

Kindergarten EDM Support for Focus Strand: Geometry`

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
- 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):

G – 1: 2.1, 2.2

G – 2: 1.2, 2.1, 2.2, 4.9, 4.10, 1.2

G – 3: 1.2, 2.1, 6.6, 7.4

G – 4: 2.15, 2.16,

G – 5: 2.3

G – 6: 2.1, 2.2, 4.9, 4.10, 7.4

Projects:

#2	Mathematics and Our Bodies	G – 4
#4	Class Celebration	G – 5
#6	Maps and Mapping	G – 5
#8	Math Outdoors	G – 5

Games

I Spy

Stand Up If

Lesson

2.1

6.3

GLE:

G – 2&3

G – 2

Center Activity Cards:

#7	Sorting Coins	G – 1
#17	Pattern-Block Creatures	G – 6
#19	Shapes on Geoboards	G – 4&6
#25	Attribute Trains	G – 2
#29	Making Attribute Collages	G – 1

Minute Math Activities:

Pages: 18, 33, 45, 58, 65-6, 103, and 210

Themes from “Resources for the Kindergarten Classroom”:

Theme Title and Number	Start Page	GLE
#1 A Working World -Sorting the Mail -Building	p.6	G – 1&2
#3 Animals All Around -Animal Shape Pictures	p.16	G – 6
#4 Dinosaurs -Pattern Block Dinosaurs -Dinosaur Puzzles	p.20	G – 1&6
#5 Fairy Tales -Making Maps from Stories	p.25	G – 5
#8 Seasons -Paper Snowflakes	p.38	G – 4

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

G – 2

- Have students choose one attribute block and describe its shape, color and size (Lesson 5.14)

G – 5

- Read Rosie’s Walk, The Three Bears, or, The Three Billy Goat’s Gruff, listing on the board words that tell “where” characters go. Have students act out their meanings. (Lesson 2.3)
- Have students play *Mini-Grid-Search* using a small number grid, and a counter. Partners direct students while blindfolded. (See Teacher’s Guide p. 266)