

Let's Do

MATHEMATICS

Grade 1 Gamebook



Let's Do MATHEMATICS

Grade 1 Gamebook

Name: _____

Class: _____

EDUCATION



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Let`s Do Mathematics Gamebook Grade 1

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Maryia Chautayeva

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Gamebook is a supplementary material to be used in the classroom and at home to diversify the learning routine, provide students with engaging materials that would help them to improve not only their academic, but also cognitive and social skills.

Games offered in this book allow children to use their creativity while:

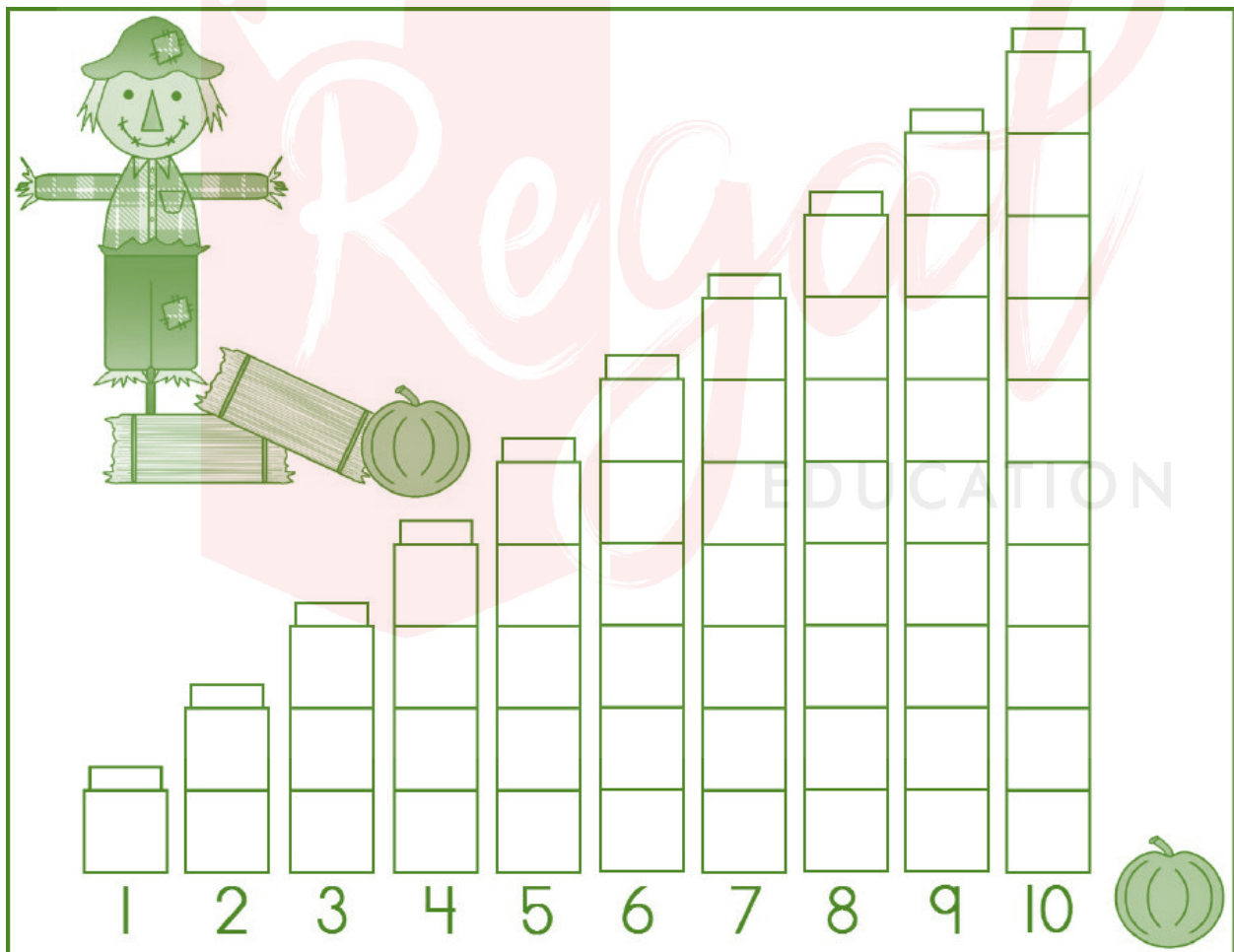
- ✓ developing dexterity,
- ✓ training memory and attention span,
- ✓ developing cognitive and emotional strength,
- ✓ learning the importance of teamwork and collaboration,
- ✓ improving cognitive and interpersonal skills.



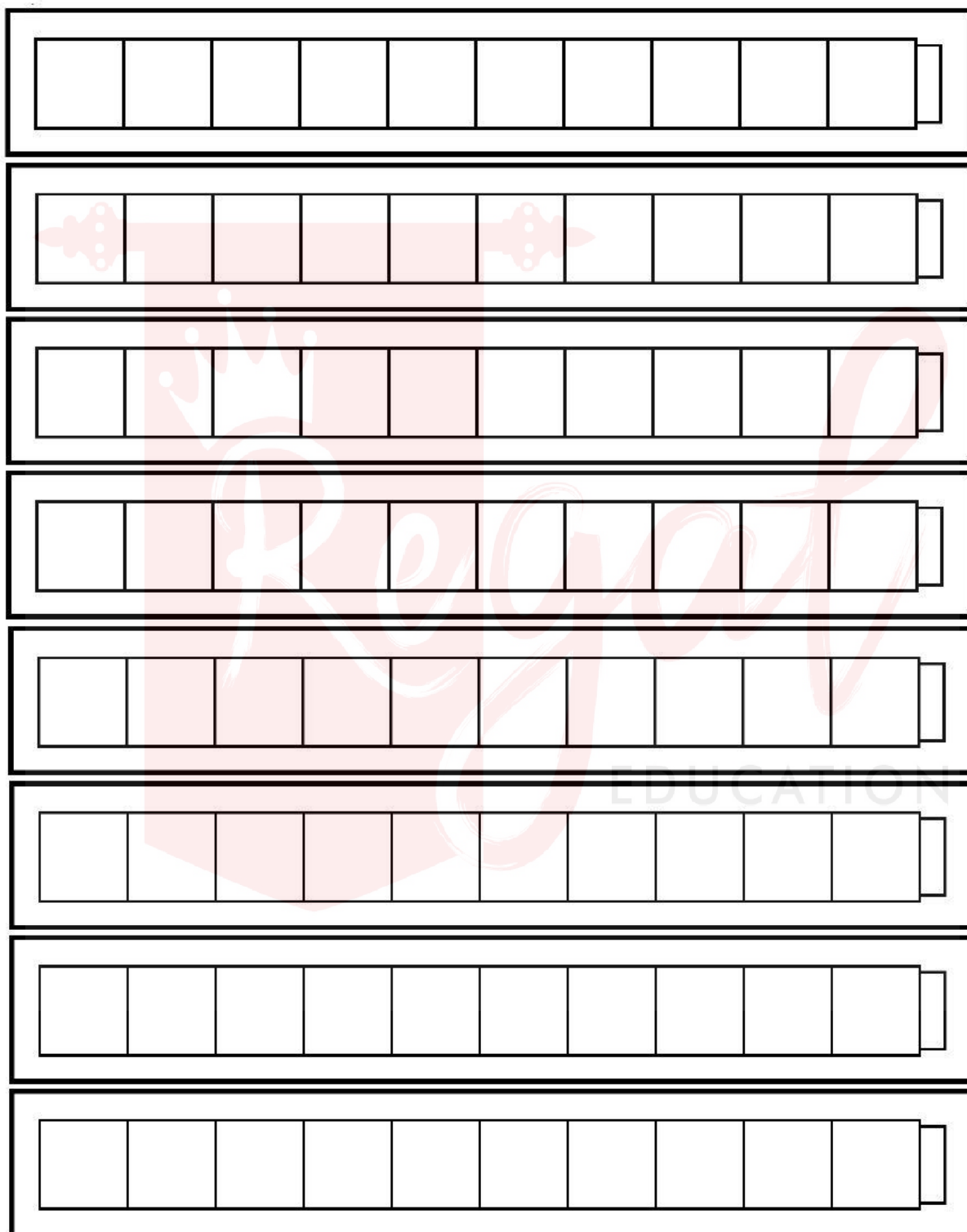
Cut out and play with multilink cubes. Color them.

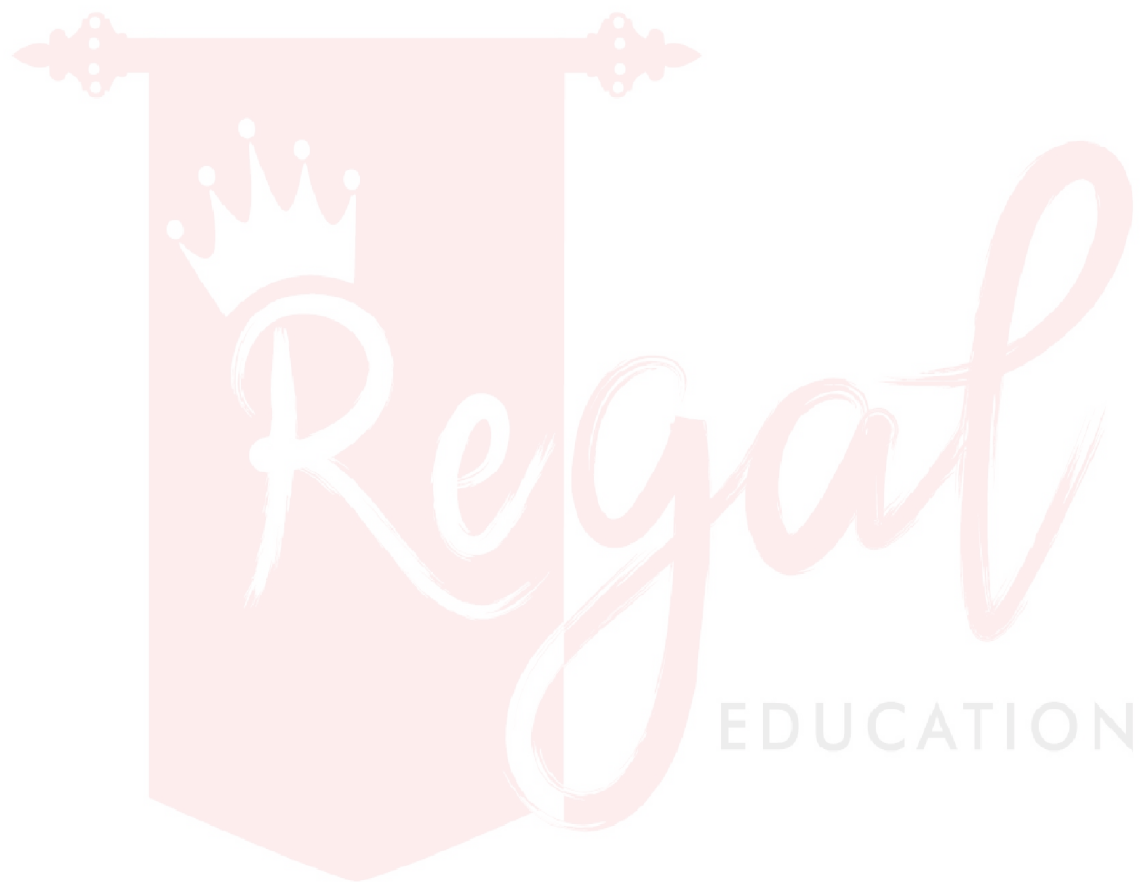
Unit 1

Copy the towers you see in this picture with the multilink cubes you cut out. Create your own towers.



Cut the cubes out. You can cut them out individually or as pairs and towers.





10

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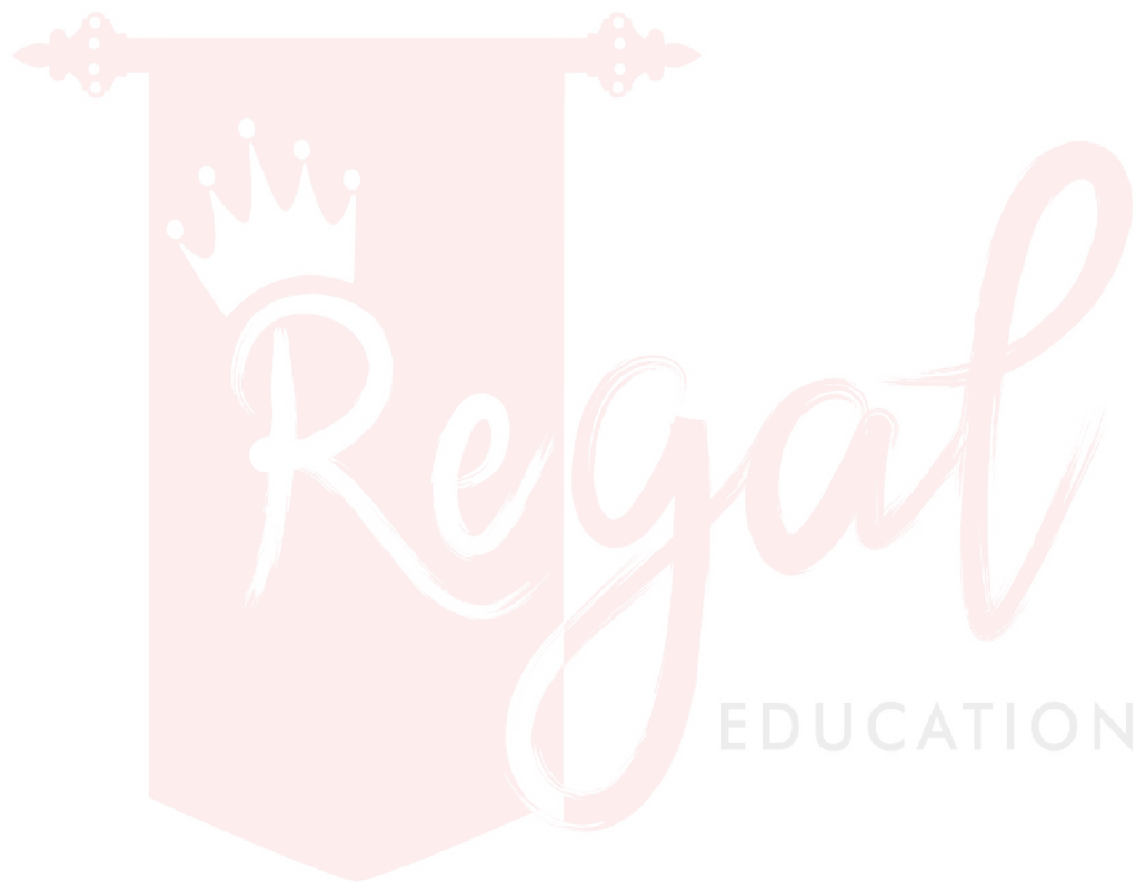
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Let's Do Mathematics

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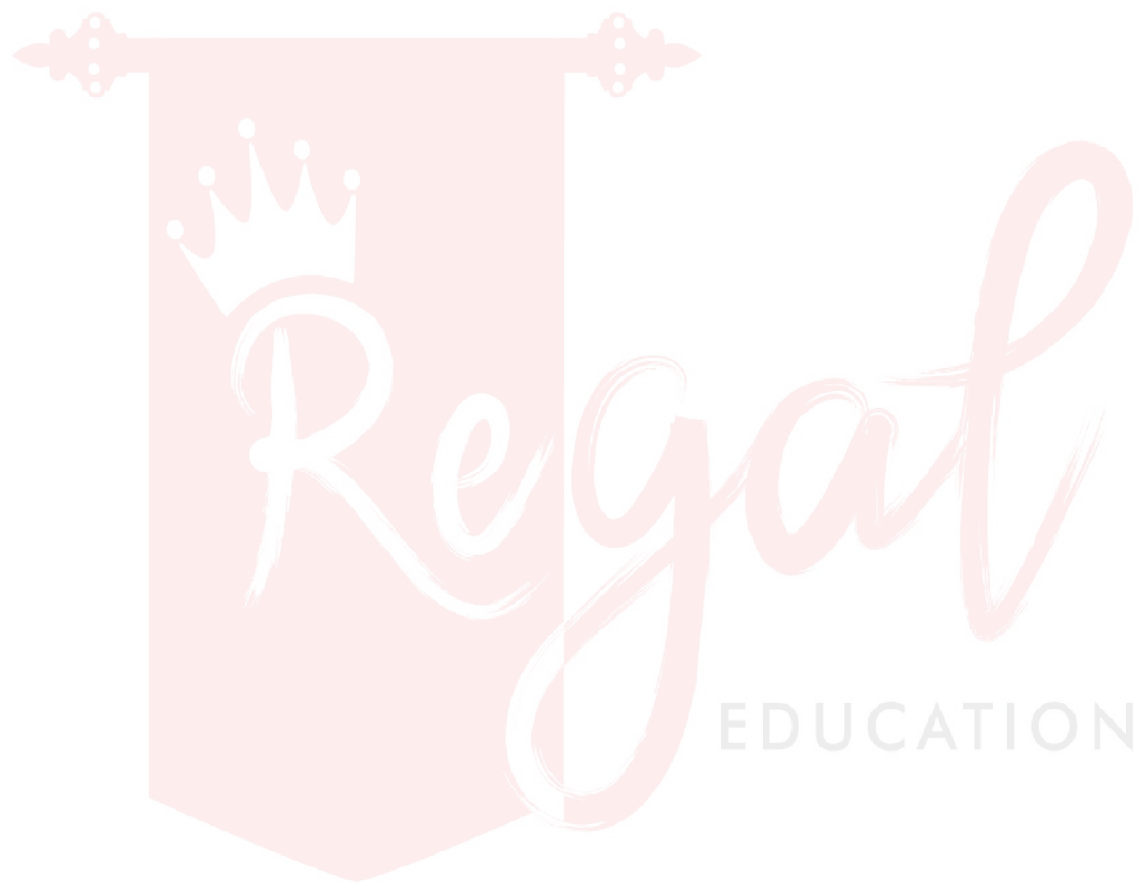
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Let's Do Mathematics

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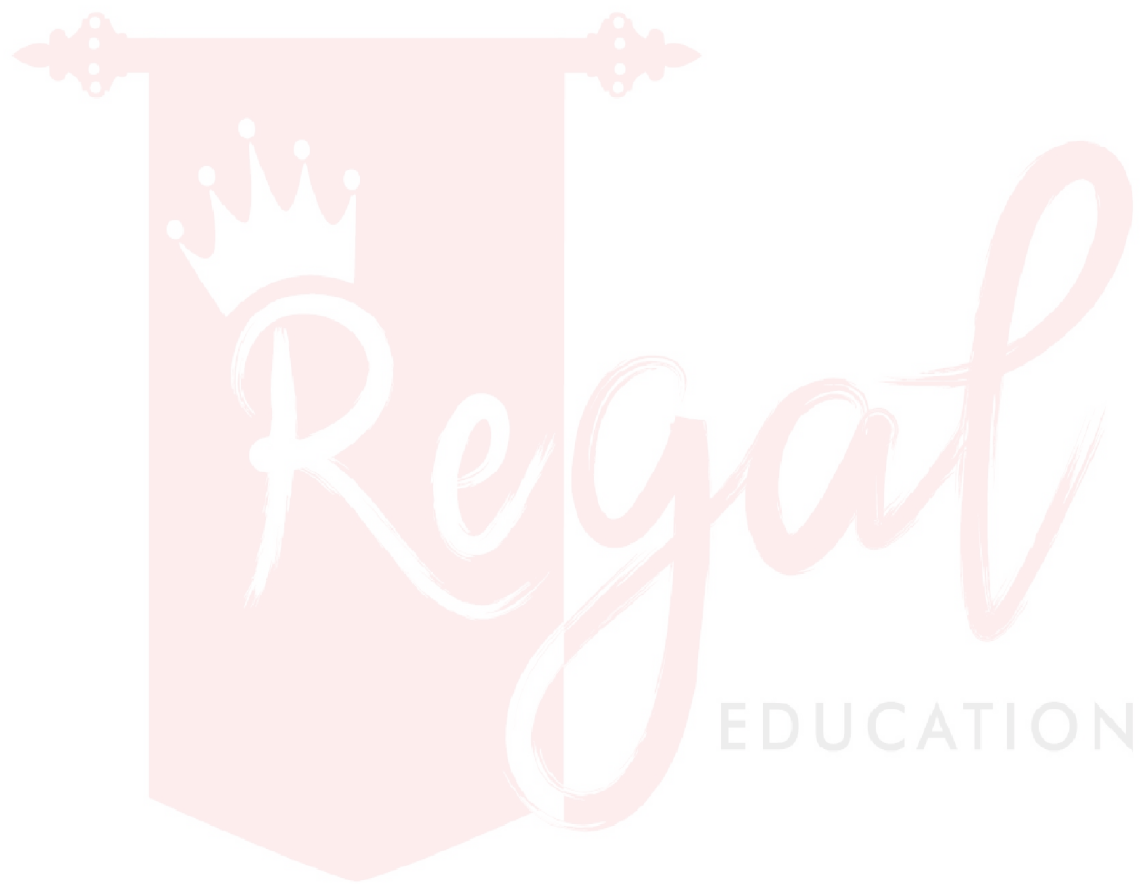
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Let's Do Mathematics

