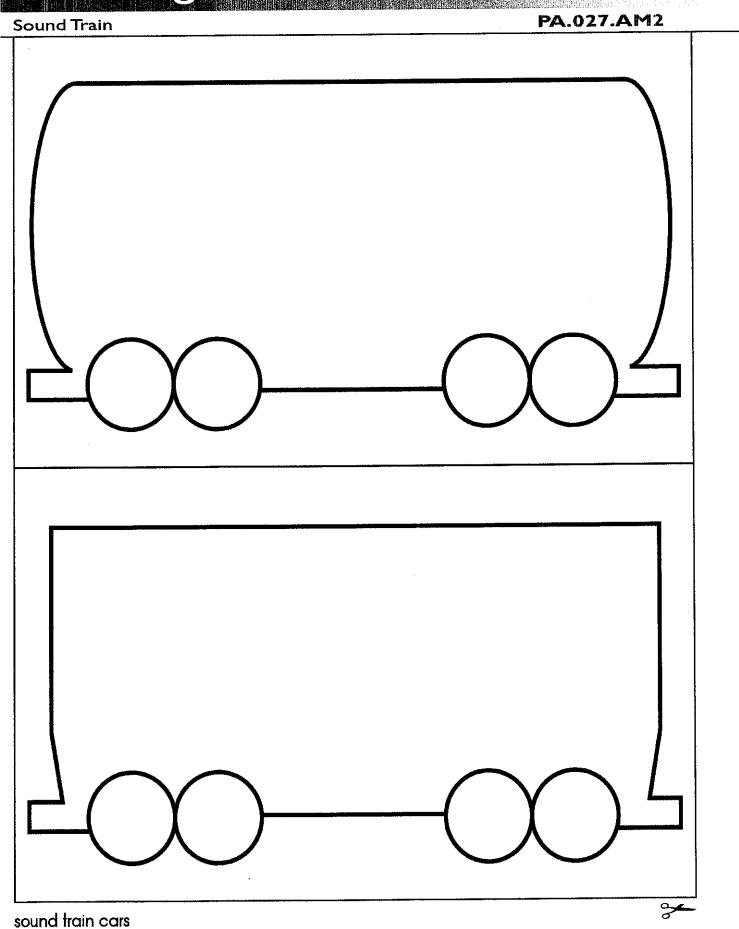
- Include objects with digraphs as initial sounds.
- Use final or medial target and non-target sound picture cards (Activity Master PLSC-M.1 - PLSC-M.13 or PLSC-F.1 - PLSC-F.16).

no ogical Awareness

Sound Train PA.027.AMI

sound train engine and caboose

Phonological Awareness

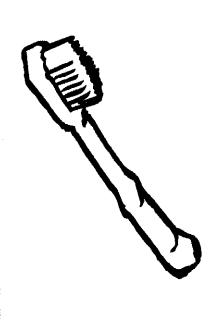


Florological Awareness

PA.027.AM3a

Sound Train

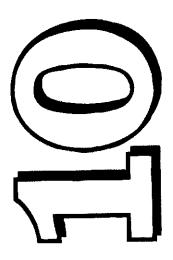












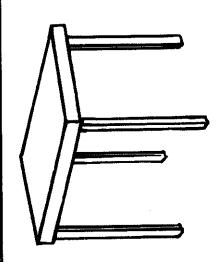
initial sound picture cards: tiger, toothbrush, telephone, tie, two, ten

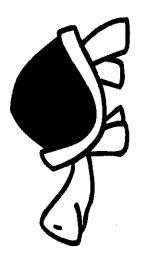


Phonological Awarences

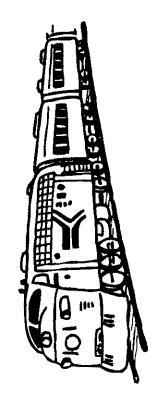
Sound Train PA.027.AM3b

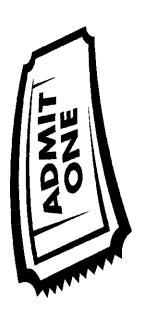








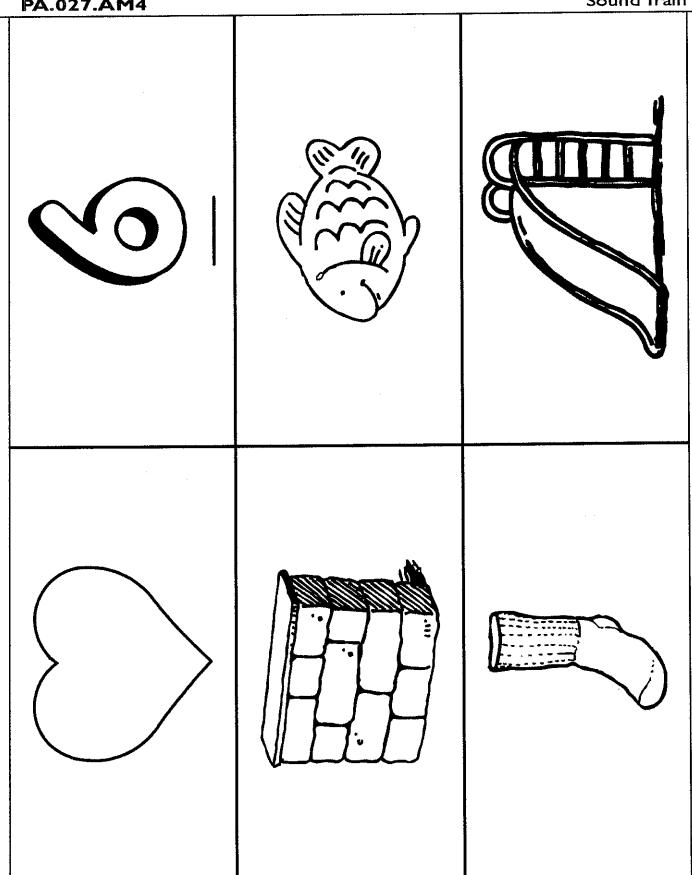




initial sound picture cards: tree, table, turtle, toothpaste, train, ticket



Sound Train PA.027.AM4



non-target initial sound picture cards: six, fish, slide, heart, wall, sock



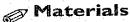


Alphabet Borders



Objective

The student will name and match letters of the alphabet.

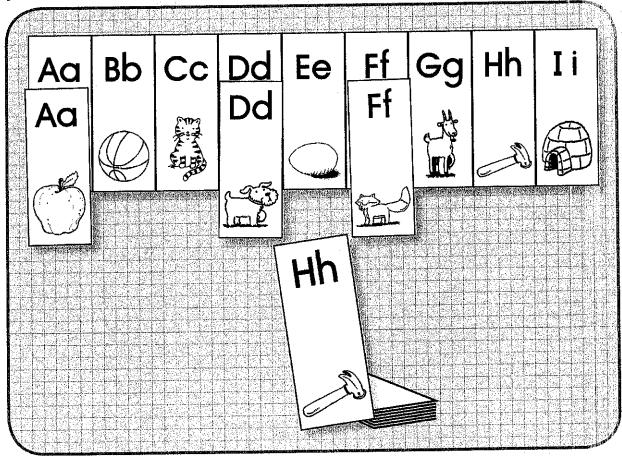


▶ Alphabet bulletin board borders or letter-picture strip (Activity Master P.001.AM1) Cut one alphabet border or letter-picture strip into individual cards. Leave one border or strip uncut.

Activity

Students match letter cards to an alphabet border.

- 1. Place the uncut alphabet bulletin board on a flat surface. Place the border cards face up in
- 2. Taking turns, student one selects a card, holds it up, and says the name of the letter (e.g., "h").
- 3. Student two matches the card to the letter on the alphabet border.
- 4. Continue until all cards are matched on the uncut border.
- 5. Peer evaluation





- ▶ Match alphabet cards to letters on an alphabet chart (Activity Master P.001.AM2). Copy chart twice. Enlarge one copy and cut the other into individual cards.
- Glue alphabet cereal to corresponding letters on an alphabet chart (Activity Master P.001.AM2).

Alphabet Borders

P.OOI.AM

Alphabet I	sorders				
glue		glue			
		R			
4		gd		ZZ	2 000 <u>mmmm</u>
Gg		dд		Yy	
Ŧ		00		XX	
Ee		N		WW	
pd		Mm Nn		^^	
S				ηη	
Bb		¥		+	A CONTRACTOR OF THE PARTY OF TH
Aa		Jj		Ss	
					_ رو

letter-picture strip

P.001.AM2

Alphabet Borders

Aa	Bb	Cc	Dd
Ee	Ff	Gg	Hh
Ii	Jj	I	
Mm	Nn	Oo	Pp
Qq	Rr	Ss	T
Uu	Vv	Ww	Xx
Yy	Zz		

alphabet chart

2



Letter Recognition

Letter Cards



Objective

The student will name and match letters of the alphabet.



Materials

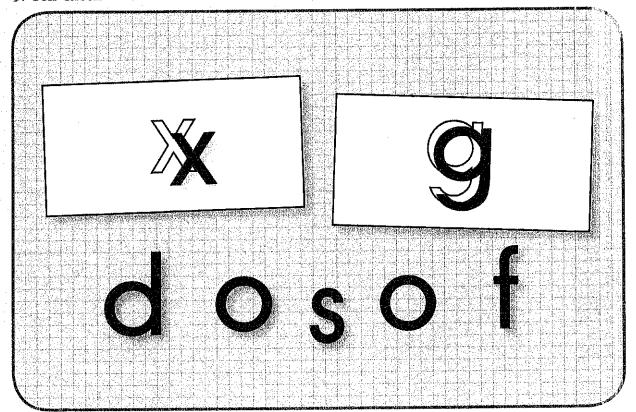
- Die-cut letters
 - Make two matching sets of lowercase letters.
- Index cards Make one set of "a-z" letter cards by gluing die-cut letters to individual index cards.



Activity

Students match alphabet letters to letters on cards.

- 1. Place the letter cards face up in a stack on a flat surface. Place the die-cut letters face up in rows.
- 2. The student selects a card and names the letter (e.g., "x").
- 3. Finds the corresponding die-cut letter and places it on the card.
- 4. Continues until all die-cut letters are matched to the letter cards.
- 5. Self-check





Extensions and Adaptations

- Alphabetize the letters.
- Use uppercase die-cut letters.
- Match the letters using a magnetic board (e.g., cookie sheet), the uppercase or lowercase letter grids (Activity Master P.002.AM1a - P.002.AM1b), and magnetic letters. Attach grids to magnetic board using double-sided tape.

