

# Kindergarten EDM Support for Focus Strand: Numeration

## **Purpose of the GLE Strand Reference Guide:**

The purpose of the Everyday Math (EDM) /Grade Level Expectation (GLE) strand reference guide is to offer teachers easy access to remediation materials in the Everyday Math Program for not only the specific strand, but also for specific GLEs.

Below you will find:

- Power Activities (lessons) that emphatically teach to specific GLEs
- Projects that target a GLE within the strand are listed by the GLE that is addressed
- Games listed by GLE addressed
- Routines that may be done daily to support specific GLEs
- Center Activity Cards that could be used to teach/assess the GLE
- Minute Math Activities that target the strand
- Themes from “Resources for the Kindergarten Classroom” that addresses the strand
- Readiness Activities that may be used to support struggling learners by GLE

## **Power Activities (Lessons):**

N – 1: 1.3, 1.5, 1.12, 1.9, 2.11, 3.1, 3.3, 3.5, 3.9, 4.12, 4.16, 6.1  
6.8, 6.9, 6.10

N – 2 & 3: 1.14, 2.4, 2.6, 2.7, 2.9, 2.10, 2.11, 2.12, 3.1, 3.3, 3.9,  
3.15, 3.16, 4.2, 4.12, 4.16, 5.4, 5.13, 6.4, 6.8, 7.7, 7.8,  
7.9, 7.10, 7.11, 7.13, 7.14, 8.1, 8.4

N – 4: 1.4, 7.7

N – 5: 5.1

N – 6: 6.11

N – 7: 3.5, 6.16

N – 9: 4.4, 4.11, 4.15, 7.3, 7.9, 7.12, 8.14

N – 10: 3.5, 4.8, 4.15, 5.4, 5.10, 7.3, 7.6, 7.16, 8.10

N – 11: 4.1, 5.8, 5.10, 6.10, 7.16

N – 12: 5.8, 6.2, 6.7, 6.10, 8.1

## **Projects:**

Project #1: Numbers in Our World (N – 11)

Project #2: Mathematics and Our Bodies (N – 1&2)

Project #3: Fun with Games (N – 1&2)

Project #4: Class Celebration (N – 4)

Project #5: The Hundredth Day of School (N – 2)

## **Games**

## **GLE**

## **Lesson:**

*Give the Next Number*

N – 1&2

1.12

*Spin a Number*

N – 1&2

2.4

*Count and Sit*

N – 1

2.6

*Follow the Leader*

N – 2

2.6

*Teen Tangle*

N – 2&3

2.10

*Tricky Teens*

N – 2&3

2.10

*Domino Concentration*

N – 1, 7&10

3.5

*Monster Squeeze*

N – 2&3

3.6

*Growing/Disappearing Train*

N – 1

3.13

*Teen Frame*

N – 2

3.16

*Go Forward, Back Up*

N – 1

4.1

*Addition Top-It*

N – 2

4.2

*The Raft Game*

N – 11

5.10

*Number Grid Search*

N – 2

5.16

*Cover Half*

N – 7

6.11

*Dice Addition*

N – 10

7.6

*Plus or Minus Game*

N – 9

7.12

*High Low*

N – 2&3

7.14

*Ones, Tens, Hundreds*

N – 2&12

8.1

*High Roller*

N – 2&10

8.4

## **Routines:**

Number of the Day	N – 1, 3&12
Attendance	N – 1
Monthly Calendar	N – 3&3
Survey Routine	N – 2

## **Center Activity Cards:**

#3	Feely Box Coins	N – 1&2
#4	Bean Count	N – 1&2
#5	Covering Ten Frames	N – 1&2
#6	Modeling Dough Numbers	N – 3
#8	Teen Number Cards	N – 1&2
#9	Tens and Ones with Craft Sticks	N – 2
#10	Number Stories	N – 10
#12	Matching Dominoes and Number Cards	N – 2
#14	Number Card Timer	N – 3
#20	Number Writing on Slates	N – 3
#22	Missing Number Game	N – 3
#23	Counting Nickels	N – 12
#30	Making Half-and-Half Pizzas	N – 7
#28	Counting by 2s on the Number Grid	N – 12
#32	Craft Stick Numbers	N – 2
#36	Equivalent Dominoes	N – 2

## **Minute Math for Kindergarten Activities:**

**Pages:** 7-10, 13-17, 19-22, 24-28, 30-31, 35, 37, 39-42, 46-47, 49-50, 52, 54-57, 59, 63, 69, 71, 73-77, 79-81, 84-87, 89, 91-93, 96, 98, 101-2, 106, 108-9, 112, 115-16, 119, 121, 123n, 125-27, 131-35, 137-40, 143, 145, 148, 154, 157, 163, 165, 166-69, 172, 175, 182, 186, 193, 199, 202, 209, 220, 222, 226, 229, 236, 239, 242, 247, and 255

## **Themes from “Resources for the Kindergarten Classroom”:**

<b>Theme Title and Number</b>	<b>Start Page</b>	<b>GLE</b>
Theme #1 A Working World	p.6	N – 1&2
-Setting Up Shop		
-Mathematics in a Restaurant		
Theme #2 All About Me	p. 11	N – 1, 2&11
-Making Birthday Cards		
-Playing <i>I Have One, I Have Two</i>		
-Making “All About Me” Books and Timelines		
Theme #5 Fairy Tales	p. 25	N – 1, 3&5
-Making Story Timelines		
-Treasure Squeeze		
-Making a Fairy Tale Game		
Theme #6 Families at Home	p. 30	N – 6&12
-Skip Counting Family Features		
-“A Day at Home” Books or Timelines		
Theme #7 Growing Things	p. 34	N – 1, 2&10
-Estimating Seeds		
-How Many Seeds		
-Busy Bee Game		

## **Differentiation Activities to Support Struggling Learners from the “Teacher’s Guide to Activities”:**

**N – 1&2**

- Label each section of an egg carton with numbers 1-12. Ask students to count and place the appropriate number of beans or other small objects into the correct spot. (Lesson 1.14)
- In Lesson 2.6, sing counting songs with students. Increase numbers as appropriate (10 Little Monkeys instead of 5). See “Resources for the Kindergarten Classroom” p. 43.

- In Lesson 3.5, have students play the *Domino Concentration Game* with the number cards and dominoes face up.
- Periodically point to a number of the growing number line and have a student identify the number. Also, cover a number on the growing number line with a sticky and ask students what number lies beneath. (Lesson 4.7 and beyond)

### N – 3

- In Lesson 2.9 Have students count and write numerals for groups of beads, cubes, links or strings.
- For Lesson 3.1 have students take turns writing numerals on the back of a partner to identify.
- In Lesson 4.12 have students practice number writing by singing the “Practice Number Writing Songs” *The Air Writing Song* and *Numeral Song*. See p. 48 of the “Resources for the Kindergarten Classroom”

### N – 4

- When children have a number of snack items (like fish crackers), have students count the items and count backward as each piece is eaten. (Lesson 1.4 and beyond)

### N – 10

- For students not ready to play the *Raft Game* in Lesson 5.10, simplify the game to *Beans and Planks*. Students exchange 5 beans for planks and continue collecting until time is called.

### N – 12

- Make the “decades count” more concrete by providing craft sticks bundled in 10s and adding individual ones to finish the count. (Lesson 7.11 and beyond)
- Revisit making 2-digit numbers by sing craft sticks bundles in 10s and adding individual ones. Model, and show a number 10-20 to ask students to form the number. Challenge students by making numbers with the craft sticks above 20, and asking volunteers to write the number you represent.