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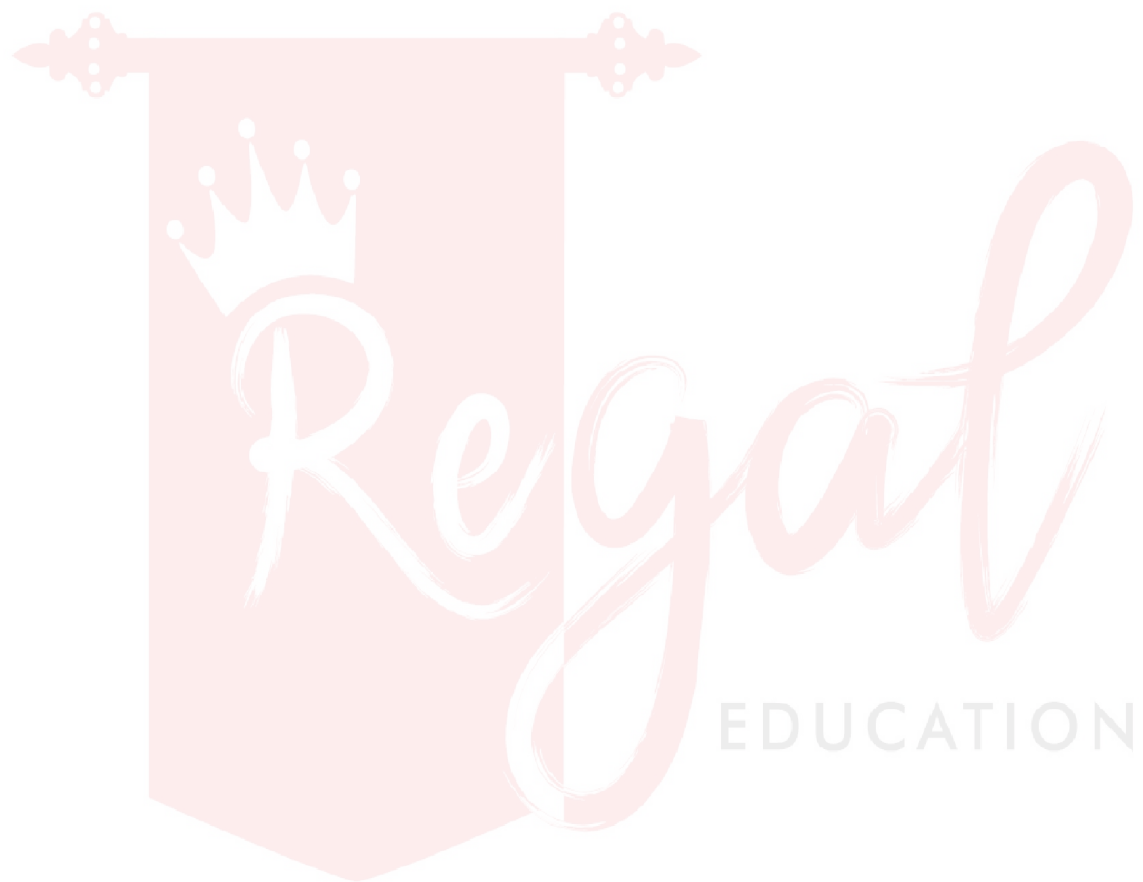
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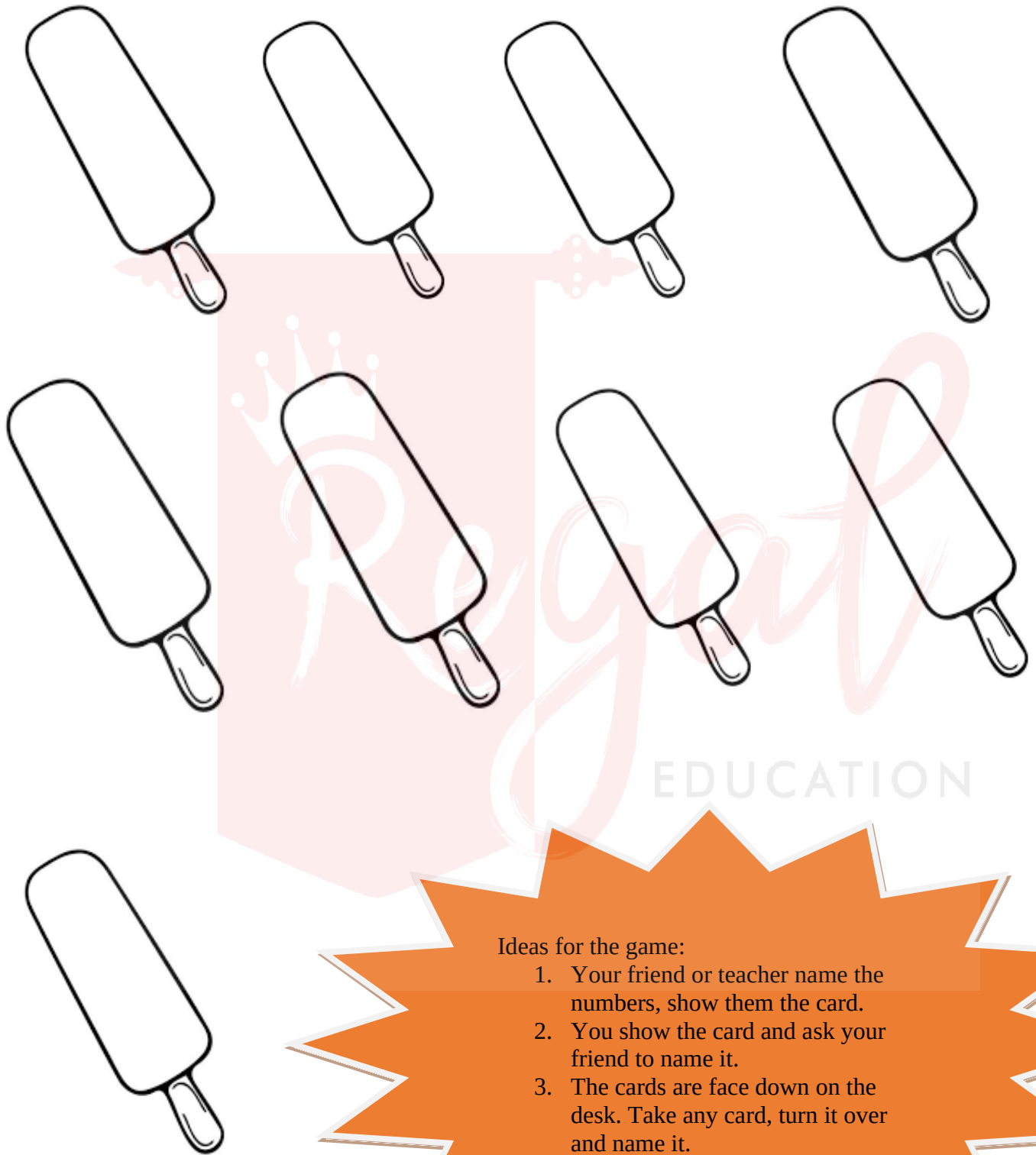
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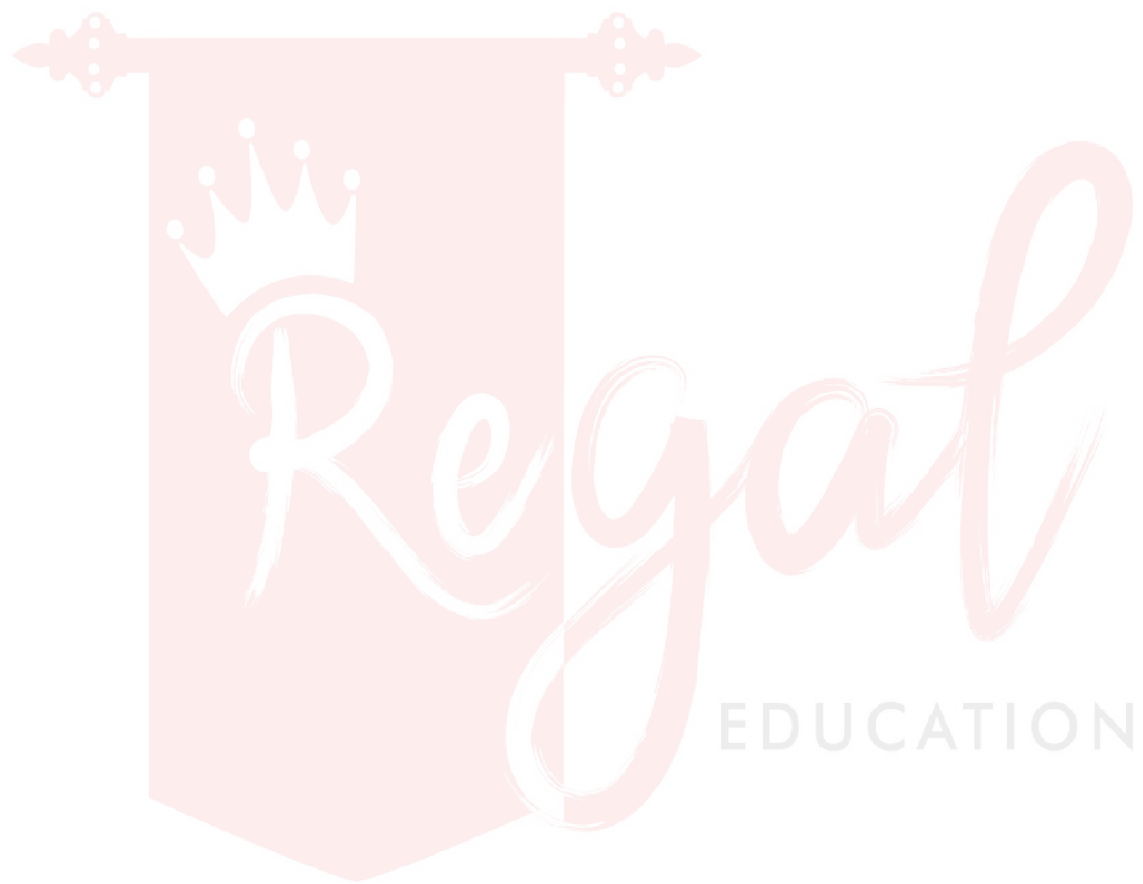
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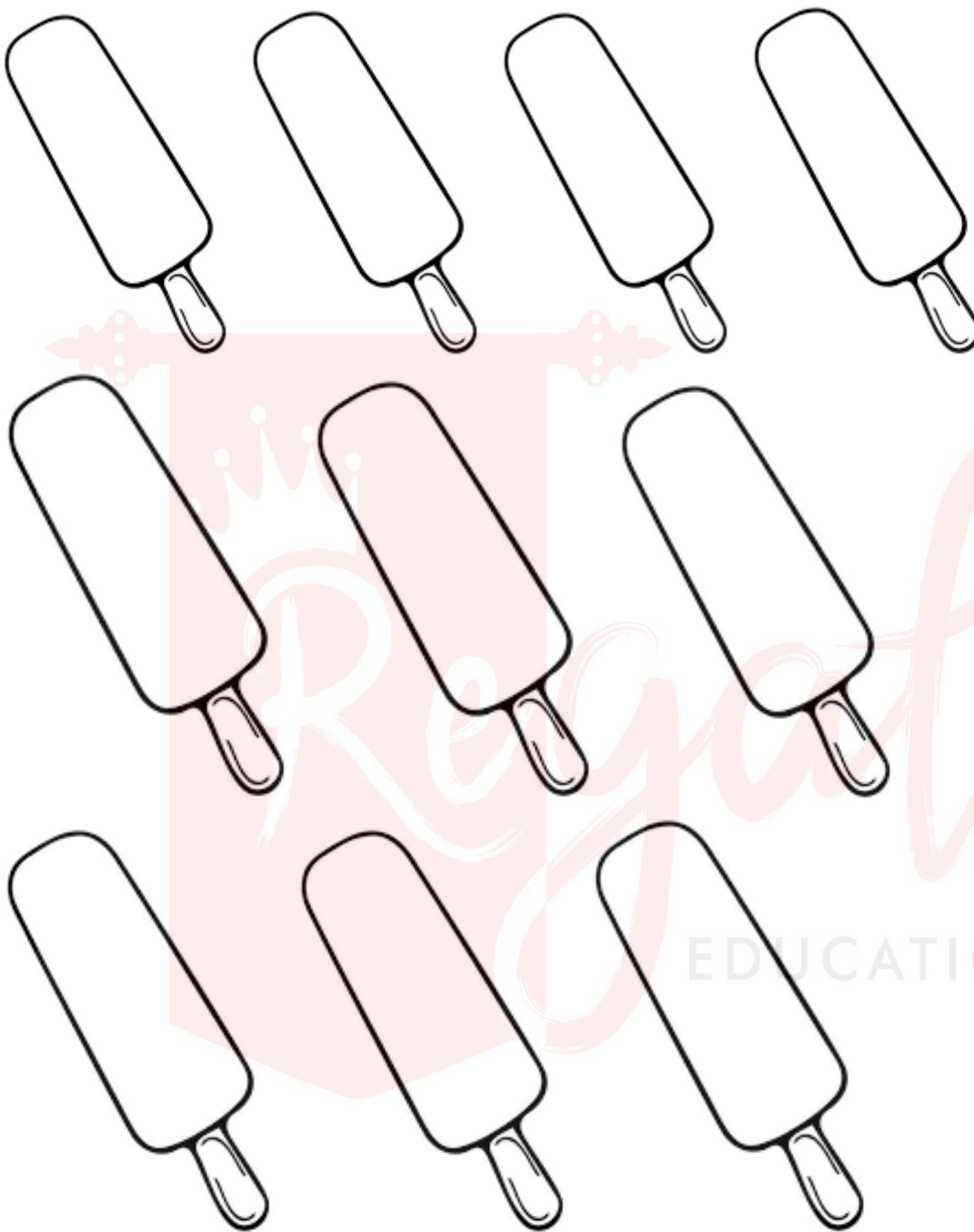


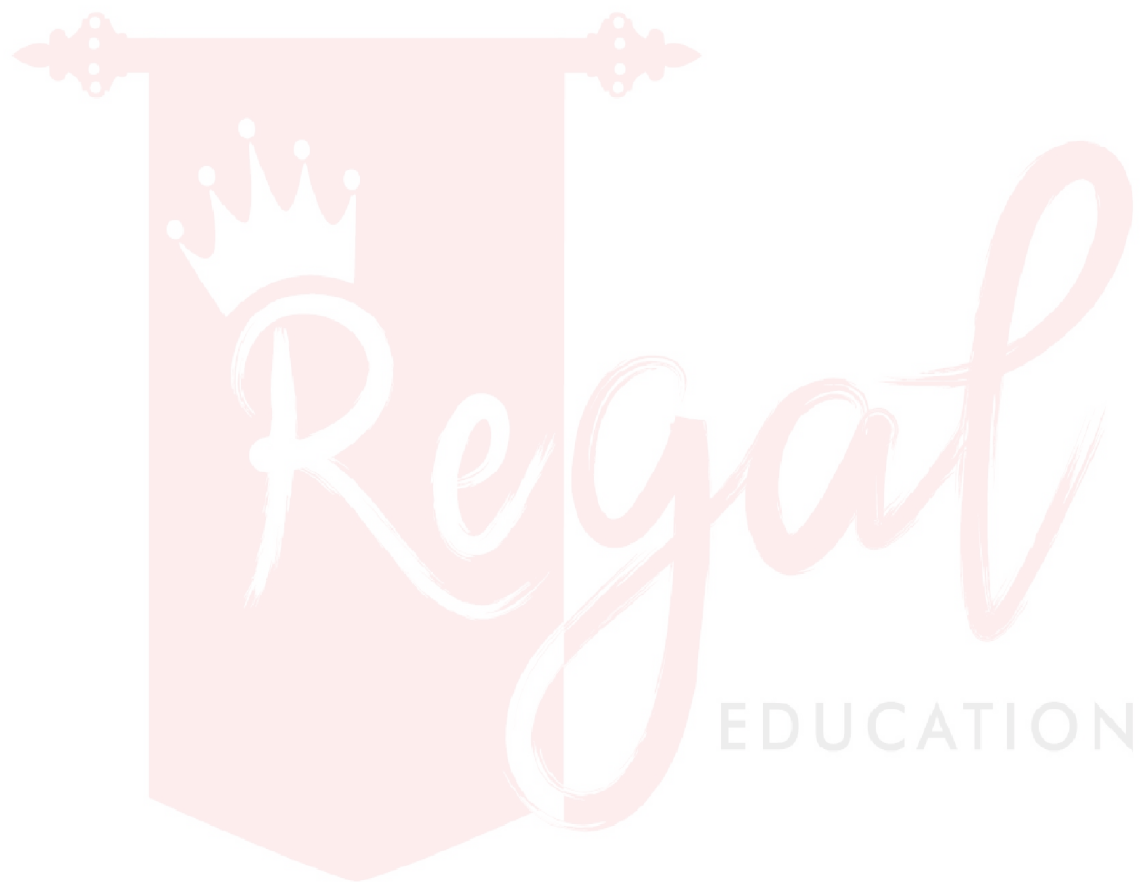
Cut out, color, and add a number. Play with Numeral Cards.





Cut out, color, and add a number. Play with Numeral Cards





Cut out and play with Vocabulary Cards.

Do you
remember
all the
words?

PART

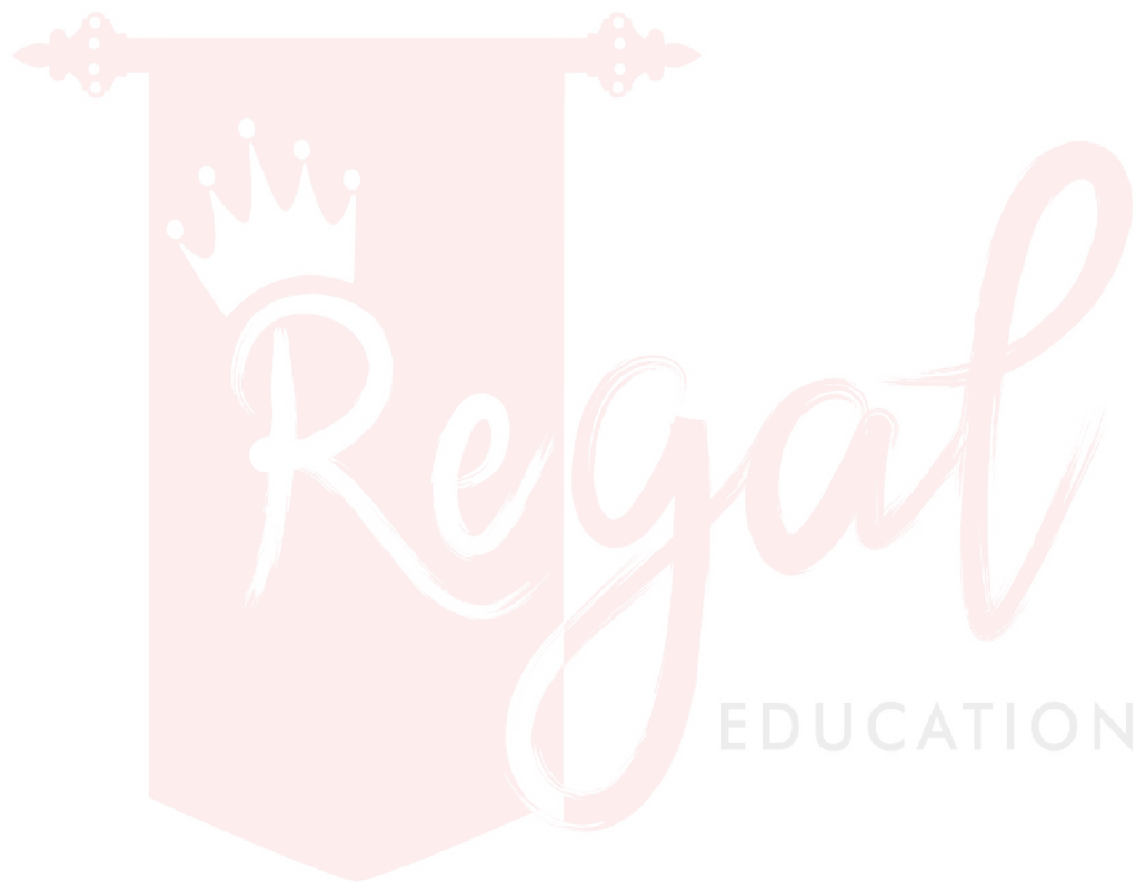
WHOLE

NUMBER

BOND

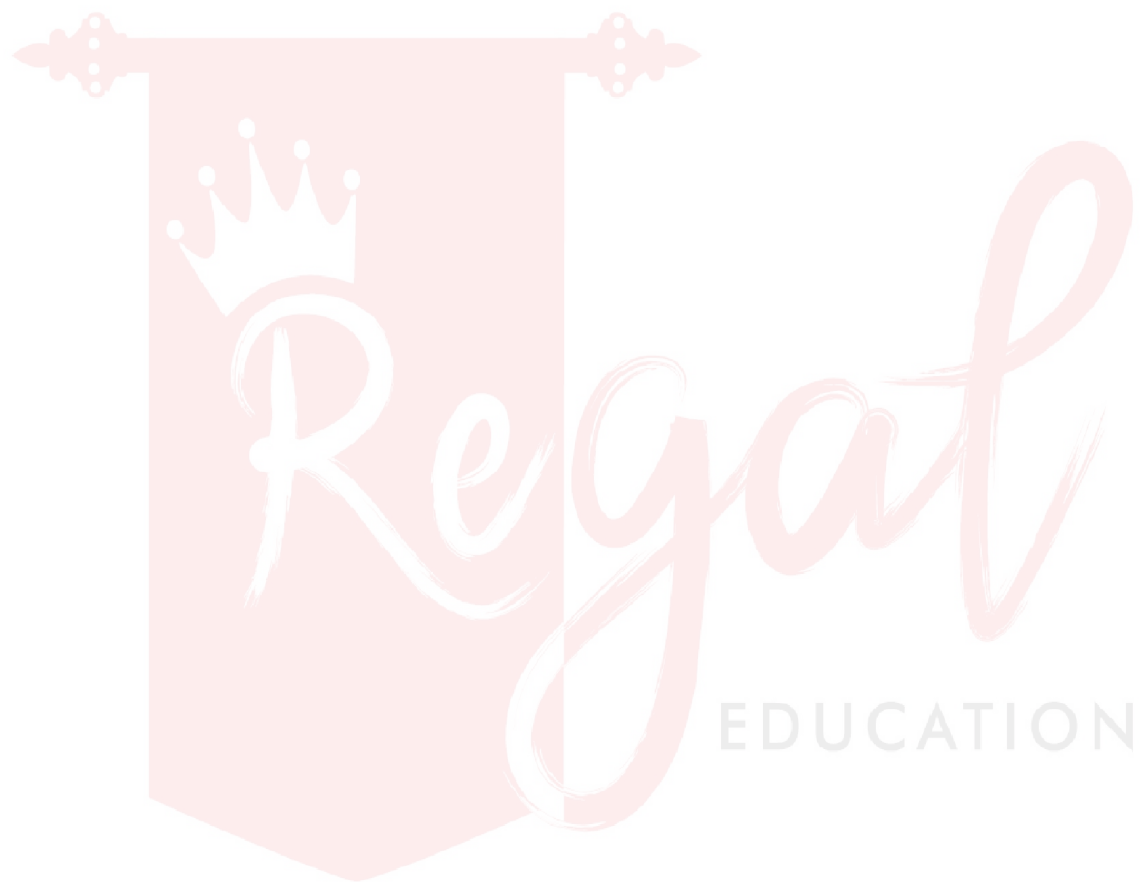
STORY

ADD



Create your own vocabulary cards.





Glue an envelope for the cut-outs and flashcards here.



Unit 2

Cut out and play with multilink cubes (on the other page). Color them.

Sophie left you some tasks. Do them with the help of your multilink cubes.