P.002.AMIa Letter Cards

P.002.AMIa			Letter Cards
9			
	>		N
		2	>
0		Ø	
$\mathbf{\Omega}$			
4		O	

uppercase letter grid



P.002.AMIb Letter Cards

lowercase letter grid





Alphabet Arc



The student will name and match letters of the alphabet.

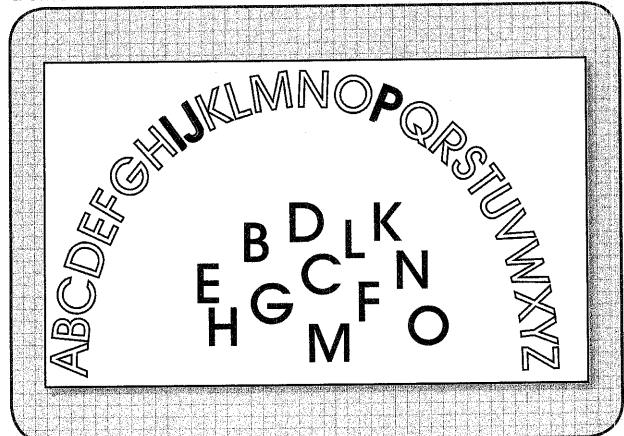
Materials

- ▶ Alphabet Arc (Activity Master P.003.AM1)
- ▶ 12" x 18" construction paper Enlarge Alphabet Arc and glue to 12" x 18" construction paper.
- ▶ Set of uppercase letters (e.g., foam or plastic)

Activity

Students match letters of the alphabet to the Alphabet Arc.

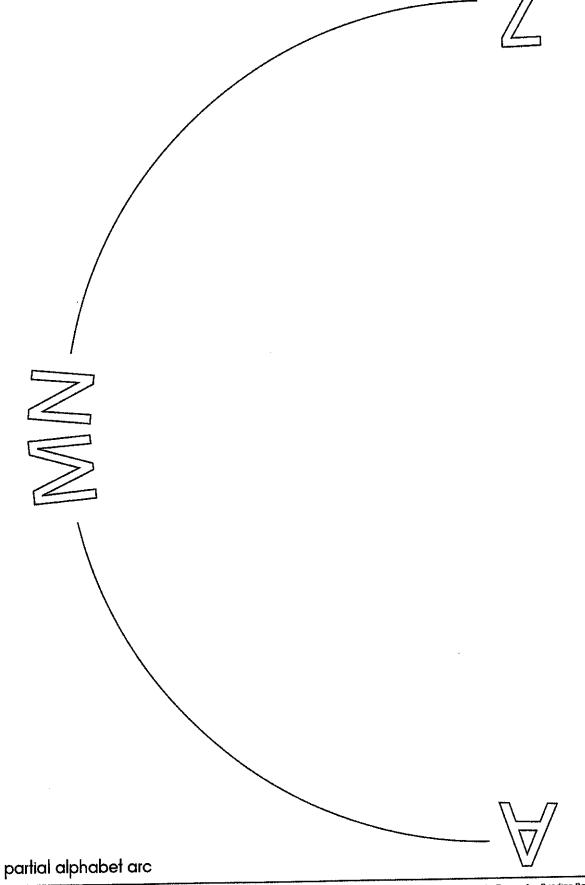
- 1. Place the Alphabet Arc and the set of letters on a flat surface.
- 2. The student chooses a letter, names it (e.g., "p"), and places it on the corresponding letter on the Alphabet Arc.
- 3. Continues until all letters are matched.
- 4. Self-check



Extensions and Adaptations

- ▶ Match lowercase alphabet letters to the Arc.
- Complete partial Alphabet Arc (Activity Master P.003.AM2).
- Select a letter with eyes closed, attampt to identify it by its shape, and than place it on the corresponding letter on the Alphabet Arc.









P.00

Letter Recognition

Clip-A-Letter

Objective

The student will name and match letters of the alphabet.

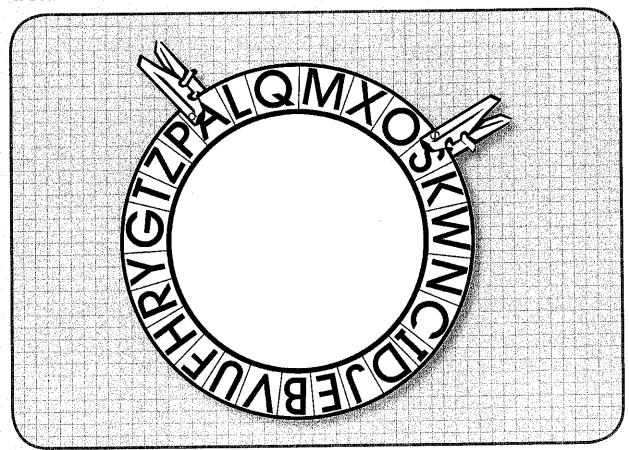
y Materials

- ▶ Uppercase letter circle (Activity Master P.004.AM1)
 Copy on card stock, cut out, and laminate.
- ► Clothespins
 Write lowercase letters on clothespins.

Activity

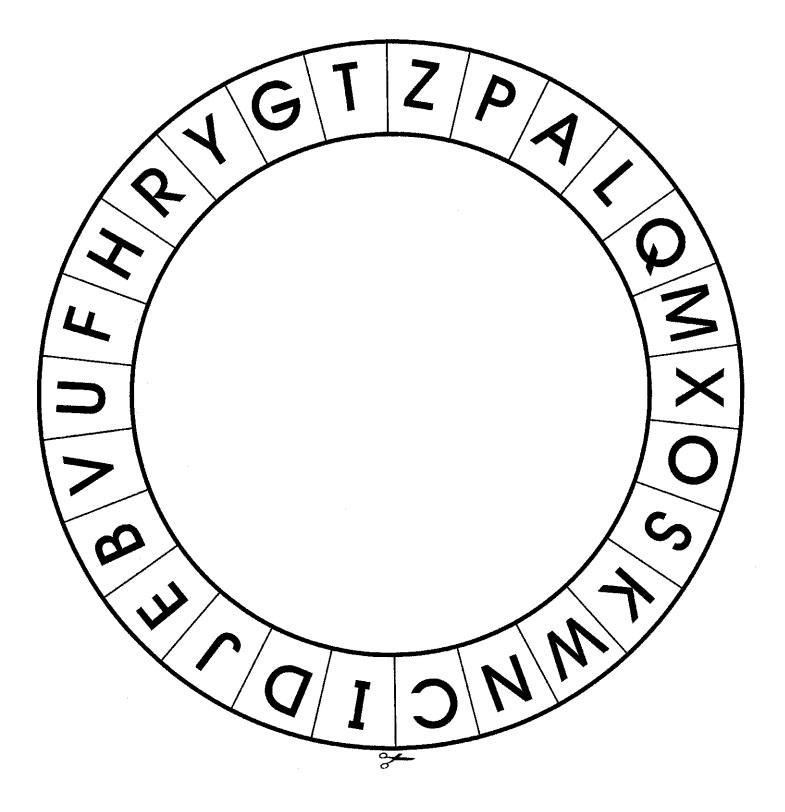
Students match lowercase letters on clothespins to uppercase letters on a circle.

- 1. Place the uppercase letter circle and clothespins on a flat surface.
- 2. Taking turns, students choose a clothespin, name the letter (e.g. "a"), and place it on the corresponding uppercase letter on the circle.
- 3. Continue until all letters are matched.
- 4. Peer evaluation

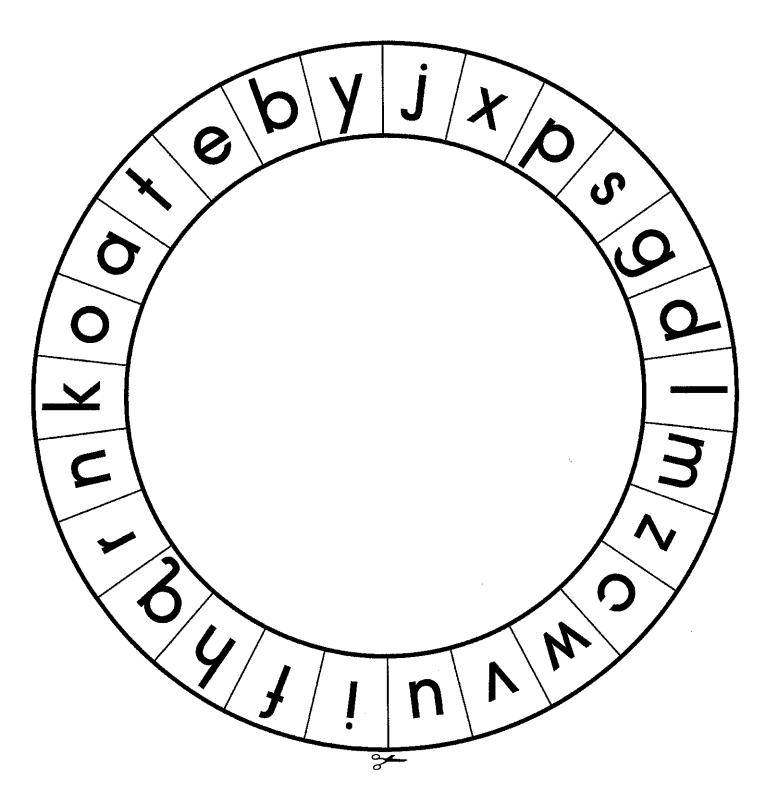


Extensions and Adaptations

- Match uppercase clothespin letters to the uppercase letter circle.
- ▶ Match lowercase clothespin letters to the lowercase letter circle (Activity Master P.004.AM2).
- ▶ Match clothespin letters to the initial sound picture circle (Activity Master P.004.AM3).

