

Math-Tuesday

Week 1:

1. Counting 1-13:

- Put beads, cheerios, fruit loops, etc. on the provided string and count each one while doing it until you get to 20 without skipping numbers.

2. Number recognition:

- Count out and match the community workers to its correct vehicle.

3. Addition:

- Use dominoes to create totals and then use numbers to create an equation.

Week 2:

1. Counting 1-15:

- Put beads, cheerios, fruit loops, etc. on the provided string and count each one while doing it until you get to 20 without skipping numbers.

2. Number recognition:

- Count out and match the community workers to its correct vehicle.

3. Addition:

- Use dominoes to create totals and then use numbers to create an equation.

Week 3:

1. Counting 1-20:

- Put beads, cheerios, fruit loops, etc. on the provided string and count each one while doing it until you get to 20 without skipping numbers.

2. Number recognition:

- Count out and match the community workers to its correct vehicle.

3. Addition:

- Use dominoes to create totals and then use numbers to create an equation.

Week 4:

1. Counting 1-20:

- Put beads, cheerios, fruit loops, etc. on the provided string and count each one while doing it until you get to 20 without skipping numbers.

2. Number recognition:

- Count out and match the community workers to its correct vehicle.

3. Addition:

- Use dominoes to create totals and then use numbers to create an equation.

Games

★ Play weekly number bingo to increase number recognition.

★ Play counter game to increase number recognition.

Matemáticas - Martes

Semana 1:

1. Contando 1-13:

- Ponga las cuentas, cereal, o otras cosas en la cuerda cuando contando cada uno sin omitiendo números.

2. Reconocimiento de números:

- Cuente y combine a los trabajadores de la comunidad con su vehículo correcto.

3. Adición:

- Usa fichas de dominó para crear totales y luego usa números para crear una ecuación.

Semana 2:

1. Contando 1-15:

- Ponga las cuentas, cereal, o otras cosas en la cuerda cuando contando cada uno sin omitiendo números.

2. Reconocimiento de números:

- Cuente y combine a los trabajadores de la comunidad con su vehículo correcto.

3. Adición:

- Usa fichas de dominó para crear totales y luego usa números para crear una ecuación.

Semana 3:

1. Contando 1-20:

- Ponga las cuentas, cereal, o otras cosas en la cuerda cuando contando cada uno sin omitiendo números.

2. Reconocimiento de números:

- Cuente y combine a los trabajadores de la comunidad con su vehículo correcto.

3. Adición:

- Usa fichas de dominó para crear totales y luego usa números para crear una ecuación.

Semana 4:

1. Contando 1-20:

- Ponga las cuentas, cereal, o otras cosas en la cuerda cuando contando cada uno sin omitiendo números.

2. Reconocimiento de números:

- Cuente y combine a los trabajadores de la comunidad con su vehículo correcto.

3. Adición:

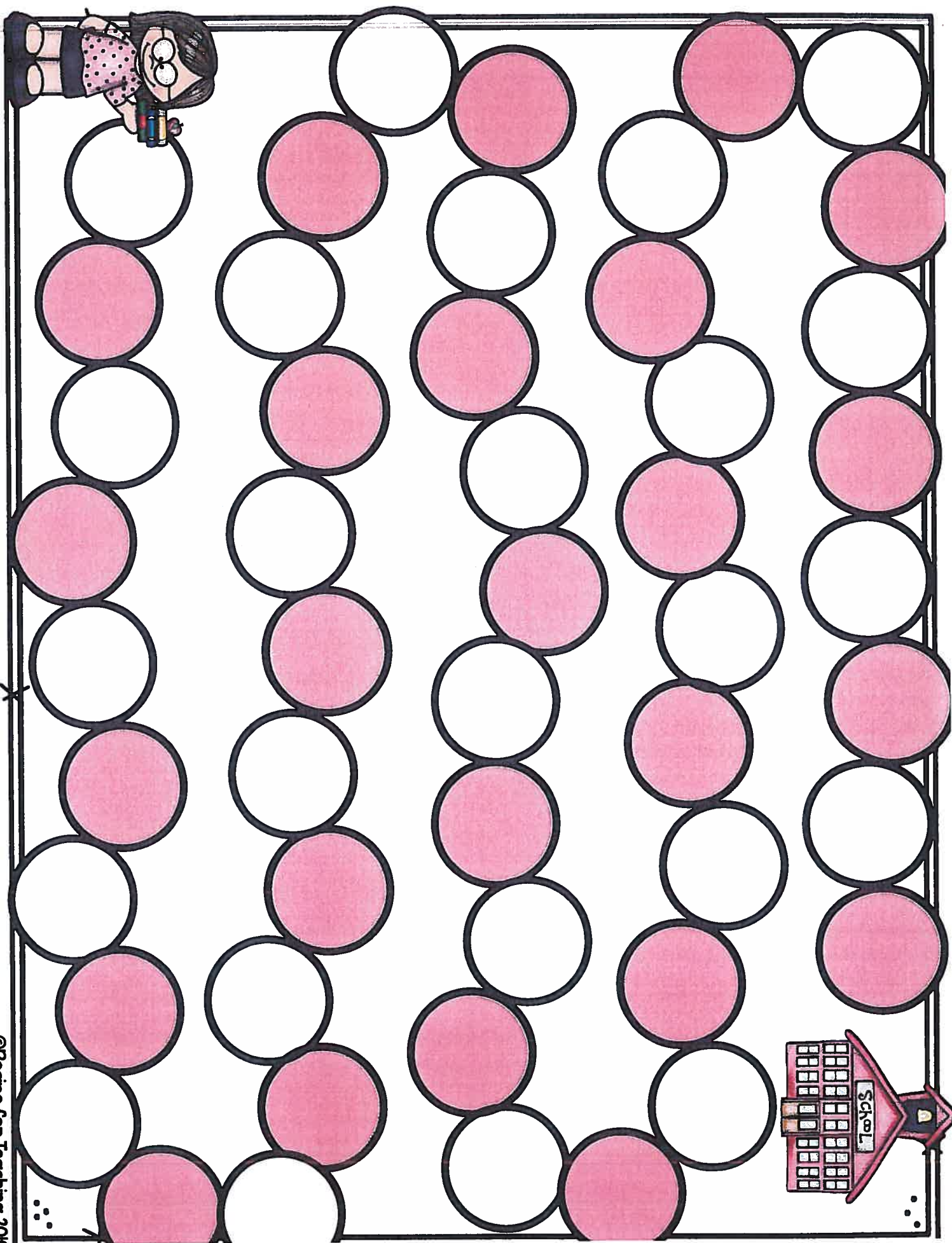
- Usa fichas de dominó para crear totales y luego usa números para crear una ecuación.

Juegos

- ★ Juega bingo cada semana de números para aumentar el reconocimiento de números.
- ★ Juega el juego de los contadores para aumentar el reconocimiento de números.

Directions for Community Helper Game Board

You can use the number cards provided to have students identify the number and count and move that many spaces on the game board. The first person to the end is the winner!

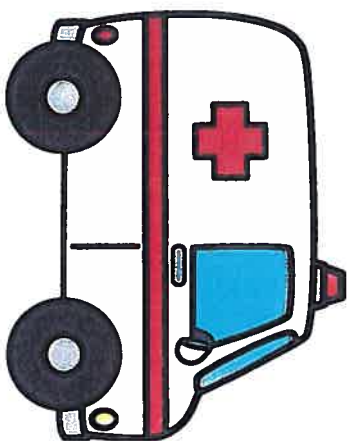


Number cards for board game

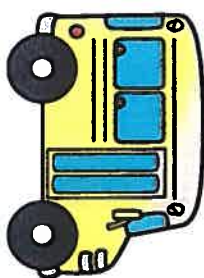
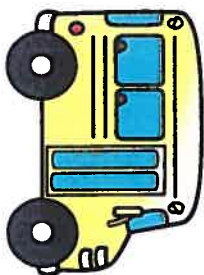
1	2	3	4	5
6	7	8	9	10

Directions for Clip and Count Sheets

Students will use a clothes pin or an object to place upon the number that correctly identifies how many objects are within the Community Helper picture.



