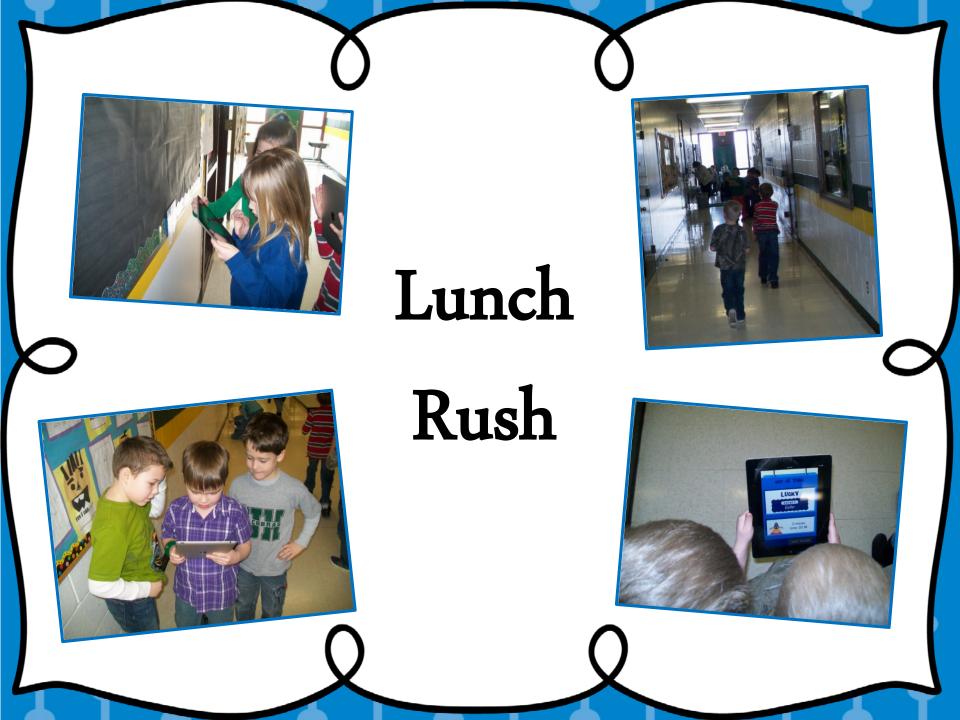


Lunch Rush

- •Free
- Augmented Reality math app
- Developed by PBS Kids
- •Students move around room or hallway and search for the correct answer to the addition problem
- •Students use the camera to scan the card
- •Up to 4 players on 1 iPad



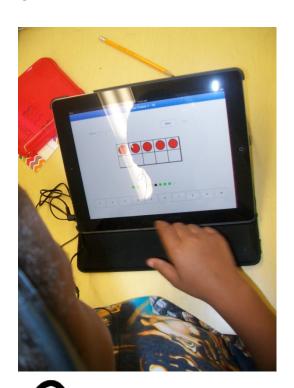




Quick Images

Practice subitizing







- •Kindergarten skills
- •Patterns
- Counting
- •Shapes
- •Number recognition
- Addition
- •Subtraction
- •Number sequencing
- •Number tracing

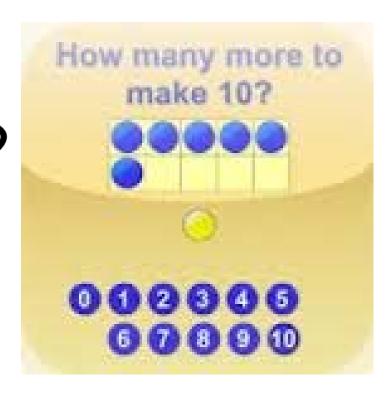


Counting Beads



- Counting
- •Putting numbers in order
- •Also works for ABC order
- •Can be timed/not timed

10 Frame Fill



- •Free
- •How many to make 10?
- •Additive 10s families

Monster Squeeze

Everyday Math

- •Guess the secret number by taking turns guessing the number on the number line
- •Number line concepts and number comparisons
- •2-4 players



Literacy APPS

Magnetic ABC

Reading Raven 1 &2

ABC Wheel

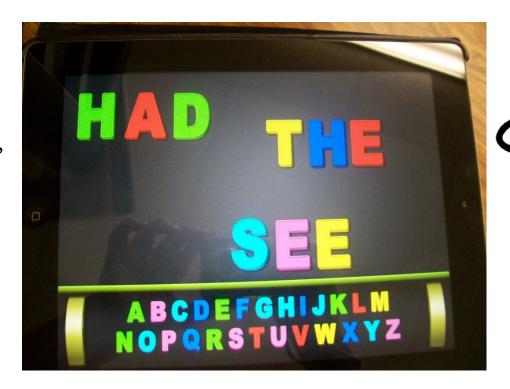
Letter School

BOB Books

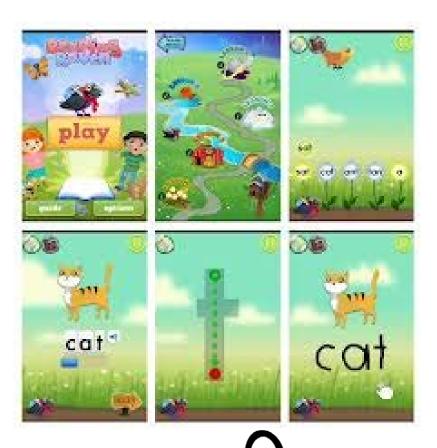
Sound it Out

Magnetic ABC

- •ABC order
- •Spell names, sight words, spelling words, word families



Reading Raven 1 & 2



- •Letter matching, tracing, recognition
- •Word matching, building
- Vocabulary
- •Sentence building
- •Read aloud using voice recording
- Engaging
- •Individual progress

ABC Wheel



•4 different games-puzzle, find the letter, write the letter, and sound slideshow

•Earn a sticker/token

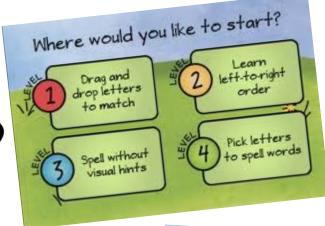
Letter School





- •Fun app to practice alphabet recognition and counting/number recognition
- Handwriting
- •Super fun!

O BOB Books





- **●**1 & 2
- •Sound out simple words
- •Make a connection between letters and sounds
- •Read simple story







•Beginning, middle &

ending sounds

•CVC words



Educreations

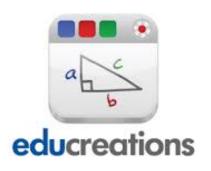
Screen Chomp

Alien Assign

Pic Collage

iMovie

Educreations & Screen Chomp





Both are whiteboard apps that allow you to draw, type, insert pictures, drawings and record voice. Students can write a math story, solve a problem, tell a story, and more

Alien Assign



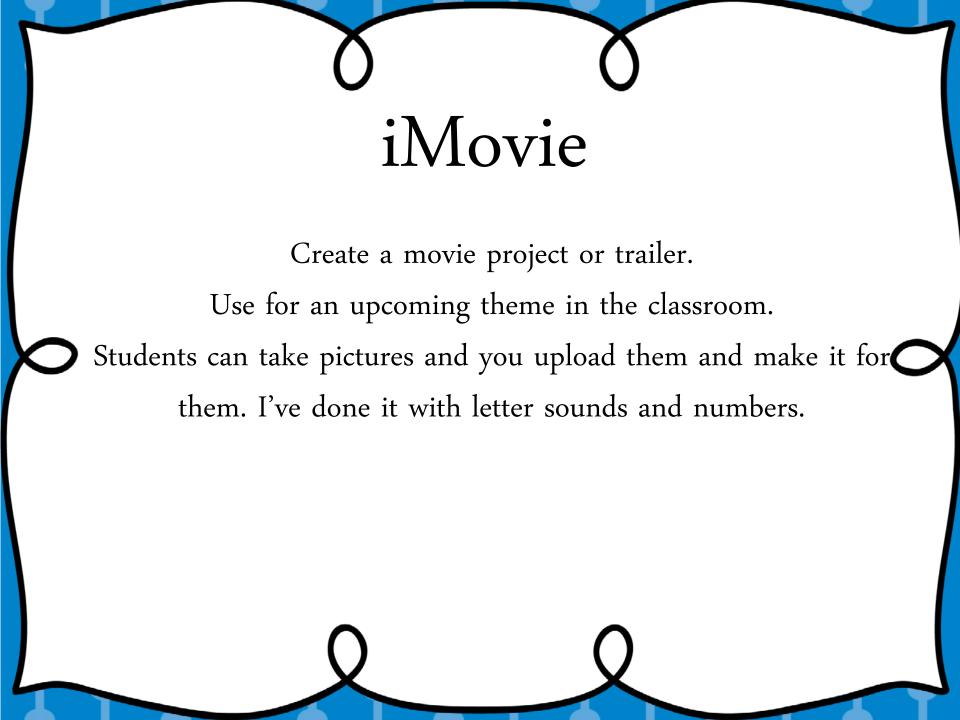


Encourages problem solving and discovery

Alien Assign













Make a collage for anything! You can insert text, take pictures, stickers, and even change the background. Create anything!