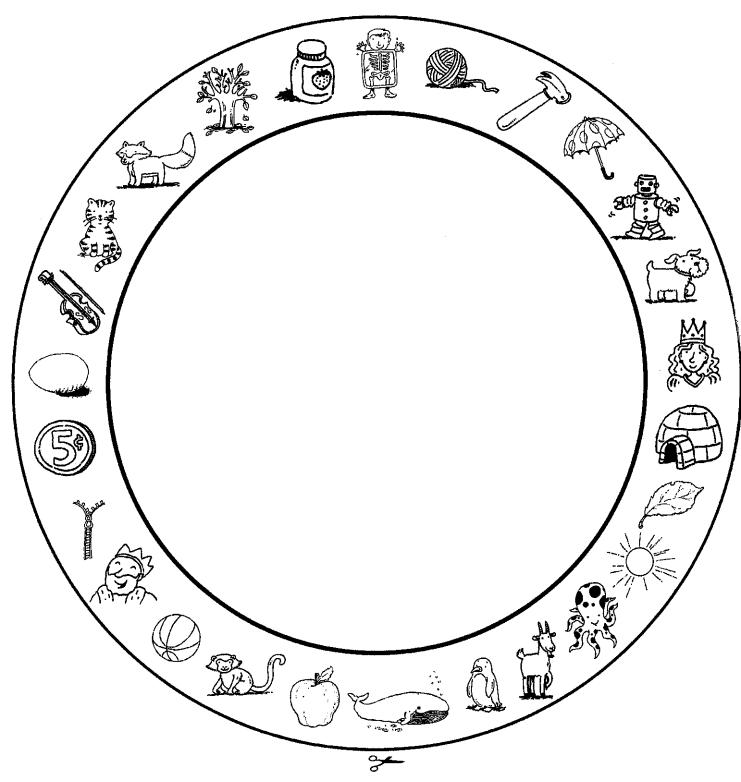


uppercase letter circle



lowercase letter circle

P.004.AM3



initial sound picture circle (starting at top): x-ray, yarn, hammer, umbrella, robot, dog, queen, igloo, leaf, sun, octopus, goat, penguin, whale, apple, monkey, basketball, king, zipper, nickel, egg, violin, cat, fox, tree, jam

Frog Feels Sick

One day in summer Frog was not feeling well.

Toad said, "Frog, you are looking quite green."

"But I always look green," said Frog. "I am a frog."

"Today you look very green even for a frog," said Toad.

"Get into bed and rest."

Toad made Frog a cup of hot tea. Frog drank the tea, and then he said, "Tell me a story while I am resting."

"All right," said Toad. "Let me think of a story to tell you."

Toad thought and thought. But he could not think of a story to tell Frog.

"I will go out on the front porch and walk up and down," said Toad. "Perhaps that will help me think of a story."

Whipping the Eggs

"Come here, Huey!" my father said. Huey walked toward him, his hands behind his back.

"See these eggs?" my father said. He cracked them and put the yolks in a pan and set the pan on the counter. He stood a chair by the counter.

"Stand up here," he said to Huey. Huey stood on the chair by the counter.

"Now it's time for your beating!" my father said.

Huey started to cry. His tears fell in with the egg yolks.

"Take this!" my father said. My father handed him the egg beater. "Now beat those eggs," he said. "I want this to be a good beating!"

"Oh!" Huey said. He stopped crying. And he beat the egg yolks.

The Lost Button

"Don't worry," said Frog. "We will go back to all the places where we walked. We will soon find your button."

They walked to the large meadow. They began to look for the button in the tall grass.

"Here is your button!" cried Frog.

"That is not my button," said Toad. "That button is black.

My button was white."

Toad put the black button in his pocket.

A sparrow flew down.

"Excuse me," said the sparrow. "Did you lose a button? I found one."

"That is not my button," said Toad. "That button has two holes. My button had four holes."

Toad put the button with two holes in his pocket. They went back to the woods and looked on the dark paths.

Making Pudding

It was hot by the stove. My father loosened his collar and pushed at his sleeves. The stuff in the pan was getting thicker and thicker. He held the beater up high in the air.

"Just right," he said, and sniffed in the smell of the pudding. He whipped the egg whites and mixed them into the pudding. The pudding looked softer and lighter than air.

"Done!" he said. He washed all the pots, splashing water on the floor, and wiped the counter so fast his hair made circles around his head.

"Perfect!" he said. "Now I am going to take a nap. If something important happens, bother me. If nothing important happens, don't bother me. And – the pudding is for your mother. Leave the pudding alone!"

He went to the living room and was asleep in a minute, sitting straight up in his chair. Huey and I guarded the pudding.

"Oh, it's a wonderful pudding," Huey said.

"With waves on the top like the ocean," I said.

The Pretty White Fox

At the park, Louise had quite a bit of fun. She played in the sandbox. She hung upside down. She played on the slide. And she played on the swings.

"This is dumb," said Fox. "Let's go home and watch TV."

Just then they saw a pretty white fox. She was all alone. And she was having a fine time.

"Wow!" said Fox. "She looks like a movie star!"
"Hi!" said the pretty white fox. "My name is Raisin."

All of a sudden Fox could not speak. He forgot his own name.

"Hi!" said Louise. "I'm Louise. And this is my brother Fox."

Fox and Louise got on the merry-go-round.

Be Careful

It was a fine summer day, and after breakfast Frances said, "I am going to play with Thelma."

"Be careful," said Mother.

"Why do I have to be careful?" said Frances.

"Remember the last time?" said Mother.

"Which time was that?" said Frances.

"That was the time you played catch with Thelma's new boomerang," said Mother. "Thelma did all the throwing, and you came home with lumps on your head."

"I remember that time now," said Frances.

"And do you remember the other time last winter?" said Mother.

"I remember that time too," said Frances. "That was the first time there was ice on the pond. Thelma wanted to go skating, and she told me to try the ice first."

A Special Garden

She looked surprised. "Your garden must be big." "It is," he said.

And he had plans to make it bigger. He took the ladder out of the garage. He set it up in the garden room. When he was on the ladder, he could reach the top of the walls. Now he could have trees in his garden. He made a pear tree and a walnut tree. He made vines to hang from the branches. He made birds' nests in the trees. It rained one night, and he lay awake. My garden will be gone, he thought.

But it was not gone. Only a few vegetables were washed away.

A Good-bye Party

Mother Bear baked a cake. Little Bear made lemonade.

Mother Bear said, "Let us eat up all the cake. If we do, then it will not rain tomorrow."

"Let it rain," said Little Bear. "Emily will not be here tomorrow to play with me."

"Anyhow," said Emily, "We can eat up the cake. And we can drink the lemonade."

So they ate the cake, and drank the lemonade, and talked and talked. Then it was time for Emily to go home.

Father Bear said, "Don't let Lucy break any more arms." "Oh no," said Emily.

Emily hugged her doll, and said, "Lucy wants to say good-bye, too. Say good-bye to Little Bear, Lucy." Emily make Little Bear hold Lucy.

He ran into his room and came back with a pretty toy boat.

The Best Pictures

Ivy had brought her leather case to school. She didn't answer Miss Perry. She stood up and came straight to Gregory. She put the case down on his desk and went back to her seat. The room was still. Miss Perry looked puzzled.

She asked, "Do you want Gregory to use your paints and brushes?"

"They're not mine," said Ivy.

"Of course they are," said Miss Perry.

"No," said Ivy. "They're Gregory's."

"How could they be Gregory's?" asked Miss Perry.

"Because-because his pictures are better than mine," said

Ivy. "I saw them on the walls. And they're better!"

Miss Perry looked more puzzled than ever.

"What walls? Gregory, do you know what she means?"

Flying a Kite

Toad ran across the meadow again. He waved the kite over his head. He jumped up and down. The kite went up in the air and crashed down into the grass.

"That kite is junk," said the robins. "Throw it away and go home."

Toad ran back to Frog. "This kite is junk," he said. "I think we should throw it away and go home."

"Toad," said Frog, "we need one more try. Wave the kite over your head. Jump up and down and shout 'UP KITE UP'."

Toad ran across the meadow. He waved the kite over his head. He jumped up and down. He shouted, "UP KITE UP."

The kite flew into the air. It climbed higher and higher. "We did it!" cried Toad.

"Yes," said Frog. "If a running try did not work, and a running and waving try did not work, and a running, waving, jumping try did not work, I knew that a running, waving, jumping, and shouting try just had to work."

Old Dark Frog

"When I was small," said Frog, "my mother and father and I went out for a picnic. On the way home we lost our way. My mother was worried. 'We must get home,' she said. 'We do not want to meet the Old Dark Frog.'

'Who is that?' I asked.

'A terrible ghost,' said my father. 'He comes out at night and eats little frog children for supper."

Toad sipped his tea. "Frog," he asked, "are you making this up?"

"Maybe yes and maybe no," said Frog.

"My mother and father went to search for a path," said Frog. "They told me to wait until they came back. I sat under a tree and waited. The woods became dark. I was afraid. Then I saw two huge eyes. It was the Old Dark Frog. He was standing near me."

"Frog," asked Toad, "did this really happen?"

"Maybe it did and maybe it didn't," said Frog.

Looking for a Partner

One day Fox decided to enter THE BIG DANCE CONTEST.

- "Who will be my partner?" he asked.
- "Don't look at me," said Carmen. "I don't dance."
- "Why not ask Raisin?" said Dexter. "She's a great dancer."
- "She's mad about something," said Fox.
- "Ask her anyway," said Carmen. "Here she comes now."
- "Uh," said Fox.
- "Yes, what is it?" said Raisin.
- "Will you be my partner in THE BIG DANCE CONTEST?" asked Fox.
 - "Are you sure you are good enough?" said Raisin.
 - "Don't worry about that!" said Fox.

Every day Fox and Raisin practiced hard for THE BIG DANCE CONTEST. They did the waltz. They did the boogie. They did the stomp. They even did The Fox Trot. Raisin was very good. But she was still mad about something.

"I'm sure they will win first prize," said Dexter.

On the day of THE BIG DANCE CONTEST Fox went to Raisin's house.

"Sorry, Fox," said Raisin's mom. "Raisin has the mumps."

"Oh, no!" cried Fox.

Fox went home. He sat down in front of the TV. But he didn't even turn it on. He was too upset. Suddenly he had an idea.

"Come here, Louise!" he cried.

"What did I do?" said Louise.

Rosamond and the Lost Present

Rosamond is strange most of the time. Today was one of those times. She was pulling her four cats, Super Hex, Big Hex, Little Hex, and Plain Hex, on a sled. She went up to the snow detective.

"I lost your birthday present," she said to him.

The snow detective did not answer. I did.

"That detective is one hour old. Why are you giving him a birthday present?" Rosamond looked at me.

"Oh, it's for you," she said.

"My birthday is July 12," I said. "This is the middle of winter."

"I believe in giving early," Rosamond said. She pointed to her sled. "I was pulling your present and my cats on the sled, but the present fell off along the way."

"Do you know when and where it happened?" I asked.

