

Kindergarten Math Pacing Guide

<u>1ST MARKING PERIOD (45 DAYS)</u>	<u>2ND MARKING PERIOD (45 DAYS)</u>
<ul style="list-style-type: none"> • <u>Routines: 16 days (2 days a piece)</u> • <u>Unit 1: 14 days</u> • <u>Unit 2.1-2.16: 6 days</u> • <u>GMADE Testing: 5 days</u> • <u>Review/Re-teach/Testing: 4 days</u> <p>Routine 1 Number of the Day Routine 2 Attendance Routine 3 Job Chart Routines Routine 4 Monthly Calendar Routine 5 Schedule Routine Routine 6 Weather Observation Routine 7 Recording Daily Temperature Routine 8 Survey Routine</p> <p>1.1 Partner Match (and practice daily routines) 1.2 Introduction to Pattern Blocks (and practice daily routines) 1.3 Multisensory Counts (and practice routines) 1.4 Countdown to Zero(and practice daily routines) 1.5 Getting to know numbers (1) (and practice daily routines) 1.6 Introduction to sorting (and #2) 1.7 Sand and Water Play (and #3) 1.8 Birthday Graph (and #4) 1.9 Sound and Motion Patterns (and #5) 1.10 Patterns with color (and #6) 1.11 Coin Comparisons (and #7) 1.12 Give the Next Number Game (and #8) 1.13 Body Height Comparisons (and #9) 1.14 Finger Count Fun (and reread number book)</p> <p>2.1 Shape Collages (and give the next number game) 2.2 Shapes by Feel 2.3 Which Way Do I Go? Spatial vocabulary 2.4 Spin a Number Game (and review visual patterns) 2.5 Patterns All Around (pattern blocks) 2.6 Playful Oral Counting Games (and pattern blocks) 5 days for GMADE 4 days for review/re-teach/testing</p>	<ul style="list-style-type: none"> • <u>Unit 2.7-2.16: 11 (do 2.14 for 2 days)</u> • <u>Unit 3: 16 days</u> • <u>Unit 4.1-4.10: 10 days</u> • <u>Review/Re-teach/Testing days: 8</u> <p>2.7 Preparation for Number Writing and getting to know numbers 1-9 2.8 Matching Coin Game and getting to know numbers 1-9 2.9 Number Board and play give the next number 2.10 Tricky Teens and sort objects 2.11 Listen and Do (10-19) and play I spy for shape clues 2.12 Teen Partners (#'s 0-19) and arrange objects by length 2.13 Estimation Jars and arrange objects by length Do for 2 days 2.14 Number Stories: Stage 1 and play count and sit with teen numbers 2.15 Symmetry Painting and play follow the leader with teens 2.16 Symmetry in Nature and create a bar graph</p> <p>3.1 Number Books- 0, and review color patterns 3.2 Macaroni Necklaces and number book 1 3.3 Roll and Record and number book 2 3.4 The Pan Balance and play give the next number 3.5 Domino Concentration Game and Number book 3 3.6 Monster Squeeze Game and tell and draw number stories 3.7 Measurement with Objects and number Book 4 3.8 Pocket Problems and graphing dice rolls 3.9 Number Card Games and Number book 5 3.10 Probability Stories and creating shape art 3.11 Probability Tray and number book 6 3.12 Pan Balance 2: Leveling and number book 7 3.13 Train Game , I spy patterns, and number book 8 3.14 Favorite Colors Graph , measuring with objects, and number book 9 3.15 Count by 10's, pocket problems, and number book 10 3.16 Teen Frame Game and probability tray</p> <p>4. 1Number Line Mathematics, and explore pattern blocks 4.2 Top-It Card Games and skip count by 10's, addition top-it 4.3 The Pattern Block Template and solve pocket problems 4.4 The Addition Symbol and create pattern strips, growing train game 4.5 Follow My Pattern and pattern cover up 4.6 Interrupted counts and graphing dice rolls 4.7 Meet the Calculator and Teen Frame game, 2 digit number recognition 4.8 Roll and Record with 2 dice, feeling shapes 4.9 Body and Rope Shapes and symmetrical snowflakes 8 days for review/re-teach/testing</p>