Pic Collage



We LOVE

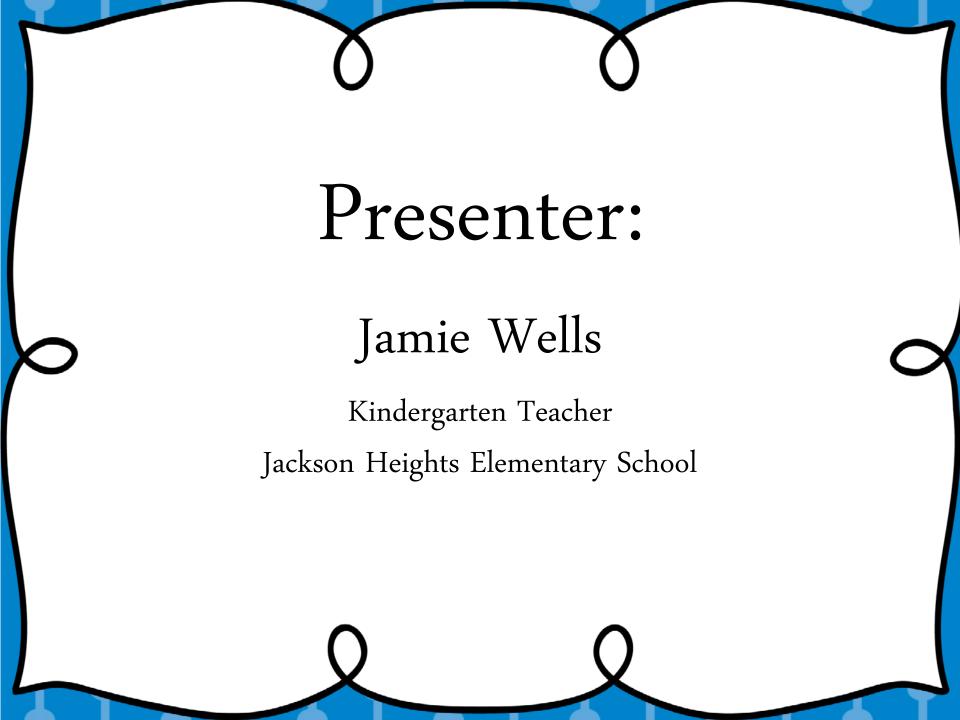
our iPads!