"Yes," Rosamond said. "I was feeling drippy. Snow from the tree was falling on me. Then all of a sudden the sled felt lighter. I turned around and looked at it."

Guessing the Present

"I saw an ugly birthday card at a store this morning," Claude said. "Rosamond was buying it."

"Aha!" I said. "What else did Rosamond buy?" "She bought six cartons of milk," Claude said.

I, Nate the Great, was sorry to hear that. "Six cartons of milk?" I said. I, Nate the Great, did not want a birthday present that was cold and white and wet. I was already colder and whiter and wetter than I had ever been. I said good-bye to Claude. "Enjoy your castle," I said. "Don't lose it."

"How can I lose a castle?" Claude asked.

"Only you know how," I said.

Sludge and I went to Rosamond's house. I said, "I do not know where my birthday present is, but I know what it is. Please open your refrigerator." Rosamond opened her refrigerator. I saw tuna fish, cat food, and a melting snow cat inside.

"Aha!" I said. "No milk! You bought six cartons of milk this morning, but now you have none."

Little Bear's Friend

He could hear the wind sing. And he could feel the wind on his fur, on his eyes, on his little black nose.

He shut his eyes, and let the wind brush him. He opened his eyes, and saw two little squirrels.

"Play with us," they said.

"No time," said Little Bear. "I have to go home for lunch."

He began to climb down, and saw four little birds.

"Look at us," they said, "we can fly."

"I can, too," said Little Bear. "But I always fly down. I can't fly up or sideways."

He climbed down some more, and saw a little green worm.

"Hello," said the little green worm. "Talk to me."

"Some other time," said Little Bear. "I have to go home for lunch."

He climbed all the way down, and there he saw a little girl.

"I think I am lost," said the little girl. "Could you see the river from the treetop?"

"Oh, yes," said Little Bear. "I could see the river. Do you live there?"

"Yes," said the little girl. My name is Emily. And this is my doll Lucy."

"I am Little Bear, and I can take you to the river. What is in that basket?"

Words in Context

Another Word



The student will identify antonyms in context.

Materials

- ▶ Sentence strips (Activity Master V.023.AM1a V.023.AM1b)

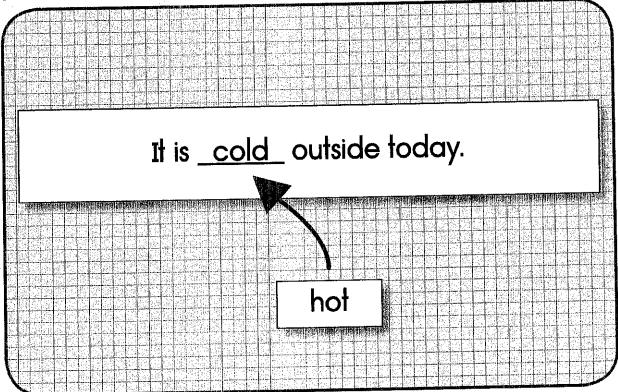
 Copy on card stock, laminate, and cut apart.
- Antonym word cards (Activity Master V.023.AM1b)

 Copy on card stock, laminate, and cut apart.

Activity

Students exchange antonyms for the underlined word in sentences.

- 1. Place sentence strips face down in a stack and antonym word cards face up in rows on a flat surface.
- 2. Working in pairs, student one selects a sentence, reads it, and repeats the underlined word (e.g., "It is <u>cold</u> outside today. Cold").
- 3. Student two reads the word cards, finds the antonym for the underlined word, places it over the underlined word, and reads the new sentence (i.e., "It is hot outside today").
- 4. Reverse roles and continue until all the antonyms are correctly matched to sentences.
- Peer evaluation



Extensions and Adaptations

- ▶ Use synonyms to change words in sentences (Activity Master V.023.AM2).
- Make other sentences, antonym, and synonym word cards.

				Another Word
new puppy.		_ package.		
Sam was happy when he got his new puppy.	My homework was very easy.	I helped my friend carry a heavy	It is <u>cold</u> outside today.	Sometimes my classroom is very <u>noisy</u> .
Sa		<u> </u>		0.4

2

sentence strips and antonym word cards

glad simple hefty chilly loud sugary lengthy dawn huge





Words in Context

Word Fill-In

Objective

The student will identify the meaning of words in context.

Materials

Sentence strips Write sentences using selected target vocabulary with one word missing. For example, Mary brushed her _____ before she went to bed.

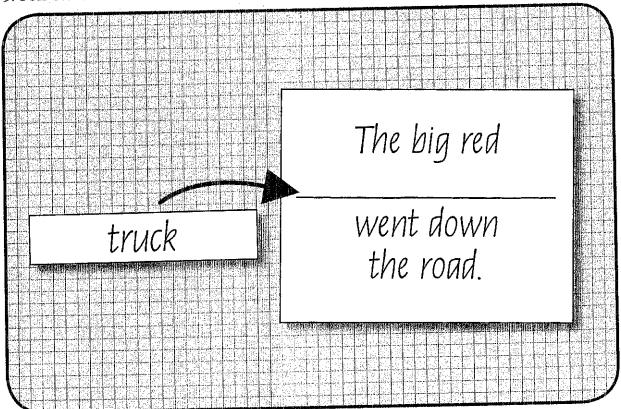
Index cards or construction paper rectangles

Write the missing words from the sentences on the cards.

Activity

Students choose words to complete sentences.

- 1. Place sentence strips face down in a stack and index cards face up in rows on a flat surface.
- 2. Taking turns, student one selects a sentence, and reads it saying "blank" for the missing word.
- 3. Student two reads the index cards, finds the missing word, places it over the blank, and reads the sentence.
- 4. Reverse roles and continue until all the words are correctly matched to sentences.
- 5. Peer evaluation



Extensions and Adaptations

- Make other word cards that complete the sentences. For example, The big red <u>car</u> went down the road.
- ▶ Use other sentence (Activity Master V.024.AM1a- V.024.AM1b) and word cards (Activity Master V.024.AM2).

Word Fill-In

We must Mary brushed her

so we don't miss the bus.

before going to bed.

He was

to be in the parade.

All the students were in school.

sentence cards

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Word Fill-In

The jar was

but we filled it up quickly with cookies.

She

My brother is

at the funny joke

than me. I am ten and he is twelve.

sentence cards

mistakes. No one is

Everyone makes

teeth hurry absent excited perfect empty older laughed

Words in Context

If the Word Fits



The student will identify the meaning of words in context.

Materials

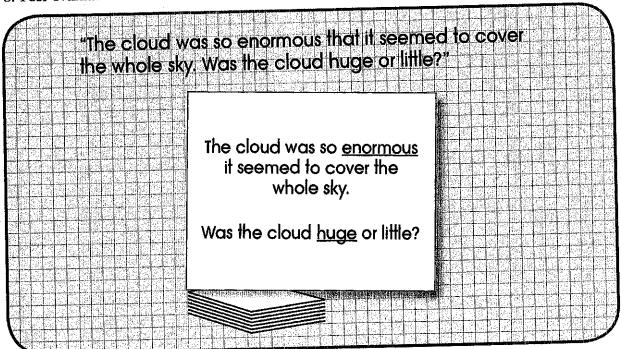
Sentence cards (Activity Master V.025.AM1a - V.025.AM1b) If words in this activity are not appropriate for your students, make and use sentence cards that are more applicable.

Note: The first underlined word is the target word and the second underlined word is the answer.

Activity

Students identify the meaning of target words by using the context of the sentence.

- 1. Place sentence cards face down in a stack at the center.
- 2. Working in pairs, student one selects the top card from the stack and reads the sentence to student two without showing the card (e.g., "The cloud was so enormous it seemed to cover the whole sky. Was it huge or little?").
- 3. Student two states the answer (i.e., "it was huge"). Student one checks to see if the answer is correct by looking at the second underlined word or phrase.
- 4. If correct, student one gives the card to student two. If incorrect, student one states the correct answer, shows the card to student two, and places it at the bottom of the stack.
- 5. Reverse roles and continue until all cards are read.
- 6. Peer evaluation



Extensions and Adaptations

Make and use other sentence cards (Activity Master V.025.AM2).

The cloud was so enormous

it seemed to cover the

whole sky.

If the Word Fits

The cat was very <u>curious</u> and tried to discover what was making the noise.

Did the cat want to find out what was making the noise or want to go to sleep?

Was the cloud <u>huge</u> or little?

I can't find my dog.

He just <u>disappeared</u>

Is the dog eating or unable to be seen?

Did the bike lose or <u>add</u> speed?

The bike gained speed

as it went down the hill.

9

The girl's reply to the question was right. He was <u>eager</u> to go downstairs and open his gifts. Did she repeat or <u>answer</u> the question?

Was he scared or excited?

I need to go to sleep now because I am very drowsy.

Autumn is the season before

winter when the weather

turns cooler.

Am I thirsty or tired?

Is the season fall or spring?

sentence cards

Vocabular

, the second of	If the Word Fits
V.025.AM2	
	1
	94

blank cards

1. the	21. at	41. there	61. some	81. my
2. of	22. be	42. use	62. her	82. than
3. and	23. this	43. an	63. would	83. first
	24. have	44. each	64. make	84. water
: rc: + to	25. from	45. which	65. like	85. been
5. i.	26. or	46. she	66. him	86. called
7. is	27. one	47. do	67. into	87. who
8. vou	28. had	48. how	68. time	88. am
9. that	29. by	49. their	69. has	89. its
10 i t	30. words	50. if	70. look	90. now
11. he	31. but	51. will	71. two	91. find
12. was	32. not	52. up	72. more	92. long
13 for	33. what	53. other	73. write	93. down
14 on	34. all	54. about	74. go	94. day
15. are	35. were	55. out	75. see	95. did
16. as	36. we	56. many	76. number	96. get
17. with	37. when	57. then	77. no	97. come
18. his	38. your	58. them	78. way	98. made
19. they	39. can	59. these	79. could	
20. I	40. said	60. so	80. people	100. part

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Score:
Date:
Name:

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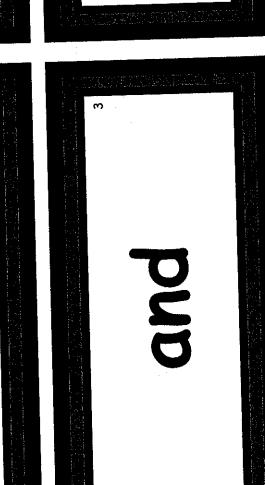
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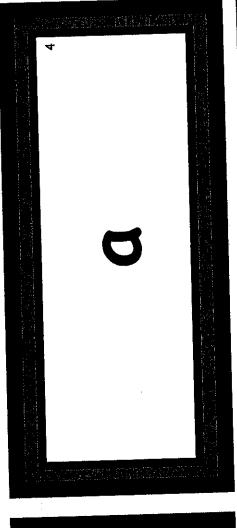
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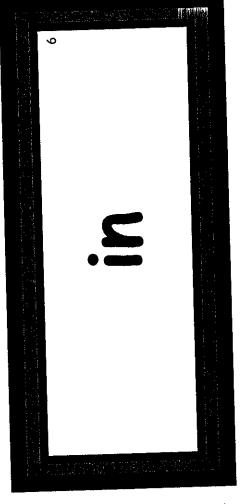
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of	be	use		than
and	this	an		first
ā	have	each		water
to	from	which		been
ñ	or	she	him	called
<u>i</u> S	one	op		who
nok	had	how		am
that	by	their		its
<u>+</u>	words	if		now
he	but	= N		find
was	not	dn	-	long
for	what	other		down
on	all	about		day
are	were	out	÷	did
αs	we	many	number	get
with	when	then		come
his	your	them		made
they	can	these		may
H	said	So	people	part
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Page 3

List 1A	List 1C	List 1E	List 1G	List 11
the		there	some	my
of		use	her	than
and		an	plnow	first
۵		each	make	water
10		which	like	been
<u>:</u>		she	him	called
is		op	into	who
nok		how	time	am
that		their	has	its
±		if	look	now
List 1B	List 1D	List 1F	List 1H	List 1J
he		wii	two	find
Was		<u>a</u>	more	long
for		other	write	down
on		about	go	dαy
are		out	see	did
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his		them	way	made
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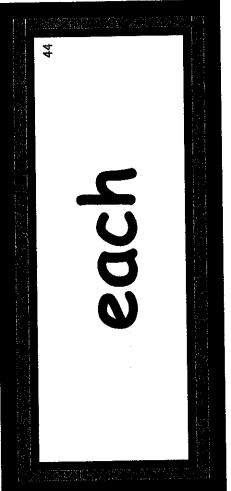
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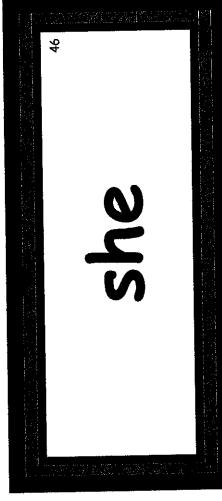
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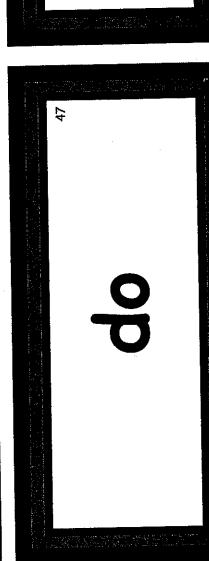
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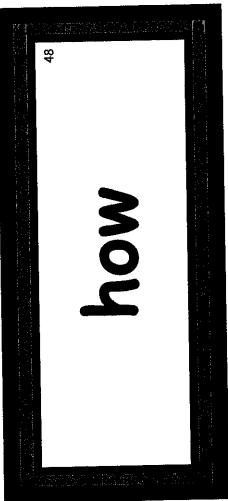




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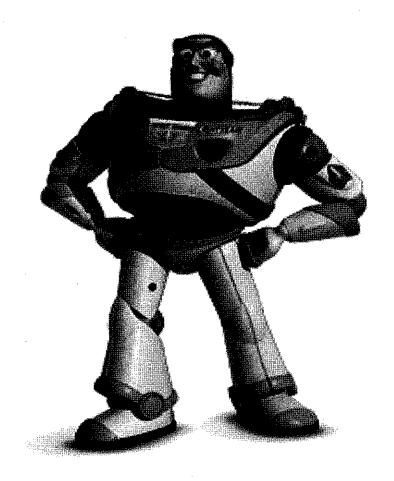
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1st Grade Math



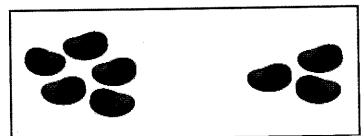
To Proficiency and Beyond!

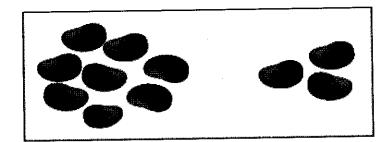
10 Free Math Learning Websites

- ABC YA
 - www.abcya.com
 - Practice math and reading skills all while playing fun games!
- IXL
- https://www.ixl.com/inspiration/family-learning
- Math practice on each and every math skill.
- Khan Academy
 - https://www.khanacademy.org/signup?isparent=1
 - Math practice and interactive videos to help your child learn math.
- Eureka Math
 - https://gm.greatminds.org/en-us/knowledgeonthego
 - Content videos and student practice on math skills.
- Fun Brain
 - o www.funbrain.com
 - Play games while practicing math and reading skills!
- Star Fall
 - o https://teach.starfall.com/lv/
 - Math practice and interactive games to keep you child learning while having fun!
- Cool Math
 - o https://www.coolmathgames.com/
 - Cool math games for learning!
- Hooda Math
 - o https://www.hoodamath.com/
 - Math games by grade level for math learning fun!
- Splash Learn
 - https://www.splashlearn.com/
 - o Math games for kids that make learning fun.
- Cool Math 4 Kids
 - https://www.coolmath4kids.com/
 - Math games with learning.

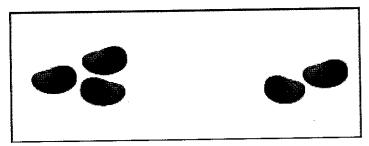
1ST GRADE MATH BENCHMARK ASSESSMENT

1) Kim has 5 dolls. The she gets 3 more dolls. Kim uses beans to find out how many dolls she has now. Which set of beans models Kim's dolls?



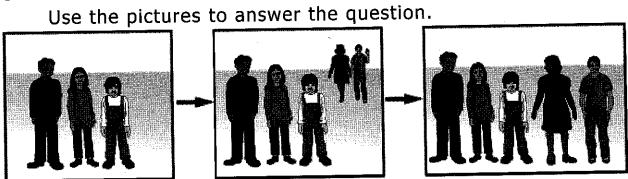


В.



C.

2)



Which number sentence represents this story?

$$A.3 + 2 = 5$$

B.
$$3 - 2 = 5$$

C.
$$5 + 2 = 7$$

3) Eric made sandwiches for lunch. He made these cheese sandwiches.

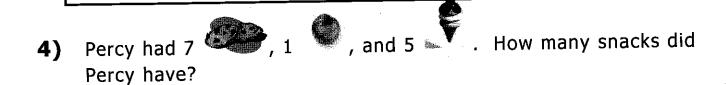


He made these ham sandwiches.



Eric wants to know how many sandwiches he made in all.

Write a number sentence Eric could use to find the answer.

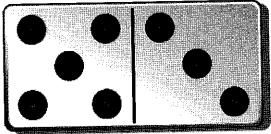


A.
$$7 + 1 + 5 = 15$$

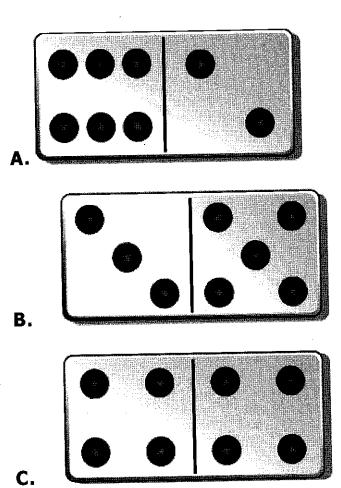
B.
$$7 + 1 + 5 = 13$$

C.
$$7 - 1 - 5 = 1$$

6) Use the domino to answer the question.



Eva adds the number of dots on the domino. Which domino shows a turn-around fact for 5 + 3?



7) Use the numbers below to make two number sentences using addition and two number sentences using subtraction:

4	3	7	
	+	 = -	
			·

8) Dana is trying to solve this problem.

$$10 - 7 = 17$$

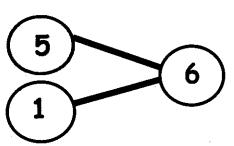
Which addition fact will help Dana?

A.
$$10 + 7 = 17$$

B.
$$7 + 3 = 10$$

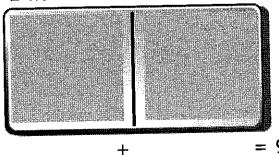
C.
$$3 + 4 = 7$$

9) Use the fact family to complete the problems below.



- 10) Carrie read 5 books. She reads 1 more book. How many books did Carrie read in all?
 - **A.** 4
 - **B.** 6
 - **C.** 7

11) Show 2 numbers to make 9.



12) Which doubles fact is true?

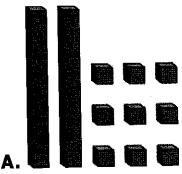
$$A.4 + 4 = 7$$

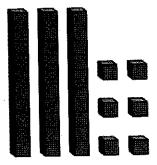
B.
$$6 + 6 = 12$$

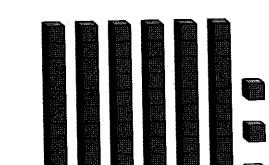
C.
$$8 + 8 = 18$$

- 13) Jane has 10 muffins. She gives away 2. Jane wants to find out how many muffins she has left. Which 10s fact should Jane use?
 - **A.** 8 + 2
 - **B.** 7 + 3
 - **C.** 6 + 4

14) Josh models numbers with cubes. Which set of cubes shows 36?

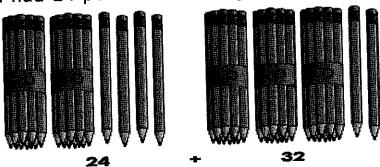






- 15) What does "seventeen" mean?
 - A. 7 tens
 - B. 7 tens plus 1
 - **C.** 1 plus 7
 - **D.** 10 plus 7 ones

16) Mr. Smith had 24 pencils. He bought 32 pencils.



How many pencils does Mr. Smith have now?

- **A.** 54
- **B.** 56
- **C.** 65

17) A squirrel has 24 acorns.



Then the squirrel finds 17 more acorns.



How many acorns does the squirrel have now?