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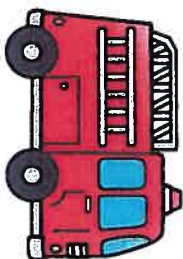
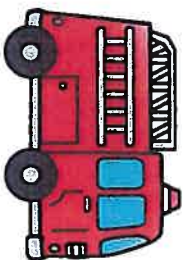
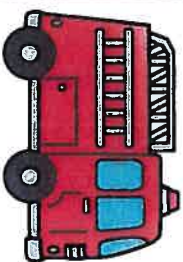
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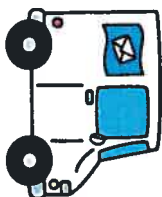
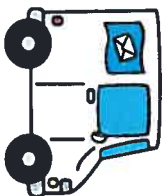
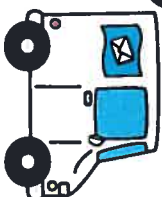
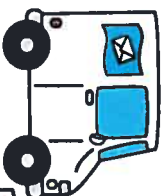
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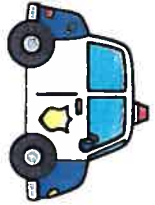
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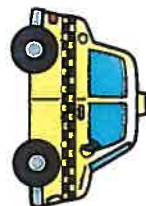
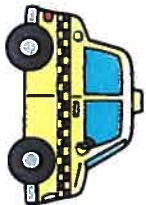
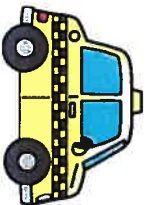
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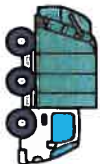