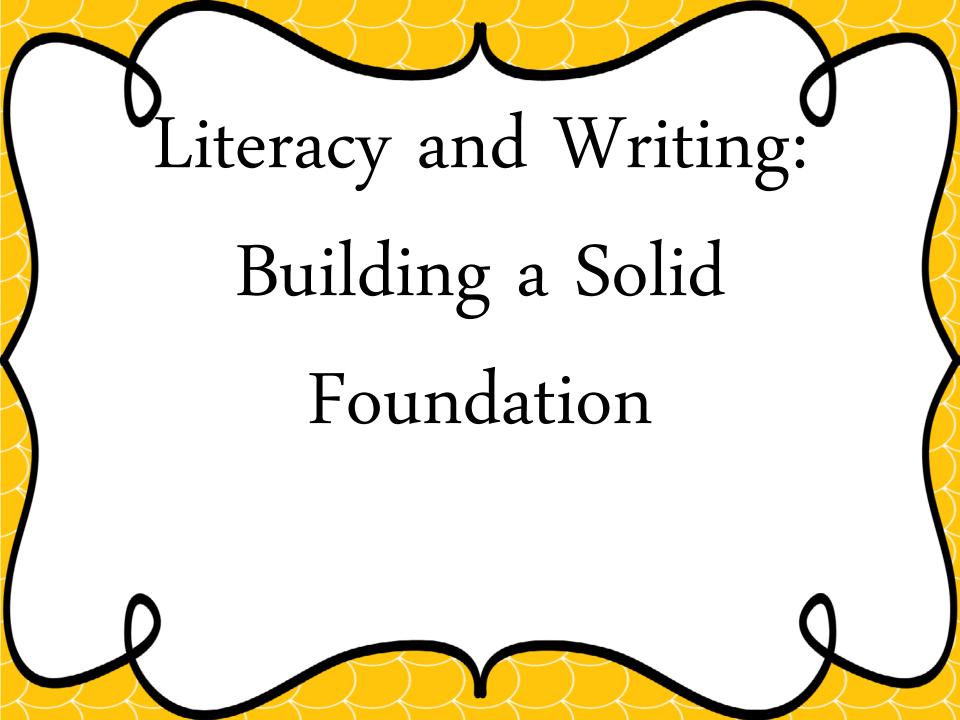




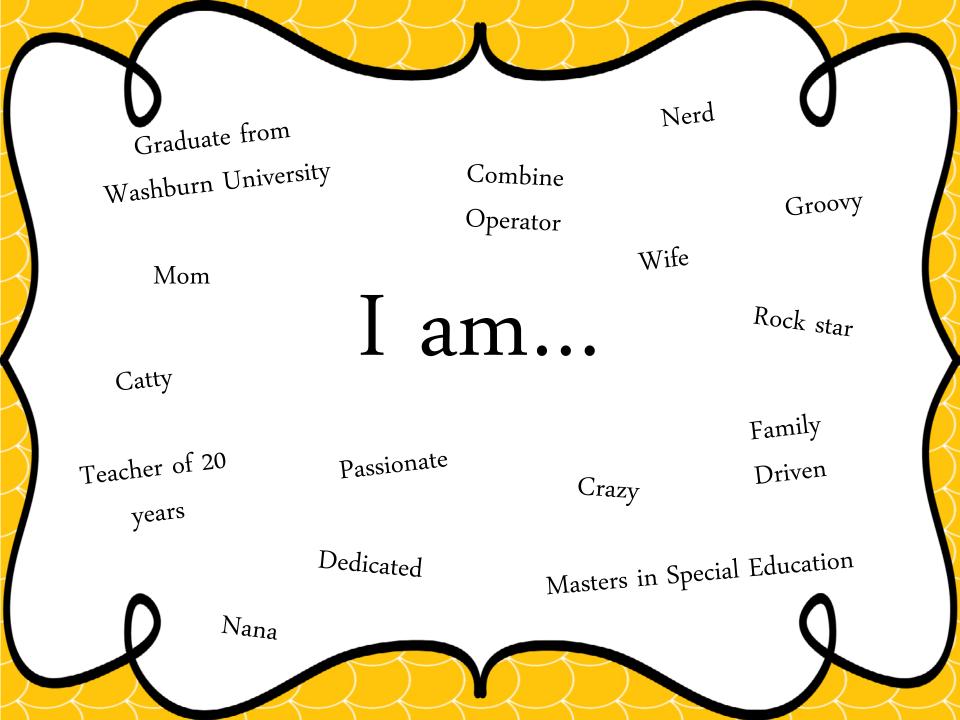














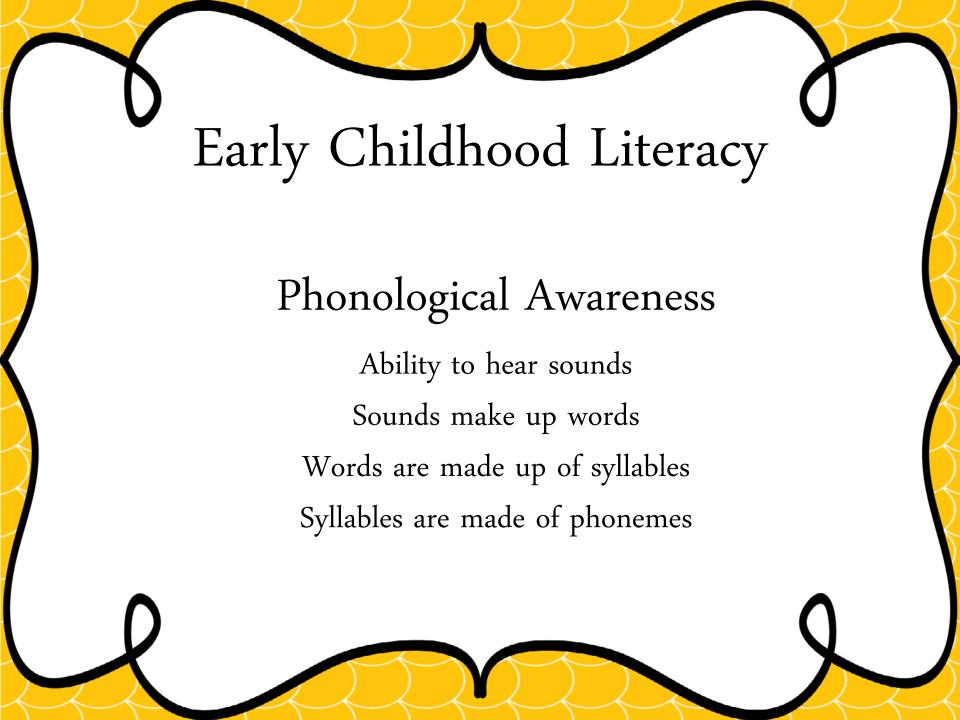


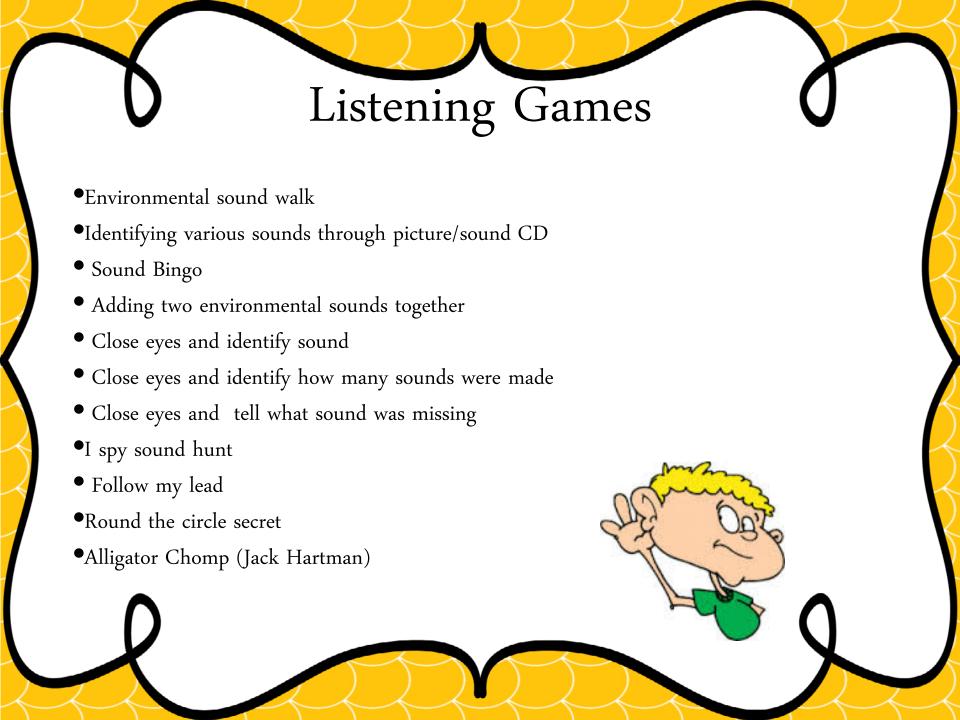








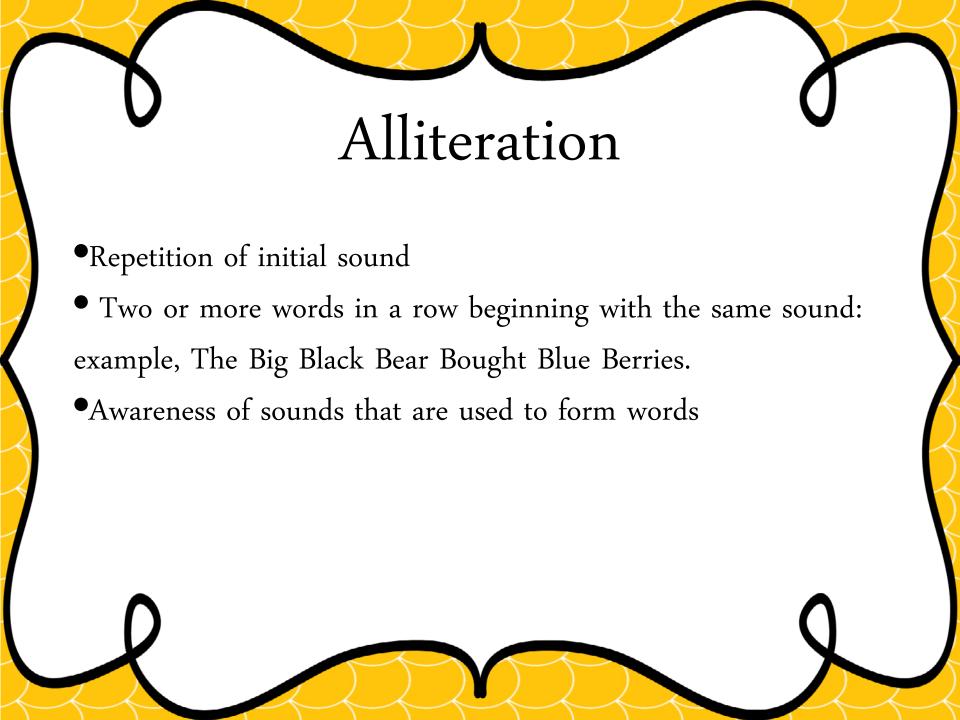


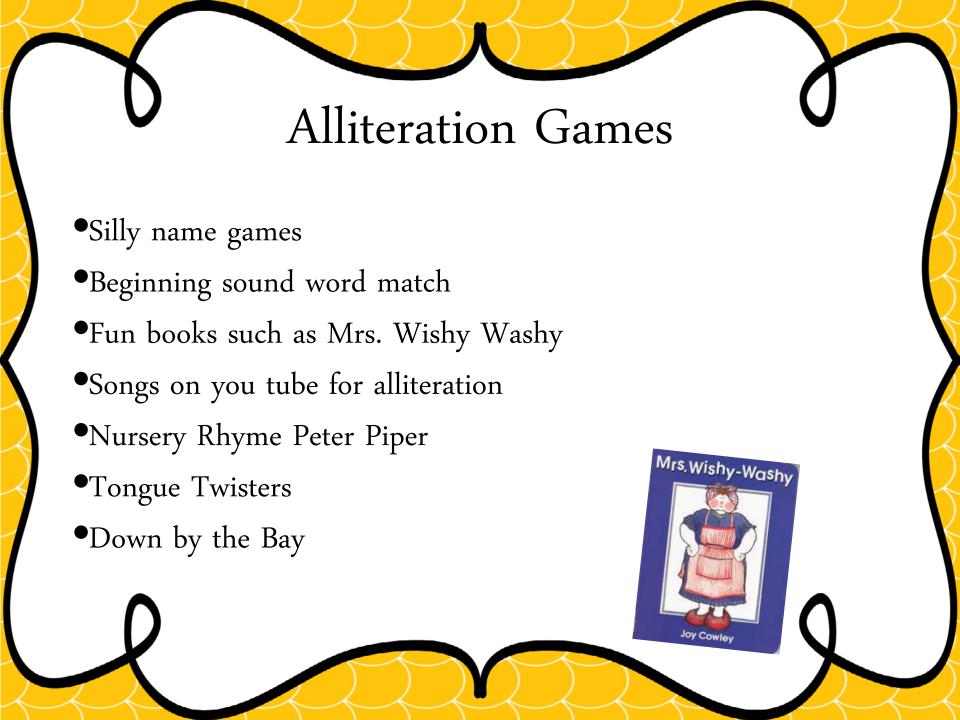