18)

3 7 + 1 0

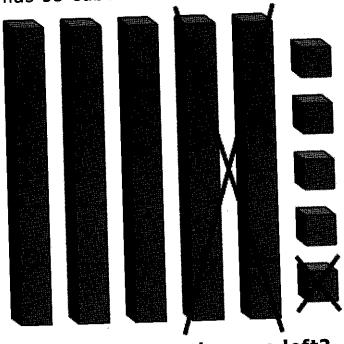
- **A.** 38
- **B.** 47
- **C.** 48
- D.

19) Ms. Snider is skip counting forward by 10s. What number finishes the pattern?

30 , 40 , 50 , ____

- **A.** 50
- **B.** 60
- **C.** 70

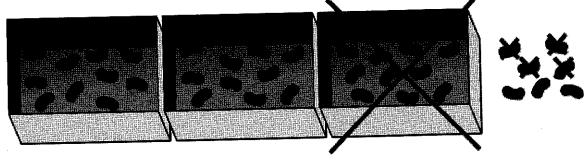
20) Jane has 55 cubes. Then she subtracts 21 cubes.



How many cubes are left?

- **A.** 21
- **B.** 34
- **C.** 76

21) Jay has 37 beans. He subtracts 14 beans.



How many beans are left over?

- **A.** 23
- **B.** 33
- **C.** 51

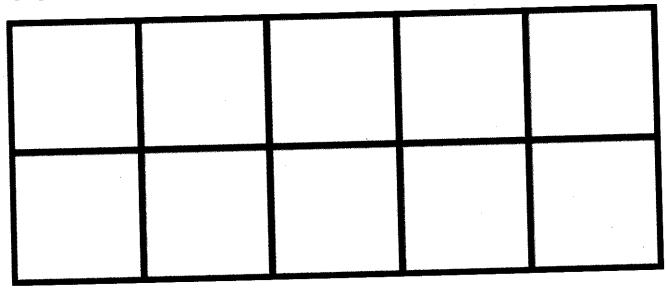
Date:

Directions: Solve. Show your thinking. Use pictures and tools to help you.

Monti checked 8 books out of the library. He read 6 of them already. How many books does he still need to read?

There were 5 kids playing on the blacktop. 4 more students joined them. How many students are playing on the blacktop now?

Ten Frame



Counting Path

1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20					_										$\overline{}$					_ ·	l
	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18 L	19	20	

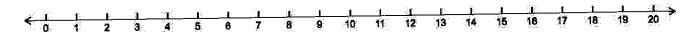
Twenty Chart

1	2	3	4	5	6	7	8	9	10
11	12	13	14	15	16	17	18	19	20

Name:

Date:

Solve the problems using the number line below.



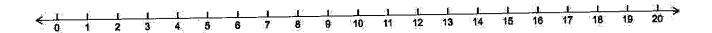
1 more than 14 is _____

13 is____less than 15

2 more than____is 11

16 is 2 less than _____

Circle the number that is 2 more than 14.

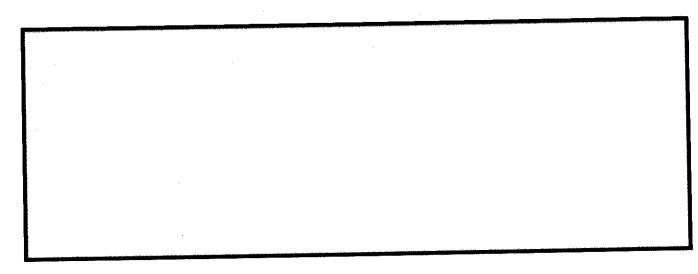


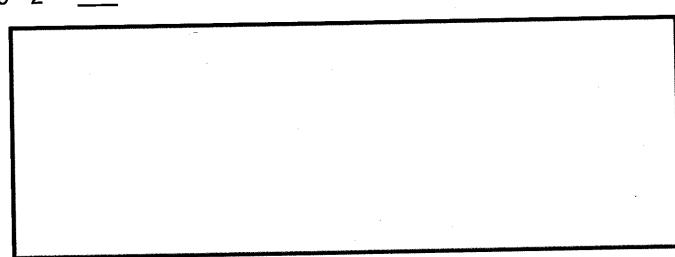
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Grade 1 Mathematics Homework • Represent Addition and Subtraction

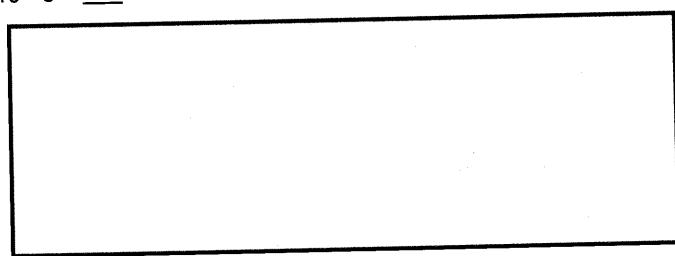
Draw a picture to go with each number sentence. Solve.





4 + 1 = ___

1			
· i			
1			
•			
*			
		•	



Name:	
Name:	

Date:

Date:

Directions: Solve. Show your thinking. Use pictures and tools to help you.

Kiara has 5 pencils in her school box. Her friend gave her 2 more. How many pencils does she have?

There were 6 cookies on the tray. I ate 2 for a snack. How many cookies are on the tray now?

Name: A stick shows ten. A dot a shows 1.

Date:

Directions: Use sticks and dots ● to show each number

Name:

Date:

Grade 1 Mathematics Homework • Compare Numbers to 19

Directions: Circle the number that is greater.

How do you know if 9 is less than 16? Use pictures or words.

Name:

Date:

Write the missing numbers in the dark boxes.

0							
			14				
20							
					•		
							49
			·				
				65			
		73					79

N	а	m	ıe	:
1.4	a	11		

Date:

• Show numbers to 99

A stick is ten. A dot is one

Use sticks and • dots to show each number below.

27

15

63

38

51

40

Name:

Date:

Circle the larger number. You can use a hundred chart to help you.

Write two numbers that are more than 48.

Write two numbers that are less than 81.

Hundred Chart (0-99)

0	1	2	3	4	5	6	7	8	9
10	11	12	13	14	15	16	17	18	19
20	21	22	23	24	25	26	27	28	29
30	31	32	33	34	35	36	37	38	39
40	41	42	43	44	45	46	47	48	49
50	51	52	53	54	55	56	57	58	59
60	61	62	63	64	65	66	67	68	69
70	71	72	73	74	75	76	77	78	79
80	81	82	83	84	85	86	87	88	89
90	91	92	93	94	95	96	97	98	99

mixed addition facts 0 through 10 level #9

mixed addition facts 0 through 10 level #9

Math Fact Fluency 1st Grade Mental Math

1. MAKE TEN BY IDENTIFYING THE MISSING PART (4 minutes)

Materials: (S) Personal white boards

Directions:

T: If I say 9, you say 1, because 9 needs 1 to be 10.

T: Wait for the signal, 5.

S: 5.

Continue with the following possible sequence: 8, 2, 9, and 1.

T: This time I'll say a number and you write the addition sentence to make ten on your personal white board.

T: 0. Get ready. Show me your board.

S: 0 + 10 = 10.

T: 10. Get ready. Show me your board.

S: 10 + 0 = 10.

Continue with the following possible sequence: 3, 7, 6, and 4.

T: Turn and explain to your partner what pattern you noticed that helped you solve the problems.

S: First, you said 0 and the answer was 0 + 10 = 10; next, you said 10 and the answer was 10 + 0 = 10. The numbers switched places!

2. PAIRS TO MAKE TEN WITH NUMBER SENTENCES

(2 minutes)

Materials: (S) Personal white boards

Directions:

T: I'll say a number and you write the addition sentence to make 10 on your personal white board.

T: 5. Get ready. Show me your board.

S: (Show 5 + 5 = 10.)

T: 8. Get ready. Show me your board.

S: (Show 8 + 2 = 10.)

Continue w/ the following possible sequence: 9, 1, 0, 10, 6, 4, 7, and 3.

T: What pattern did you notice that helped you solve the problems?

S: You can just switch the numbers around! à _If you say 8 and the answer is 8 + 2 = 10, then I know that when you say 2 the answer will be 2 + 8 = 10. àThe numbers can switch places!

3. TAKE FROM TEN

(5 minutes)

Materials: (S) Personal white boards

Directions:

T: When I say 1, you say 9, because the game is to take the number I say from 10. Ready? 2.

S: 8.

Continue with the following sequence: 3, 6, 5, and 9.

T: This time, after you say how many are left, write the number sentence on your personal white board. 5.

S: 5.

S: (Write the number sentence on their boards.)

T: Show the number sentence.

S: (Show 10 - 5 = 5.)

Continue with the following possible sequence: 7, 8, 6, 9, and 4.

4. MAKE A TEN TO ADD

(6 minutes)

Directions:

T: Let's make ten to add. I say 9 + 2, and you say 9 + 2 = 10 + 1.

Ready? 9 + 2.

S: 9 + 2 = 10 + 1.

T: Answer?

S: 11.

T: 9 + 5.

S: 9 + 5 = 10 + 4

T: Answer?

S: 14.

Continue with the following possible sequence: 9 + 7; 9 + 6; 9 + 8; 8 + 3; 8 + 7; 7 + 4; and 7 + 6.

5. TAKE FROM 20

(4 minutes)

Materials: (S) Personal white boards

Note: This exercise will give students practice with making ten and applying it to multiples of 10.

Directions:

T: Take the number I say from 10. I say 1, you say 9. Then write the number sentence and wait for my signal to show it.

T: 7.

S: 3. (Write number sentence.)

T: Show your personal white boards.

S: (Show 10 - 7 = 3.)

Continue with the following possible sequence: 8, 6, and 9.

T: This time instead of taking from 10, let's take from 20. Ready? 1.

S: 19. (Write number sentence.)

T: Show your personal white board.

S: (Show 20 - 1 = 19.)

Continue w/ the following possible sequence: 3, 2, 5, 0, 6, 8, 7, and 9.

6. TAKE FROM 20

(5 minutes)

Materials: (S) Personal white boards

Note: Students use personal white boards to see the connection between taking from ten and taking from a multiple of ten.

Directions:

T: I say 2, you say 8, to take the number I say from 10. Then, write the number sentence. Get ready.

T: 6.

S: 4. (Write number sentence.)

T: Show your board.

S: (Show 10 - 6 = 4.)