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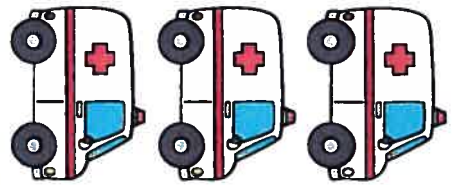
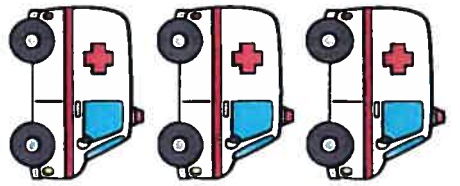
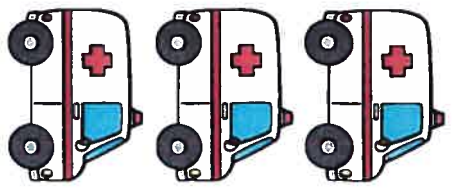
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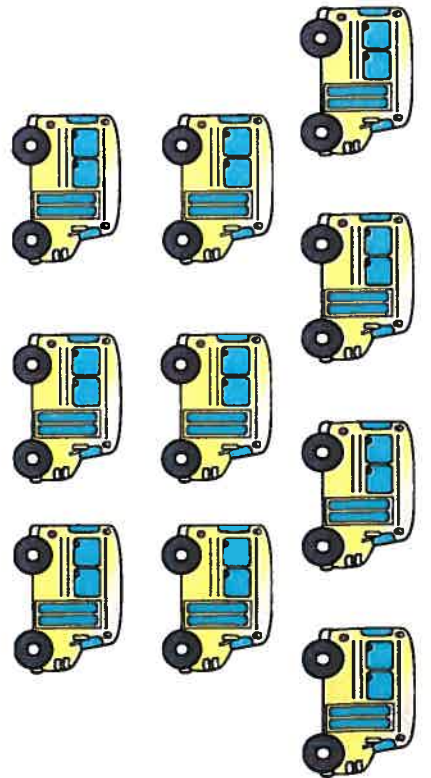
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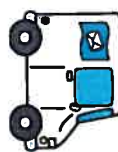
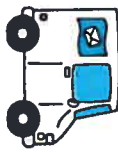
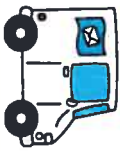
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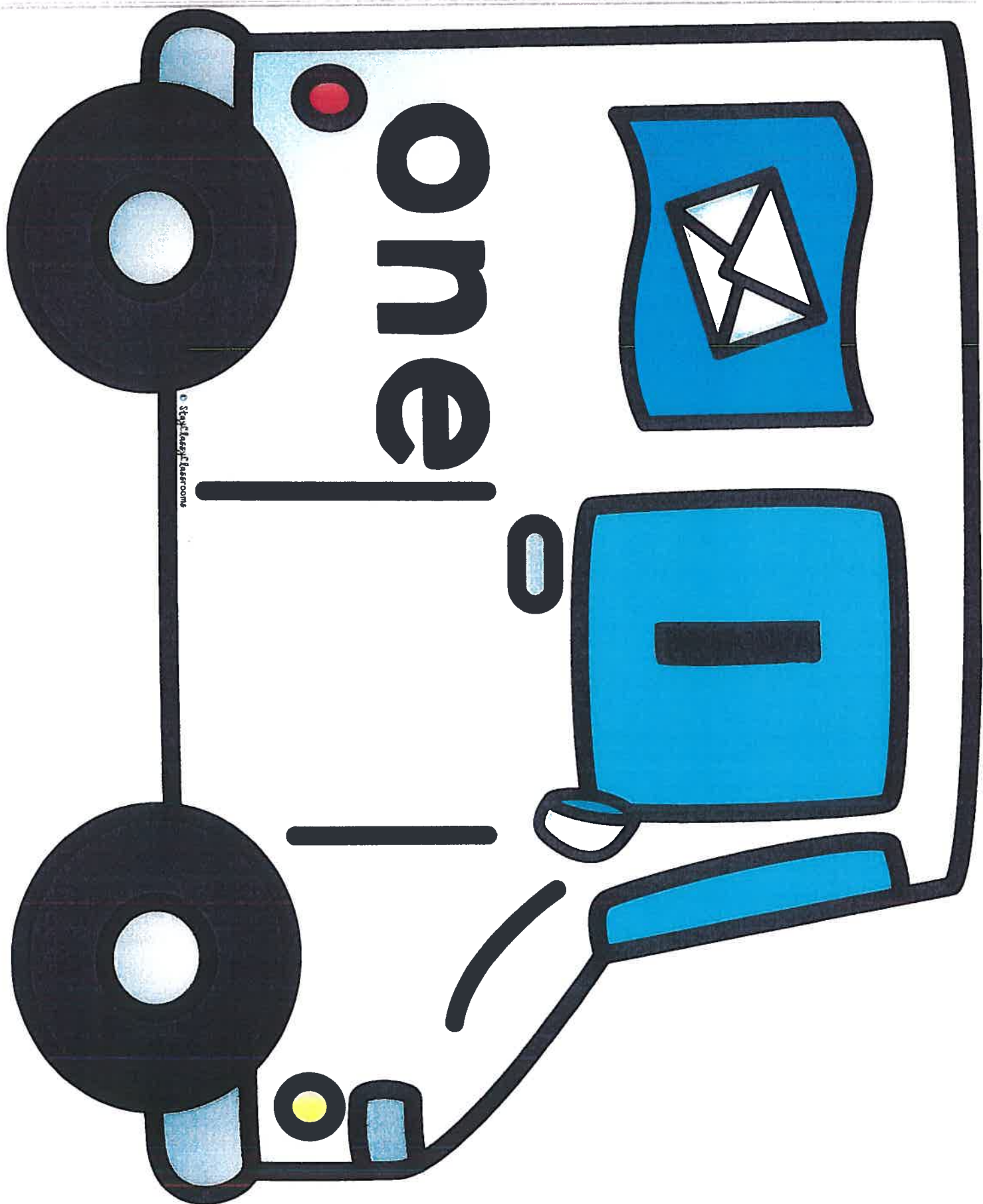
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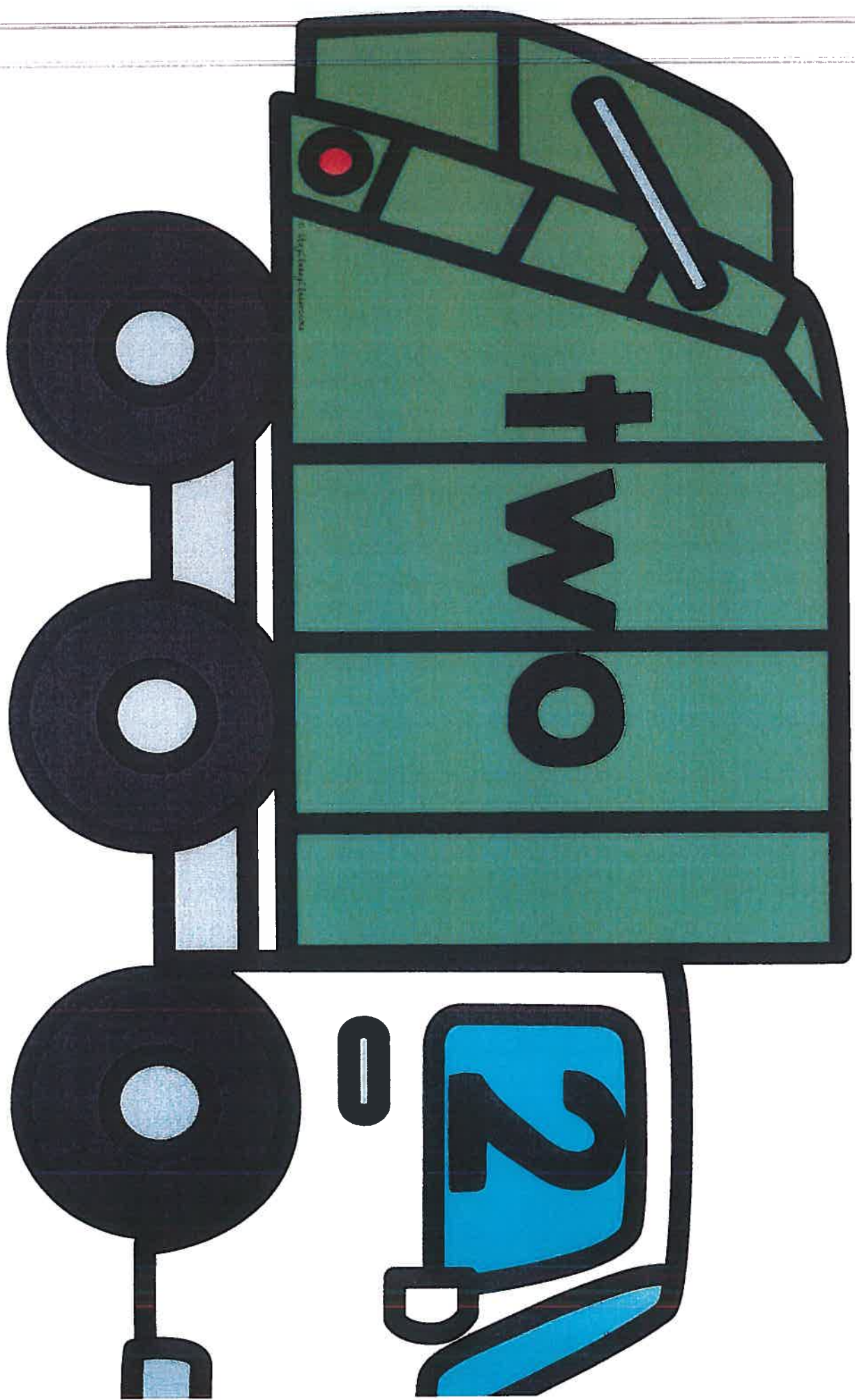
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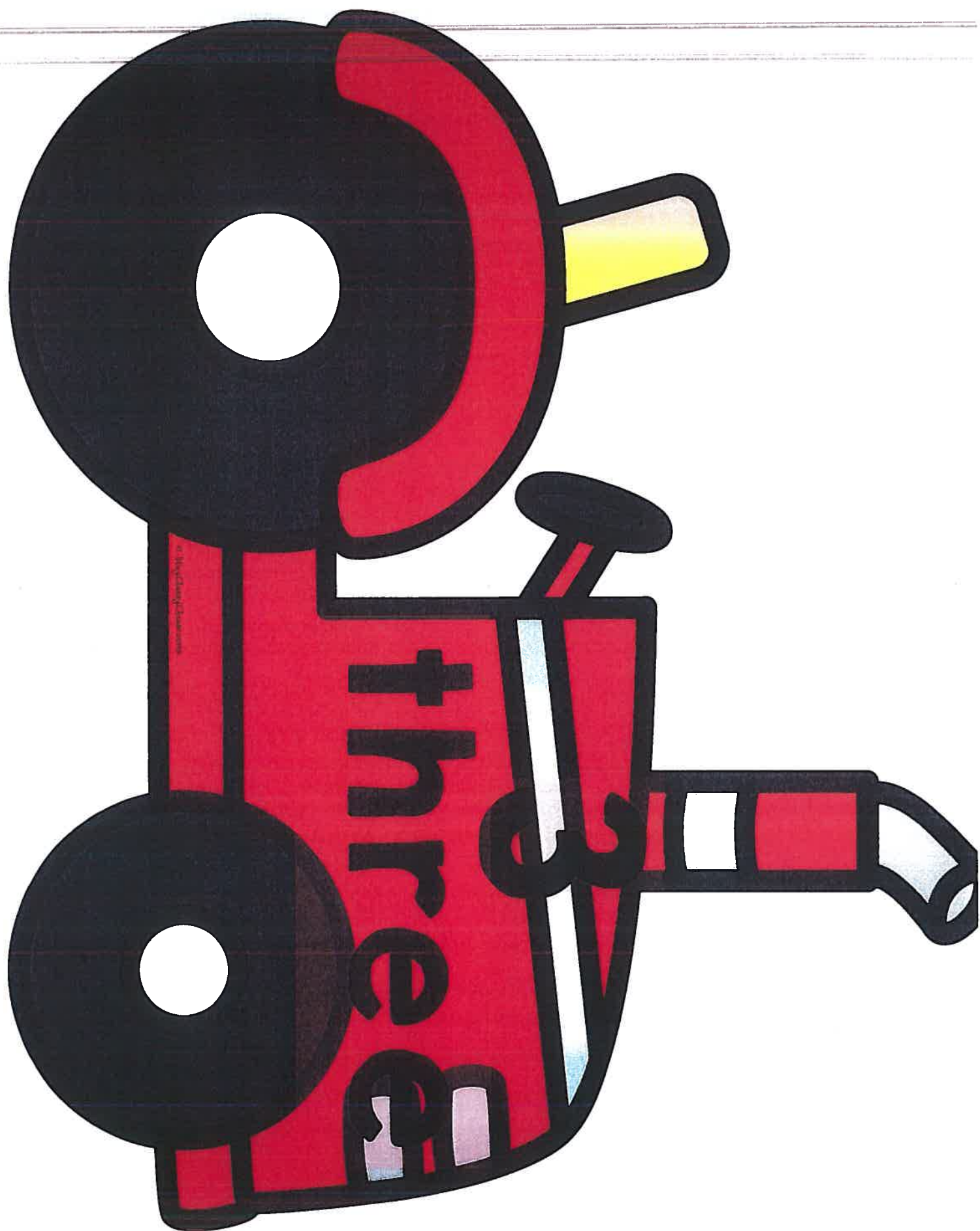
Directions for Cut and Paste Community Helpers