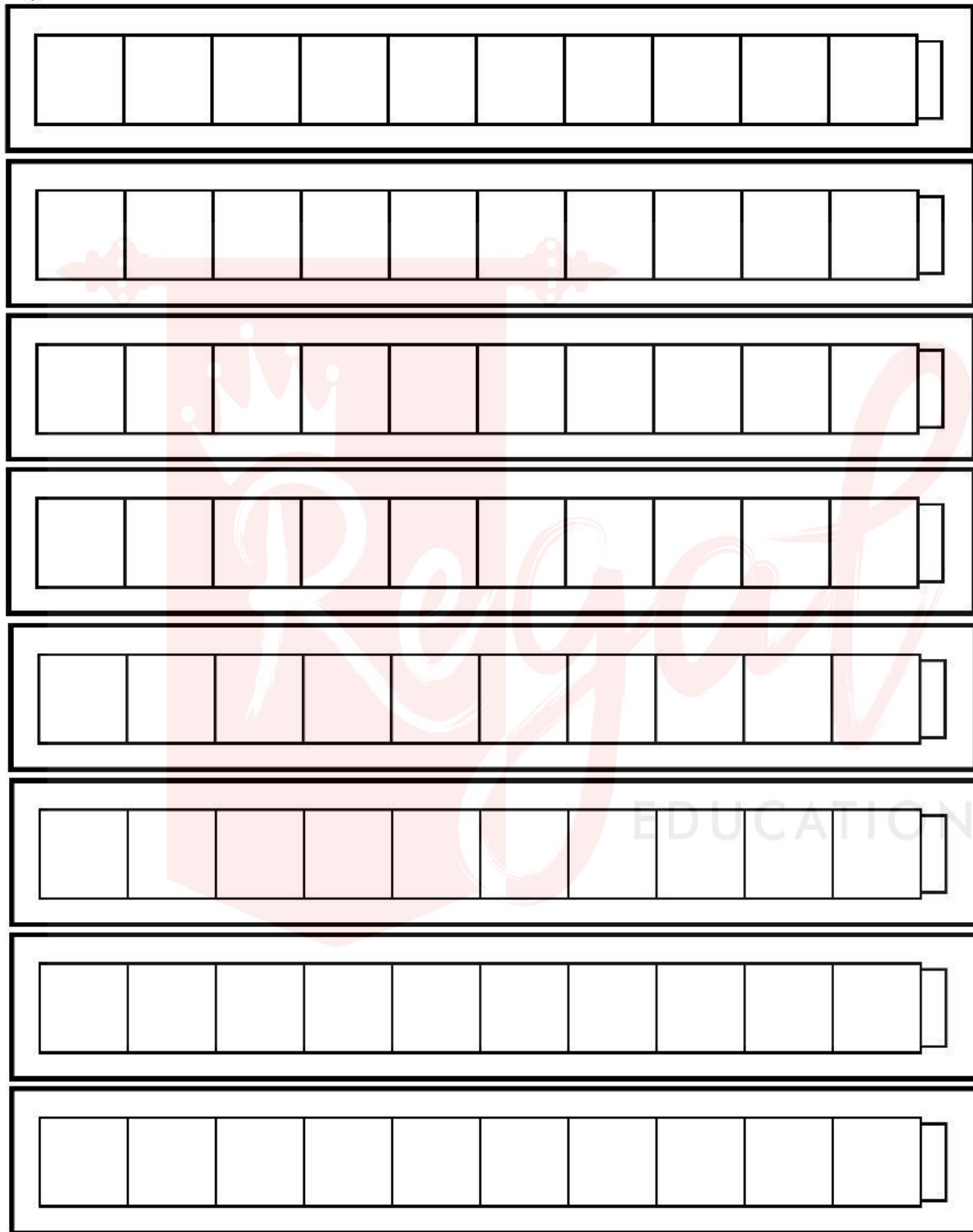
5		+	3		=	__
4		+	9		=	__
1		+	6		=	__
2		+	7		=	__
6		+	6		=	__
3		+	4		=	__
7		+	9		=	__
2		+	2		=	__

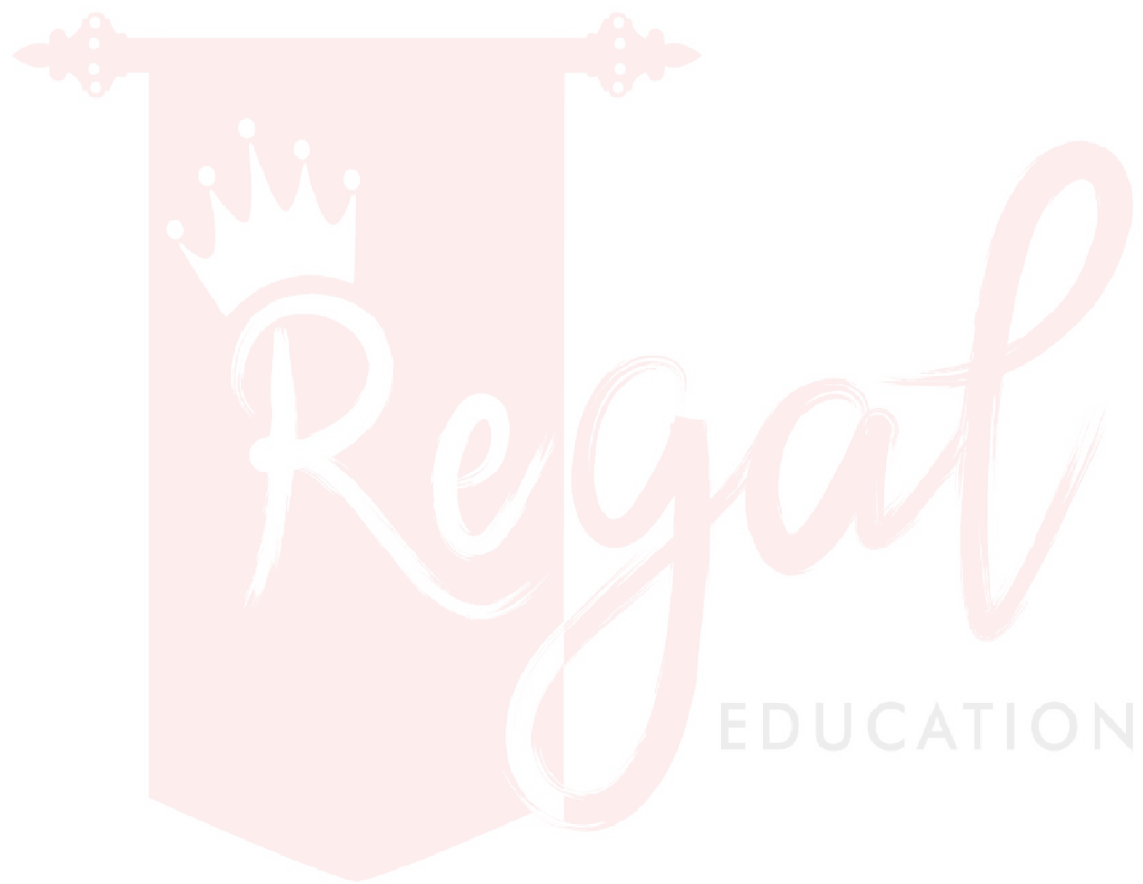
4		+	4		=	__
6		+	5		=	__
3		+	2		=	__
8		+	6		=	__

EDUCATION



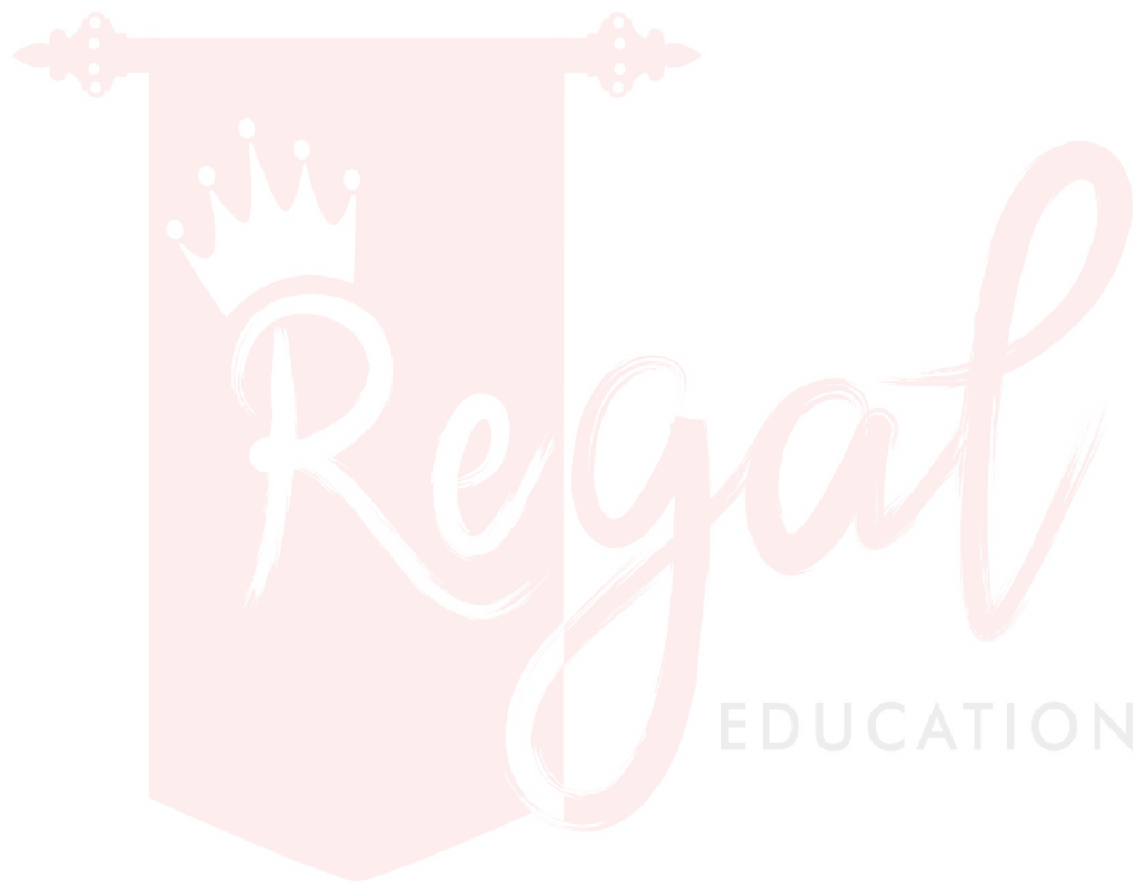
Cut the cubes out. You can cut them out individually or as pairs and towers.





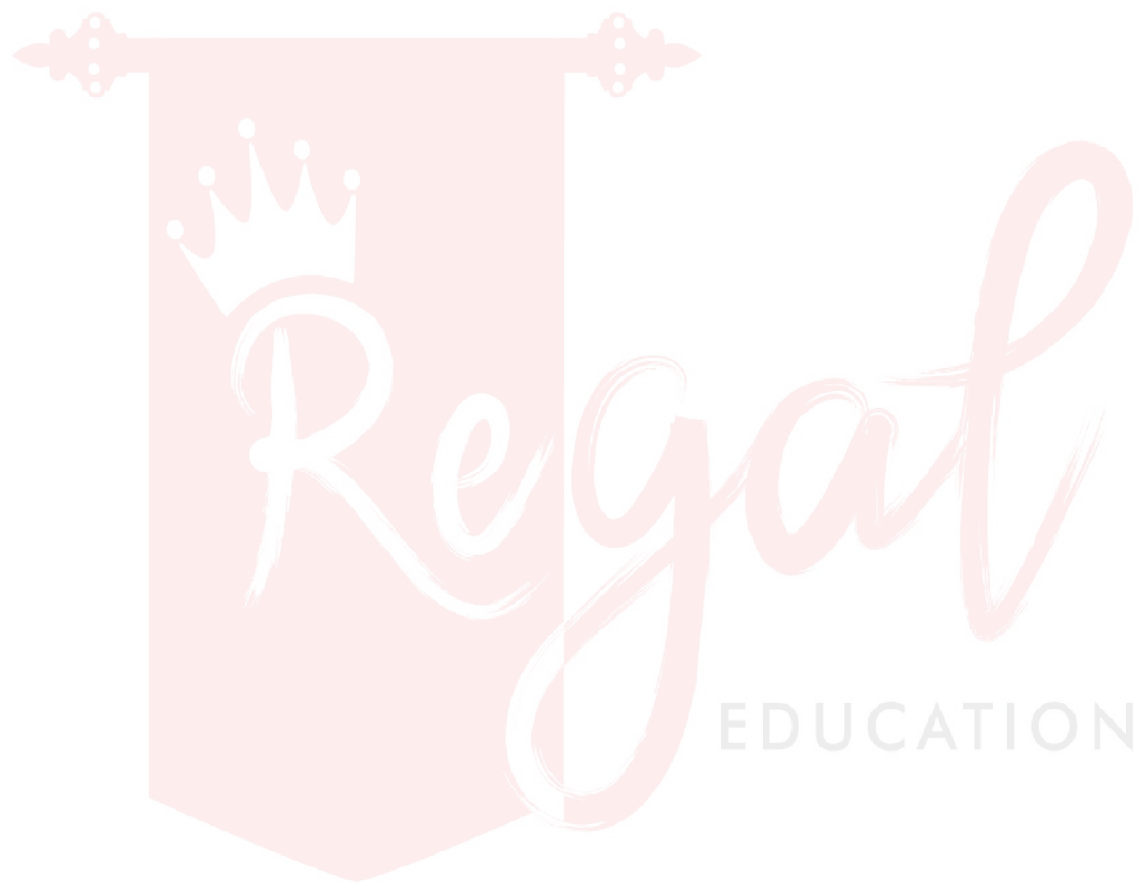






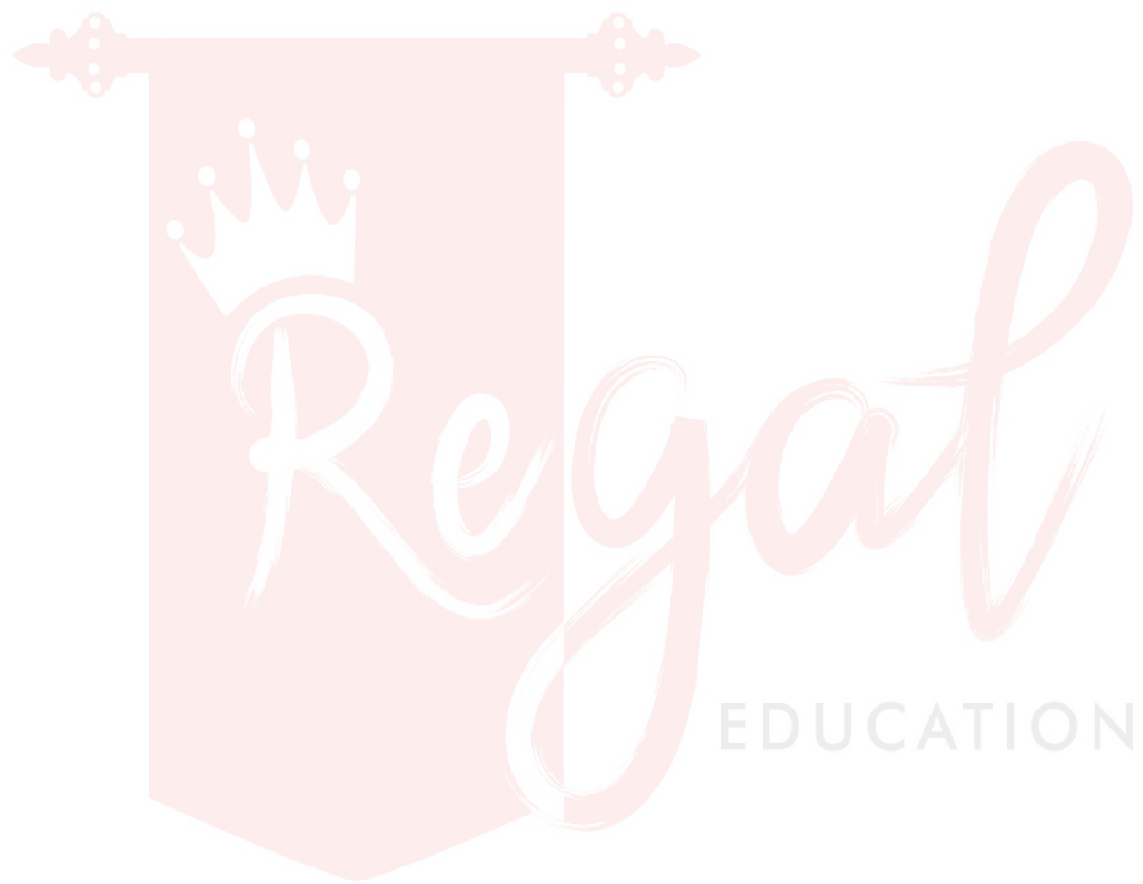












Cut out and play with Numeral Cards and Picture Cards.

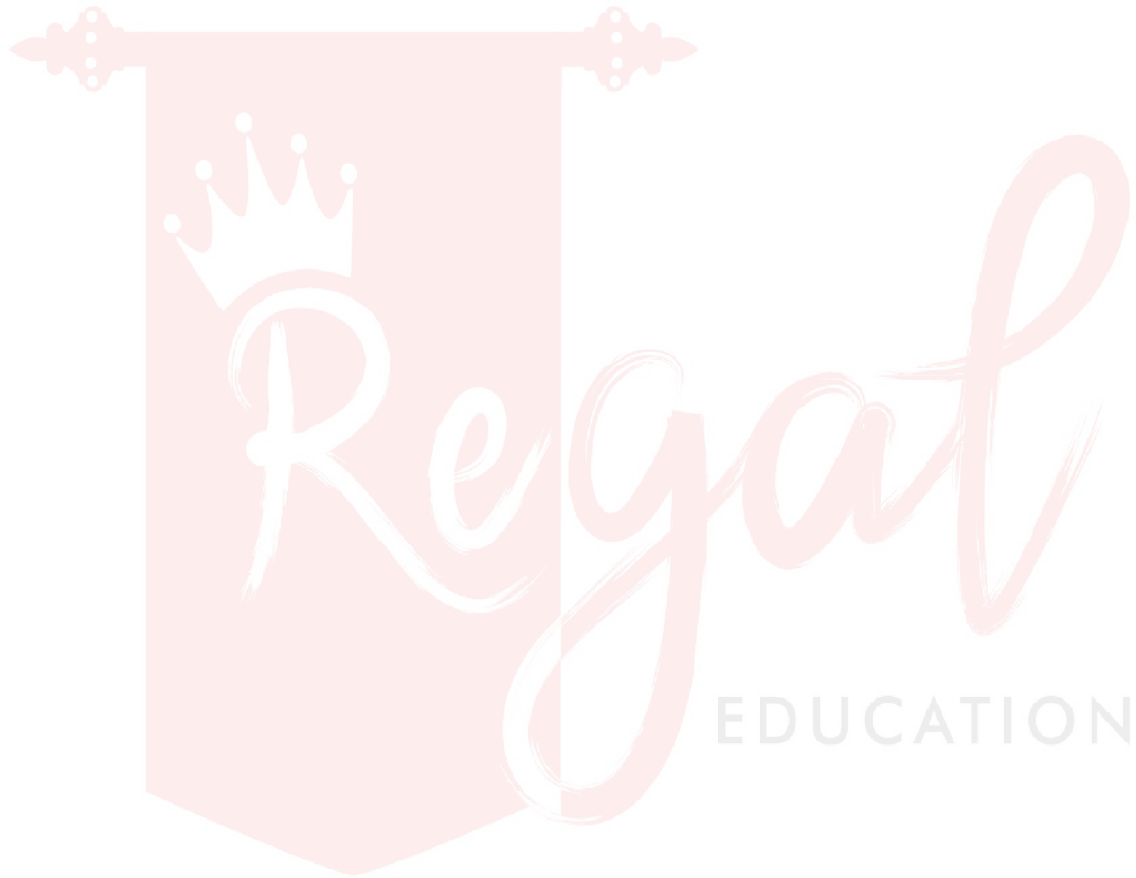
Ideas for a game.



- 1- Show your friend a card. Ask them to name the number.
- 2- Show your friend a card. Ask them to count the pictures.
- 3- Show your friend a card. Ask them to count the pictures backward.
- 4- Place the cards face down. Each of your friends get a card, show it to everyone else, and name it. The one who makes most mistakes, loses.
- 5- Shuffle the cards on the desk. Re-arrange the cards from the lowest to the highest number.
- 6- Shuffle the cards on the desk. Re-arrange the cards from the highest to the lowest number.
- 7- Match the picture card with the number of multilink cubes.

8- Play the addition game. Cards are face down on the desk. Pick cards randomly and add them all together. Use multilink cubes to help you.

9- Create your own game and write down the rules.



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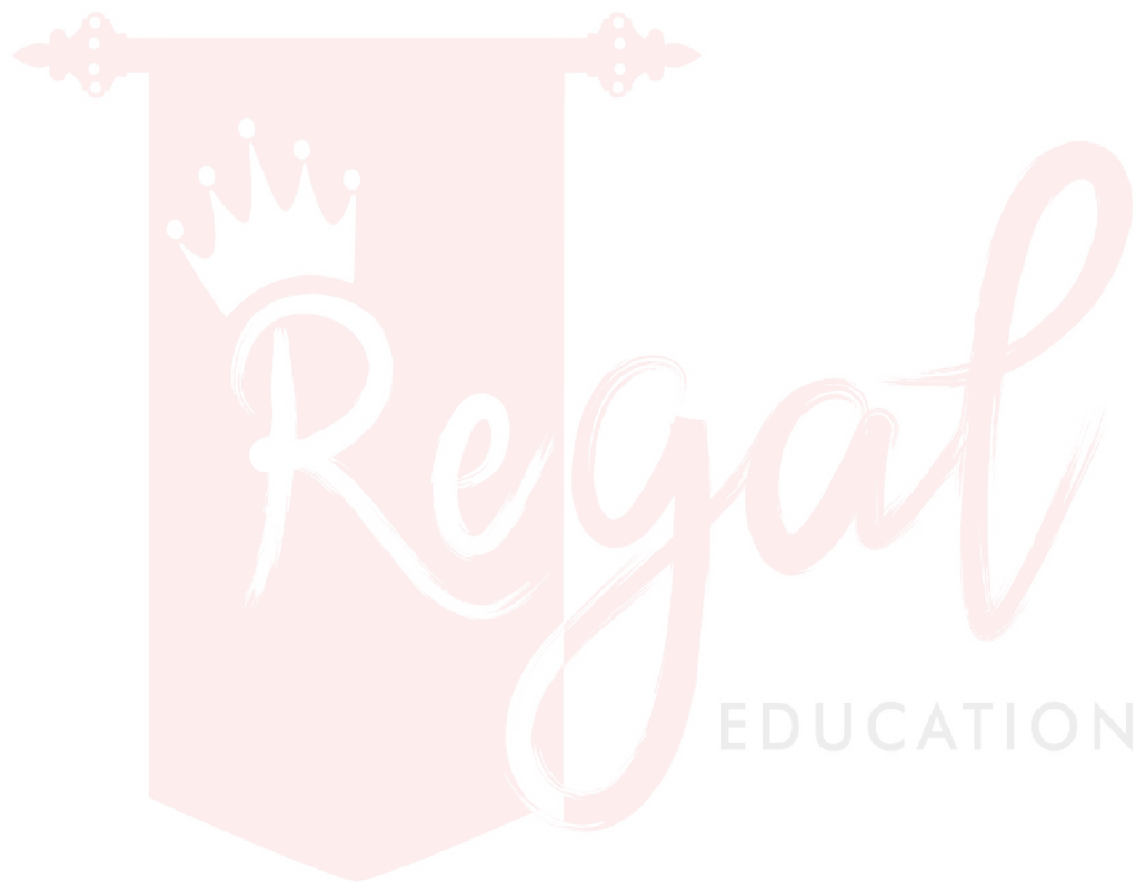
16

