

Kindergarten Math

Activity 1 knoxschools.org/kcsathome This packet includes four sections that cover some of the major content of Kindergarten Math. Each section includes notes and practice for each topic. For additional support, visit KCS TV on YouTube for instructional videos that accompany each section.

The following content is included in this packet:

	Торіс			
	I. Counting and Cardinality	II. Teen Numbers	III. Addition and Subtraction	IV. Shapes
Activity I	Counting with a Hundred Chart	Counting Teen Numbers	Addition	Name Shapes
Activity 2	Writing Numbers	Number Bonds and Ten-Frames for Teen Numbers	Subtraction	Compare Shapes



Kindergarten Math- Activity Section I

Hundred Chart Activities

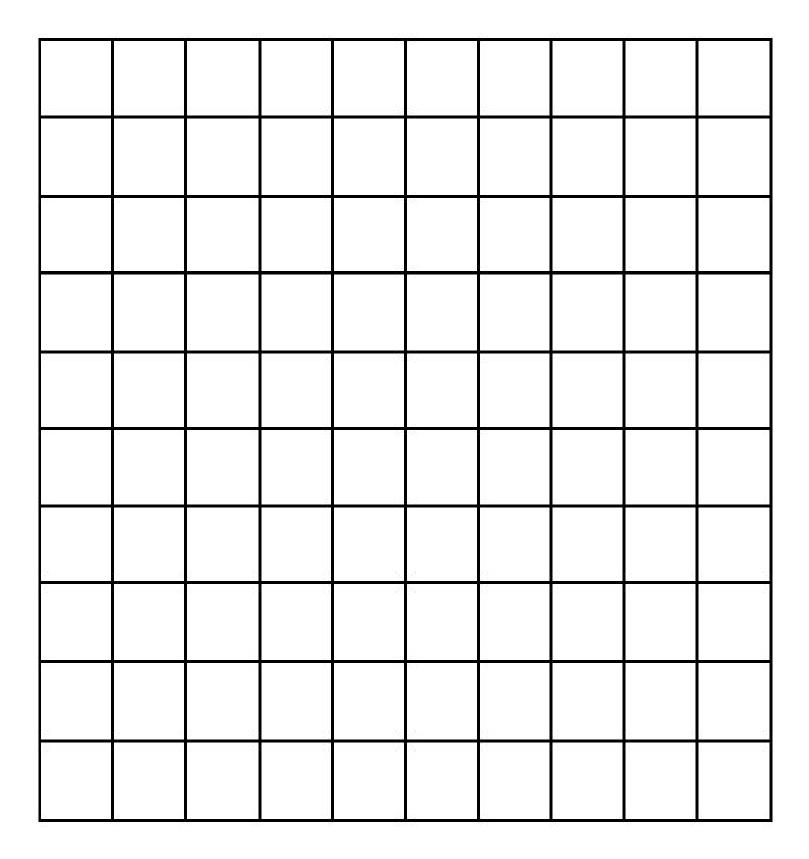
Pro Tip- In order to avoid printing multiple copies of the hundred charts-you can put them into one clear 8x10 sleeve (baseball card sleeve) and use a dry erase marker.