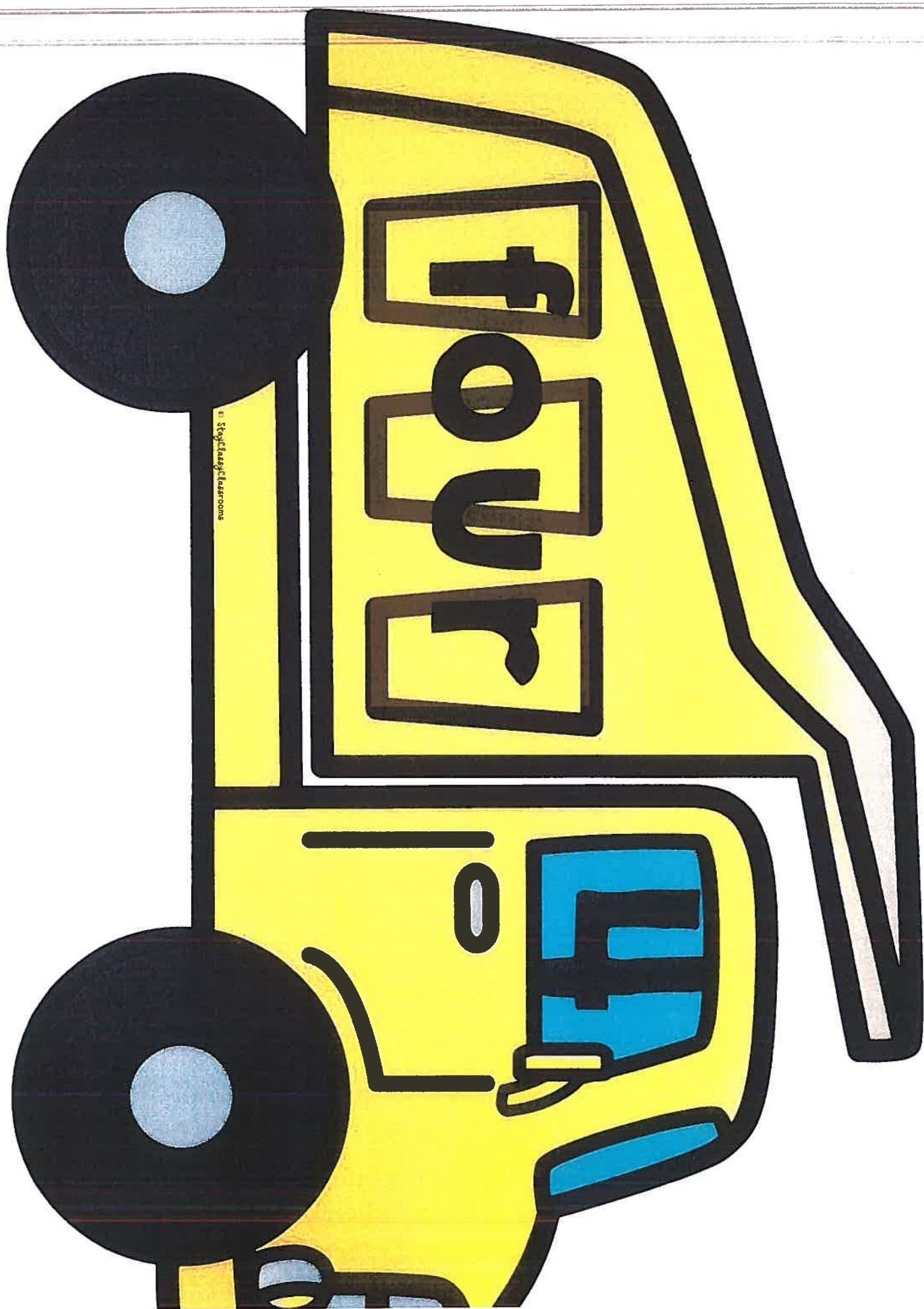
Students will look at the number upon the community helper vehicle and place the correct amount of community workers that corresponds with the number on the community helper vehicle.