Continue with the following possible sequence: 7, 9, and 5.

T: This time instead of taking from 10, let's take from 20. Ready?

T: 1.

S: 19. (Write number sentence.)

T: Show your board.

S: (Show 20 - 1 = 19.)

Continue with the following possible sequence: 5, 6, 8, and 3.

7. TWO MORE

(2 minutes)

Note: Students are eased into crossing multiples of ten by asking for just 2 more.

Directions:

T: For every number I say, you will say what number is 2 more. If I say 2, you say 4. Ready? 3.

S: 5.

Continue with the following possible sequence: 6, 9, 8, 18, 38, 58, 78, 9, 19, 39, 59, and 79.

8. TAKE FROM 20

(3 minutes)

Materials: (S) Personal white boards

Note: Students use personal white boards to see the connection between taking from ten and taking from a multiple of ten. As students show comprehension of the skill, practice orally without the personal boards.

Directions:

T: I say 3, you say 7, to take the number I say from 10. Write the number sentence and wait for my signal to show it.

T: 8.

S: 2. (Write number sentence.)

T: Show your personal boards.

S: (Show 10 - 8 = 2.)

Continue with the following possible sequence: 4, 5, and 9.

T: This time instead of taking from 10, let's take from 20. Ready? 1.

S: 19. (Write number sentence.)

T: Show your personal board.

S: (Show 20 - 1 = 19.)

Continue w/ the following possible sequence: 3, 2, 5, 0, 6, 8, 7, and 9.

9. BREAK APART & PUT TOGETHER BY PLACE VALUE

(2 minutes)

Note: Students remember the relevance of their ten plus facts to larger numbers.

Directions:

T: When I say 10 + 5, you say 15. Ready?

S: 15.

T: 10 + 2.

S: 12.

Continue with the following possible sequence: 10 + 9, 10 + 4, 20 +

4, Challenge: 50 + 4, 30 + 8, and 70 + 8.

T: How are 10 + 4 and 50 + 4 the same? How are they different?

T: How is knowing that helpful?

S: (Share.)

T: Now, when I say 13, you say 10 + 3.

T: 13.

S: 10 + 3.

Continue with the following possible sequence: 17, 11, 16, 18, 14 Challenge: 28, 78, 34, and 94.

10. SUBTRACT 1 FROM MULTIPLES OF 10

(3 minutes)

Materials: (T) Drawings on the board should be sufficient

Directions:

6. MORE/LESS (4 minutes)

Note: Practice with giving 1 or 10 more (or less) prepares students to add and subtract 1 and 10 fluently.

Directions:

T: For every number I say, you say a number that is 1 more. When I say 5, you say 6. Ready?

T: 5.

S: 6.

T: 8.

S: 9.

Continue with the following possible sequence: 9, 16, 19, 28, 38, 39, 44, 49, 54, and 60.

T: Now for every number I say, you say a number that is 10 more. When I say 50, you say 60. Ready?

T: 50.

S: 60.

T: 10.

S: 20.

Continue with the following possible sequence: 80, 40, 20, 21, 28, 30, 35, 45, and 56.

T: Let's try saying 1 less for every number I say. When I say 6, you say 5. Ready?

T: 6.

S: 5.

T: 9.

S: 8.

Continue with the following possible sequence: 11, 14, 19, 20, 30, 31, 51, and 50.

T: Now for every number I say, you say a number that is 10 less. When I say 50, you say 40. Ready?

T: 50.

S: 40.

T: 30.

S: 20.

Continue with the following possible sequence: 80, 70, 60, 61, 41, 46, 48, 28, and 18.

11. CHORAL COUNTING

(Time Varies)

Materials: chart paper, marker, base-ten blocks

Note: Teachers may want to devote an entire lesson to introducing this activity. After that, modify the activity to a short amount of practice each time, removing supports as students' counting skills improve.

Directions:

- The teacher will begin by asking a student volunteer to show 3 using base-ten blocks. The teacher will then record 3 on the chart.
- The teacher will then ask how students can show the number that is 10 more and invite another student volunteer to build 10 more with cubes. Student may add 10 individual units or a ten stick. The goal is for students to move from counting ten units to counting one unit of 10, and to connect the concrete representations of the numbers with abstract oral counting. The teacher will then record 13 on the chart.
- The teacher should continue this process, asking students "What's
 10 more than __?" and have student volunteers show 10 more with
 the base-ten blocks. At some point, a student will likely use a ten
 stick instead of ten ones; when this happens, the teacher can help
 the students see this is a more efficient strategy. If no students add
 a ten stick, the teacher can help them make this transition.
- The goal of writing the numbers on the chart paper as shown below is to record the numbers in a way that makes the "Add ten" pattern visible for students by recording 10 numbers in a row. Students may see patterns of 10 as they look across and hundreds as they look down

3	13	23	33	43	53	63	73	83	93
103	113	123	133	143	153	163	173	183	193
203	213	223	233	243	253	263	273	283	293

12. COUNTING WITH ONES, TENS, AND HUNDREDS: 0 TO 1,000

(4 minutes)

Materials: (T) Bundle of 1 hundred, 1 ten, and a single straw

Directions:

T: Let's count by ones, tens, and hundreds. I'll hold bundles to show you what to count by. A bundle of 100 means count by hundreds, a bundle of 10 means count by tens, and a single straw means count by ones. (Create visual support by writing the numbers on the board as students count.)

T: Let's start at 0. Ready? (Hold up a bundle of 10 until students count to 130.)

S: 10, 20, 30, 40, 50, 60, 70, 80, 90, 100, 110, 120, 130.

T: (Hold up a bundle of 100 until students count to 630.)

S: 230, 330, 430, 530, 630.

T: (Hold up a bundle of 10 until students count to 690.)

S: 640, 650, 660, 670, 680, 690.

T: (Hold up a single one until students count to 702.)

S: 691, 692, 693, 694, 695, 696, 697, 698, 699, 700, 701, 702.

T: (Isolate the numbers 698–702 by drawing a box around them.) Partner A, count these numbers up and down as fast as you can to Partner B, and then switch. If you both finish before one minute is up, try it again and see if you get faster!

13. SKIP-COUNT BY TENS: UP AND DOWN CROSSING 100

(2 minutes)

Directions:

T: Let's skip-count by tens starting at 60.

T: Ready? (Rhythmically point up until a change is desired. Show a closed hand and then point down. Continue, mixing it up.) **S:** 60, 70, 80, 90, 100, 110, 120, 130, 140. (Switch direction.) 130, 120, 110, 100, 90. (Switch direction.) 100, 110, 120, 130, 140, 150, 160, 170, 180, 190, 200, 210, 220. (Switch direction.) 210, 200, 190, 180.

14. MIXED COUNTING WITH ONES, TENS, AND HUNDREDS FROM 1,000 TO 0

(5 minutes)

Materials: (T) Bundle of one hundred, one ten, and a single stick

Directions:

T: Let's play Mixed Counting using what we know about counting by ones, tens, and hundreds. I'll hold bundles to show you what to count by. A bundle of 100 means count by hundreds, a bundle of 10 means count by tens, and a single stick means count by ones.

T: Let's start at 1,000 and count down. Ready? (Hold up a bundle of 10 until students count to 940. If necessary, create visual support with the difficult language of these numbers by writing them on the board as students count.)

S: 990, 980, 970, 960, 950, 940.

T: (Hold up a bundle of 100 until students count to 540.)

S: 840, 740, 640, 540.

T: (Hold up a bundle of 10 until students count to 500.)

S: 530, 520, 510, 500.

T: (Hold up a single one until students count to 495.)

S: 499, 498, 497, 496, 495.

T: (Hold up a ten until students count to 465.)

S: 485, 475, 465.

Continue, varying practice counting with ones, tens, and hundreds down to zero.

15. SKIP-COUNTING SQUATS

(2 minutes)

Directions: Have students count up from 0 to 20 and back two times, squatting down and touching the floor on odd numbers and standing up for even numbers.

- For the first count, instruct students to whisper when they squat and talk normally when they stand.
- On the second count, encourage students to try thinking of the numbers in their heads when they squat and whisper when they stand.

16. X-RAY VISION: PARTNERS TO 10

(5 minutes)

Materials: (T) 10 counters, container

Directions:

- Tell students there is a rumor that some of the children in the class are superheroes, and some of them may have x-ray vision. Place 10 counters on the floor next to a container.
- Tell students to close their eyes.
- Put 1 of the items into the container
- Tell students to open their eyes and identify how many counters were put inside it.
- When a student figures it out, deem her a superhero with x-ray vision!
- Continue the game, eliciting all partners to 10.

17. TEN AND TUCK

(5 minutes)

Directions:

- Tell students to show 10 fingers.
- Instruct them to tuck 3 (students put down the pinky, ring finger, and middle finger on their right hands).
- Ask them how many fingers are up (7) and how many are tucked
 (3).
- Then, ask them to say the number sentence aloud,
 - \triangleright beginning with the larger part (7 + 3 = 10)
 - \triangleright beginning with the smaller part (3 + 7 = 10)
 - \triangleright beginning with the whole (10 = 3 + 7 or 10 = 7 + 3)

18. COUNT ON CHEERS

(3 minutes)

Directions:

- The teacher says a number aloud. Students repeat the number, touching their heads and counting on as they put their fists in the air, one at a time.
- Alternately, students can count on with boxing punches.
- Extend the game by counting back 2.

19. MATH HANDS FLASH

(5 minutes)

Directions:

T: (Hold up 9 fingers.) Show me how many fingers I need to make

10.

S: (Hold up 1 finger.)

T: 9 plus what number equals 10?

S: 1.

T: Good! 9 + 1 = 10, so 10 - 9 = ? Look at your hands.

S: 1.

Continue playing, eliciting all partners of 10. If students are highly successful, switch to other totals within 10, such as 9, 8, or 7.

20. Penny Drop 7

(5 minutes)

MATERIALS NEEDED: 7-10 pennies, a tin can

DIRECTIONS:

Show students 7 pennies. Have students close their eyes and listen.

Drop some of the pennies in a can, one at a time. Ask students to open their eyes and guess how many pennies are still in the teacher's hand. Then, have students say how many people they heard drop and count on to 7, using the remaining pennies.

NOTE: This activity addresses the core fluency objective for Grade 1 of adding and subtracting within 10. Can extend to 10. (great for auditory learners)

21. COLD CALL: 2 MORE AND 2 LESS (3 MINUTES)

ADD AND SUBTRACT WITHIN 10

Directions:

- Say a number aloud and instruct students to think about the number that is 2 more. Let them know that the teacher will cold call students to say the number as quickly as possible. Alternate between calling on individual students, the whole class, and groups of students (e.g., only girls, only boys, etc.).
- Play again, cold calling students to say the number that is 2 less.

