

KINDERGARTEN	MATH CURRICULUM-COMMON CORE
Topic	Activity
Calendar Routine- pattern, number identification, days of the week and months of the year, counting to 100	Students use interactive white board program from Lakeshore to complete the calendar.
Position Words	
Graphing	Students count and graph number of boys vs. number of girls in the class
Number Recognition 1-10	Students brainstorm different ways to make the numbers 1-10 and record them on chart paper, and practice printing the numbers
Sorting	Students sort various items into groups by their attributes and white board program Button Sorting Fun Factory from Lakeshore
Position and Direction	Students learn over vs. under, inside vs. outside etc.
Recording number sets	Students sort items by attributes and record them in sets from 3-10
Graphing	M & M and Gold Fish - sorting and graphing
Number Recognition 1-20	Students play the game Around the Room (number cards 1-20 are placed around the room and one student stands by the number and sits after that number is called, the last one standing wins)
Venn Diagram	Students put their shoes in hula-hoops according to their attributes
Fractions	Students learn about fractions from the demonstration and story
Patterns	Students extend patterns using manipulatives
Number Recognition	What Comes Next Game
Estimation	Students guess the number of pumpkins in various size jars, weighing pumpkins, and counting their stripes
Weight/Circumference/Estimation	Students cut the amount of string they think it will take to go around the pumpkin, use a scale to weigh the pumpkin
Graphing	Students graph their likes and dislikes of various pumpkin items (seeds, pie, bread, muffins, etc.)
Counting by 10's	Students dig out the pumpkin seeds, put them in groups of 10 and we count the total amount of seeds
Addition	Students are introduced to addition and use counters (ghost& pumpkins, acorns & leaves, etc.) & play the interactive white board game by Lakeshore
High/Low	Students play card game identifying who has the highest or lowest card
Number Recognition 1-10	
More or Less	Students use manipulatives to determine which group has more/less
Counting Back	
Counting Back	Game- What Comes Before
Math Journal	Weekly word problems using addition and subtraction
Ordinal Numbers	
	Students take the recorded sets from quarter 1 and give them an addition problem according to their attribute

Patterns	Students use pattern blocks to design a turkey and transfer the pattern to paper
Patterns	Students use pattern blocks to make a pattern and transfer it to make a placemat
Data, Graphing & Probability	
Measurement	Students use rulers and various objects to measure
Number Recognition 1-20	
Measurement	Students use the Measurement interactive white board program from Lakeshore
Addition	Students use their recorded pages from sorting and assign addition problems to match
Graphing	Students bite off a piece of their gingerbread man cookie and record results
Glyph & Data Recording	Students make a gingerbread man glyph and record the total results
Patterns	Students make a mitten using patterning blocks and record it to a paper copy
Addition	
Number Recognition to 100/One to One Correspondence	Students bring in 100 items to practice counting, fill in the blank 100 charts & 100 square math rug and various 100 Day activities
Shape Hunt	Take students around the school and take pictures of shapes using the Ipad
Subtraction	Students are introduced to subtraction and use counters & play the interactive white board game Beginning Operations by Lakeshore
Glyph & Data Recording	Snowman Glyph
How many to 10?	Students use 10 frames to determine how many more needed to make a set of 10
Probability	Roll A Snowman Game - students see how many rolls of the dice it will take to make a complete snowman
Count by 2's and 5's	Using the 100 Chart and interactive whiteboard calendar chart and worksheets
Division/Fair Shares	Teacher demonstrates using cookies & Students use 12 dinosaurs to divide into groups of 1-6
Number Recognition to 30	
Measurement	Use balance scales and interactive whiteboard Measurement program
Graphing	Lucky Charms sorting and graphing
Geometry & Fractions	Use clay and other manipulatives to make shapes
Symmetry	Throughout the year we make a symmetrical jack-o-lantern, gingerbread man, butterfly, etc.
Money	Interactive white board -Making Cents program from Lakeshore, Felt Board coins, read various books and play I Spy to identify coin features
Time	Manipulatives -Math Rug by making it into a clock,each student has a laminated clock to use
Addition & Subtraction	Using manipulatives students roll dice and make math problems