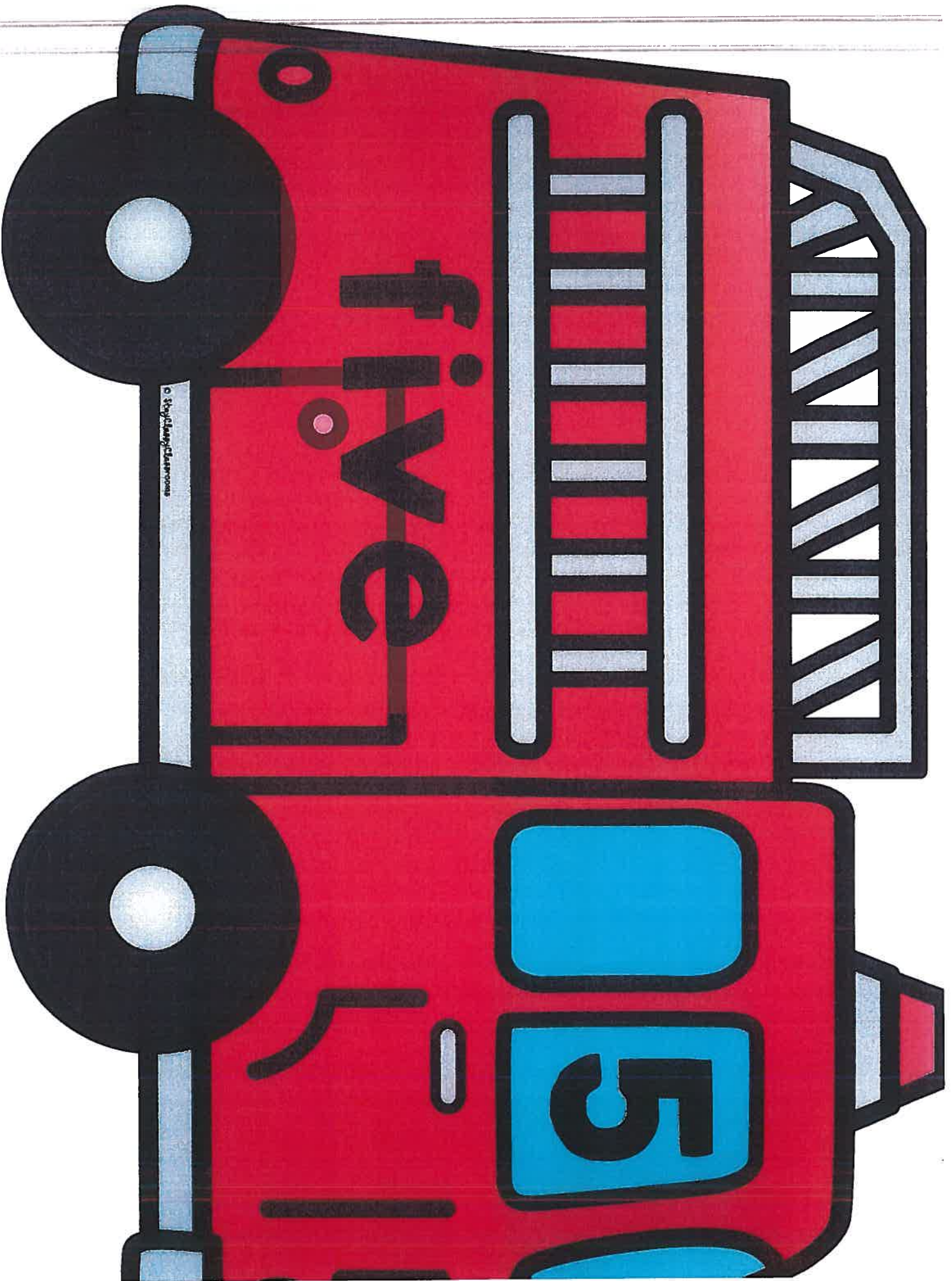
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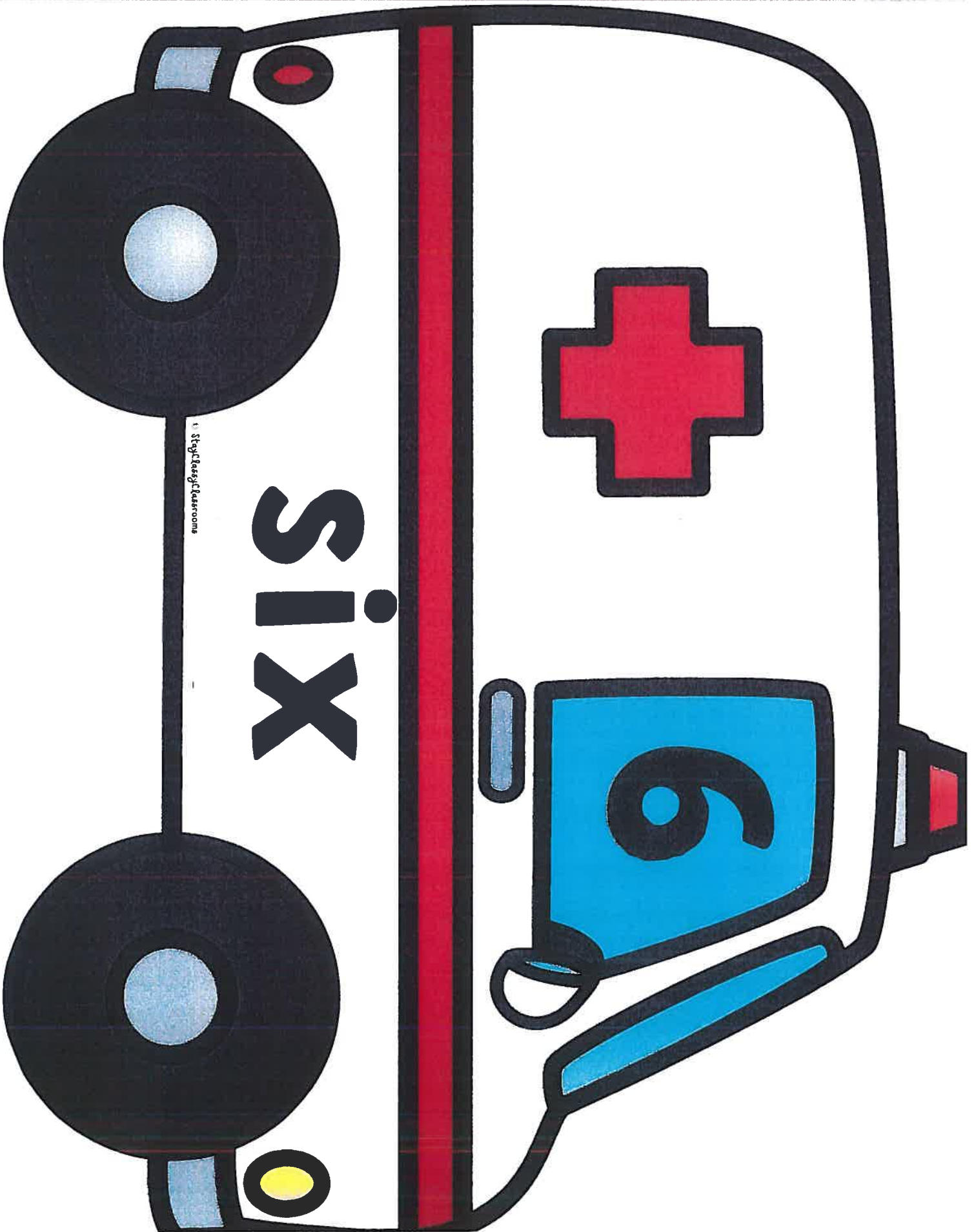


