

Tinker Tubs

Tools	Tasks	Standards	Academic Language
<ul style="list-style-type: none"> • Pattern Blocks • Pattern Mats • Shape/Picture Mats • Symmetry Mats 	<ul style="list-style-type: none"> • Match corresponding blocks on mats • Construct own pattern or shape picture • Create own symmetrical shape/pattern 	K.G Geometry <ul style="list-style-type: none"> • Identify and describe shapes • Analyze, compare, create, and compose shapes 	
<ul style="list-style-type: none"> • Counting Bears • Pattern Tiles • Dice 	<ul style="list-style-type: none"> • Match and sort by color • Construct patterns • Create a game board/path 	K.CC Counting and Cardinality <ul style="list-style-type: none"> • Know number names and the count sequence • Compare numbers (greater, less, equal) 	
<ul style="list-style-type: none"> • 10-Frame Mats • Large Dice • Cubes or Tiles 	<ul style="list-style-type: none"> • Roll the dice • Count/add the pips • Represent number on 10-Frame mat 	K.OA Operations and Algebraic Thinking <ul style="list-style-type: none"> • Understand addition as putting together and adding to, and understand subtraction as taking apart and taking from. K.NBT Number and Operations in Base Ten <ul style="list-style-type: none"> • Work with numbers 11-19 to gain foundations for place value 	

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<ul style="list-style-type: none"> • Dominoes • Number Cards • Number Bond Mats • Fact Family Mat 	<ul style="list-style-type: none"> • Select domino • Count/add the pips • Place the number cards on mat to represent bond • Place domino on fact family mat (shared) 	K.OA Operations and Algebraic Thinking <ul style="list-style-type: none"> • Understand addition as putting together and adding to, and understand subtraction as taking apart and taking from. 	
<ul style="list-style-type: none"> • Subitizing Cards (numerals, dots, 10-frames, tallies, fingers, Rekenrek) 	<ul style="list-style-type: none"> • Match number representations 	K.CC Counting and Cardinality <ul style="list-style-type: none"> • Compare numbers (greater, less, equal) 	
<ul style="list-style-type: none"> • 100's Chart • Spinner (different representations) • Vis-à-vis pens 	<ul style="list-style-type: none"> • Generate a number using the spinner • Cross off squares on the hundreds chart equal to the number generated • Count the total number (sum) by tens and ones 	K.CC Counting and Cardinality <ul style="list-style-type: none"> • Know number names and the count sequence. • Count to tell the number of objects. 	
<ul style="list-style-type: none"> • White Boards • Subitizing Cards 	<ul style="list-style-type: none"> • Pick a card from the deck • Write the correct numeral represented 	K.CC Counting and Cardinality <ul style="list-style-type: none"> • Know number names and write numbers. 	
<ul style="list-style-type: none"> • Counting Collections Objects (e.g., mini erasers) • Spinner • Number Bond Mats 	<ul style="list-style-type: none"> • Generate a number using the spinner (twice) • Place objects on Number Bond Mat • Count on or add objects to derive the total • Write or place a number card to represent the total 	K.MD Measurement and Data <ul style="list-style-type: none"> • Classify objects and count the number of objects in each category. 	

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<ul style="list-style-type: none"> • Equation Mats • Unifix Cubes • Number Generator 	<ul style="list-style-type: none"> • Generate two numbers using a spinner, subitizing cards, playing cards, dice, etc. • Write the numbers in the placeholders on the Equation Mat • Solve the equation • Extension: subtraction 	<p>K.OA Operations and Algebraic Thinking</p> <ul style="list-style-type: none"> • Understand addition as putting together and adding to, and understand subtraction as taking apart and taking from. 	
<ul style="list-style-type: none"> • Number Path Mats • Clothes Pins with Numerals • Number Words • White Boards/Markers 	<ul style="list-style-type: none"> • Select two Number Word Cards (or use another number generator) • Match corresponding clothes pins with numerals • Clip the pins to the number path to model counting on • Write the equation 	<p>K.OA Operations and Algebraic Thinking</p> <ul style="list-style-type: none"> • Understand addition as putting together and adding to, and understand subtraction as taking apart and taking from. 	
<ul style="list-style-type: none"> • Blocks • Bears • Cups • Cardboard 	<ul style="list-style-type: none"> • Initially using an assortment of square and rectangular blocks, students explore balance • Extension: add cylinder blocks to increase difficulty 	<p>K.MD Measurement and Data</p> <ul style="list-style-type: none"> • Describe measurable attributes of objects, such as weight. <p>K.G Geometry</p> <ul style="list-style-type: none"> • Identify and describe shapes. • Analyze, compare, create, and compose shapes. <p>K.CC Counting and Cardinality</p> <ul style="list-style-type: none"> • Compare numbers (greater, less, equal). 	

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