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18

19

20



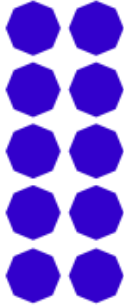
5 five 

4 four 

3 three 

2 two 

1 one 

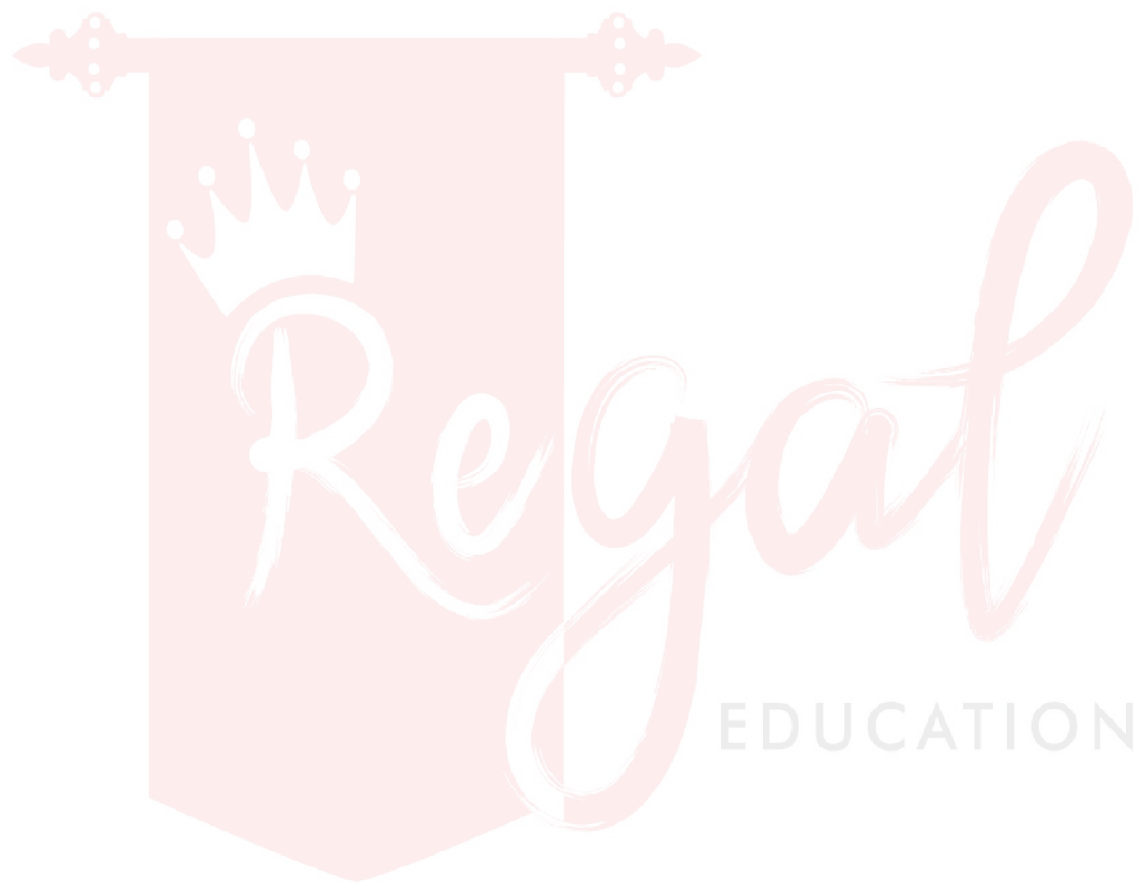
10 teen 

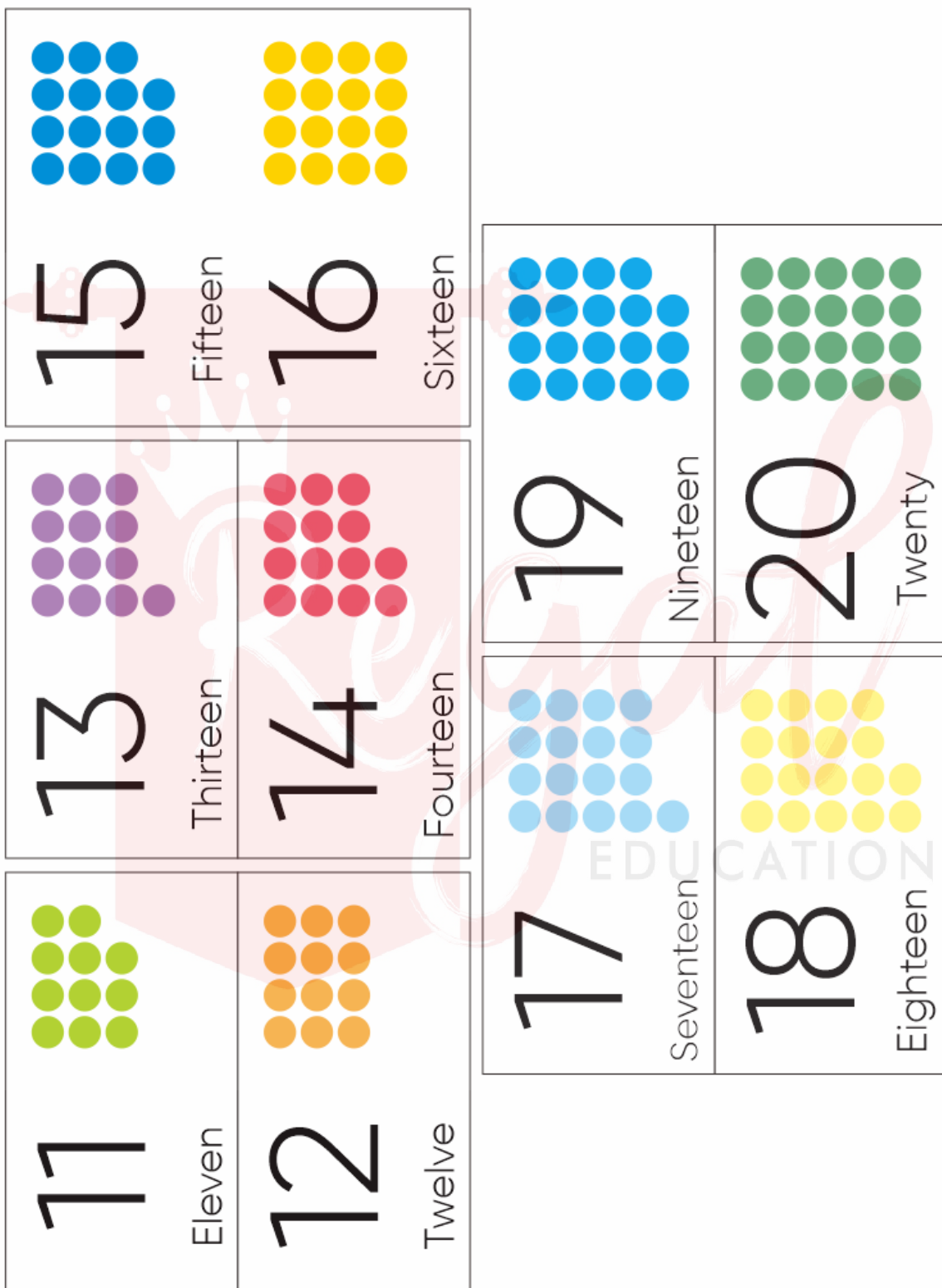
9 nine 

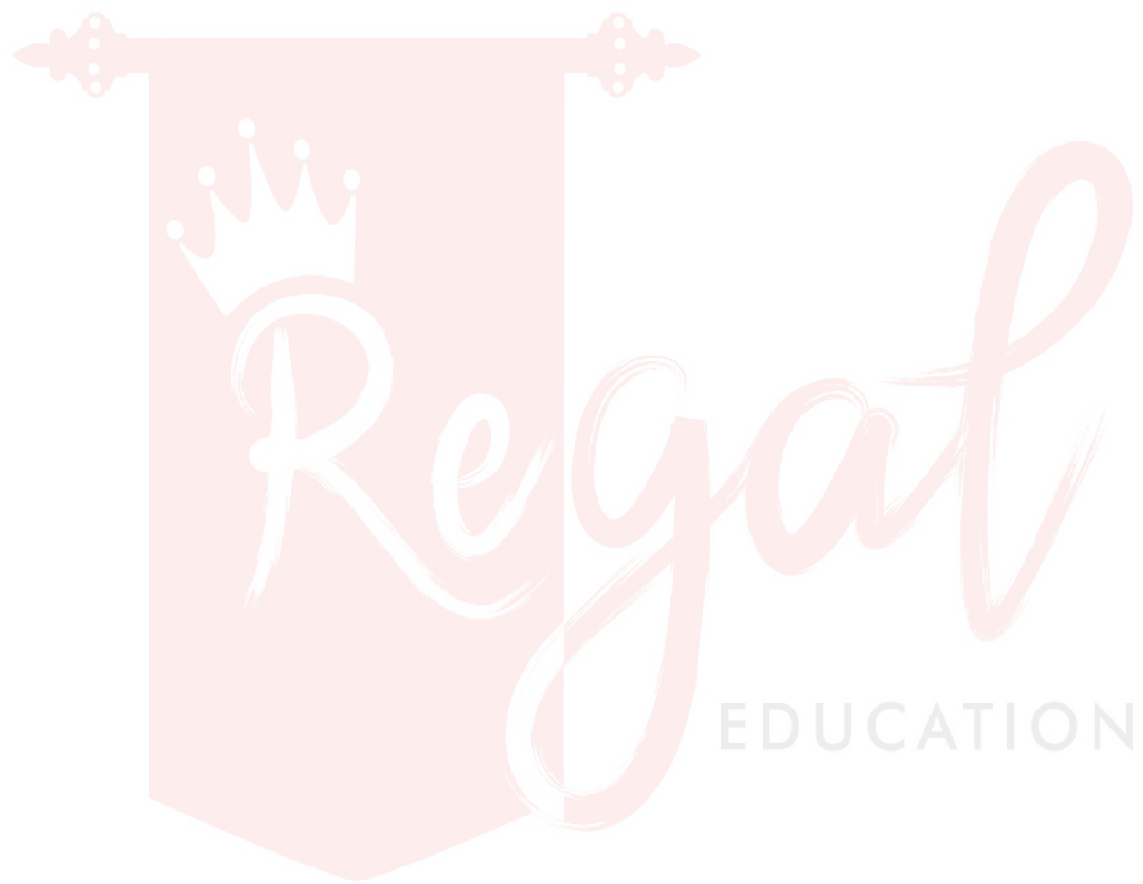
8 eight 

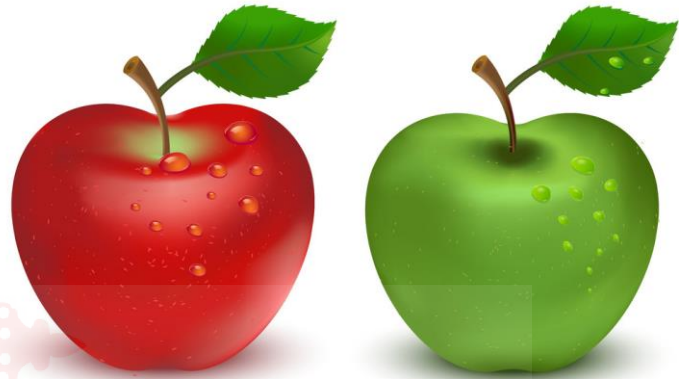
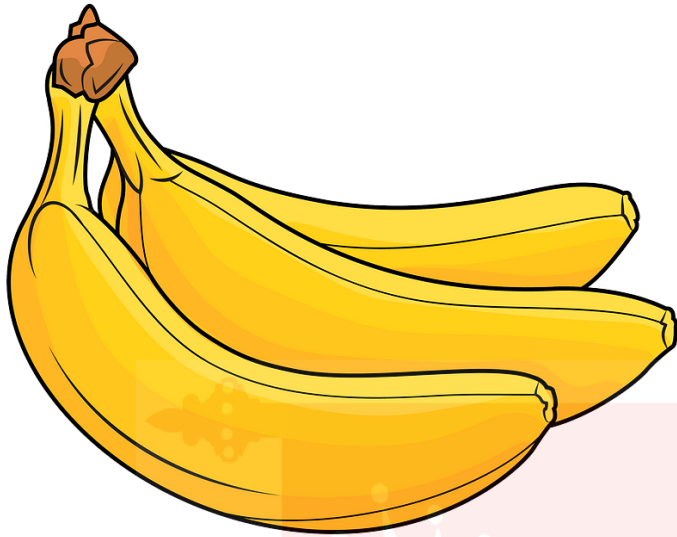
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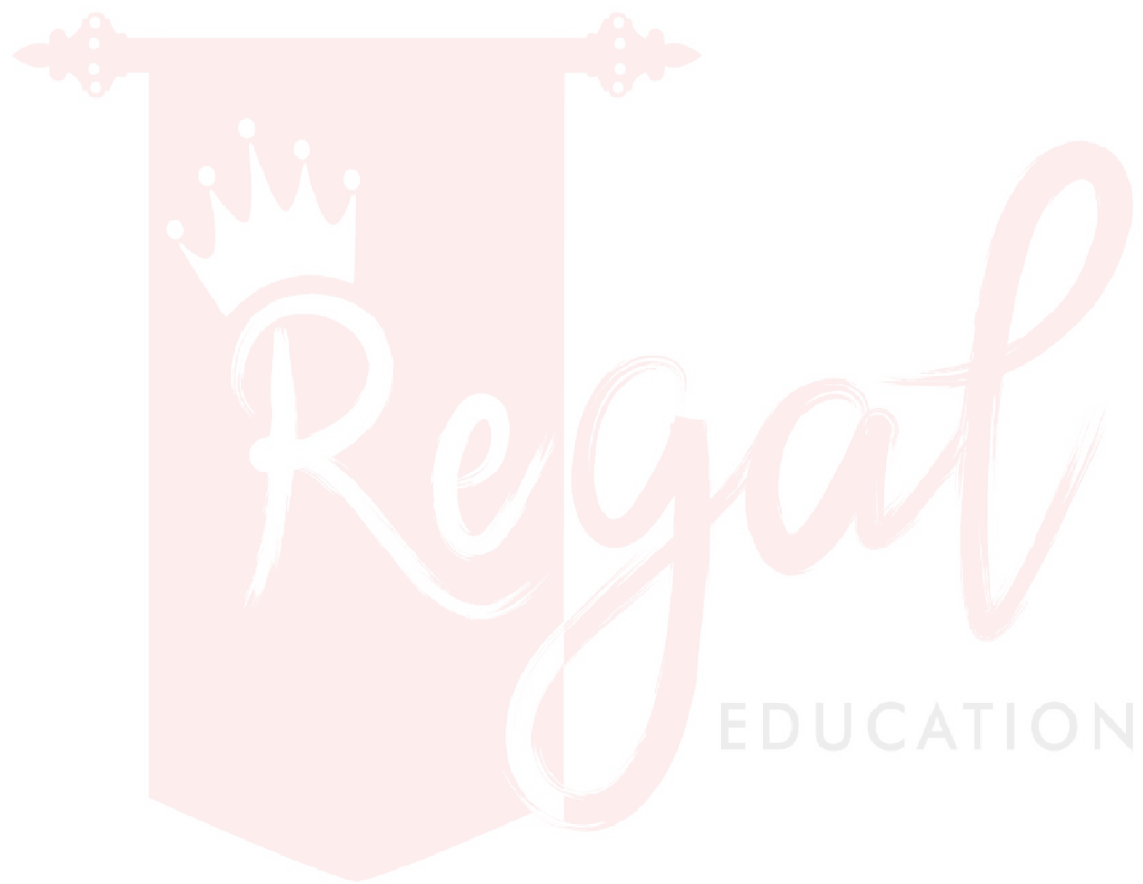
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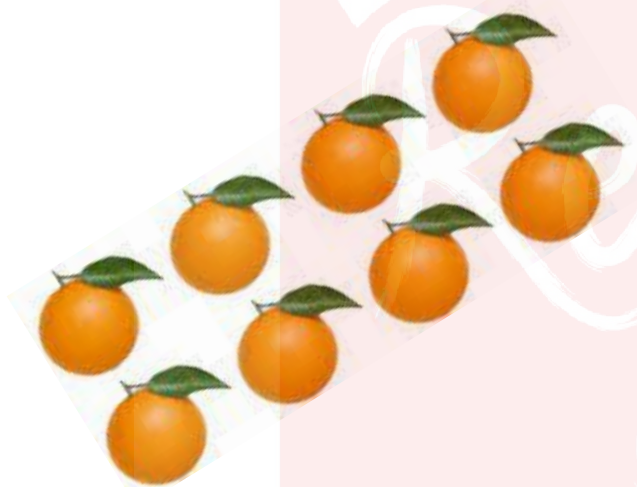
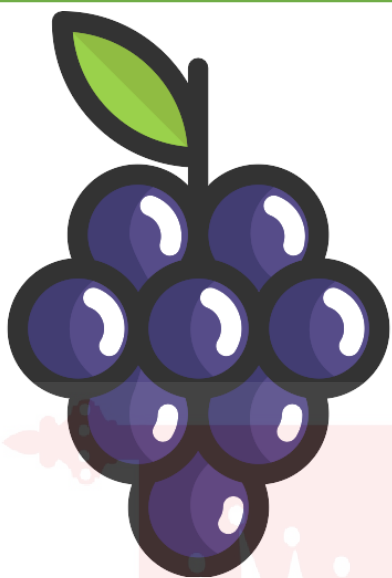


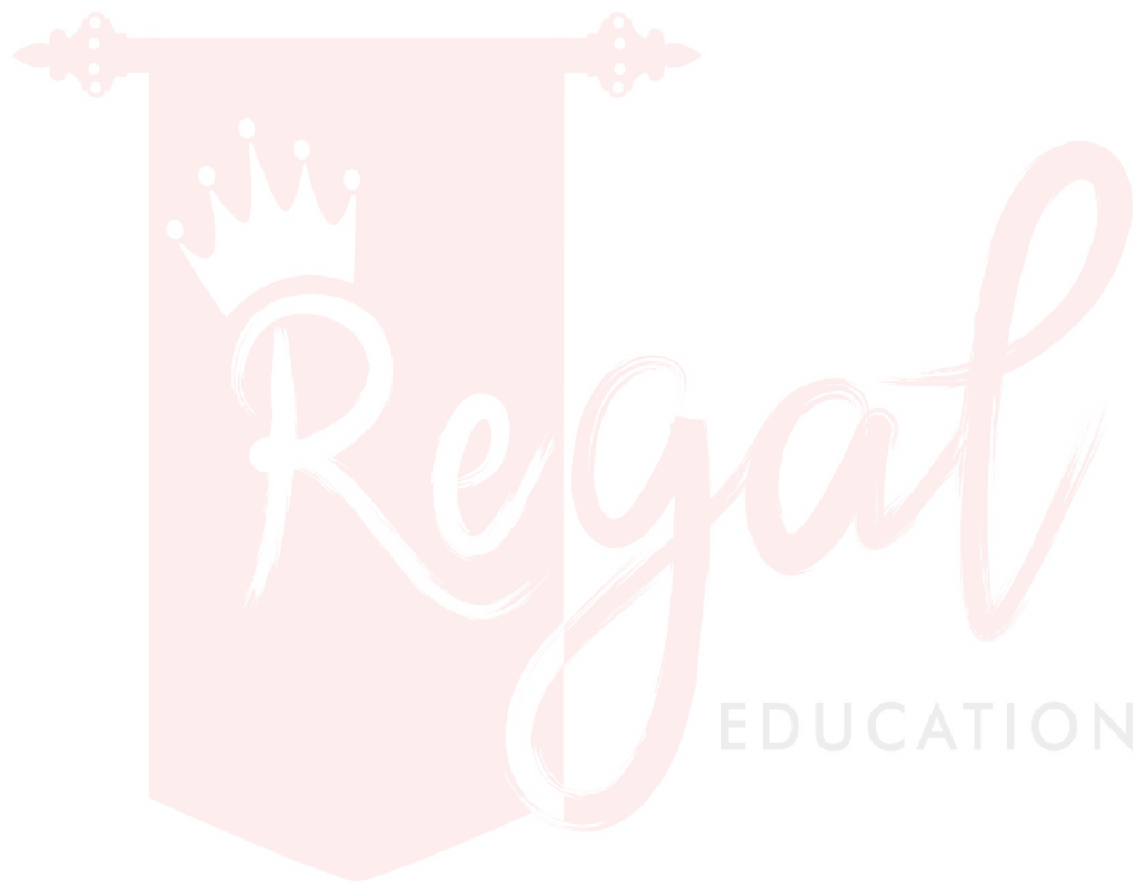












Cut out and play with vocabulary cards.