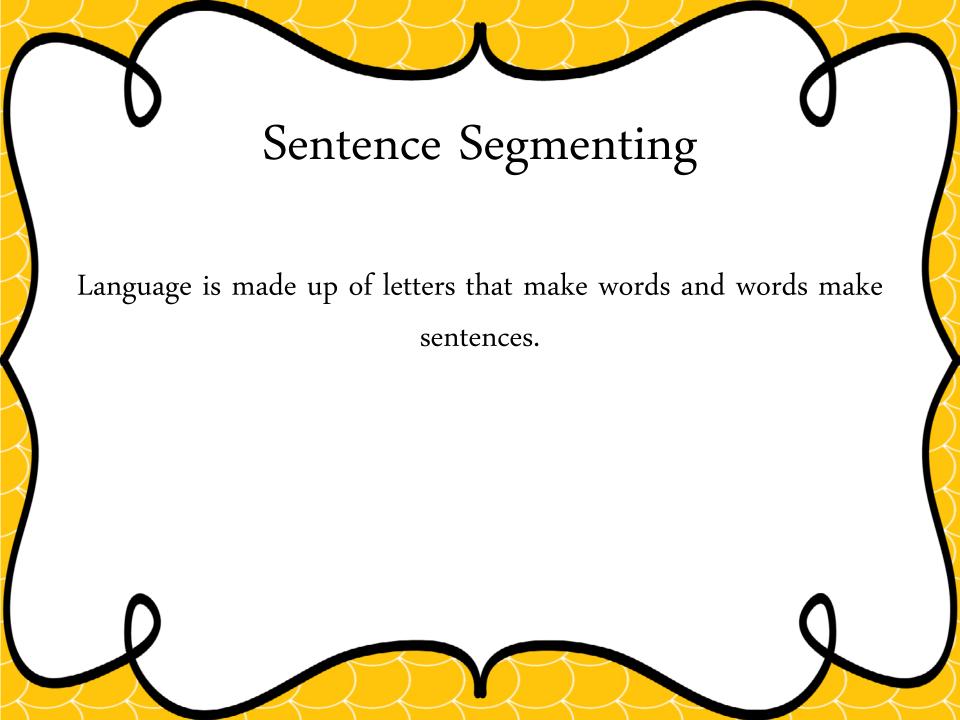
Rhyming Games

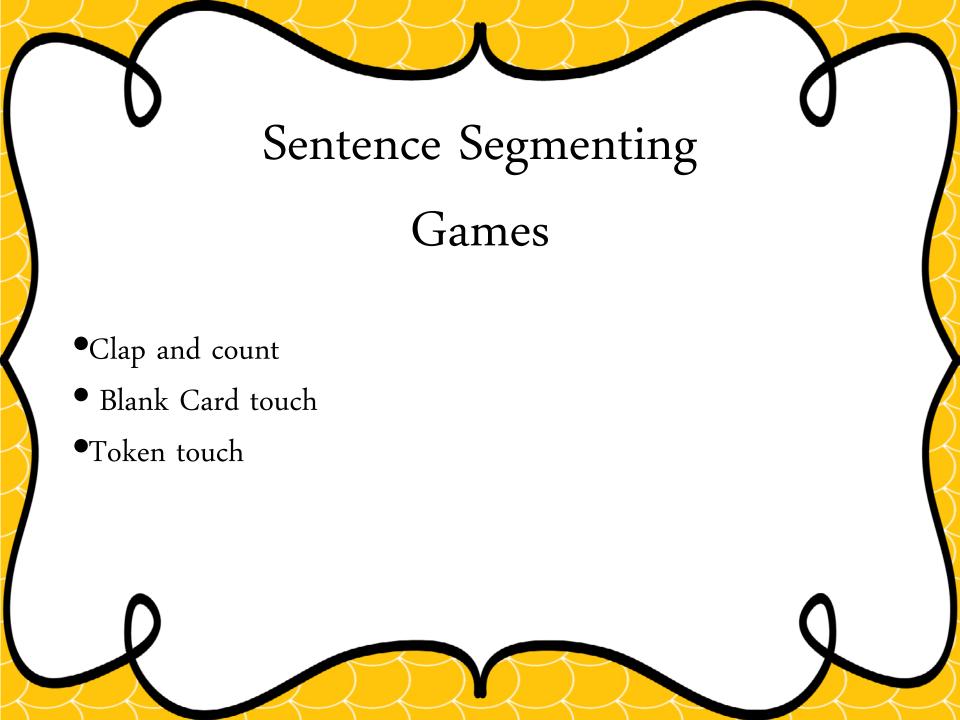
- ●Draw a Rhyme
- Nursery Rhyme immersion
- •Rhyme bags
- Nonsense word race
- Rhyme boxes
- Rhyme sentence strips
- •Spin a rhyme
- •Ready to go rhyme
- •Match a sound rhyme
- Rhyme file folder games