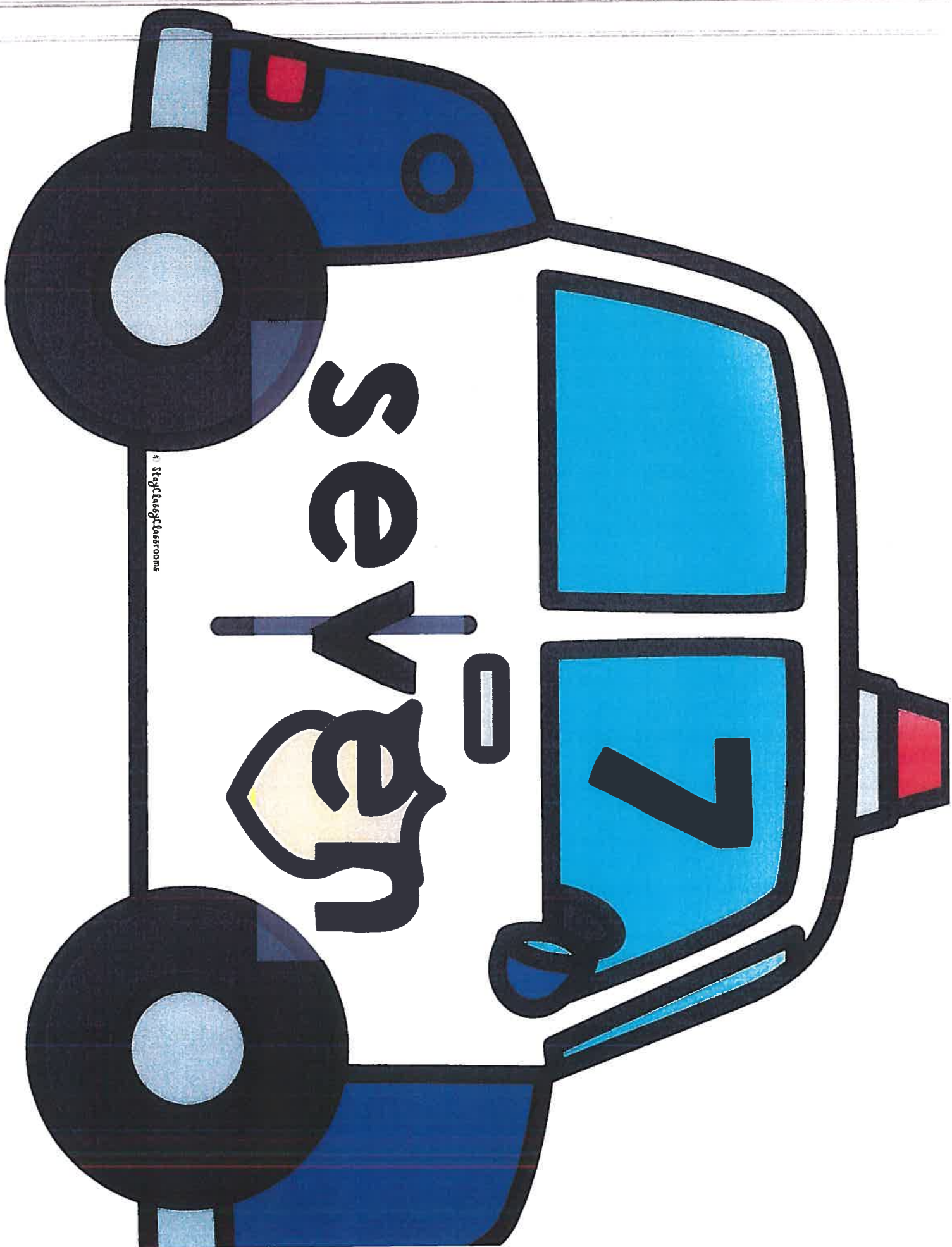




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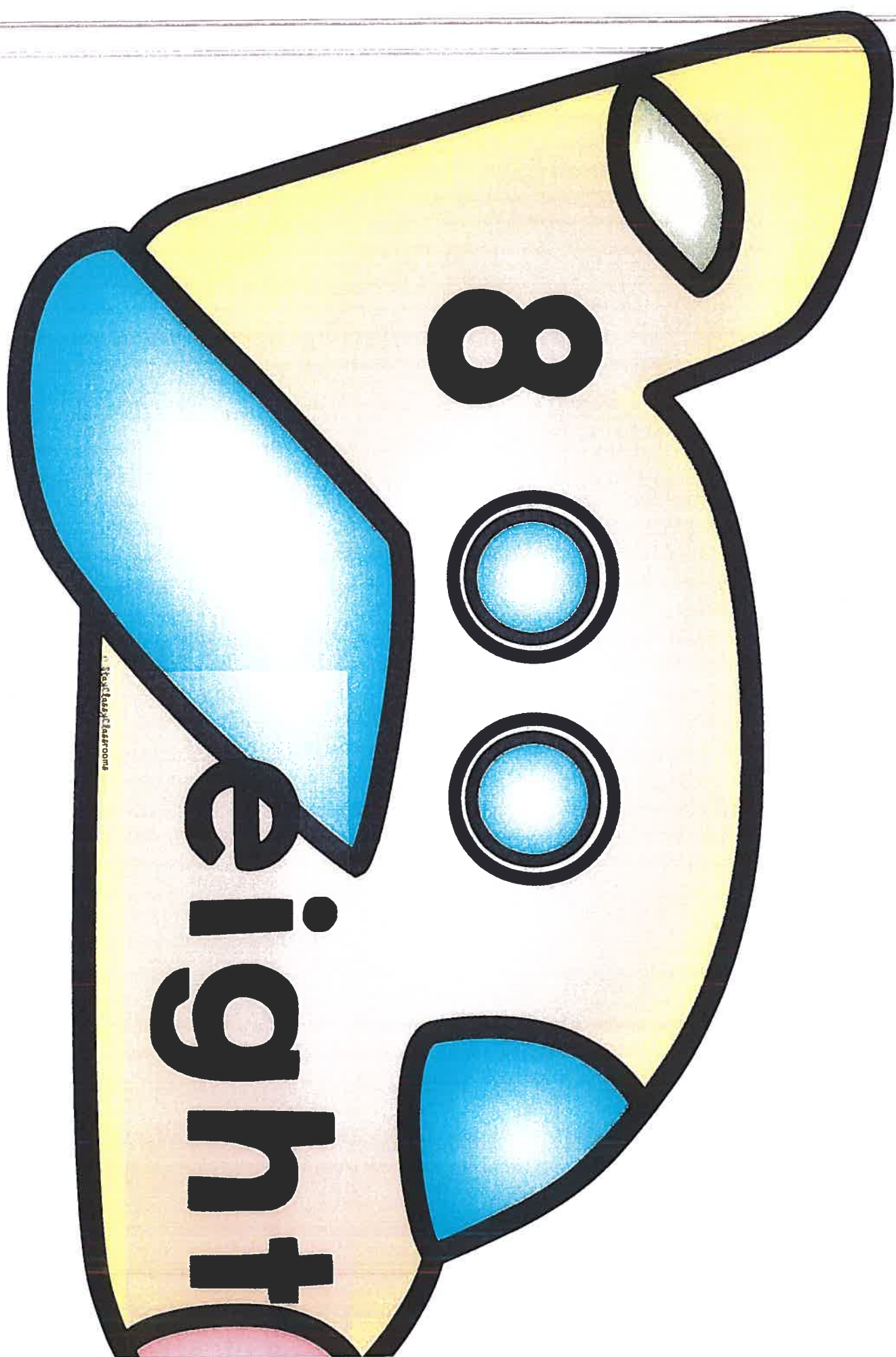