PART

WHOLE

ADD

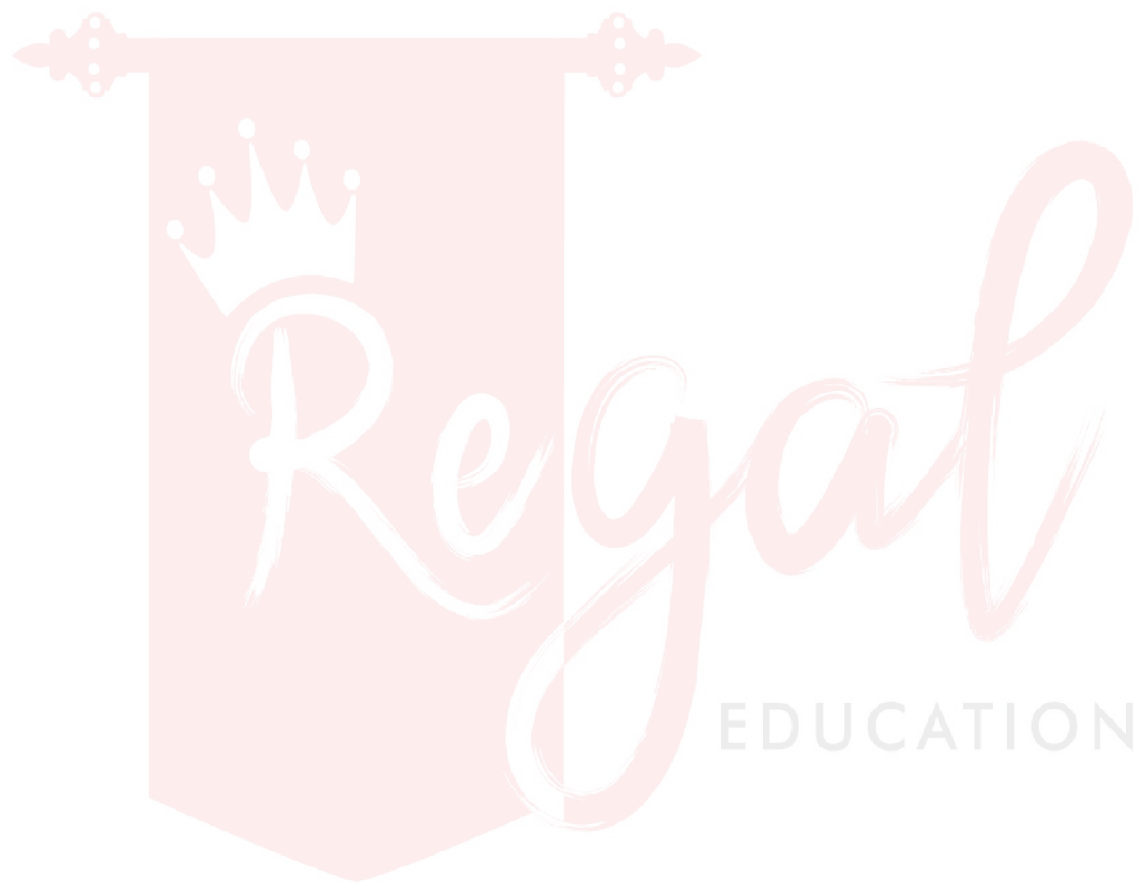
PLUS

EQUAL

ADDITION
EQUATION

COUNTING
ON

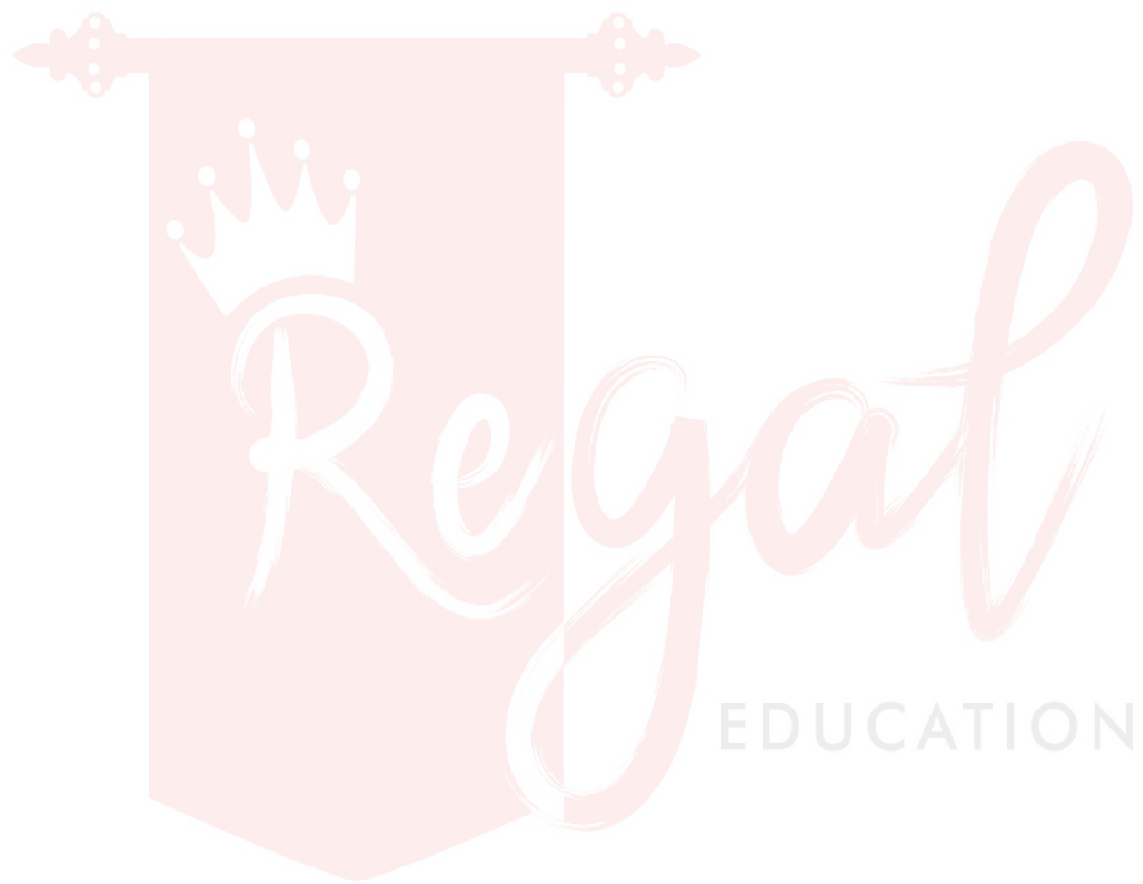
PUTTING
TOGETHER



NUMBER BONDS

+

=



Let's Play Dominoes.

Scan the QR code to check the rules.

Read the rules and cut out the tiles.

Play with your friends, parents, teachers.



How To Play Dominoes?

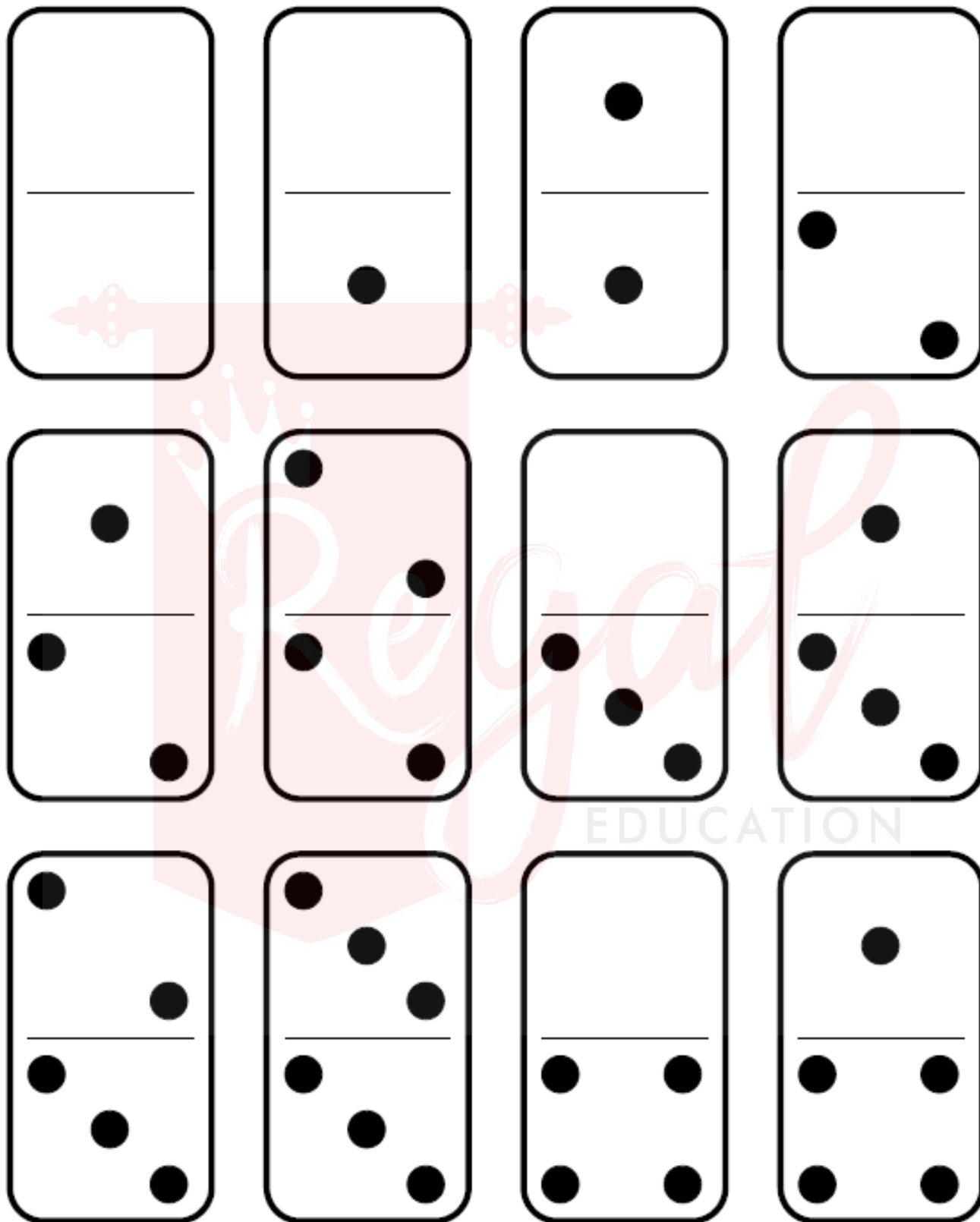
There are various ways to play dominoes. Here is a simple set of rules for dominoes.

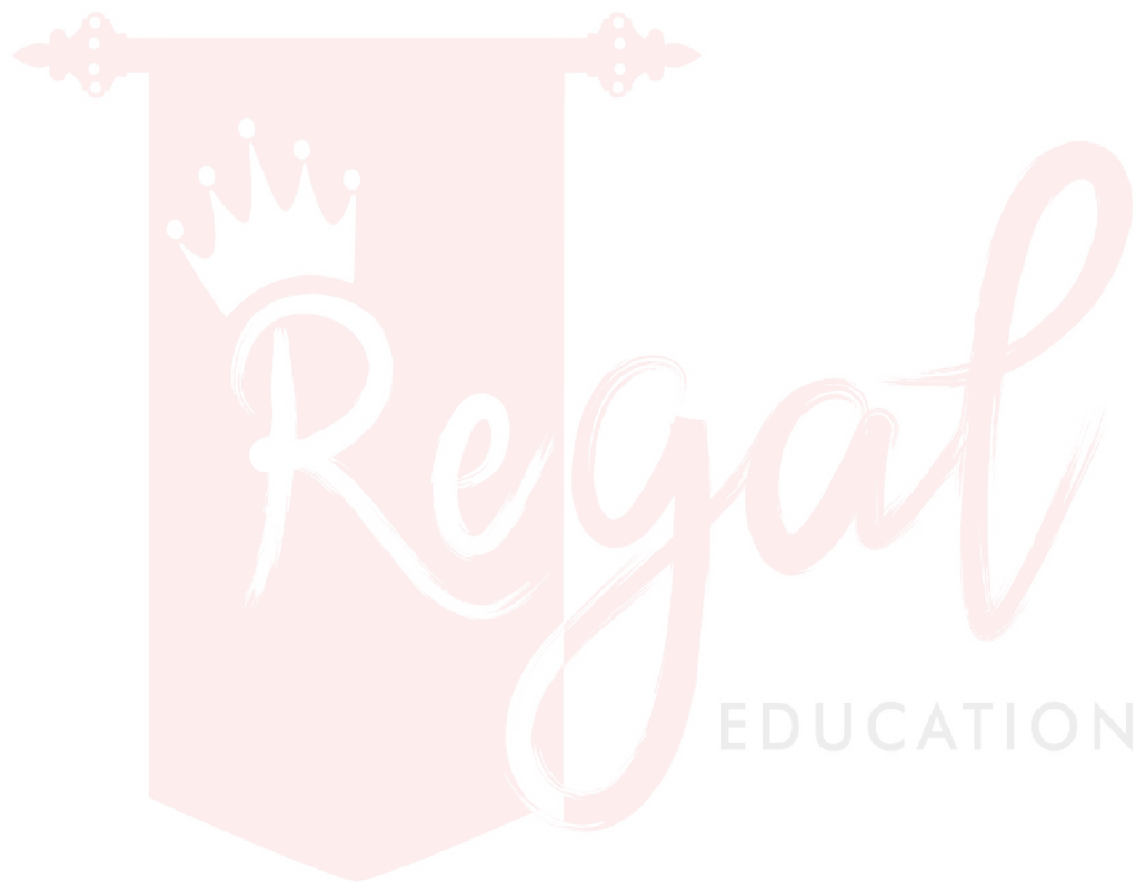
- **Cut out the dominoes (next pages).**
- **Put the dominoes face down and shuffle them.**
- **If there are 2 players, each player will take 7 dominoes.**
- **If there are more than 2 players, each player must choose 5 dominoes.**
- **Each player must hold the dominoes in such a way that its face is hidden from the other players.**
- **The first player will choose a domino and place it down on the table. Count the dots on each end of the domino aloud.**
- **Now, the next player will choose a domino from his hand that is like at least one end of the domino at the table. The player can lay**

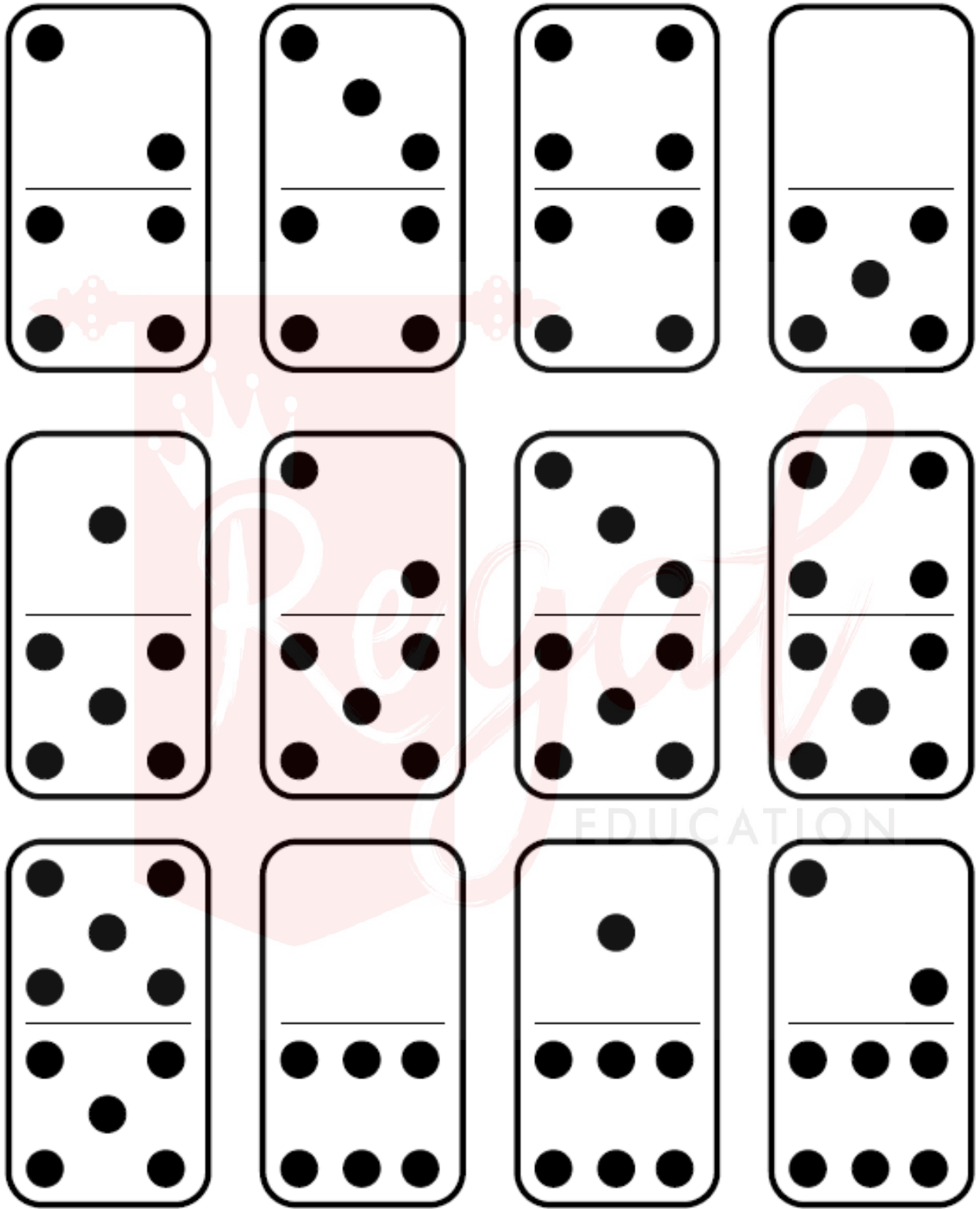
the chosen domino end-to-end or at right angles (the joined sides must match). Each player must follow this when it's their turn.

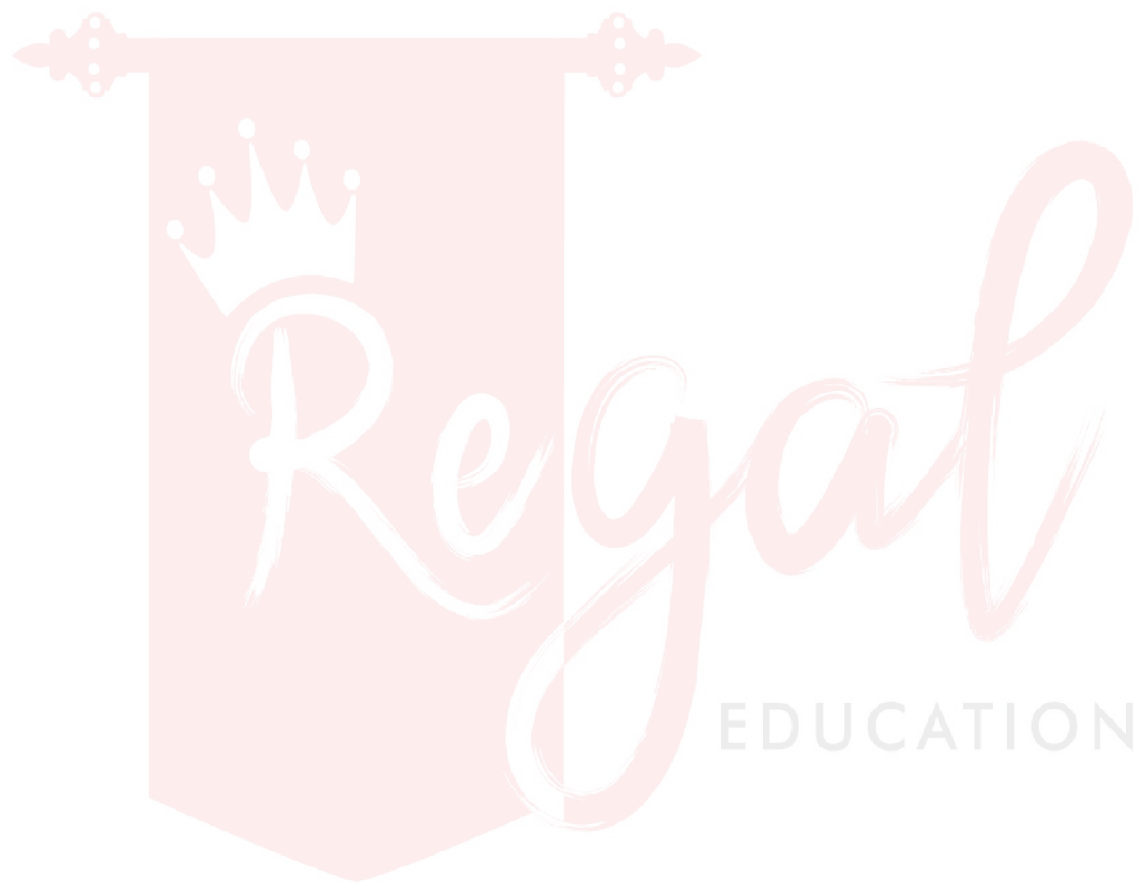
- If a player has no matching domino that can be played, he must pick a domino from the draw pile. If there is no domino left in the draw pile, the player must pass without making any move.**
- Keep playing rounds.**

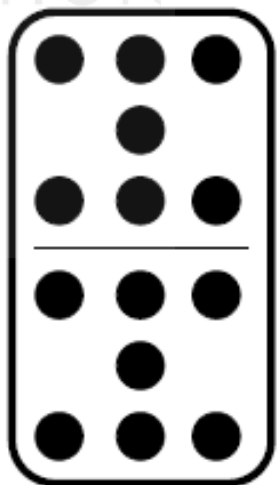
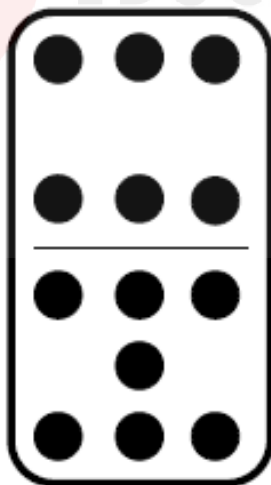
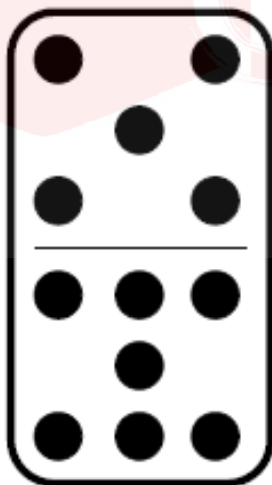
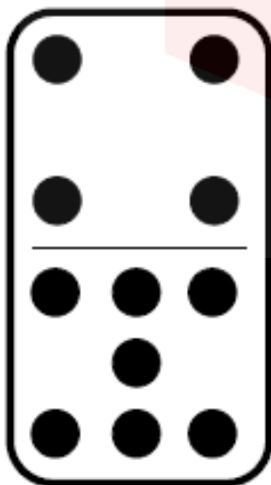
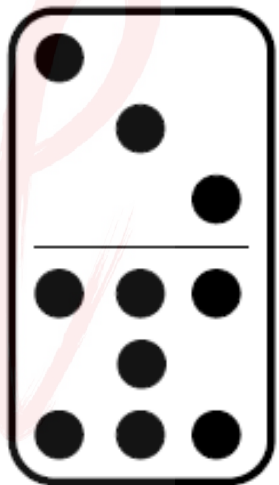
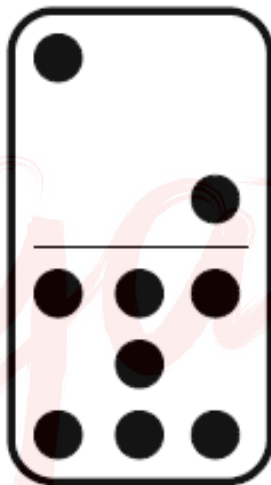
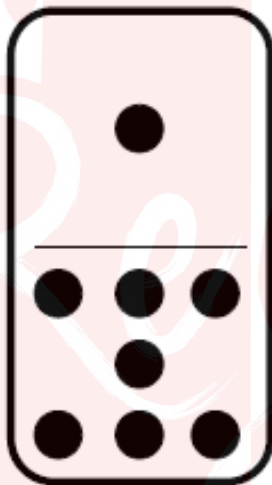
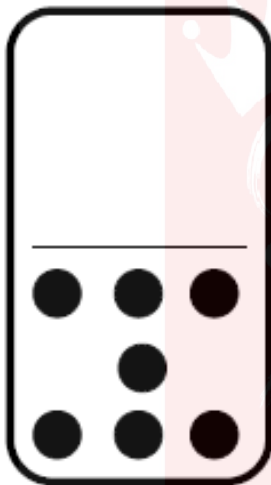
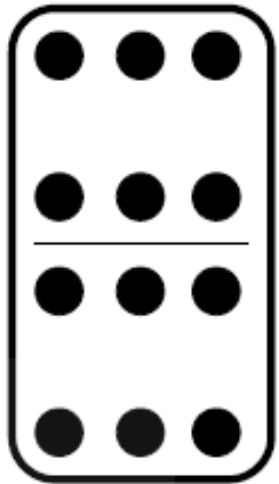
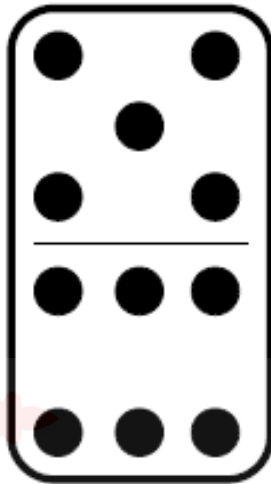
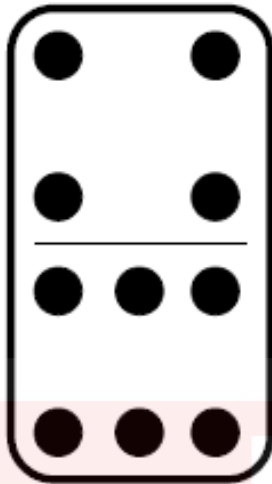
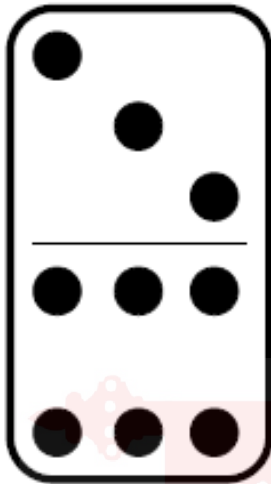


