

## Grade 1

OBJECTIVE	SUGGESTED MANIPULATIVES
Addition and Subtraction Within 10	<u>Push Box game mats</u> , <u>Pie Monster game mats</u> , linking cubes, counting cubes, 2-color counters, 10 frames
Measurement Concepts	Ruler, something to count (cubes, counters, etc., Rekenrek)
Number Pairs and Making 10	<u>Tug Boat game mats</u> , <u>Bouncing Shoes game mats</u> , linking cubes, 2-color counters, 10 frames, base 10 blocks, dry-erase boards
Addition and Subtraction with Unknowns	<u>Pie Monster game mats</u> , <u>Push Box game mats</u> , <u>Missing Addend game mats</u> , linking cubes, base 10 blocks, 10 frames
Addition, Subtraction and Equations	<u>Bird Expression game mats</u> , something to count (cubes, counters, 10 frames, number line, etc.)
Composite Shapes	Inch or centimeter graph paper, square tiles
Counting to 120	Hundreds chart, Number chart 1-120 (similar to a 100 chart), Rekenrek
Counting by Tens	Base 10 blocks, hundreds chart, number line, 10 frames, Rekenrek
Counting with Groups	Base 10 blocks, hundreds chart, number line, 10 frames, Rekenrek
Place Value Concepts	Base 10 blocks, 10 frames, Rekenrek, number line
Comparing Two-Digit Numbers	Number lines, base 10 blocks, linking cubes, graph paper
Adding and Subtracting by Tens	Base 10 blocks, number lines, dry-erase boards
Equal Shares and Partitioning	<u>Pie Monster game mats</u> , 2-color counters, fraction tiles, dry-erase boards, linking cubes
Shape Differences	Toothpicks, foam shapes, linking cubes, square counters
Addition and Subtraction Within 20	Base 10 blocks, linking cubes, 2-color counters, 10 frames, something to count
Using Place Value to Add	Graph paper, dry erase board, base 10 blocks, 100 chart
Organizing Data	Dry-erase board, linking cubes, something to count (toothpicks, blocks, counters, etc.)
Telling Time	Judy® clock, dry-erase board