- 1. Have student begin with any number and count forward. For example, start with 54 and count forward 54, 55, 56...to 100.
- 2. Point to any number and have student tell you the numeral. For example, point to 32 and ask, "What is this number?"
- 3. Have student count to 100 by 1s, 5s, and 10s. For example, 5, 10, 15...to 100.
- 4. Give student a crayon and have them color in numbers as they skip count. They could count by tens (10, 20, 30...) by twos (2, 4, 6, 8...), etc. You can have them start with a number other than 1 to make it more challenging.
- 5. Print an extra hundred chart then cut it into chunks like a puzzle then have the student piece it together again.
- 6. Show your child how to count dimes by laying them on the hundred chart. For example, the first dime would go on the 10, the next would go on the 20 and so on.
- 7. Race each other to 100. You will need one die or a set of dice and two items to use as playing pieces (erasers, other game pieces, coins, etc.) Player One rolls the die (or set of dice) and moves their playing piece that many spaces. Then Player Two rolls and moves. The first player to reach 100 wins!
- 8. Race up from 100. Start at 100, two players take turns rolling a die (or set of dice) and moving their playing piece up that many spaces. The first player to reach 1 wins!
- 9. Play Too Big, Too Small or Just Right. Tell your student that you are thinking of a number between I and 100 and that they need to figure out what it is. Each time they guess, share whether the number is too big, too small, or just right. Based on the clue you give them; little detectives can cross off the numbers on their hundred chart that are out of the running. They keep guessing and marking out numbers until they figure out the number.
- 10. Blank Hundred Chart. Fill in some numbers and then have the student fill in the rest. The more numbers you write first, the easier activity. Begin by lots of numbers then as you do this activity over time (weeks) slowly write fewer numbers until they can eventually complete the entire chart.

Hundreds Chart

1	2	3	4	5	6	7	8	9	10
11	12	13	14	15	16	17	18	19	20
21	22	23	24	25	26	27	28	29	30
31	32	33	34	35	36	37	38	39	40
41	42	43	44	4 5	46	47	48	49	50
51	52	53	54	55	56	57	<mark>5</mark> 8	59	60
61	62	63	64	65	66	67	68	69	70
71	72	73	74	75	76	77	78	79	80
81	82	83	84	85	86	87	88	89	90
91	92	93	94	<mark>95</mark>	96	97	<mark>98</mark>	99	100