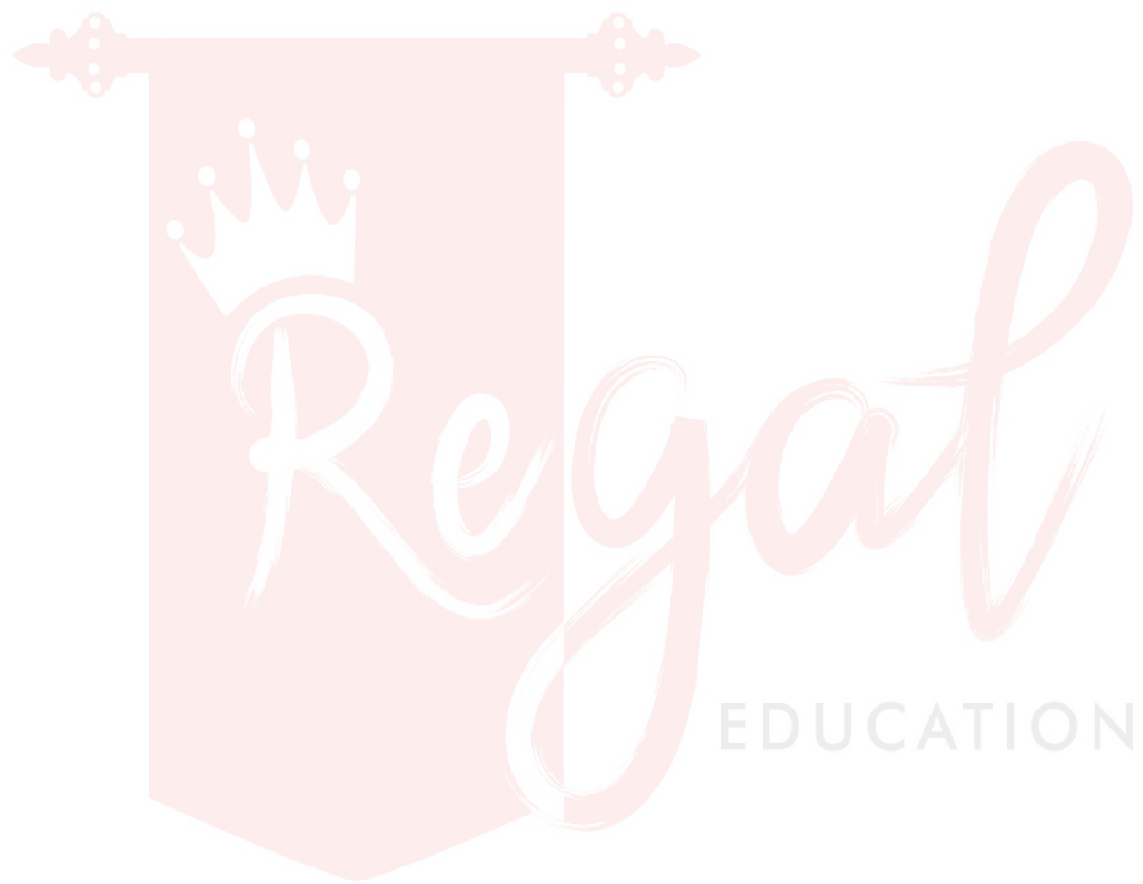


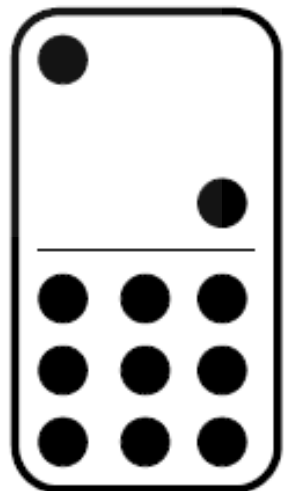
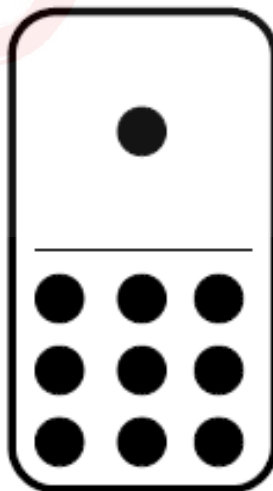
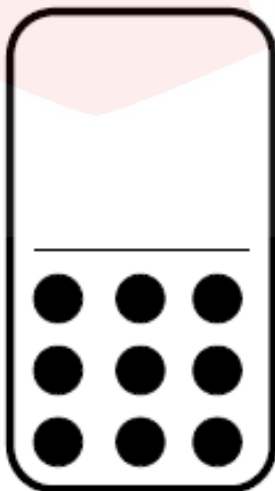
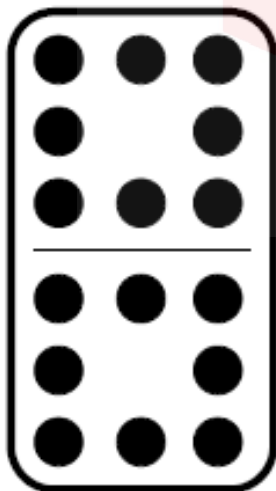
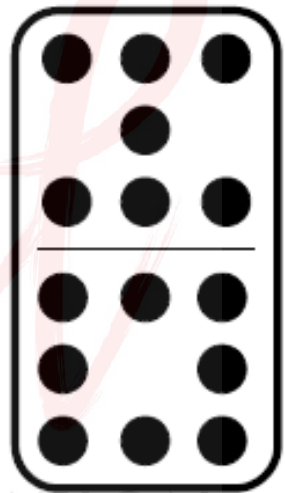
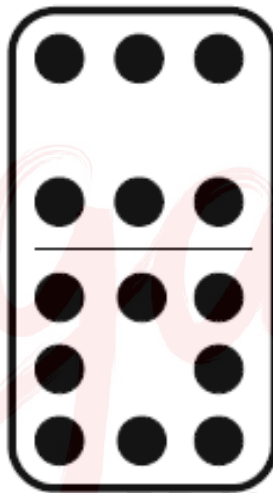
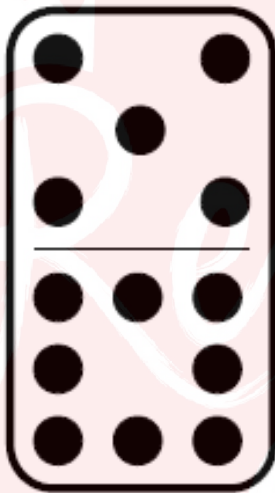
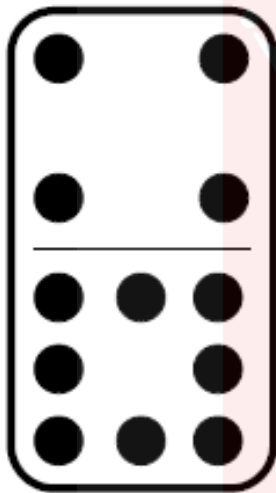
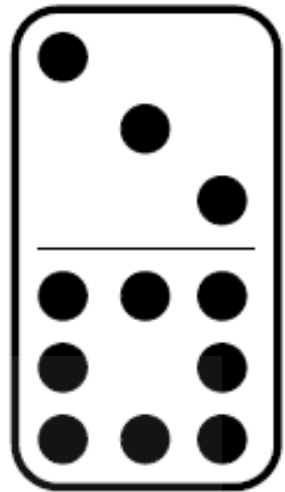
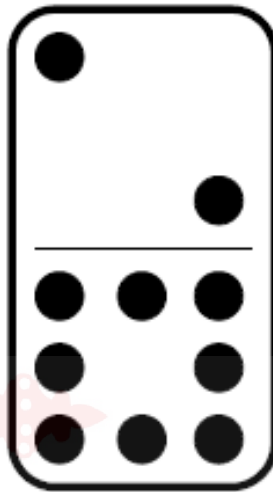
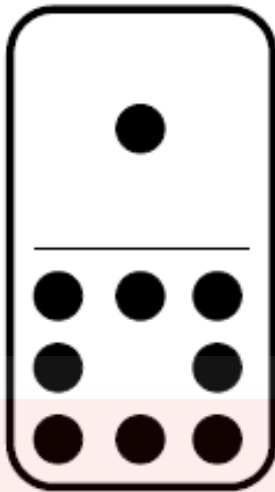
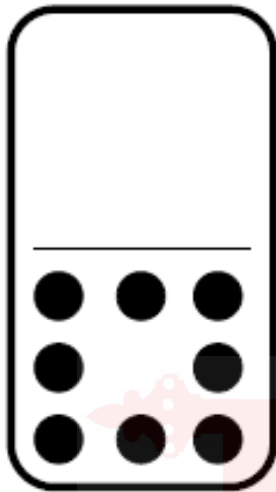