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3RD MARKING PERIOD (45 DAYS)	4TH MARKING PERIOD (45 DAYS)
<ul style="list-style-type: none"> • <u>Unit 4.10-4.16: 8 days (do 4.15 2 days)</u> • <u>100th Day of School Activities 1 day</u> • <u>Unit 5: 16 days</u> • <u>Unit 6.1-6.12: 12 days</u> • <u>Review/Re-teach/Testing days: 8 days</u> <p>4.10 Shape Comparisons use geoboards and sorting names</p> <p>4.11 The Subtraction Symbol and number writing</p> <p>4.12 Slate Activities (numbers) and measuring objects</p> <p>4.13 Introduction to Attribute Blocks and count on from different numbers</p> <p>4.14 Whats my rule (attributes) and I spy with shapes Do for 2 days</p> <p>4.15 Number Stories Stage 2 and count by 10's, play growing and disappearing train game</p> <p>4.16 Two Digit Numbers and build numbers with 10's and 1's</p> <p>5.1 Order of Daily Events and play growing and disappearing train game</p> <p>5.2 Patterns with craft sticks</p> <p>5.3 Find the Block Game and using slates to write 2 digit numbers</p> <p>5.4 Guess my number game, playing a missing number game</p> <p>5.5 Count with calculators, play monster squeeze</p> <p>5.6 Measurement with Children's Feet and play top-it</p> <p>5.7 How Big is a Foot? And count by 10's</p> <p>5.8 Count by 5's and graphing sums of dice throws</p> <p>5.9 Introduction of Tally Marks and making equivalent names for numbers</p> <p>5.10 The Raft game (count by 5's) and estimating beans</p> <p>5.11 Standard and Nonstandard feet, count by 1's</p> <p>5.12 Tools for Measuring Length and play domino concentration</p> <p>5.13 Pet Bar Graph, and craft stick patterns</p> <p>5.14 Attribute Spinner Game and tallying class data</p> <p>5.15 Introduction to the Number Grid and writing number models for number stories</p> <p>5-16 Number-Grid Search Game and matching coin game 100th day of school lesson plan</p> <p>6.1 Introduction of the Penny and number line</p> <p>6.2 Introduction to the Nickel, play growing disappearing train game, play penny nickel exchange</p> <p>6.3 Solid shape Museum and making symmetrical hearts</p> <p>6.4 Counts to Measure Time and the raft game</p> <p>6.5 Surveys and Graphs</p> <p>6.6 I Spy with Shapes and graphing</p> <p>6.7 Introduction of the Dime and attribute spinner game</p> <p>6.8 Coin Exchanges and guess my number</p> <p>6.9 Comparison Number Stories and measuring</p> <p>6.10 Count by 2's and nickels and dimes</p> <p>6.11 Divide Groups in Half and teen frame and top-it</p> <p>6.12 Read My Mind game (attributes) and Monster Squeeze Plus 8 days for review/re-teach/testing</p>	<ul style="list-style-type: none"> • <u>Unit 6.13-6.16: 4days</u> • <u>Unit 7: 16 days</u> • <u>Unit 8: 16 days</u> • <u>G-made 5 days</u> • <u>Review/Re-teach/Testing days: 4 days</u> <p>6.13 Tools for Measuring Time, number grid search</p> <p>6.14 Skip Count with Calculators and make coin patterns</p> <p>6.15 Symbolic Representations of Patterns, flipping coin (probability)</p> <p>6.16 Division of Whole Objects into Halves and number models for number stories</p> <p>7.1 Money Cube Game</p> <p>7.2 Class Collections (count groups), write number models for number stories</p> <p>7.3 Class Number Story Book, 3 d shape game</p> <p>7.4 Marshmallow and Toothpick Shapes, divide groups in half</p> <p>7.5 Introduction of the Quarter, graphing sums of dice rolls</p> <p>7.6 Dice Addition Games, creating number stories</p> <p>7.7 Late-in-the—year counting, counting the class collection</p> <p>7.8 10's and 1's with craft sticks, number grid search</p> <p>7.9 Name Collections with craft sticks (plus sign), attribute blocks</p> <p>7.10 Number Scrolls, estimate quarters</p> <p>7.11 Decade Counts (10's) and guess my number and counting backwards games</p> <p>7.12 Plus or Minus Game, counting games</p> <p>7.13 Double Digits with Dice and money cube game</p> <p>7.14 Numbers in Sequence, graphing lengths and names</p> <p>7.15 What's my rule with patterns, making name collections (grouping objects)</p> <p>7.16 Bead String Name Collections, monster squeeze</p> <p>8.1 Ones, Tens, Hundreds Game, counting games</p> <p>8.2 How Long is an Hour?, graphing games</p> <p>8.3 The Hour-Hand clock, shape structures</p> <p>8.4 High Roller game (greater/less, add/subtract), and attributes</p> <p>8.5 Introduction to Function Machines (+, -), review coins</p> <p>8.6 Number Gymnastics Game (manipulate digits in numbers, +, -), weather and temperature</p> <p>8.7 Introduction of the \$1 bill, function machines</p> <p>8.8 One-Dollar Game (money exchanges), name collections</p> <p>8.9 Name Collection Posters, number scrolls</p> <p>8-10 What's my rule with numbers (missing addend), using hour hand clock</p> <p>8.11 Hour-Hand, Minute-Hand Story, pan balance</p> <p>8.12 Time Match Game, dividing wholes into halves</p> <p>8-13 Missing Number Problems, shapes and patterns</p> <p>8.14 Number Stories with Calculators, number gymnastics (2 digit numbers)</p> <p>8.15 Pan Balance with Uniform Weights, number writing</p> <p>8.16 Introduction of the \$10 bill, measuring Plus 4 days for review/re-teach/testing 5 days of GMADE</p>