

Unit/ Module 1

- Roll single digit numbers and add them together.
- Roll 2-digit or 3-digit numbers and add them together.
- Add all the digits of your house number together.
- Make a train with Legos or colored blocks. Write a number sentence for the different colors in the train.
- Represent two digit numbers with popsicle sticks - make bundles of ten for the tens and use single sticks for the ones. Add the piles together.
- Use small items (counters, beans, small toys) to represent number sentences. Use index cards to make +, -, <, >, and = symbols. Show a number sentence with a missing element: $7 + \underline{\quad} = 12$. Have your student find the missing addend.

Unit/ Module 2

- Estimate the lengths of various objects around the house, such as a table, a book, a toothbrush, etc. Next, Measure the same objects using a ruler with inches and centimeters to compare the estimate to the actual length.
- Measure the four sides of a square or rectangular table using inches, and then add the four sides together to find out how long the table is around.
- Measure two different book lengths using centimeters. Compare the two lengths and determine how much longer one book is than the other.

Unit/ Module 3

- Skip count when counting groups of nickels and dimes.
- Count in a pattern while doing a rhythmic or repeated task - stirring pancake batter, brushing hair, putting away groceries, walking.
- Roll two dice to make a two digit number. Subtract it from 99 or 100.
- Represent two digit numbers with popsicle sticks - make bundles of ten for the tens and use single sticks for the ones.
- Roll dice to make two or three digit numbers with a partner. See who can make the larger number.
- Find or roll numbers and tell which place value each digit represents.

Unit/ Module 4

- Add all of the digits of your house number together.
- Compare prices of various items (gas, toys, etc) to find the lowest amount.
- Make numbers or find numbers on labels and compare them.
- Find or roll numbers and write them in expanded form.
- Find or roll numbers and tell which place value each digit represents.

Module 5

- Roll two dice to make a two digit number. Subtract it from 99 or 100.
- Add all of the digits of your house number together.