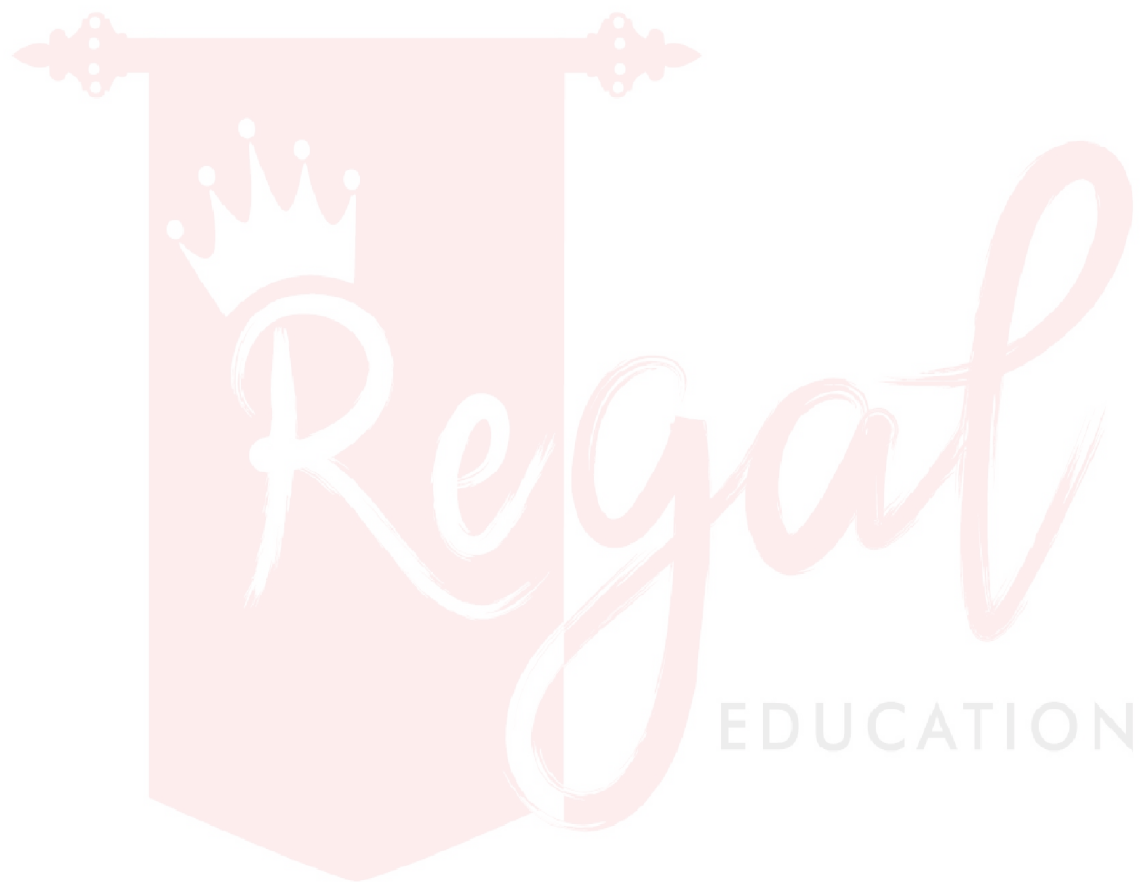


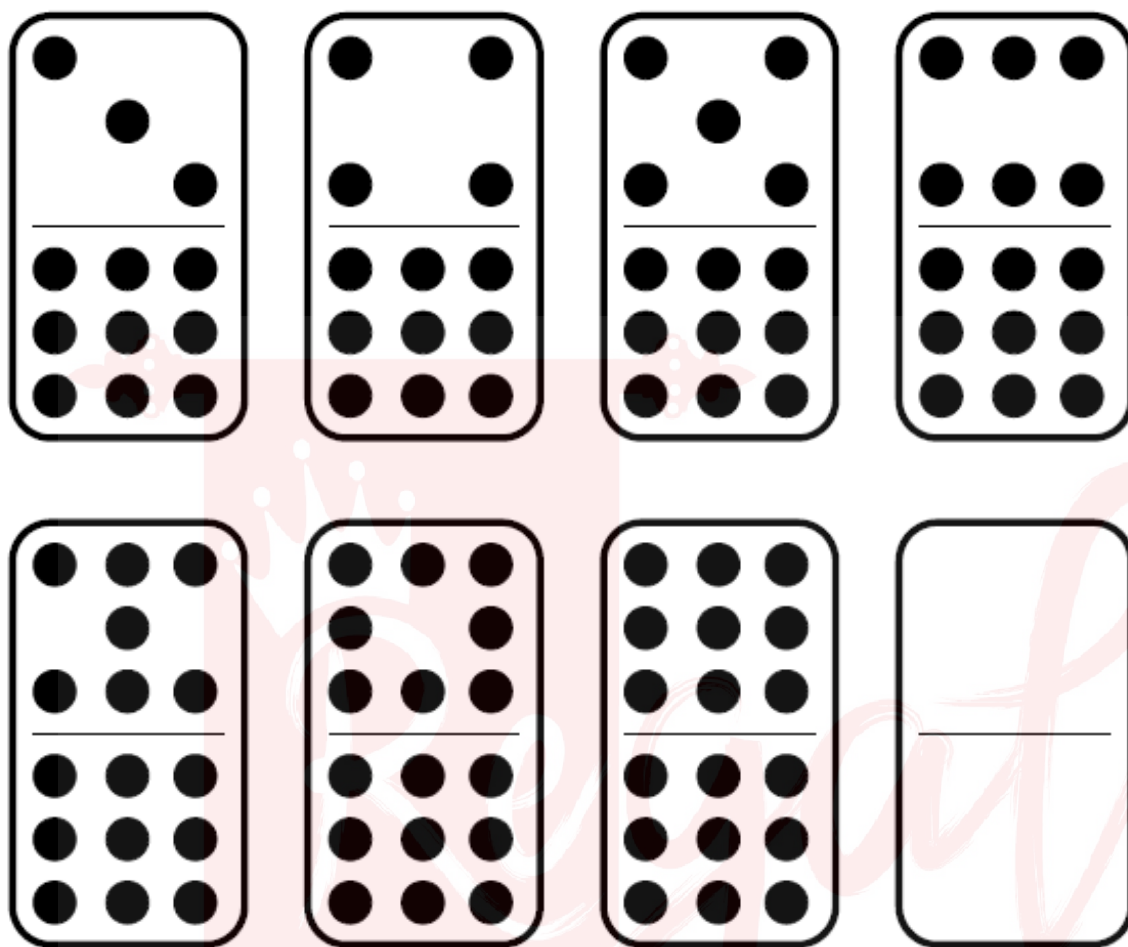


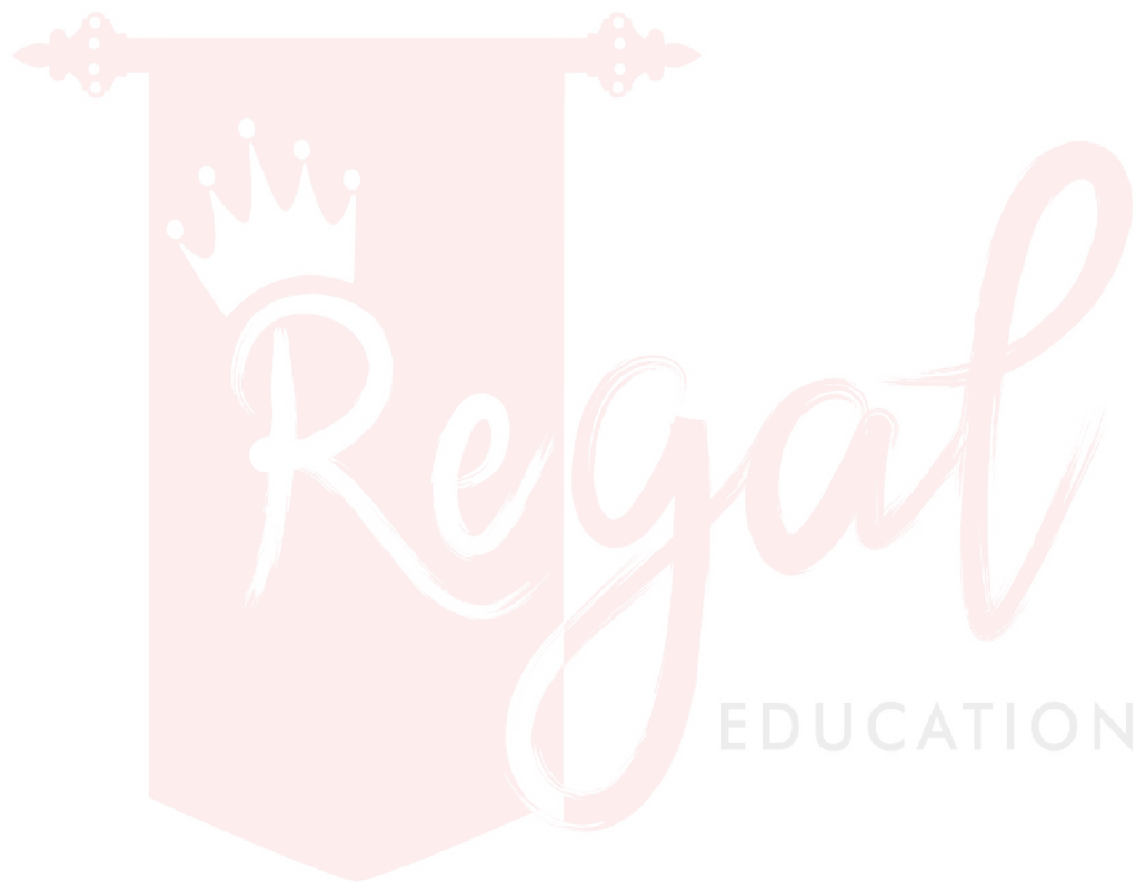










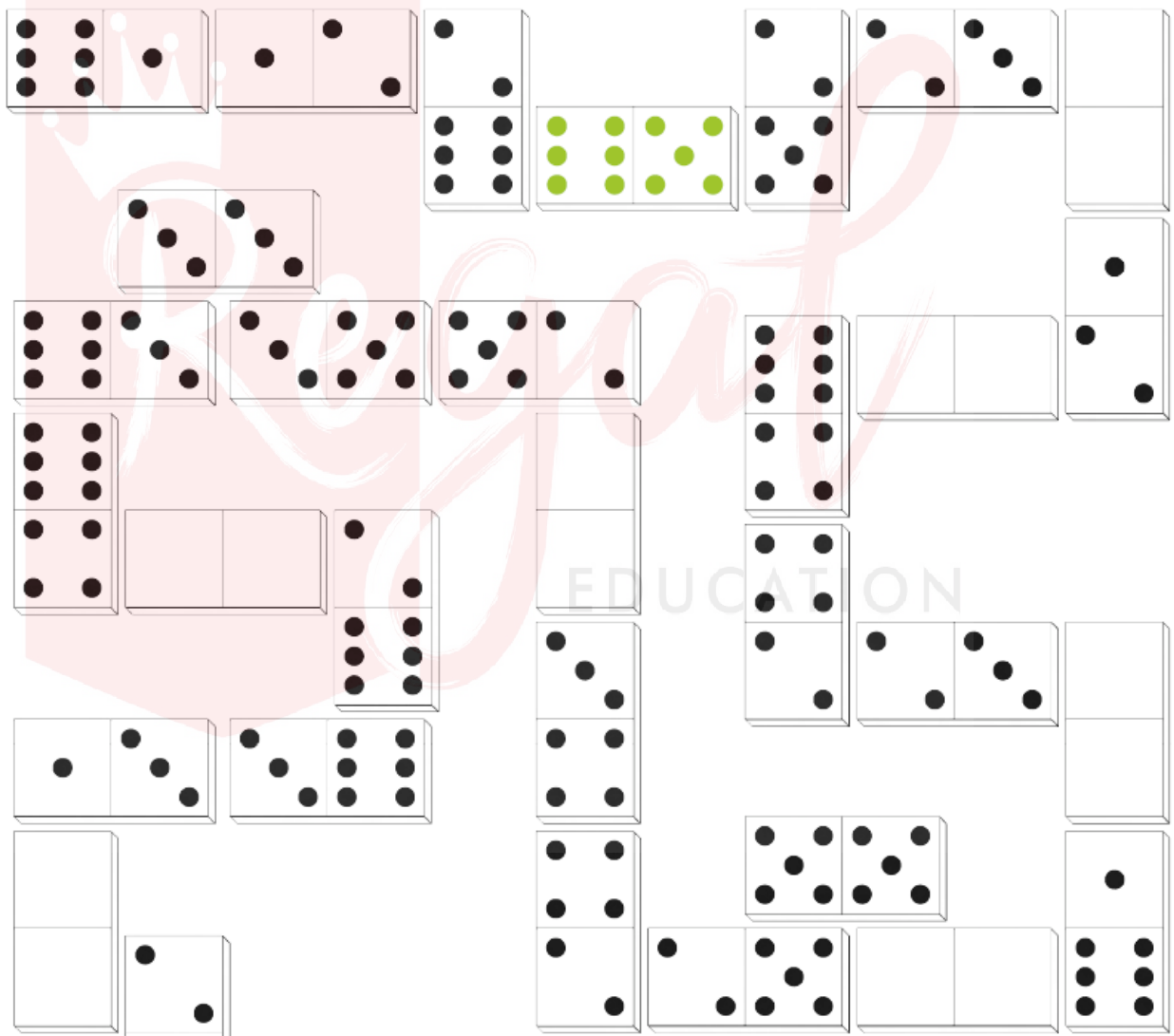


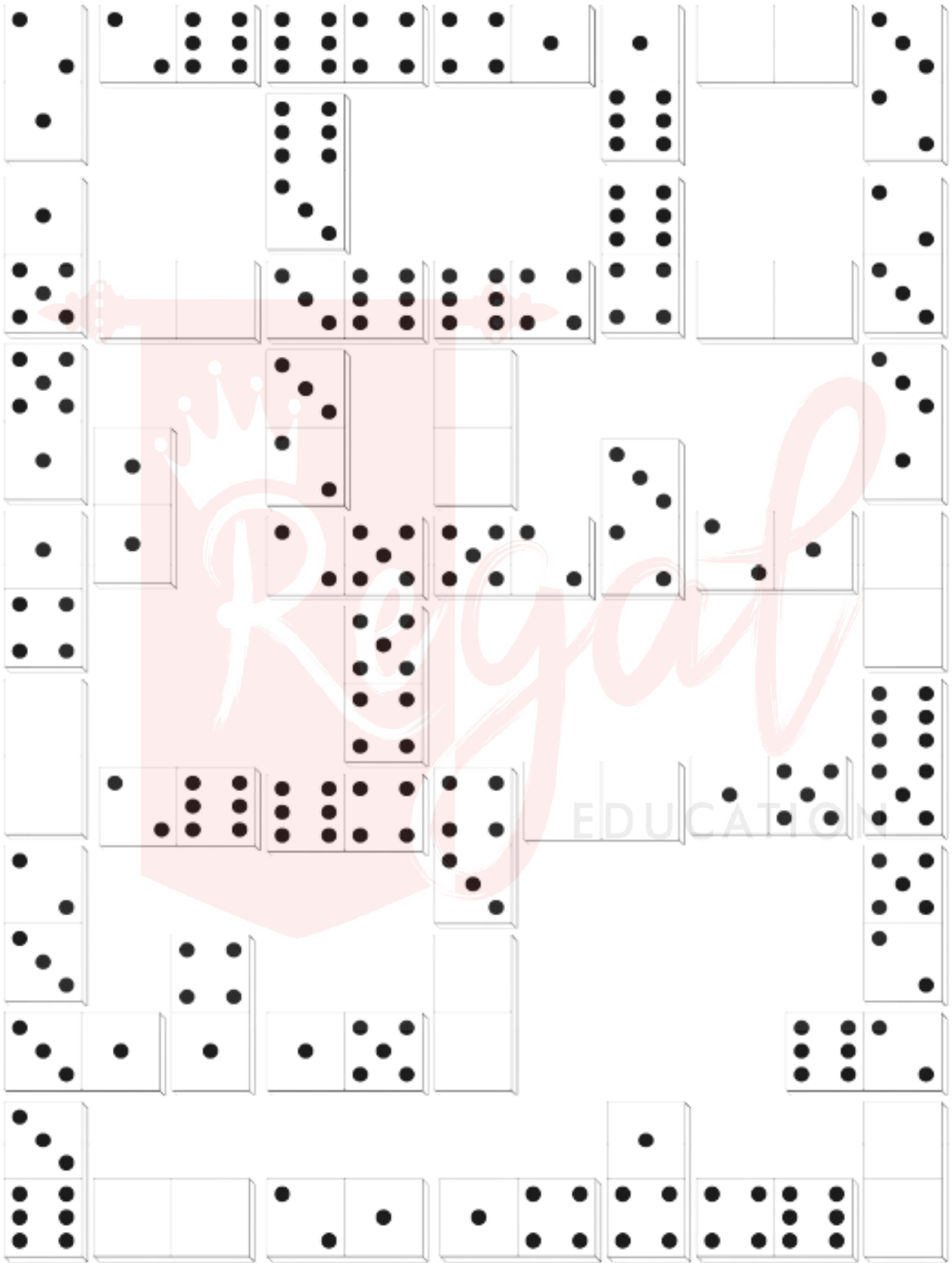
Glue an envelope for the flashcards here.



Unit 3

Help Alice to win the game. Draw dots in the dominoes where they are missing. You can revise the rules in Unit 2.





Let`s play a subtraction game.

Ideas for a game.



1- Mix all the flashcards and the cut-outs

from previous units together. Randomly select some cards and try to count. Play with your friends, teachers, or parents.

2- Show your friends 2 cards. Ask them to subtract them (start with the highest value).

3- Show your friend a card. Ask them to give you two or three numbers that will make it.

E.G. YOU – FIVE

YOUR FRIEND: $8 - 3 = 5$

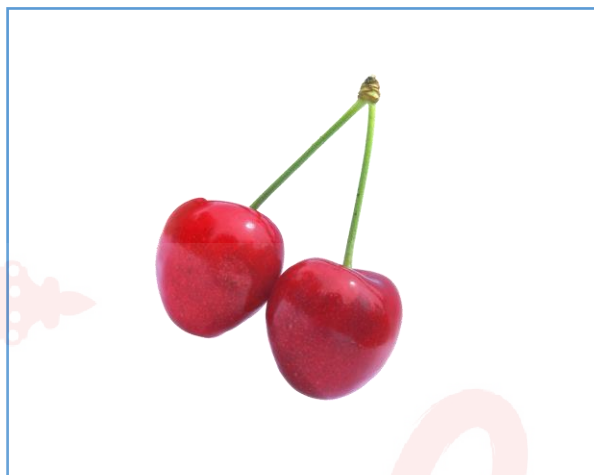
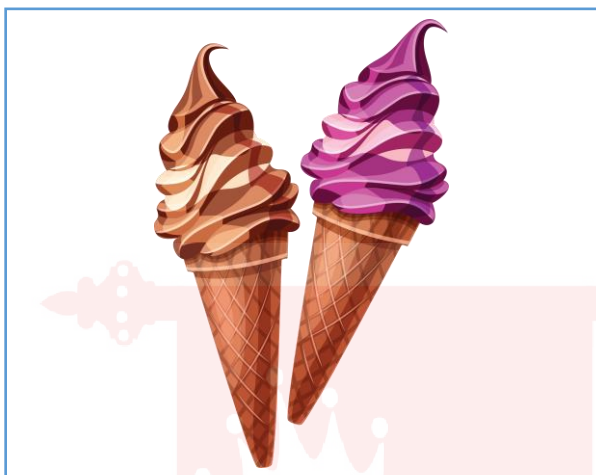
YOUR FRIEND: $6 - 1 = 5$

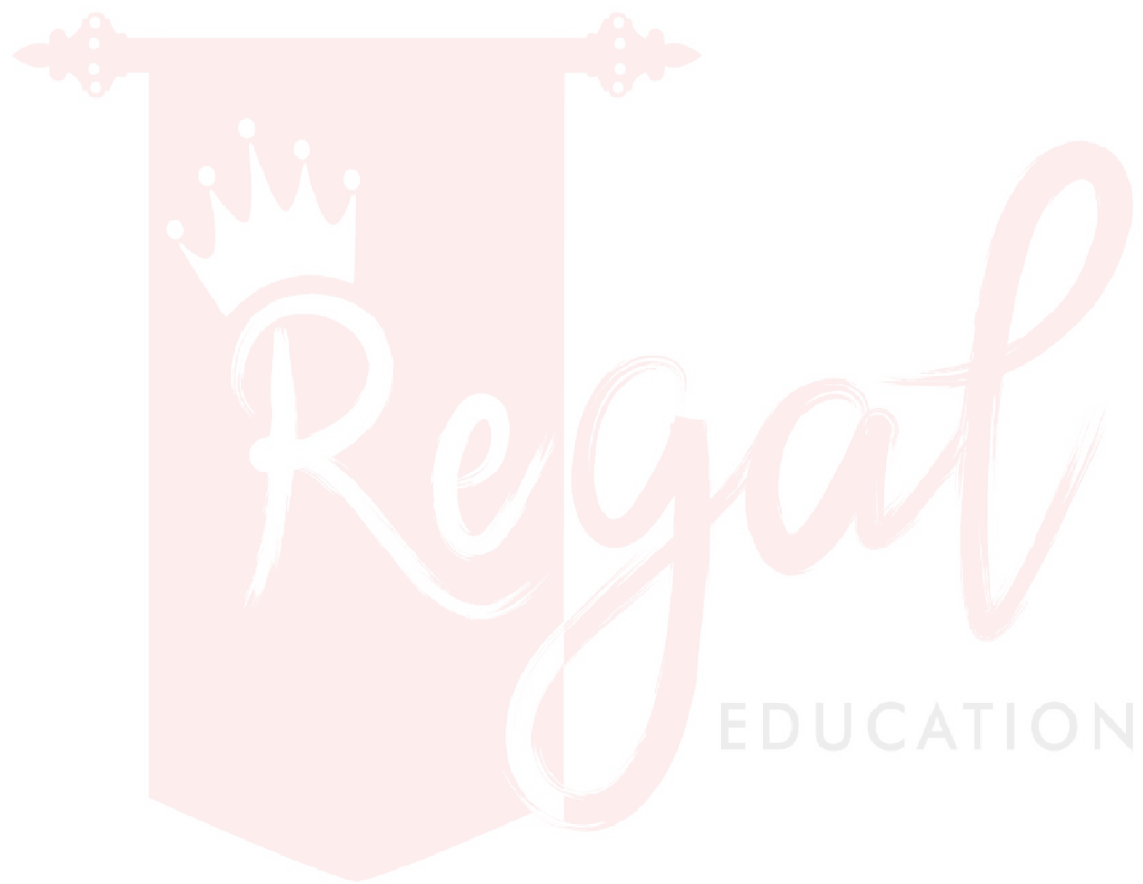
YOUR FRIEND: $9 - 4 = 5$

4- Create your own game.

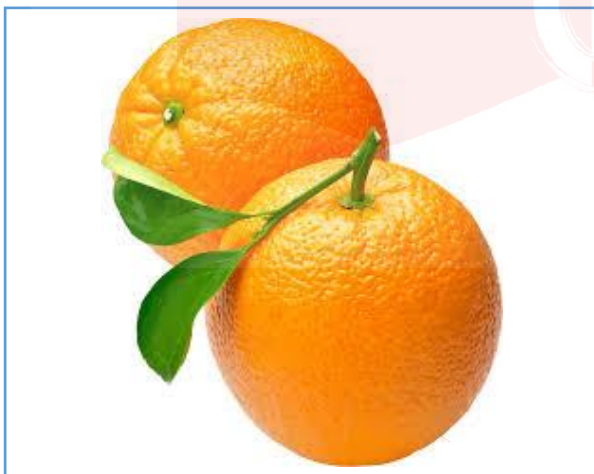


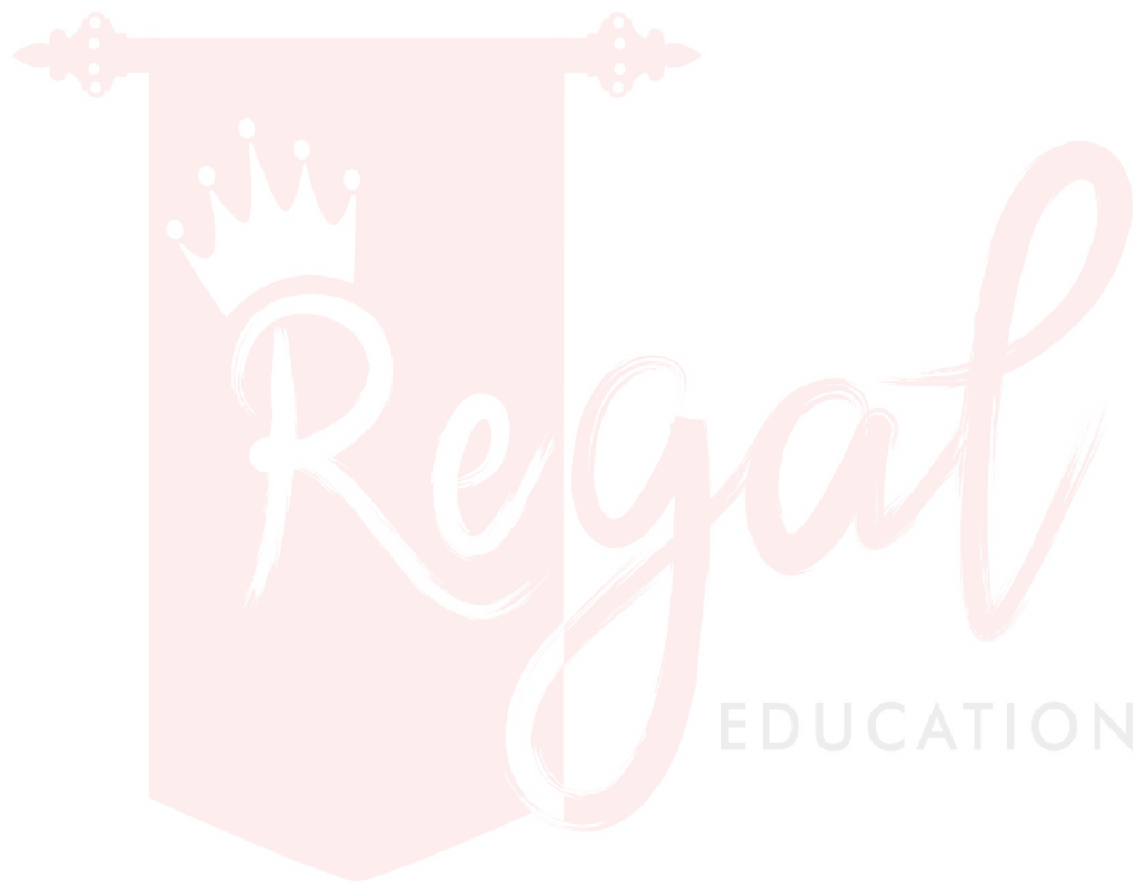
Cut out the cards to add to your set.





Cut out the cards to add to your set.





Cut out vocabulary cards. Check how well you remember the words.

SUBTRACT

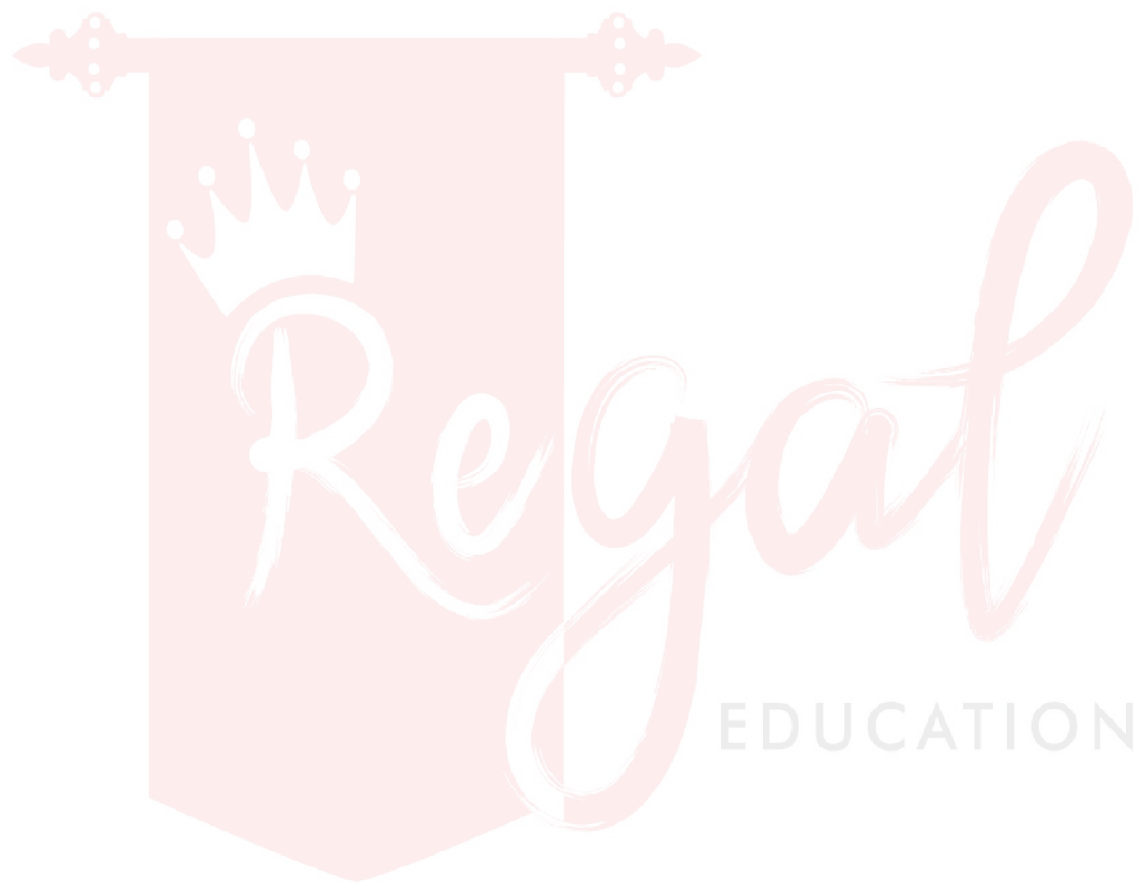
MINUS

SUBTRACTION

**TAKE
AWAY**

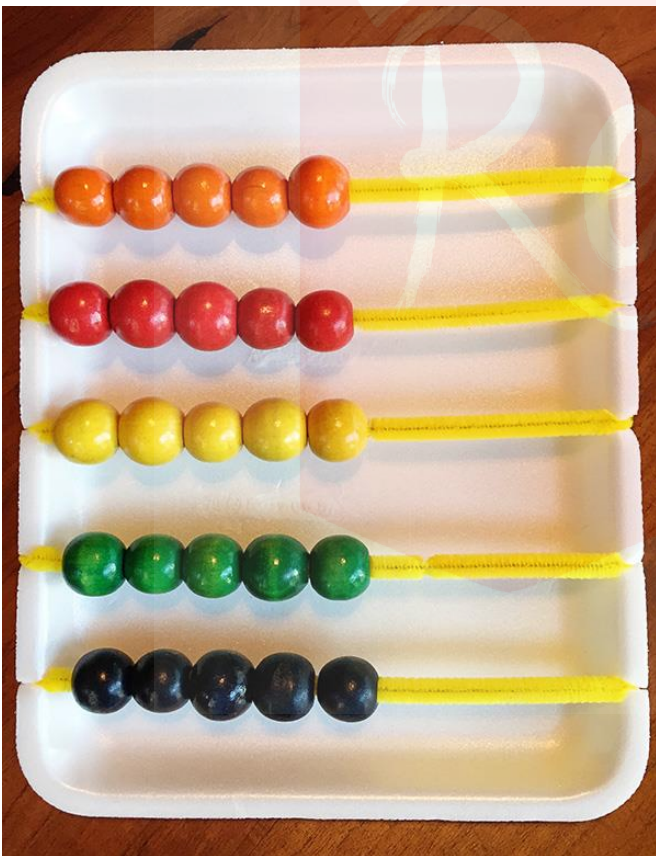
COUNT ON

LEFT



Unit 4

Let's make an abacus. If you do not know how to use an abacus, scan the QR and watch a video.



How to make an abacus.



You need:

- a. an old box, a plastic tray, or a piece of cardboard,
- b. scissors,
- c. some yarn,
- d. beads or buttons of different colors. If you do not have beads, you can use shoebox cardboard. Cut out small circles and color them.

1. Take an old box, a plastic tray, or a piece of cardboard.

2. Cut small holes on each side of a paper.

3. Thread some yarn up through the holes and add ten beads.

4. When you have 10 beads on each thread, tie the ends up on the other side of a cardboard.

5. You can secure it with glue or with another cardboard piece.



Enjoy your abacus, play with friends. Ask each other to do some addition and subtraction with it.

Number balance.

Balance the Scale

Directions: Use the numbers in the box to balance the scale.

1. $\square + \square$ $\square + \square$

2 4 5 3

2. $\square + \square$ $\square + \square$

6 5 3 4

3. $\square + \square$ $\square + \square$

1 4 7 4

4. $\square + \square$ $\square + \square$

3 6 7 4



Balance the Scale: Missing Addends

1. $\boxed{12}$ $\triangle$ $\bigcirc 7$ $\triangle$ $\triangle = \underline{\quad}$

2. $\square$ $\triangle$ $\bigcirc$ $\triangle 4$ $\bigcirc = \underline{\quad}$

3. $\boxed{14}$ $\triangle$ $\bigcirc 8$ $\triangle$ $\triangle = \underline{\quad}$

4. $\square$ $\triangle$ $\bigcirc$ $\triangle 2$ $\bigcirc = \underline{\quad}$



Balancing Addition Equations

Write the missing number to make the scales balance. Then write a matching number sentence.

1.



$$\underline{\quad} + \underline{\quad} = \underline{\quad}$$

2.



$$\underline{\quad} + \underline{\quad} = \underline{\quad}$$

3.



$$\underline{\quad} + \underline{\quad} = \underline{\quad}$$

4.



$$\underline{\quad} + \underline{\quad} = \underline{\quad}$$

Write the missing numbers to make these true

5.



6.



7.

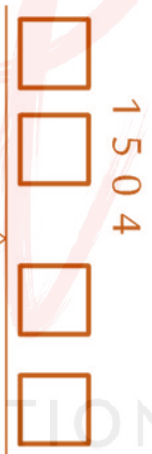


8.