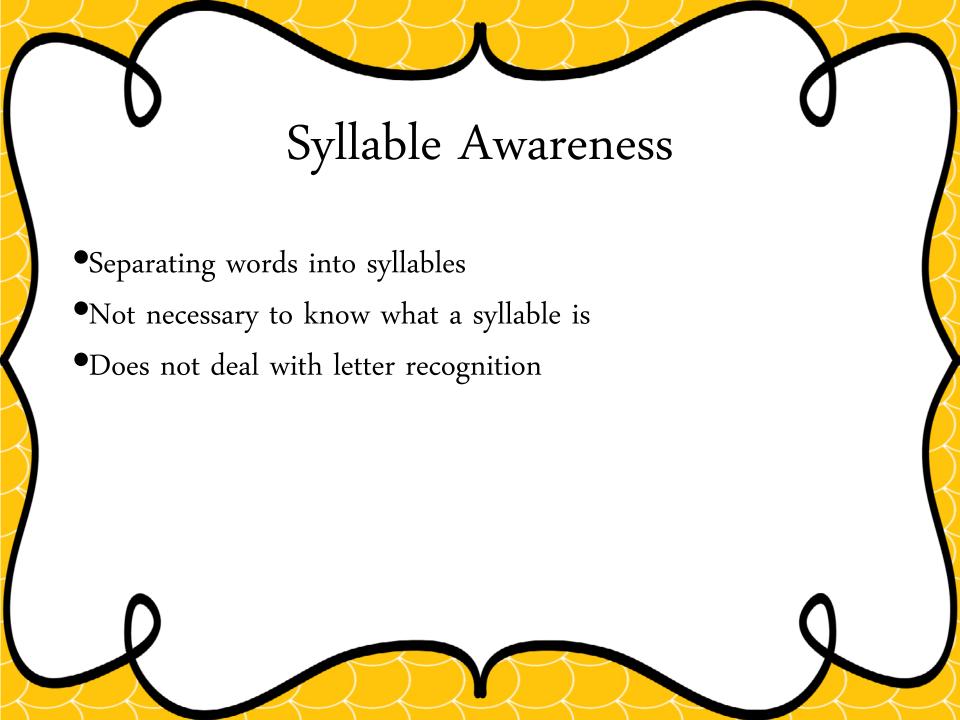


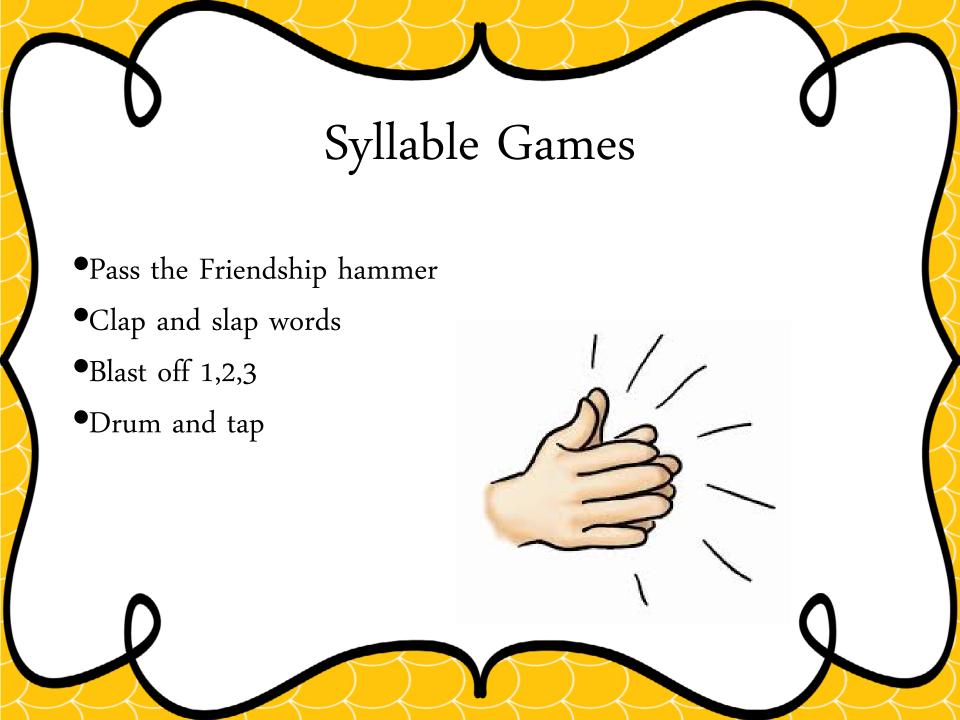


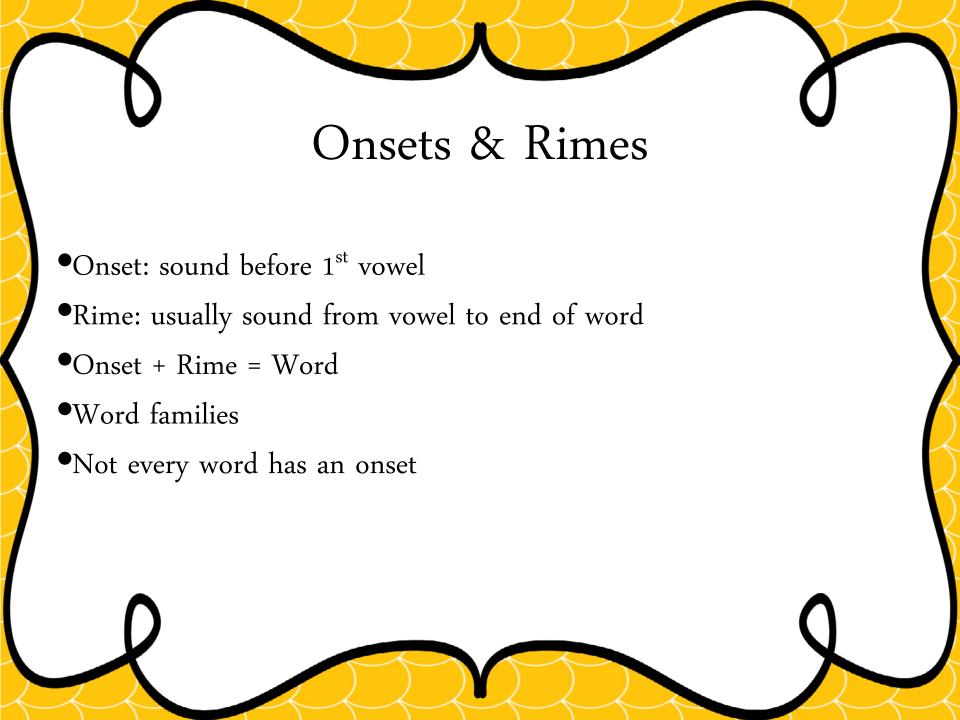


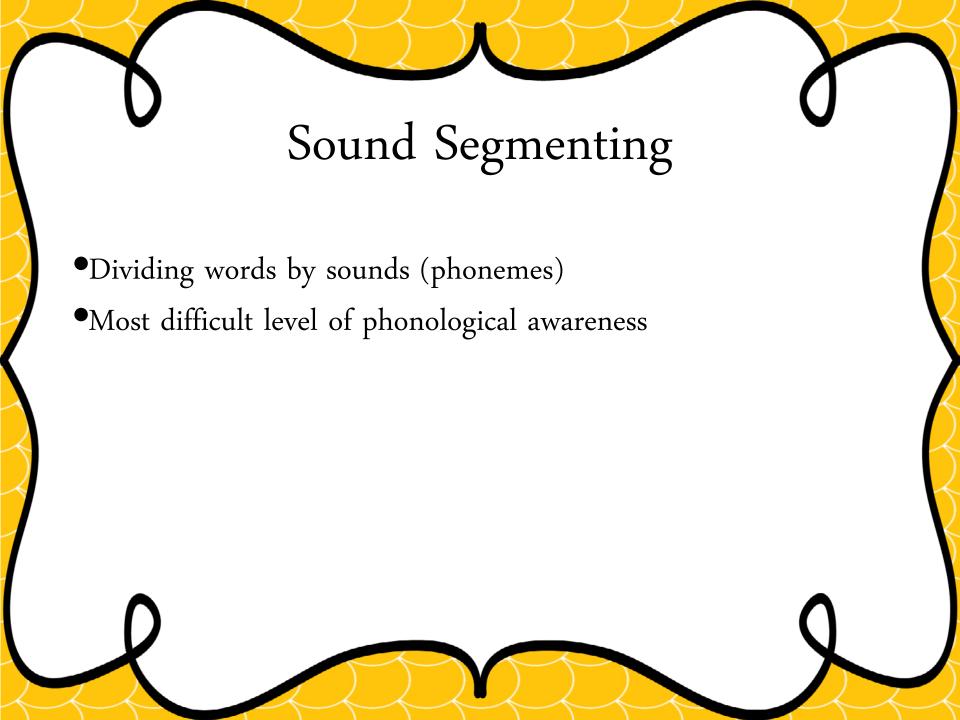


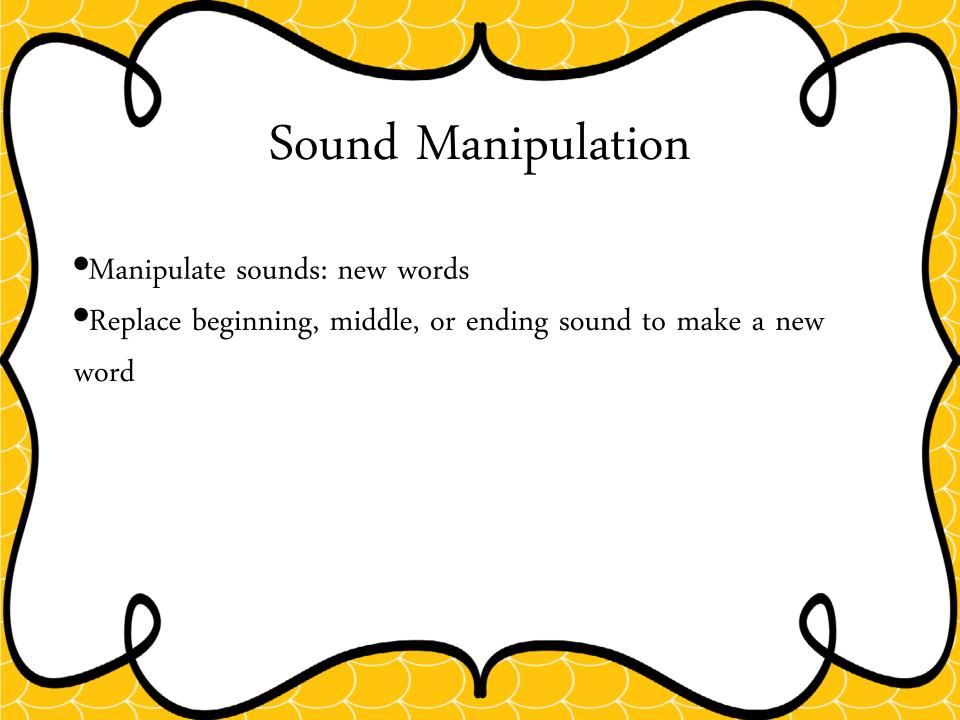


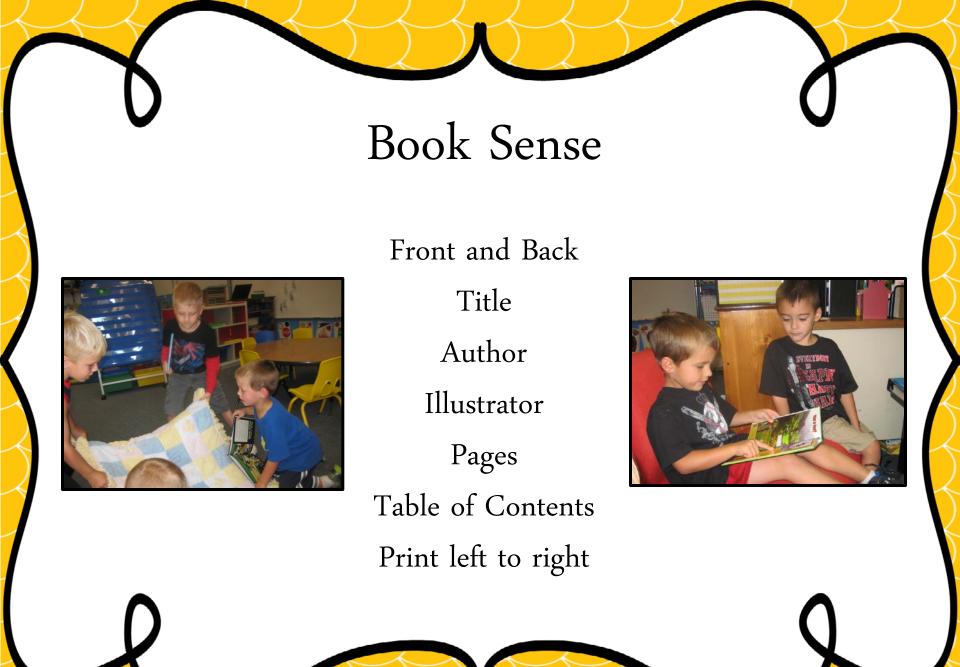


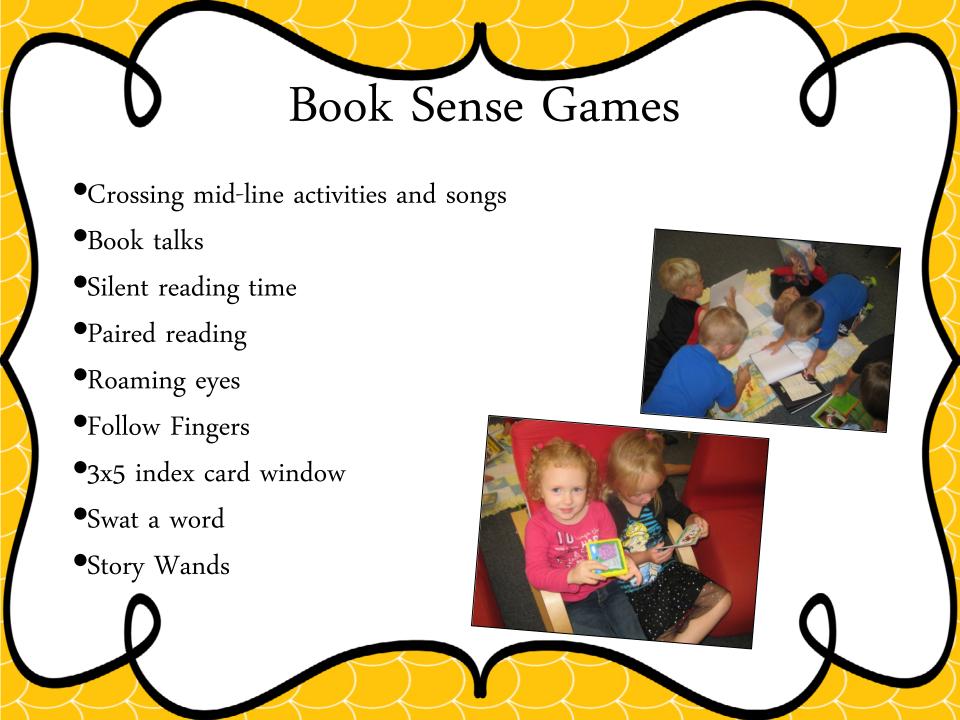