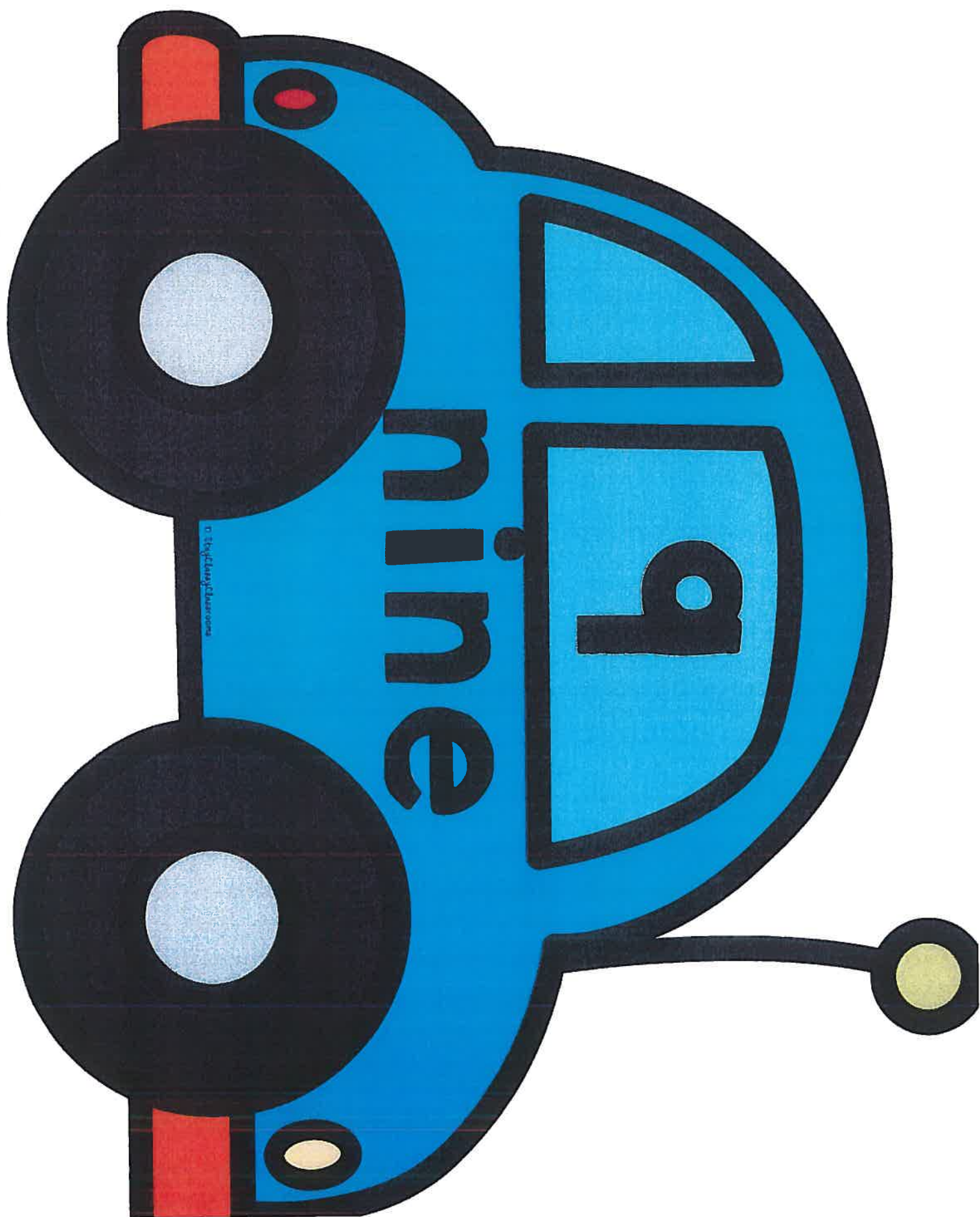


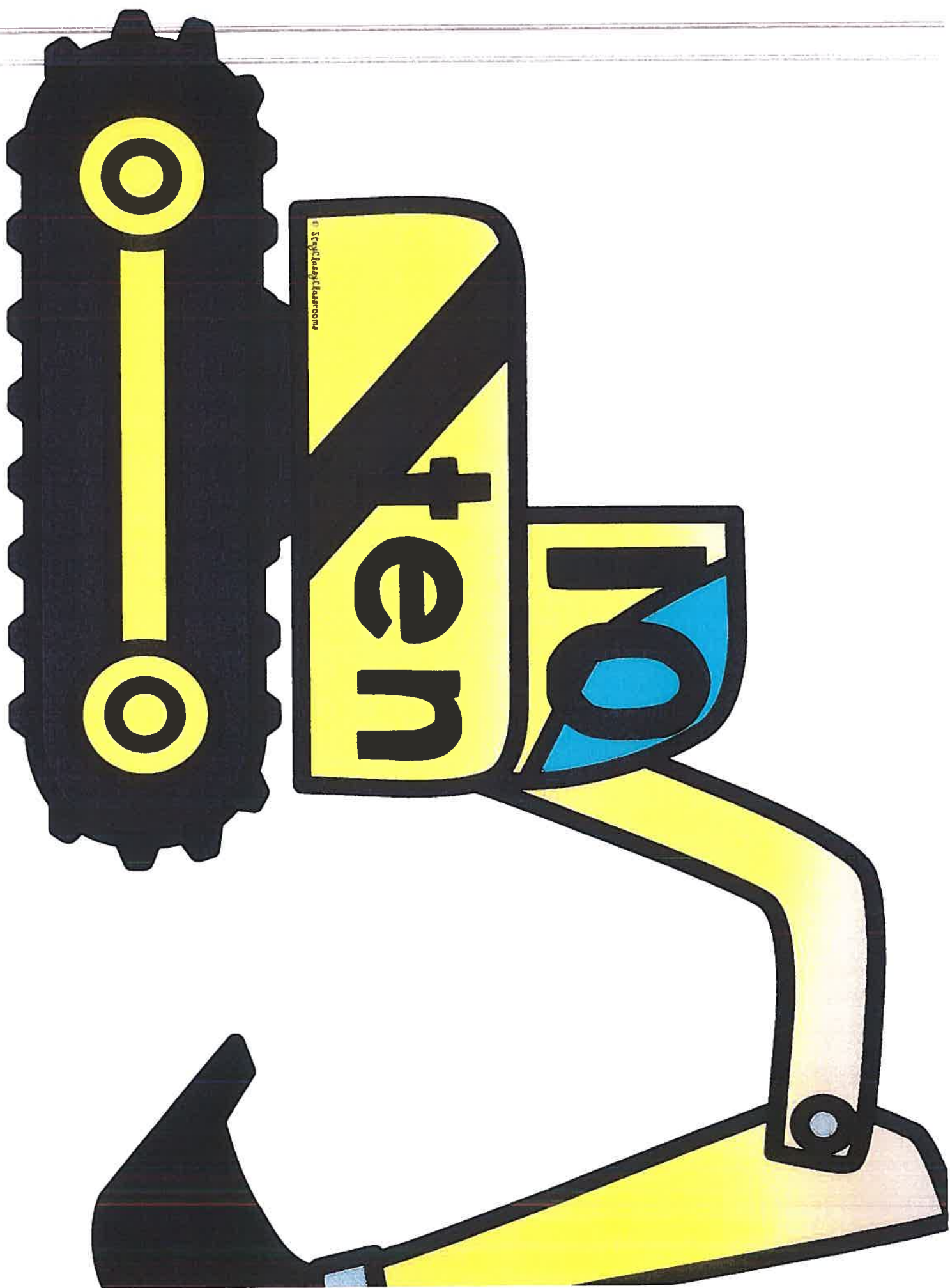


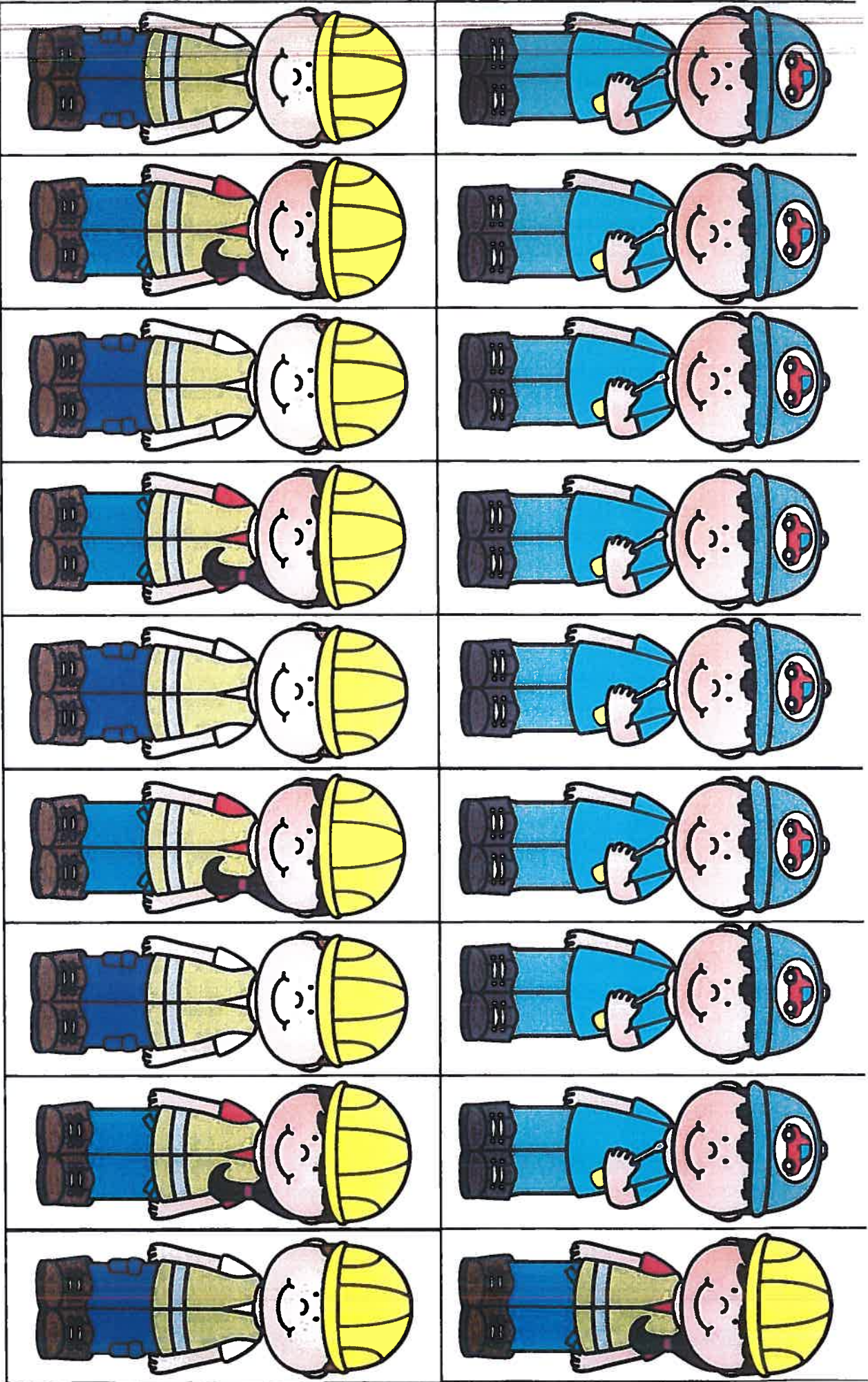
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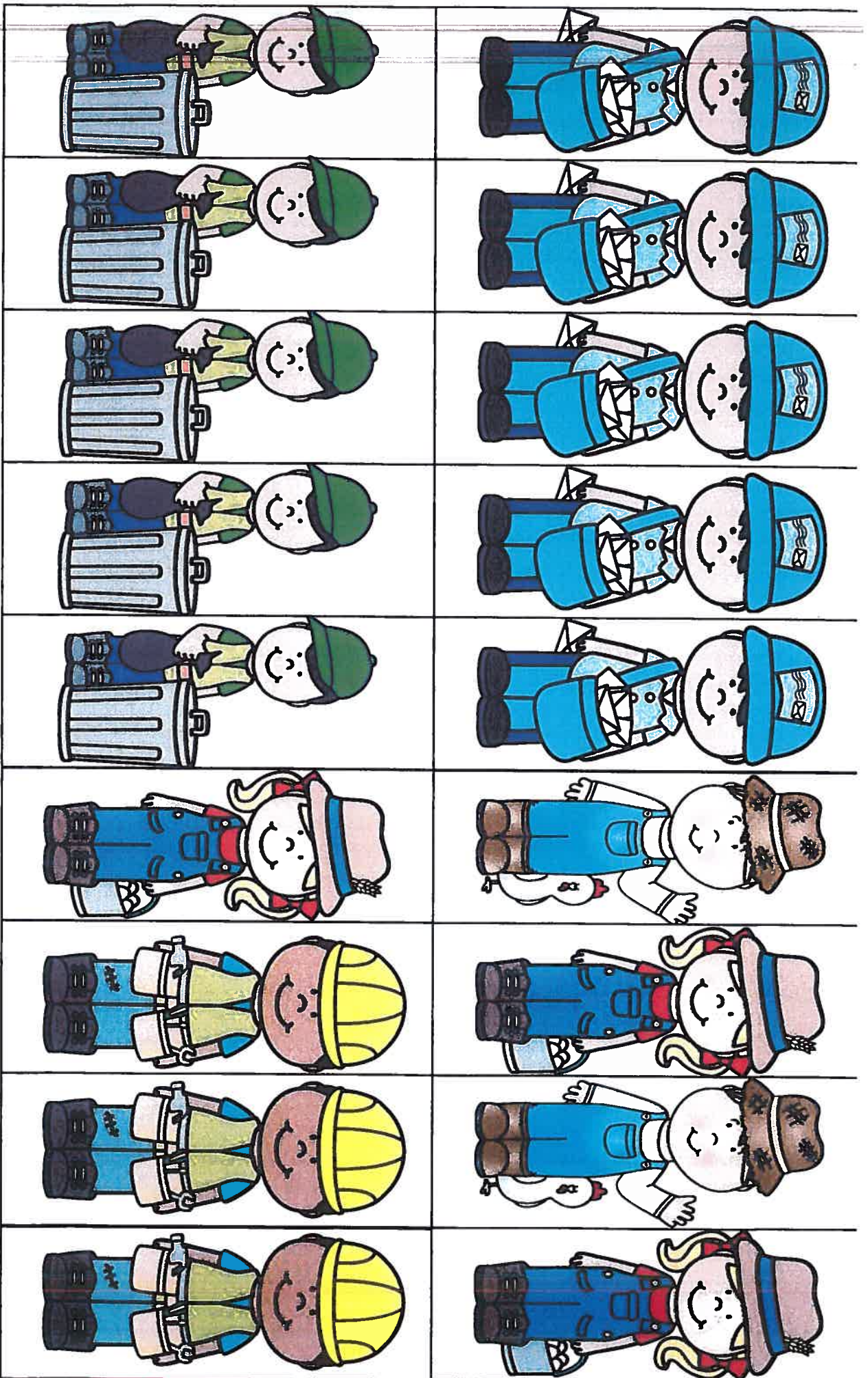
Step by Step