22. TAKE OUT

(2 minutes)

Directions:

T: Take out 1 on my signal. For example, if I say "5," you say "1 and 4."

T: 3. S: 1 and 2. T: 10. S: 1 and 9.

Continue with all numbers within 10.

23. BREAK APART 10

(5 minutes)

Materials: (T) NUMBER CARDS 1-5: print double sided, (S) Personal white board Students write the numeral 10 on their personal white boards.

Directions: Flash a card. Students break apart 10 using the number flashed as a part.

0	1	2	3
4	5	6	7
8	9	10	10
	10	5	5

Copy number cards and dot cards so they are two sided

•••	••	•	
••••	•••••	••••	••••
Į.	••••	Ţ	į
••••	••••	••••	

24. SPRINT: ADD THREE NUMBERS (10 minutes)

Note: This Sprint provides practice with adding three numbers by making ten first. For directions on how to use sprints, see Appendix.

Materials: (S) Add Three Numbers Sprint.

SPRINT: ADD THREE NUMBERS Make a 10 to add



Number correct:

<u></u>	My
\sum_{i}	7
r:	2
	W

Vame	Date	
NUMBER		-

1	9+1+3= 🗆		16	6+4+5= 🗆
2	9+1+5= 🗆		17	6+4+6= 🗆
3	1+9+5= 🗆		18	4+6+6= 🗆
4.	1 + 9 + 1 = 🗆		19	4 + 6 + 5 = 🗆
5	5 + 5 + 4 = □		20	4+5+6= 🗆
6	5+5+6= 🗆		21	5+3+5= 🗆
7	5+5+5= 🗆		22	6+5+5= 🗆
8	8 + 2 + 1 = 🗆		23	1 + 4 + 9 = 🗆
9	8 + 2 + 3 = 🗆		24	9+1+ 🗆 = 14
10	8 + 2 + 7 = 🗆		25	8 + 2 + 🗆 = 11
11	2+8+7= 🗆		26	□ + 3 + 4 = 13
12	7 + 3 + 3 = 🗆		27	2 + 🗆 + 6 = 16
13	7+3+6= 🗆		28	1 + 1 + 🗆 = 11
14	7 + 3 + 7 = 🗆		29	19 = 5 + 🗆 + 9
15	3 + 7 + 7 = 🗆		30	18 = 2 + 🗆 + 6
1		<u></u>	1	

В

SPRINT: ADD THREE NUMBERS Make a 10 to add

Number correct:

Vame	 Date

1	5 + 5 + 4 = 🗆	16	6 + 4 + 2 = 🗆
2	5+5+6= 🗆	17	6 + 4 + 3 = 🗆
3	5 + 5 + 5 = 🗆	18	4+6+3= 🗆
4	9+1+1= 🗆	19	4+6+6= 🗆
5	9+1+2= 🗆	20	4+7+6= 🗆
6	9+1+5= 🗆	21	5 + 4 + 5 = 🗆
7	1+9+5= 🗆	22	8 + 5 + 5 =
8	1+9+6= 🗆	23	1+7+9= 🗆
9	8 + 2 + 4 = 🗆	24	9 + 1 + 🗆 = 11
10	8 + 2 + 7 = 🗆	25	8 + 2 + 🗆 = 12
11	2+8+7= 🗆	26	□ + 3 + 4 = 14
12	7 + 3 + 7 = 🗆	27	3 + □ + 7 = 20
13	7 + 3 + 8 = 🗆	28	7 + 8 + □ = 17
14	7 + 3 + 9 = 🗆	29	16 = 3 + 🗆 + 6
15	3+7+9= 🗆	30	19 = 2 + 🗆 + 7

25. TAKE OUT 2: NUMBER BONDS

(4 minutes)

Materials: (S) Personal white board

Directions: Say a number within 10. Students quickly write a number bond for the number said, using 2 as a part, and hold up their boards when finished.

26. DECOMPOSING ADDITION SENTENCES

(5 minutes)

Directions:
T: (Write $9 + 5 = \underline{\hspace{1cm}}$ on the board.) What does 9 need to make
ten?
S: 1.
T: (Write 9 + 1 below 9 + 5 =)
T: (Point to the 5.) If we take 1 from 5 to make ten, what part is
left?
S. 4.
T: (Add + 4 after 9 + 1.) Say the number sentence with the answer.
S: 9 + 1 + 4 = 14.
T: (Write 14 to complete $9 + 1 + 4 =) 9 + 1 + 4 = 14.9 + 5 is?$
S: 14.
T: (Write 14 to complete 9 + 5 =)
Continue with other 9 + n and 8 + n addition sentences. If students
are ready, have them use their boards to independently
decompose addition sentences into three parts

27. SPRINT: SUBTRACTION WITHIN 10 (10 minutes)

Materials: (S) Subtraction Within 10 Sprint

Note: This Sprint reviews subtracting from ten, along with other subtraction facts within the Grade 1 core fluency objective of adding and subtracting within 10. For directions on how to use sprints, see Appendix.



SPRINT: SUBTRACTION WITHIN 10 Write the missing number

Number correct:

A 1		
Name		

Date _____

1	10 - 9 = 🗆		16	10 - □ = 5
2	10 - 8 = 🗆		17	9 - □ = 5
3	10 - 6 = 🗆		18	8 - 🗆 = 5
4	10 - 7 = 🗆		19	10 - 🗆 = 3
5	10 - 6 = 🗆		20	9 - 🗆 = 3
6	10 - 5 = 🗆		21	8 - 🗆 = 3
7	10 - 6 = 🗆	-	22	□ -6 = 4
8	10 - 4 = 🗆		23	□ -6=3
9	10 - 3 = 🗆		24	□ -6=2
10	10 - 7 = 🗆		25	10 - 4 = 9 - 🗆
11	10 - 8 = 🗆		26	8 - 2 = 10 - 🗆
12	10 - 2 = 🗆		27	8 - 🗆 = 10 - 3
13	10 - 1 = 🗆		28	9 - 🗆 = 10 - 3
14	10 - 9 = □		29	10 - 4 = 9 - 🗆
15	10 - 10 = 🗆		30	□ - 2 = 10 - 4

B

SPRINT: SUBTRACTION WITHIN 10 Write the missing number

	Z/V	747
Number	correct:	Zw

Name		
Name		

Date _____

		_	
1	10 - 8 = 🗆	16	10 - □ = 0
2	10 - 9 = 🗆	17	9 - 🗆 = 0
3	10 - 8 = 🗆	18	8 - 🗆 = 0
4	10 - 9 = 🗆	19	10 - 🗆 = 1
5	10 - 7 = 🗆	20	9 - 🗆 = 1
6	10 - 9 = 🗆	21	8 - 🗆 = 1
7	10 - 8 = □	22	□ - 5 = 5
8	10 - 7 = 🗆	23	□ - 5 = 4
9	10 - 3 = 🗆	24	□ - 5 = 3
10	10 - 7 = 🗆	25	10 - 8 = 9 - 🗆
11	10 - 6 = 🗆	26	8 - 6 = 10 - 🗆
12	10 - 4 = 🗆	27	8 - 🗆 = 10 - 2
13	10 - 3 = 🗆	28	9 - 🗆 = 10 - 2
14	10 - 7 = 🗆	29	10 - 3 = 9 - 🗆
15	10 - 5 = 🗆	30	□ - 1 = 10 - 3

28. NUMBER PATH

(6 minutes)

Materials: (T/S) Personal white board, number path 1–20, counter and number cards

Directions:

T: Put your counter on 8.

S: (Place the counter on 8.)

T: How many spaces do you need to move to land on 10? (Pause to provide thinking time.)

S: 2.

T: Let's check. Move your counter to 10.

S (Move the counter to 10.)

T: Were you right?

S: Yes!

T: Write an equation to show what you did.

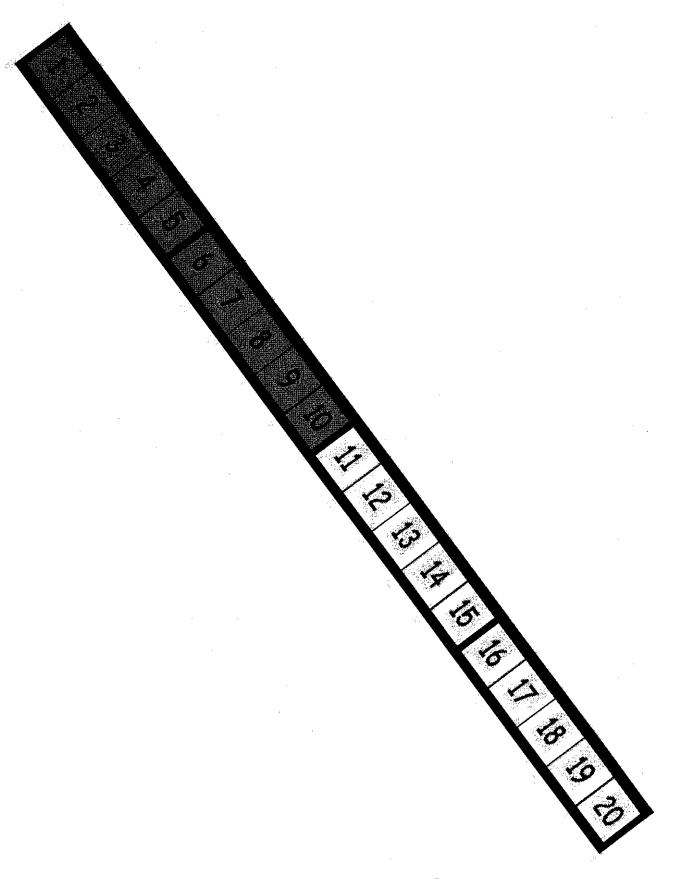
S: (Write 8 + 2 = 10.)

Continue moving to and from 10 within 10. Next, start at 10, and move the counters to and from teen numbers. Ask questions about how students determined the number of spaces they moved. Did they count each space, or did they "just know"?

1	0	2	0
0	1	2	3
4	5	6	7
8	9		

hide zero cards, numeral side (copy double-sided with next page) hide zero cards, dot side (copy double-sided with previous page)

	00000		••••
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		••••	••••



Number Path