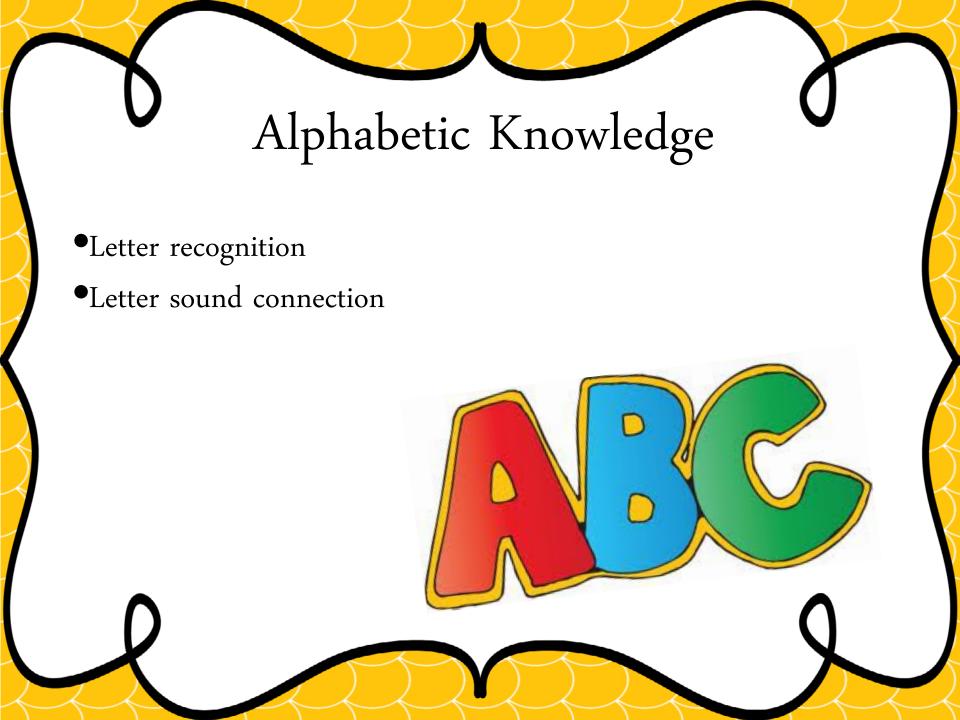


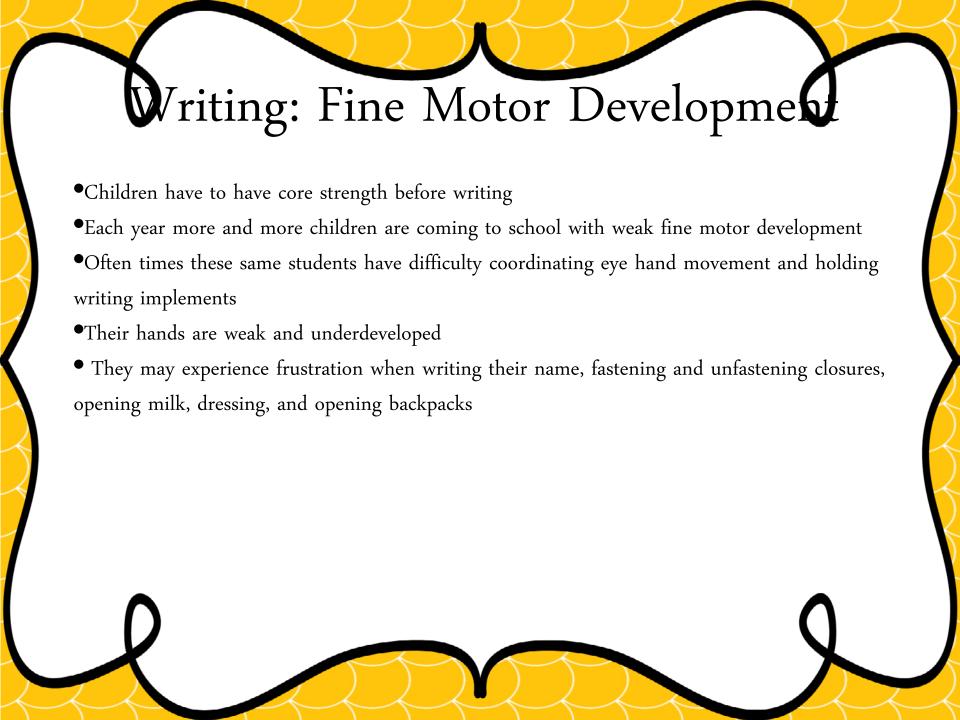
















- •Thera Putty seek and find
- •Clothes Pins
- Wheel Barrow
- •Blanket Drag
- •Scooter pull and ride
- •Tongs
- •Toothpicks in jar
- •Shaving Cream
- •Wipe on wipe off



