



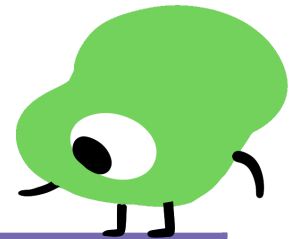
# ST Math<sup>®</sup>

## Summer Immersion

### Materials List

ST Math Summer Immersion is designed to make math accessible to students. In anticipation of the program, teachers can gather the supplies needed for the program. These items are **recommended, but not included**. We have identified four areas needing supplies:

- **General Classroom:** includes materials that can be used during the lesson
- **Math Tools:** helps students problem solve through ST Math puzzles and word problems
- **Table Games:** in addition to the printed game directions, boards, game cards, and number lines, additional supplies *required* for the Table Games
- **Design Challenge / Mini-Math Game and Reflection Poster:** allow students to bring creativity to their designs as well as using traditional supplies



#### ST Math Summer Immersion materials for each classroom should include:

<p><b>General Classroom</b></p> <ul style="list-style-type: none"> <li><input type="checkbox"/> Device with internet connection for teacher and students</li> <li><input type="checkbox"/> Projector</li> <li><input type="checkbox"/> Chart paper</li> <li><input type="checkbox"/> Markers</li> <li><input type="checkbox"/> Whiteboards with dry-erase markers</li> <li><input type="checkbox"/> Pencils</li> <li><input type="checkbox"/> Colored pencils or crayons</li> <li><input type="checkbox"/> Protective sleeves (optional; for game mats)</li> <li><input type="checkbox"/> Dry-erase markers (optional; 1 per student)</li> </ul>	<p><b>Math Tools</b></p> <ul style="list-style-type: none"> <li><input type="checkbox"/> Centimeter cubes (K-5) Gr. K-1: 30 per student Gr. 2-5: 40 per student</li> <li><input type="checkbox"/> Connecting cubes (K-5) Gr. K-1: 30 per student Gr. 2-5: 40 per student</li> <li><input type="checkbox"/> Two color counters or chips (K-2) Gr. K-1: 30 per student Gr. 2: 40 per student</li> <li><input type="checkbox"/> Paper fraction strips or other fraction model manipulatives (3-5) Gr. 3-5: 1 set per student</li> </ul>
<p><b>Table Games</b></p> <ul style="list-style-type: none"> <li><input type="checkbox"/> Game piece per player, ie. centimeter cubes or connecting cubes (K-5)</li> <li><input type="checkbox"/> 2 different color counters or chips - 60-80 of each color (K-5)</li> <li><input type="checkbox"/> 1 deck of cards per 2 students (K-5) - remove face cards in K-2</li> <li><input type="checkbox"/> Red, yellow &amp; green color tiles - 30 of each color (3-5)</li> <li><input type="checkbox"/> 1-2 dice per student (K-5)</li> <li><input type="checkbox"/> 4 paper lunch bags (K-5)</li> <li><input type="checkbox"/> Paper clips (1 box per class)</li> <li><input type="checkbox"/> Index cards (1 pack per class)</li> </ul>	<p><b>Design Challenge / Mini-Math Game and Reflection Poster (*creative items)</b></p> <ul style="list-style-type: none"> <li><input type="checkbox"/> Construction paper</li> <li><input type="checkbox"/> Posterboard</li> <li><input type="checkbox"/> Scissors</li> <li><input type="checkbox"/> Manilla folders</li> <li><input type="checkbox"/> Index cards</li> <li><input type="checkbox"/> Decks of cards</li> <li><input type="checkbox"/> Dice</li> <li><input type="checkbox"/> Egg cartons*</li> <li><input type="checkbox"/> Water bottles*</li> <li><input type="checkbox"/> Pizza circles*</li> <li><input type="checkbox"/> Paper towel rolls*</li> <li><input type="checkbox"/> Buttons*</li> <li><input type="checkbox"/> Other creative items*</li> </ul>

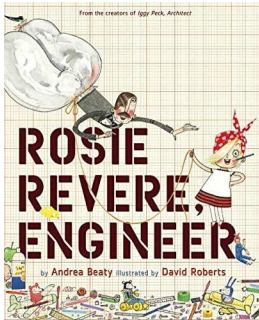


**ST Math.**  
**Summer Immersion**  
**Materials List**

**Literature Connections K-2**

(Optional for 5-Day Summer Immersion) Suggested titles - Books not included

These books support students as they work through the design process and there is an option to include them in the lessons. They will need to be purchased separately or borrowed from the library. You may also substitute the titles for other books that share the same message.



***Rosie Revere, Engineer***  
 By: Andrea Beaty

This story is about a young girl named Rosie who spends her nights secretly building inventions and dreaming of being an engineer. She decides to build an invention for her great-great-aunt Rosie who dreams of flying. When young Rosie's invention does not work, her aunt helps her see how her failure is a success.

This book encourages students to dream, invent, and learn from their mistakes.



***What Do You Do With an Idea?***  
 By: Kobi Yamada

This story is about a young child who has an idea. At first, the idea follows him around and he is embarrassed by it. Then he begins to think about the idea and gains confidence around the idea. He begins to play and interact with the idea until he shares it with the world.

This book inspires students to embrace, think, and dream about their ideas.



***The Most Magnificent Thing***  
 By: Ashley Spires

This story is about a young girl who sets out to create what she calls the most magnificent thing. She has an idea in her head of what it should look like. As she begins to create her invention it is not turning out the way she expected. She begins to get frustrated with all the "wrong" things that she has created. Eventually, she takes a walk and sees things from a different perspective. Looking at things from a different perspective allows her to see how to use mistakes to make the magnificent thing that she is trying to create.

This book reminds students to see the successes within their failures and to persevere and learn from their mistakes.