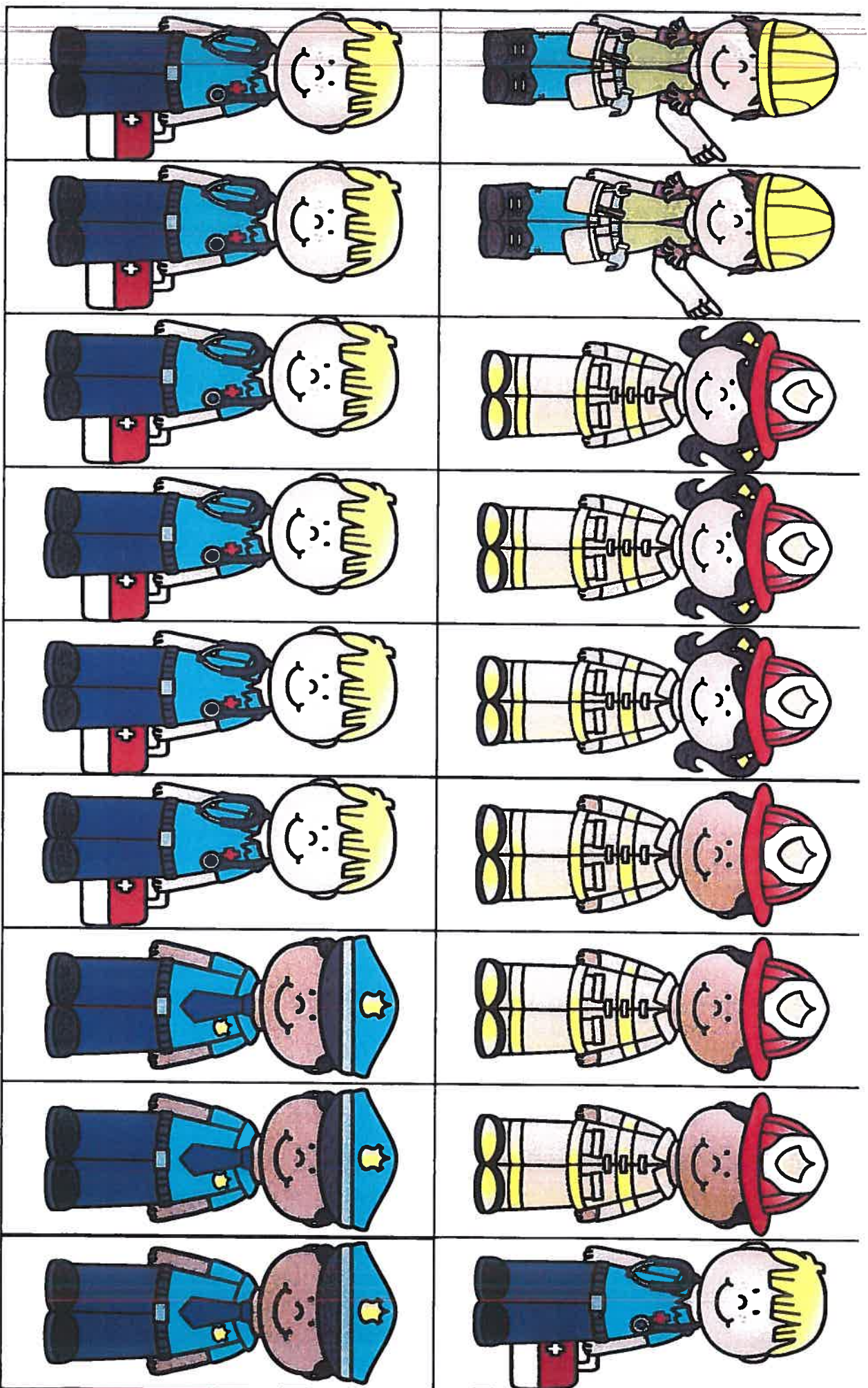


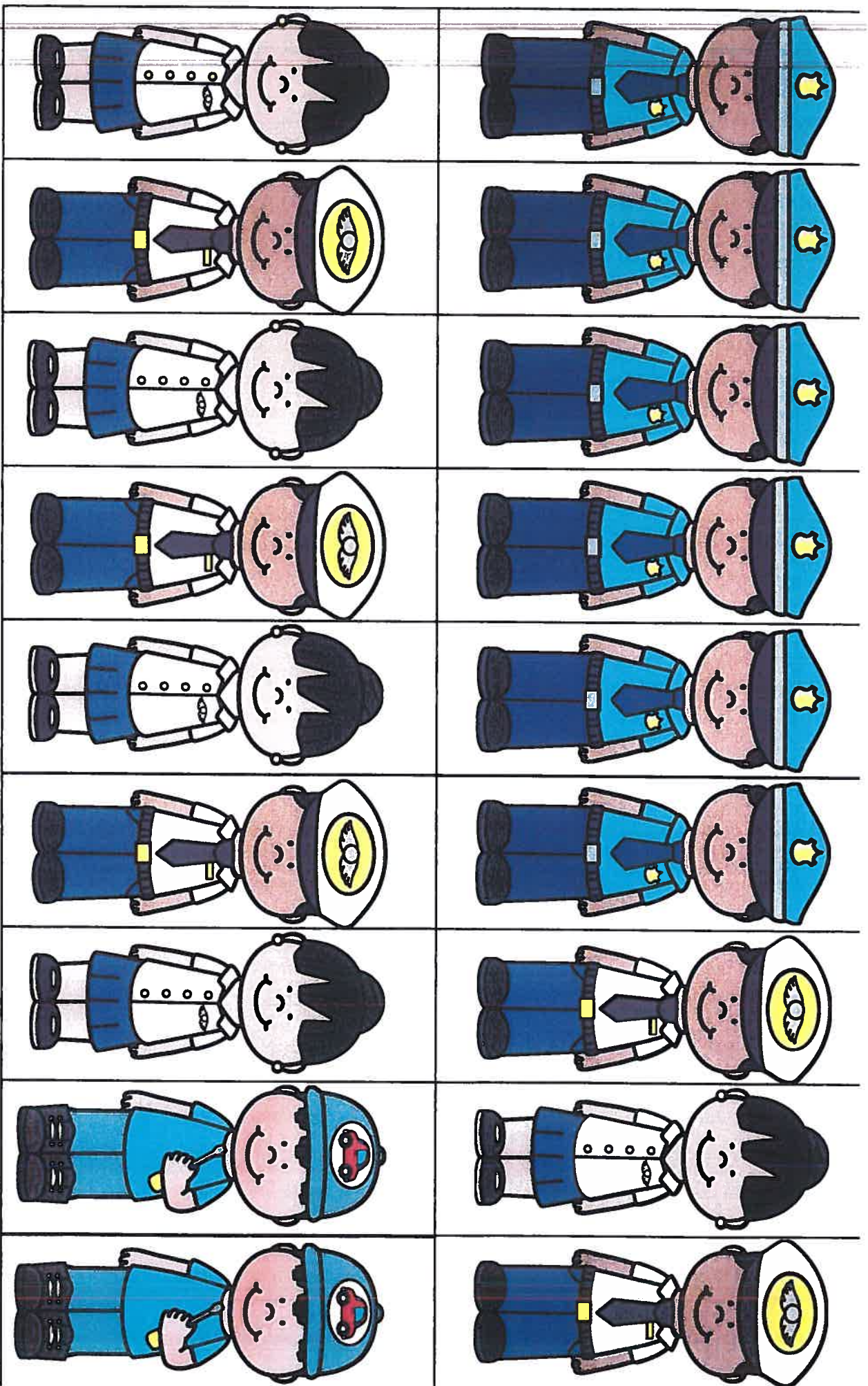












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Use the dominoes
to make an equation.
Use the numbers
to complete equation.

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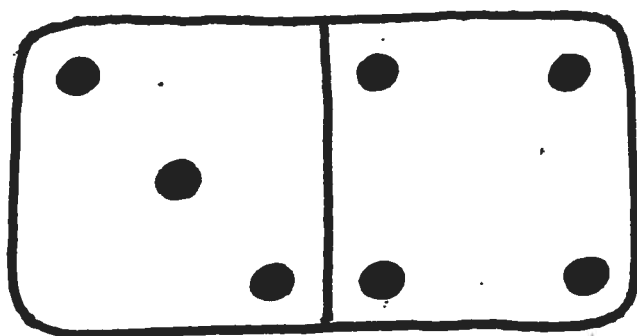
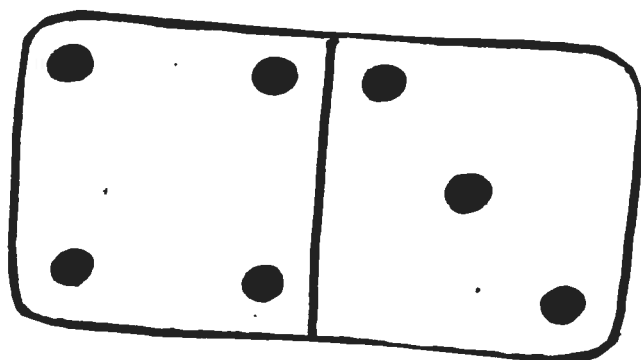
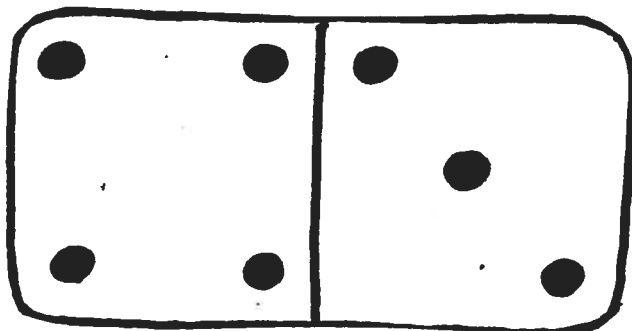
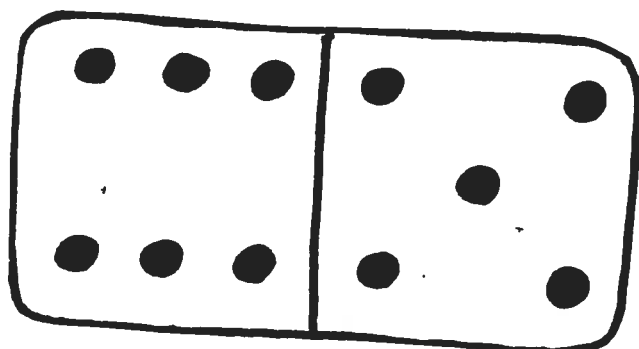
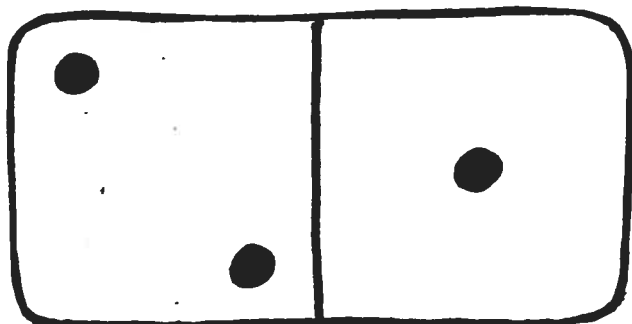
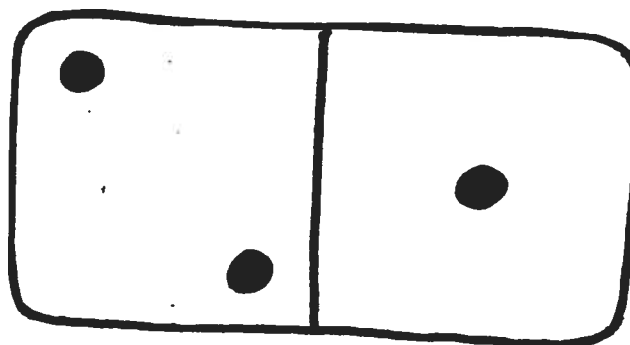
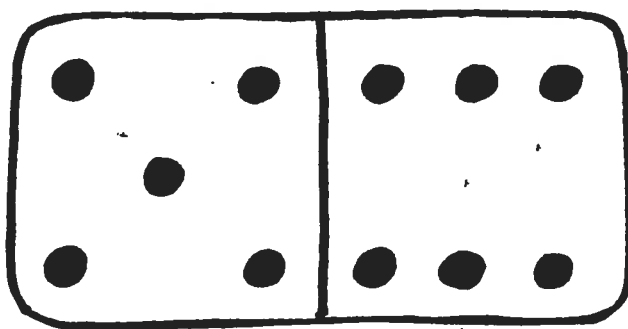
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$$3 + 4 = 7$$

example