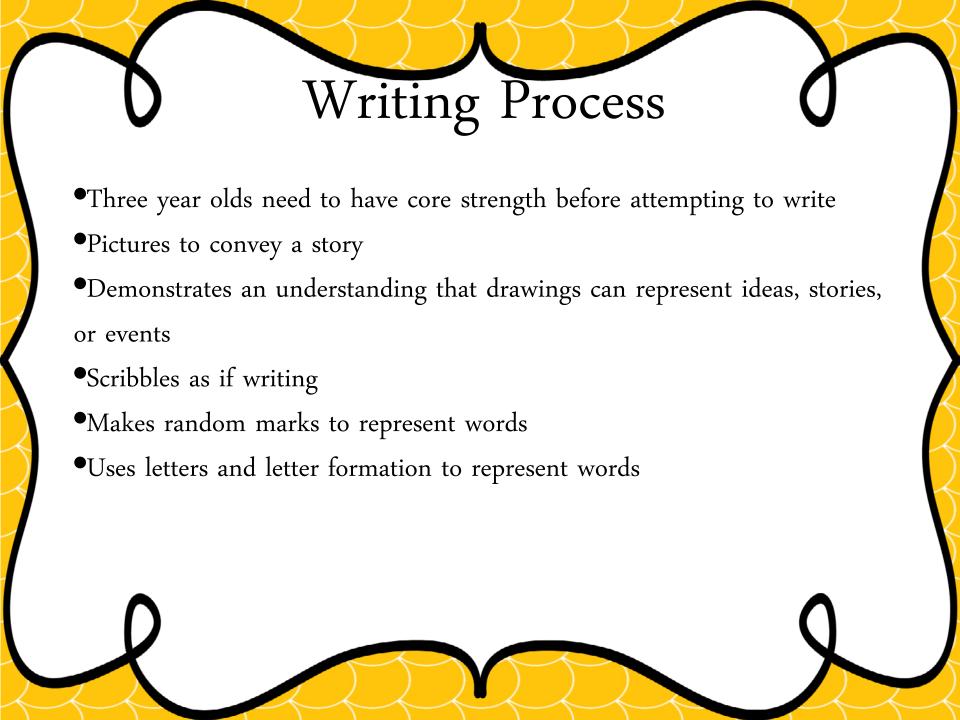


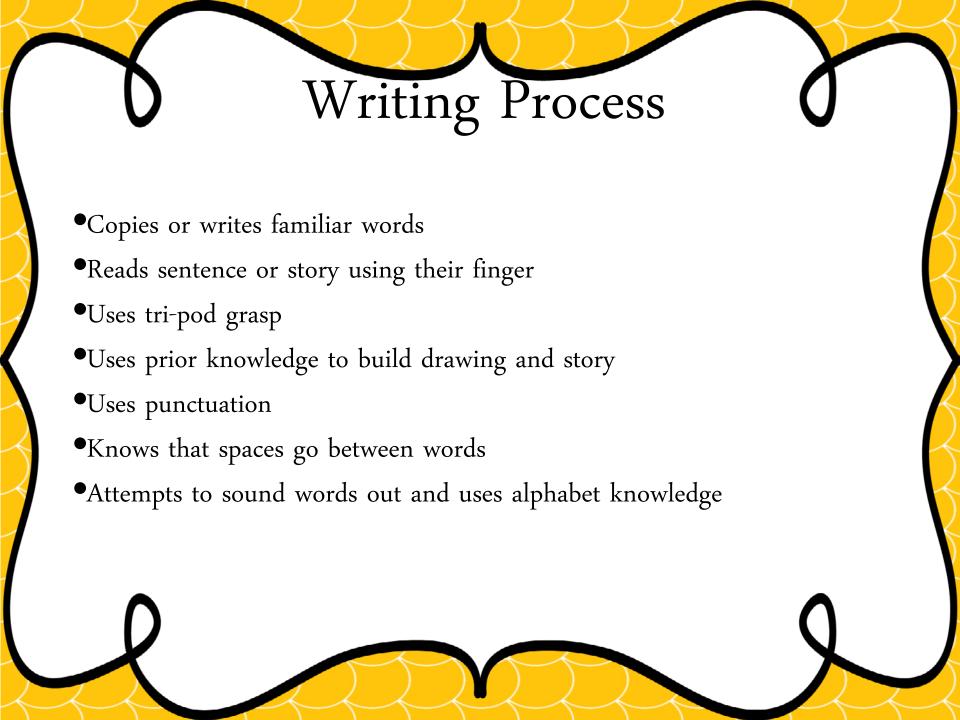
Strengthening Activities

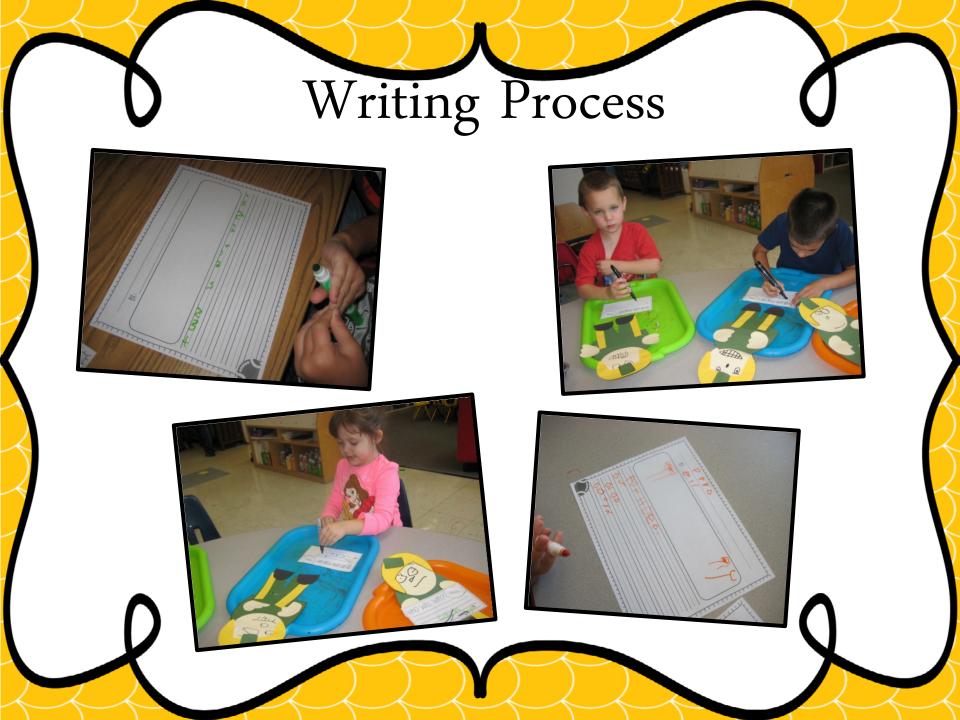
- •Stacking 1" blocks
- •Lacing
- •String various size beads
- •Pegs in holes
- •Rubber Bands
- •Beads in the Bottle
- ●Tees, Hammers, Marbles
- Mayo bottle and flat sticks
- ●Cut dough
- •Finger tip touches
- •Gel in a bag