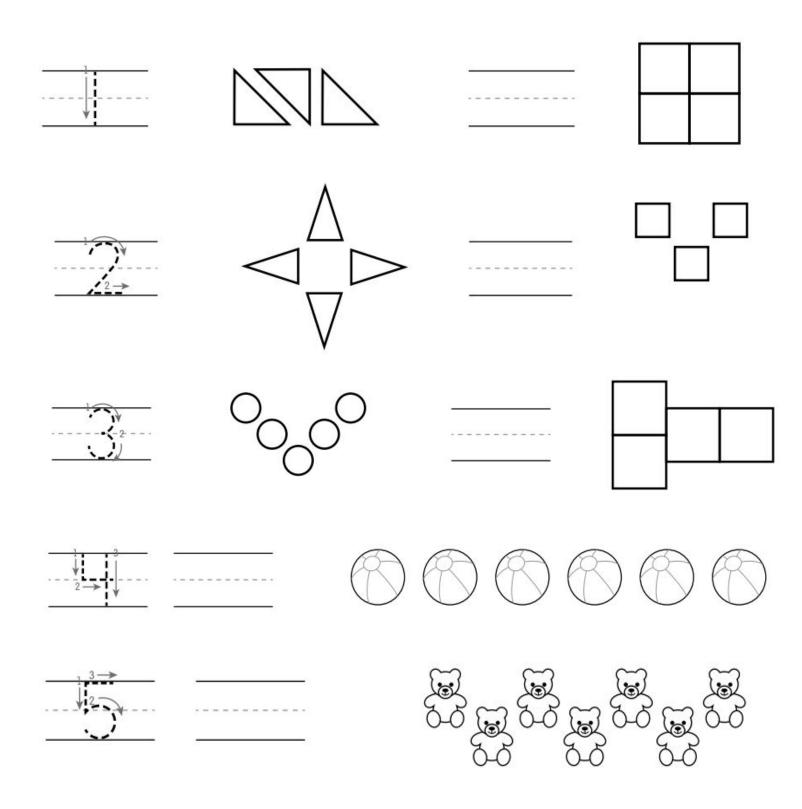
Blank 100 Chart



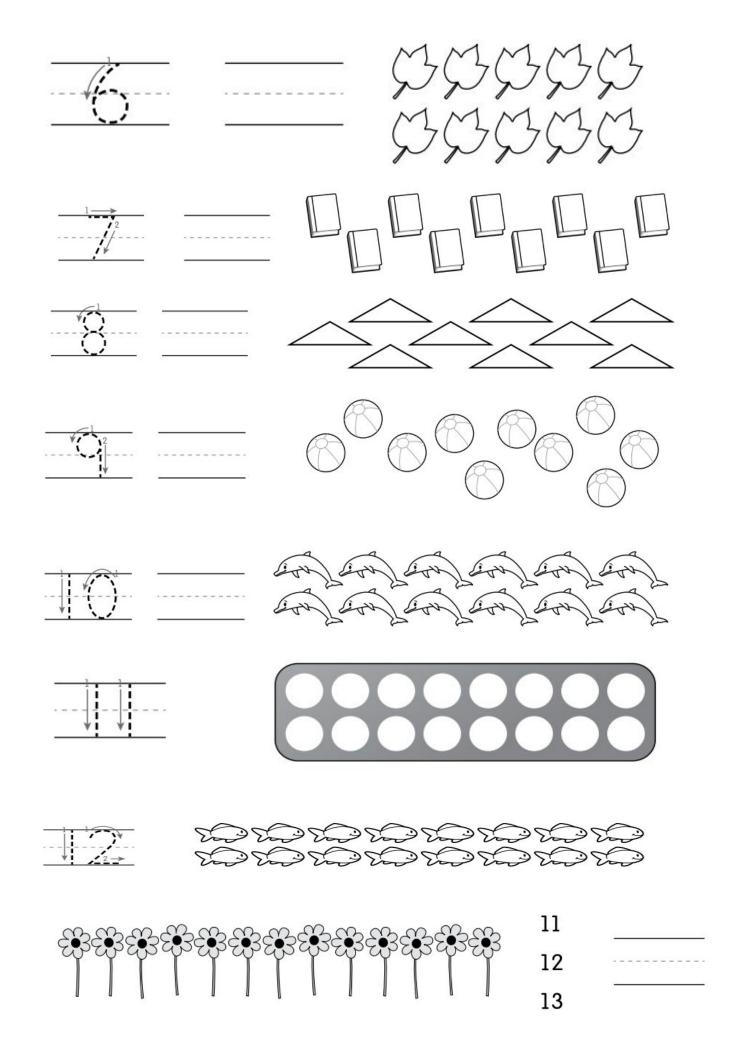
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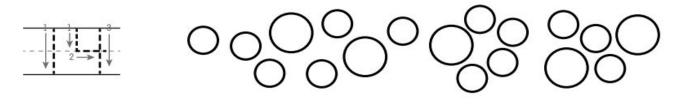
Numbers I to 20

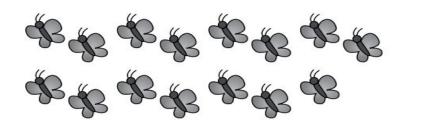
Trace or write the number then color and circle the number of shapes that match the number.



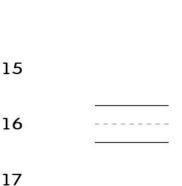
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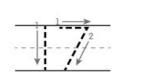




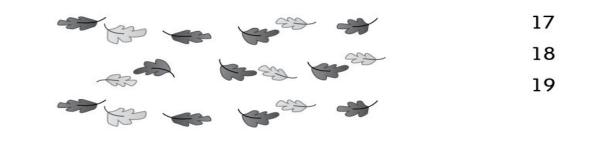


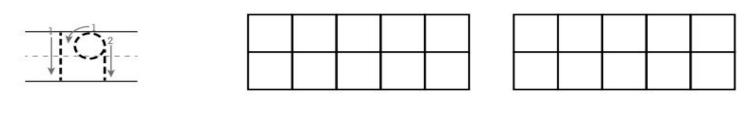




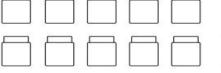












I Can Write to 20!

1 1 2 1 3 1 4 1 5 1 6 1 7 1 8 1 9 20	<u></u>	000	 01	10		000	O,	$ 0\rangle$
		00	5	6	7	8	I Q	20

1 2 3 4 5 6 7 8 9 20			00			6		00	I C	20
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Kristen Pettinato