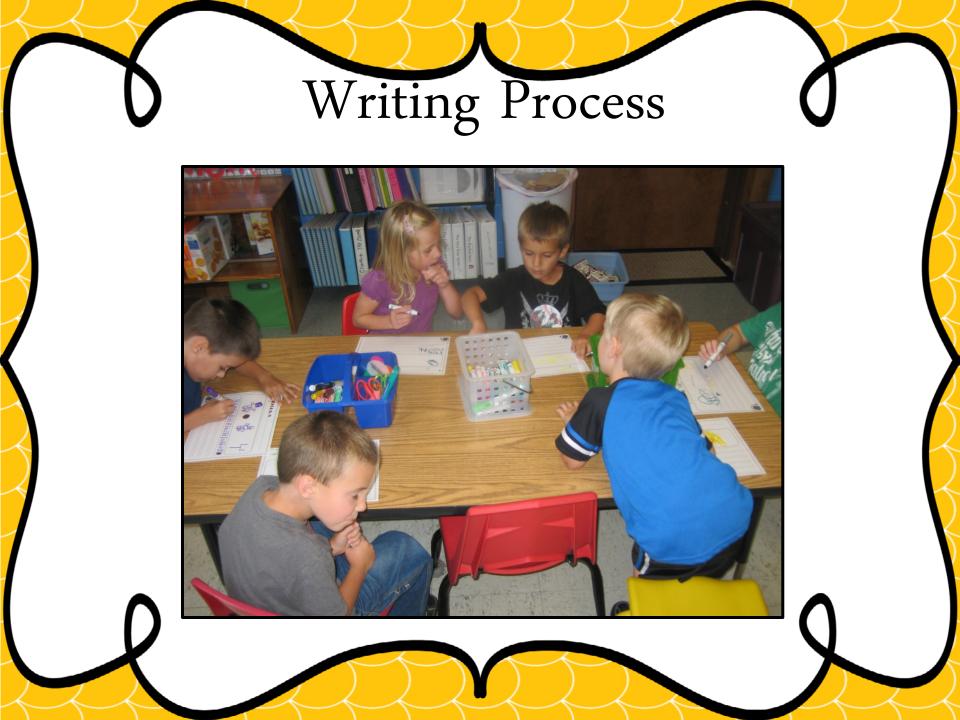












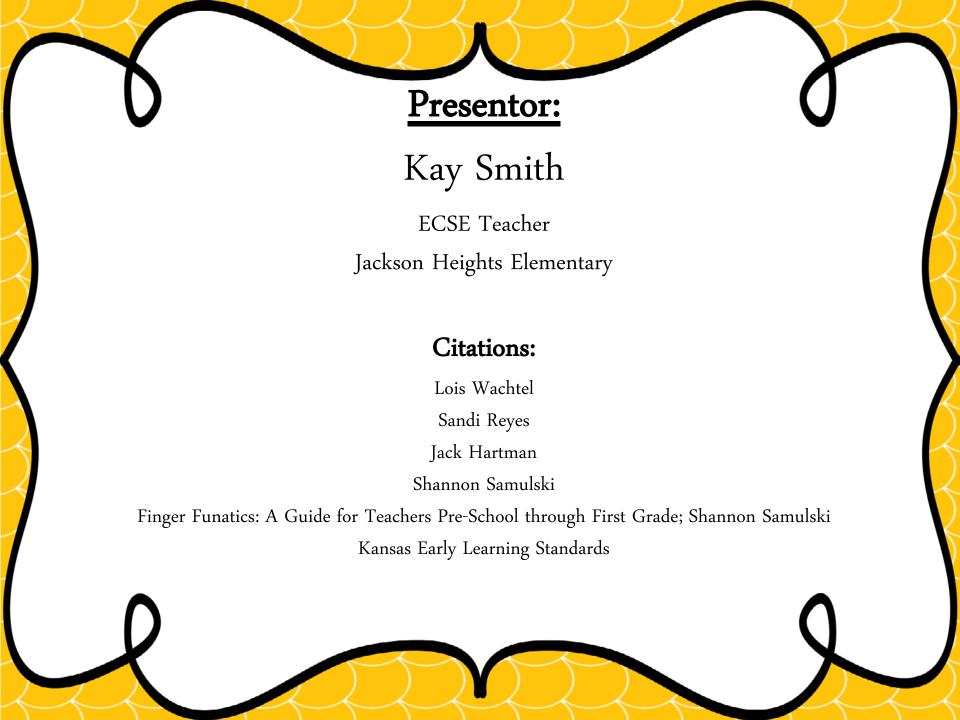
Writing Ideas

- •Theme rings on Word Wall
- •Guided Draw
- •Lines and circle practice
- •First name
- Tracing
- •Pictures and Writing paper
- •Theme ideas
- •What it looks like to be a good writer
- •Adult model
- •Ask the child to read what they have wrote
- ulletClipboards
- •Paired writing
- •Author and Conference
- •Labeling
- •Cooking and Recipes









Brain Break!

Drive Thru
Menu for
Attention



Math Madness

Number Sense

- It describes a cluster of ideas, such as the meaning of a number, ways of representing numbers, relationships among numbers, the relative magnitude of numbers, and skill in working with them.
- It is a part of children's daily mathematical lives and slowly grows and develops over time.
- Researchers note that number sense develops gradually, and varies as a result of exploring numbers, visualizing them in a variety of contexts, and relating them in ways that are not limited by traditional algorithms (Howden, 1989).
- In the primary grades, children move from developing basic counting techniques to understanding number size and relationships, place value and operations. However, students develop this understanding at different rates. Some young children can count 13 objects, but they do not see that 13 is one group of ten and 3 ones. Others can group objects into tens and ones and understand their numerical representation.

What's Involved?

- Understanding that numbers represent different quantities that three dots is the same as the numeral "3" or the word "three."
- Grasping magnitude that 23 is bigger than 17.
- Getting the concept that numbers can be broken into parts that 5 is the same as 2 and 3, or 4 and 1.
- Showing on a number line that the difference between 10 and 12 is the same as the difference between 20 and 22.



Group work with problem solving

 Variety of classroom activities such as the use of graphic representations, daily routines, and games

Resources for FREE Math Center Activities

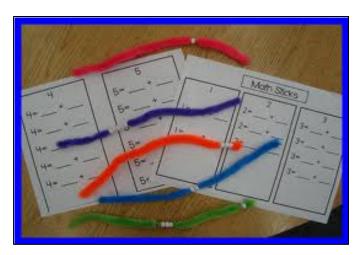
- http://www.k-5mathteachingresources.com/kindergarten-math-activities.html
- http://www.kidscount1234.com/mathcentersandgames.html
- http://www.confessionsofahomeschooler.com/math-printables
- http://deceptivelyeducational.blogspot.com/2011/08/10-pin-addition-math-bowling.html
- http://mrsriccaskindergarten.blogspot.com/2012/01/math-station-freebies_07.html
- https://smart.wikispaces.hcpss.org/Grade+1-2+Learning+Links

Math Sticks

by Deeanna at Golden Gang Kindergarten

- Large pipe cleaners with pony beads
- Each student has their own "stick" so they can manipulate the beads to find combinations
- Can use whole group or for centers

http://goldengangkindergarten.blogspot.com/search/label/Math

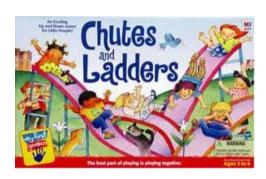


Card Games

- War
- Crazy Eights
- Uno
- Line-Up (or Card Dominoes)
- Before or After
- I Doubt It The 40 cards 1 through 10 are dealt. No one lets the others see his cards. The first player puts a 1 in the middle of the table, face down, saying "One". The second player then places a 2 on top of the first card, also face down, saying "Two". A player who does not have a card that is needed in the sequence uses another card trying to get away with this substitution. Anyone who thinks tat a false card has just been played says "I doubt it." If the doubt it is verified, the person caught must take all the cards on the table and add them to his hand. If the doubt it is not verified, the accuser has to take all the cards. Play continues until one person wins by getting rid of all his cards.

Board Games

- Tic Tac Toe
- Checkers
- Hop to It
- Candy Land
- Chutes and Ladders
- Fifty Chips
- Bingo





Physical-Knowledge Games

The movement of objects belongs to physical knowledge. All babies and very young children develop their logico-mathematical knowledge as they act on objects to produce desired effects (Kammii & DeVries, 1978/1993).

- Pick-Up Sticks
- Bowling 12 empty plastic bottles with some sand in them
- The Balance Game





We did it!



Games/Activities Involving Addition and Subtraction

- One More
- Cover-Up
- Dominoes
- Dog Treats Activity
- Ice Cream Scoops Activity



Addition Balance Game



One More Games







More Math Center Activities