6 1 5 0



0 3 3 6



3 3 2 4



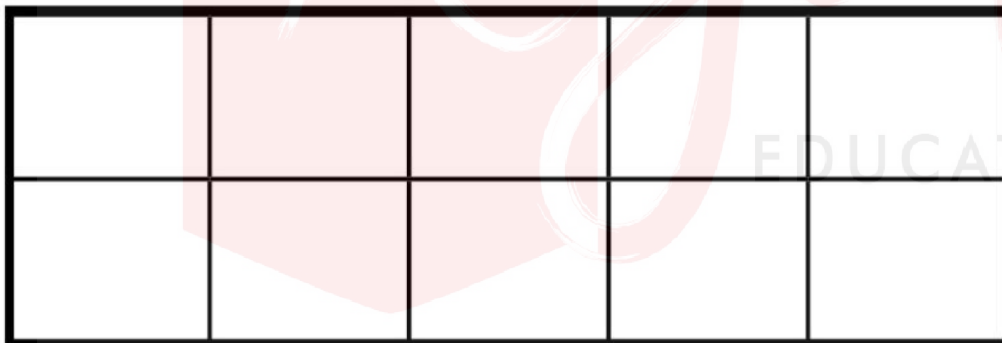
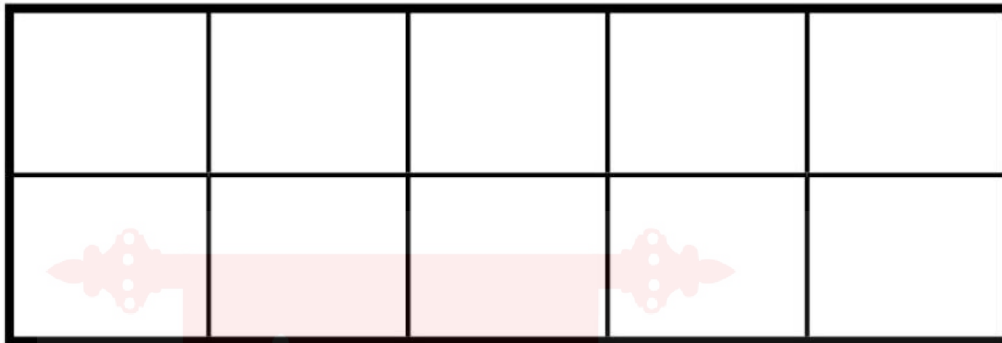
2 5 4 1

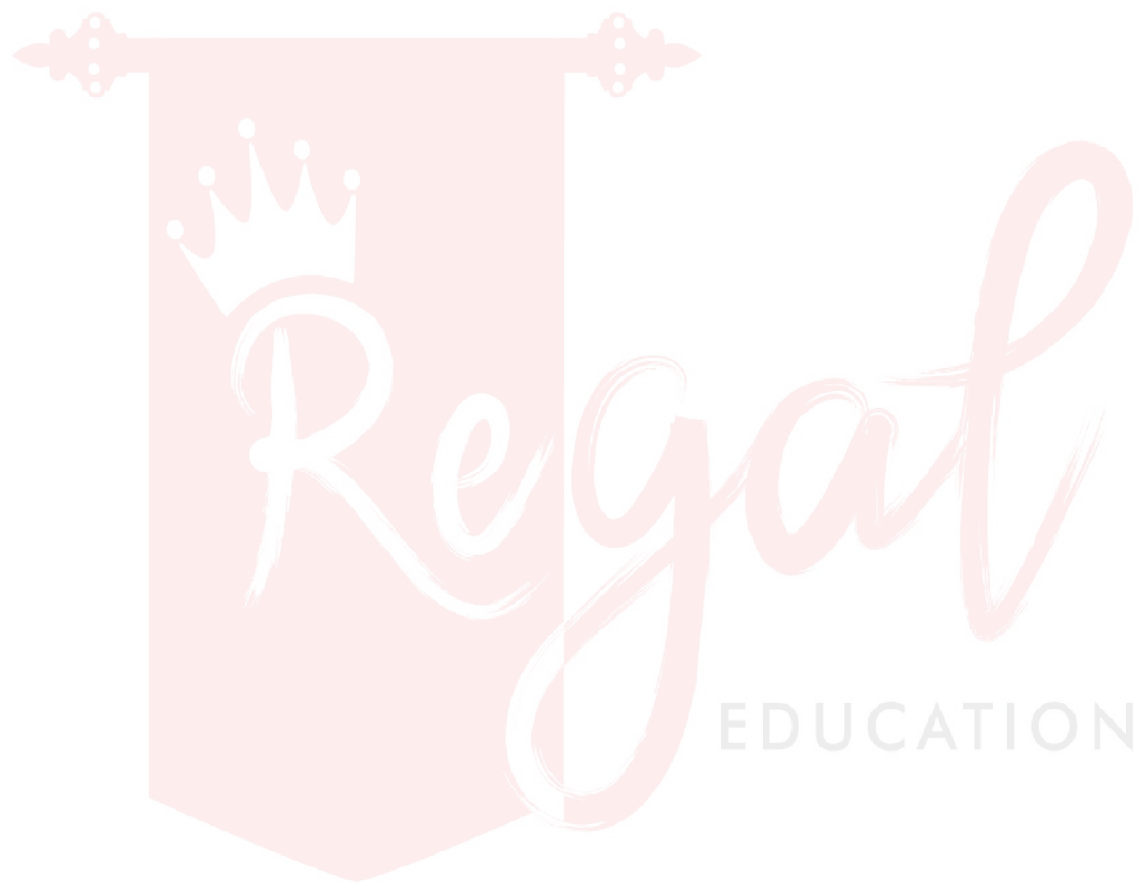


3 0 3 6

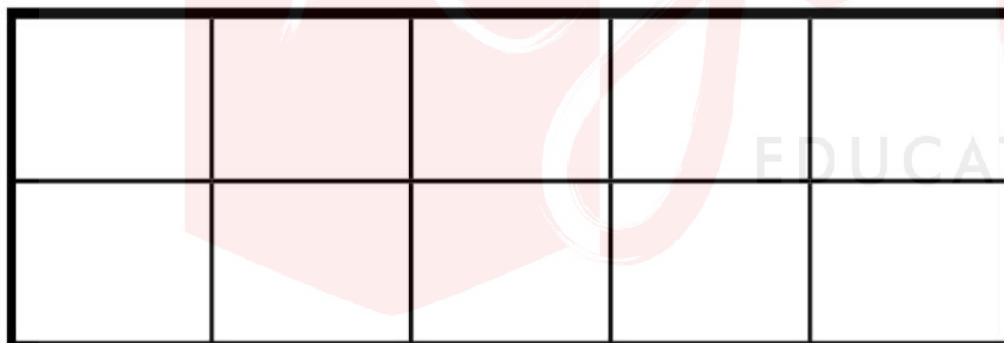
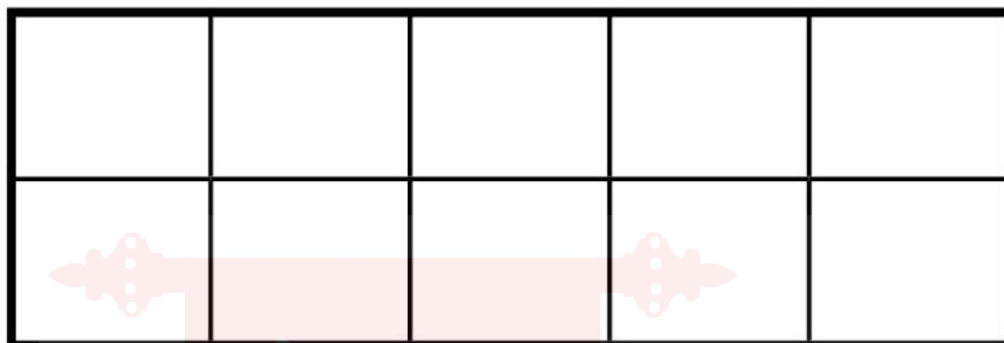
5 4 2 1

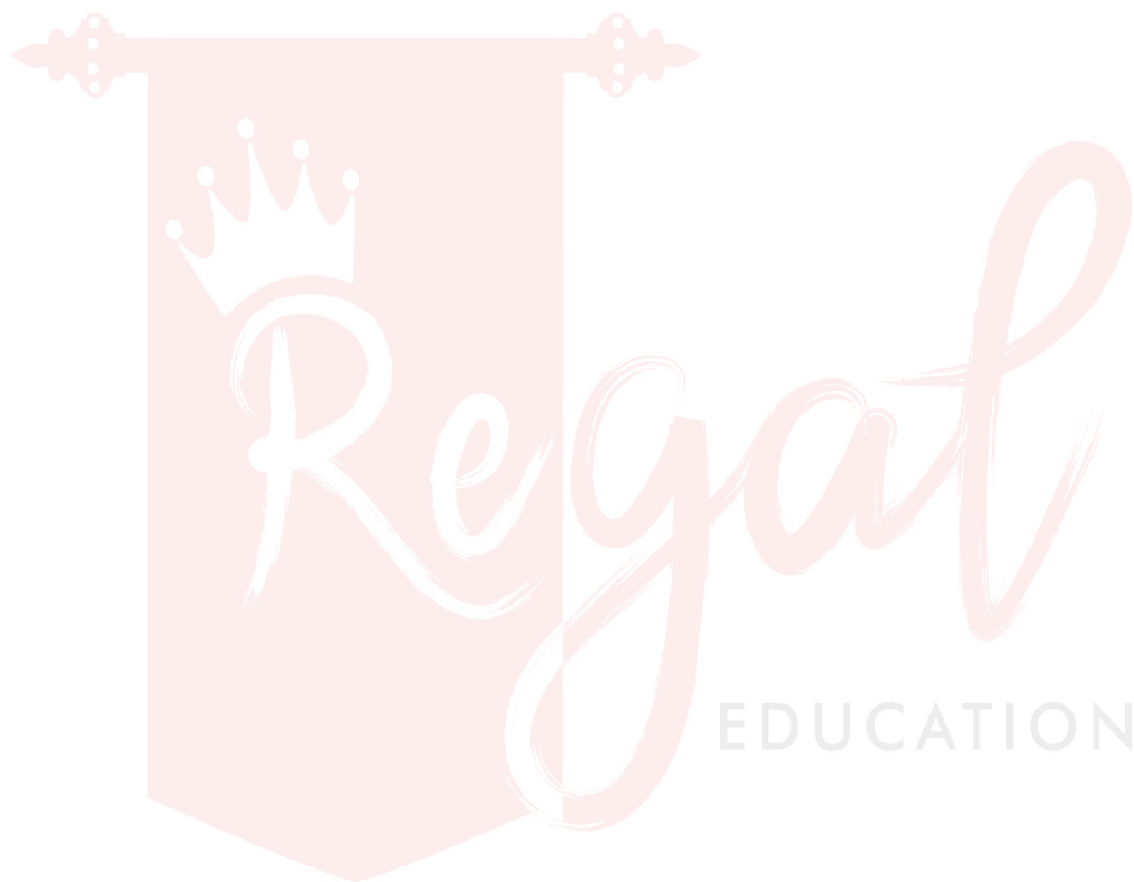
Cut out ten-frames and use them in your class.





Cut out ten-frames and use them in your class.



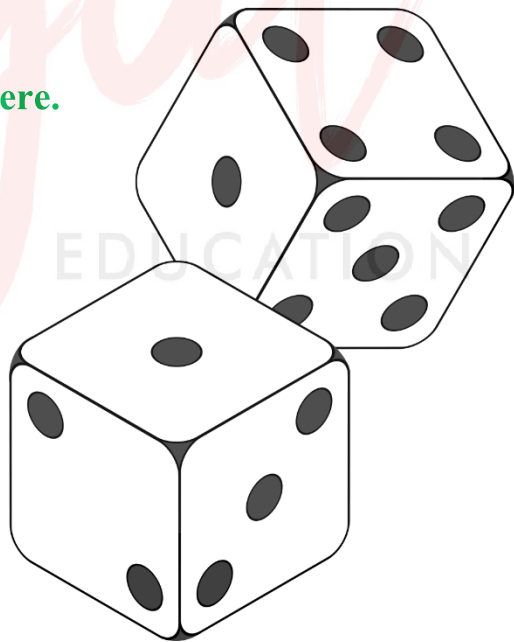


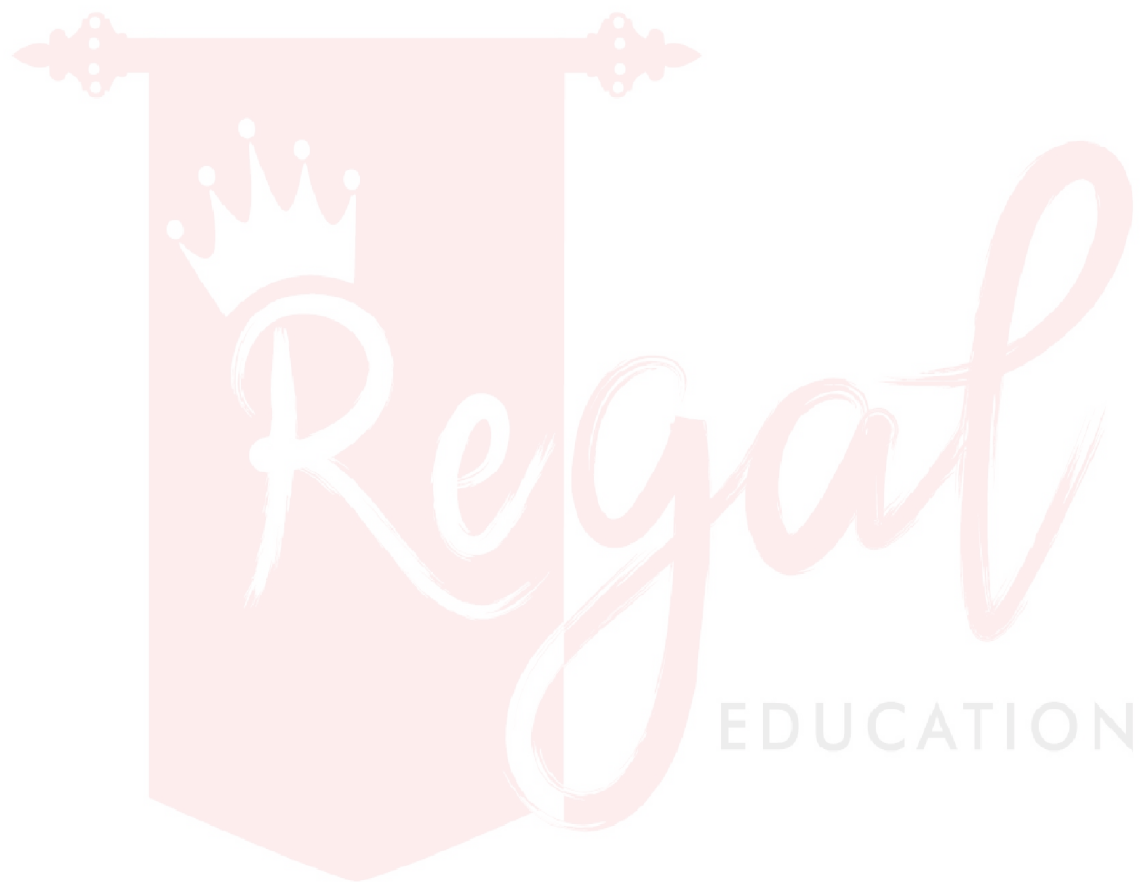
Cut out and glue a pair of dice. Play with your friends, teachers, or parents.

Ideas for a game.

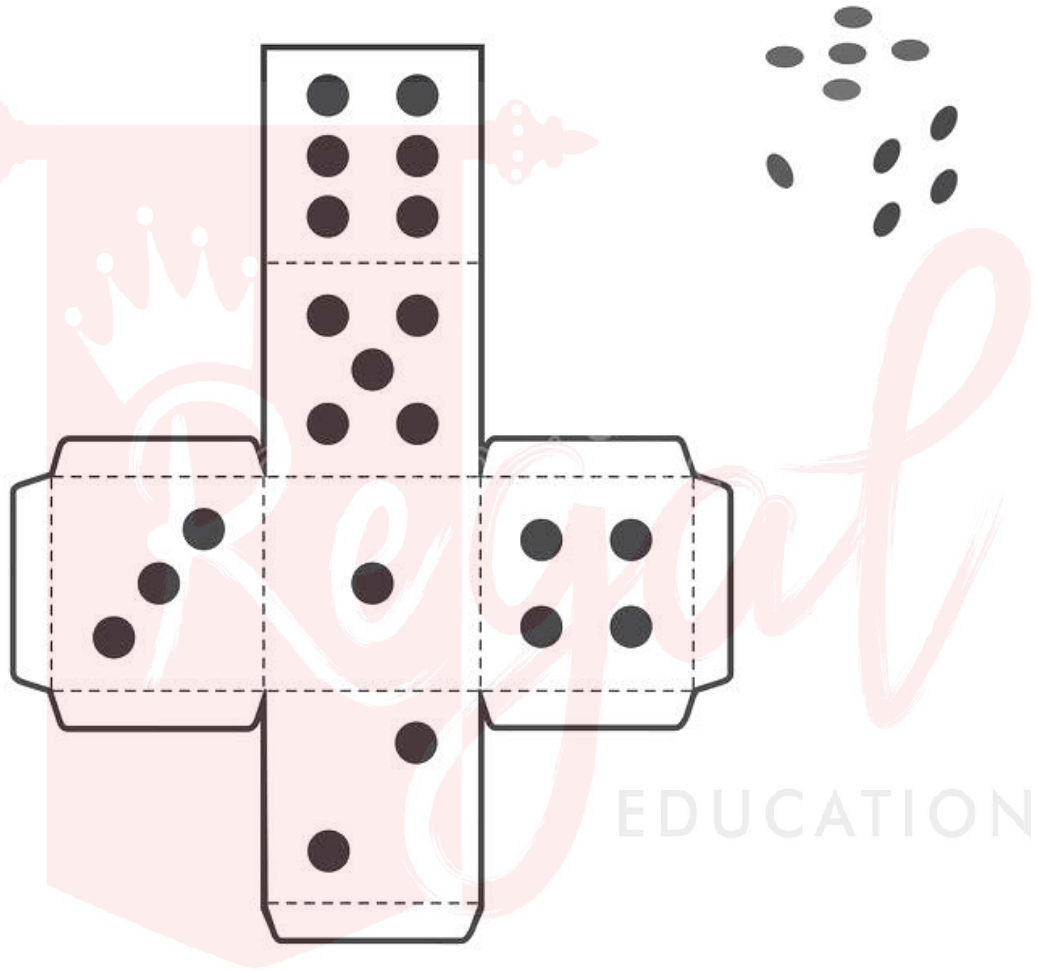
1. Roll the dice and subtract the numbers you see. Start with the highest number.
2. Roll the dice and add the numbers you see.
3. Roll the dice, subtract one number, and add another number.
4. Create your own game.

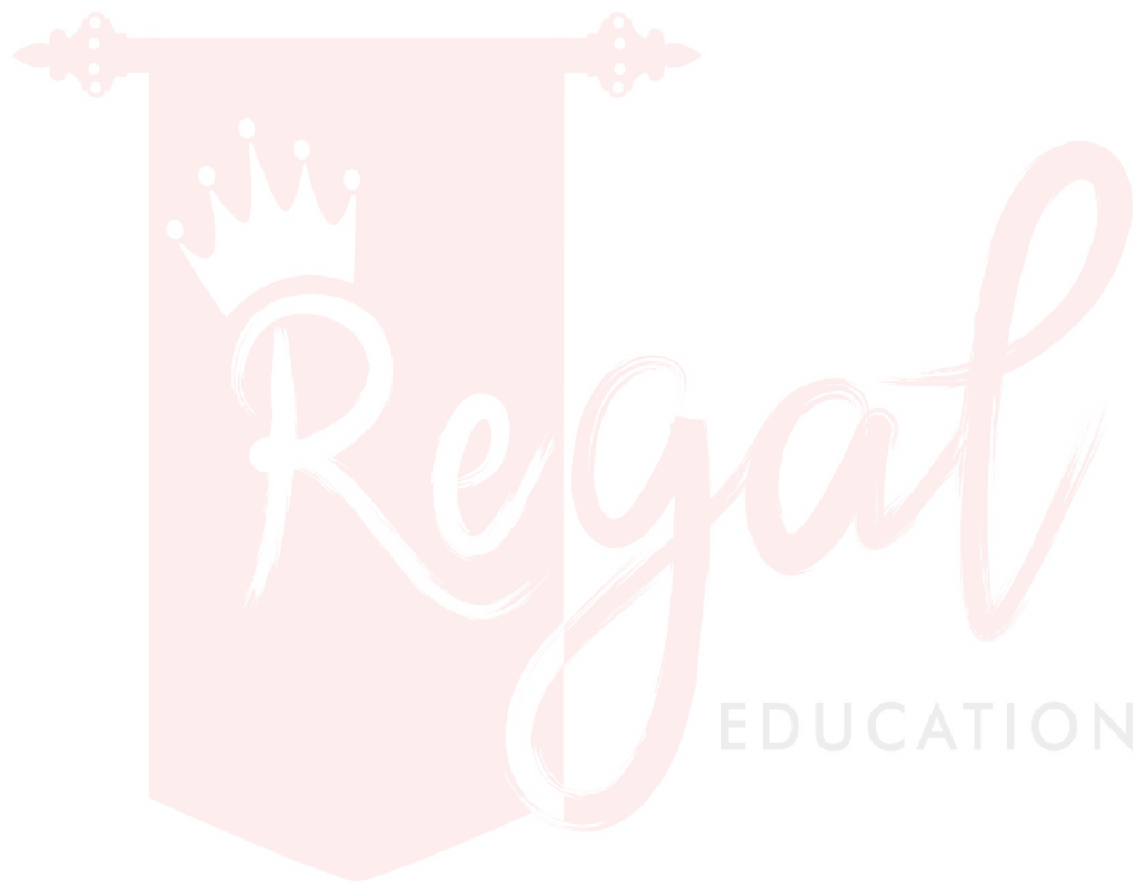
Write down the rules on your game here.



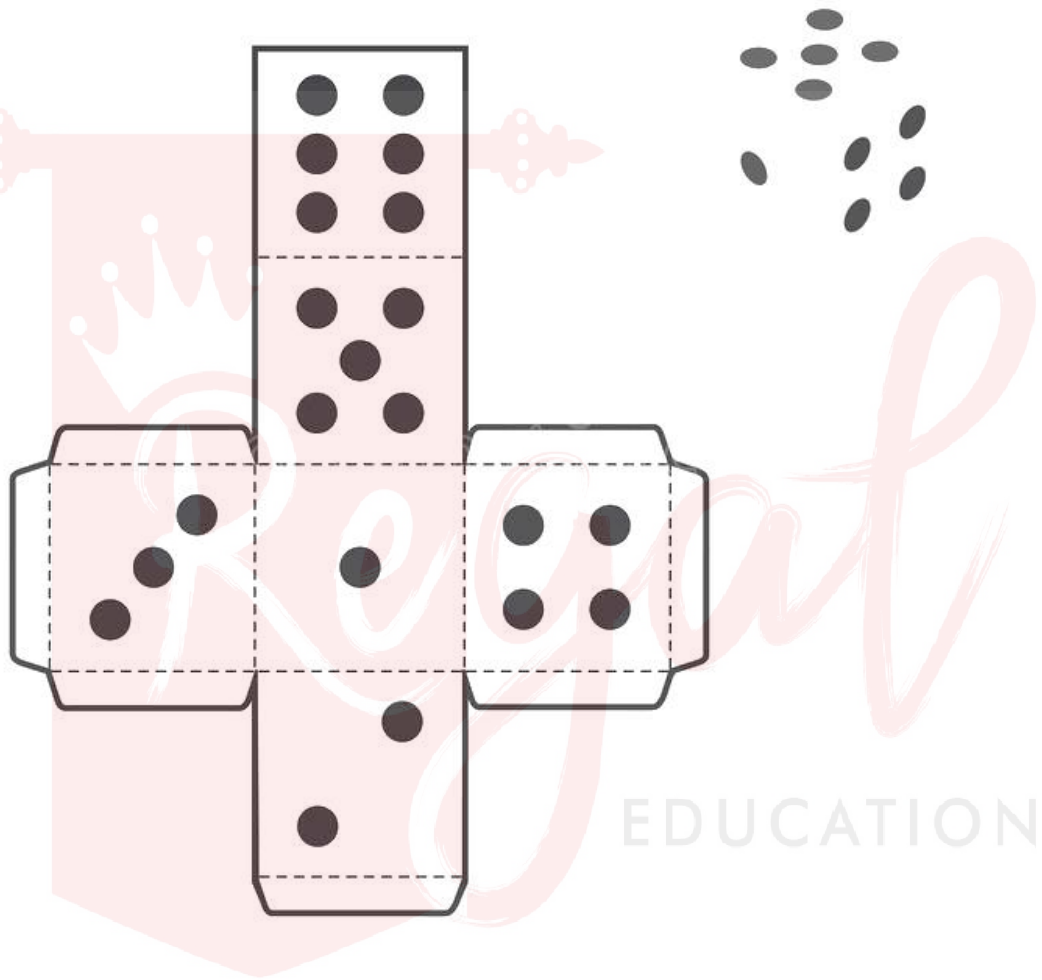


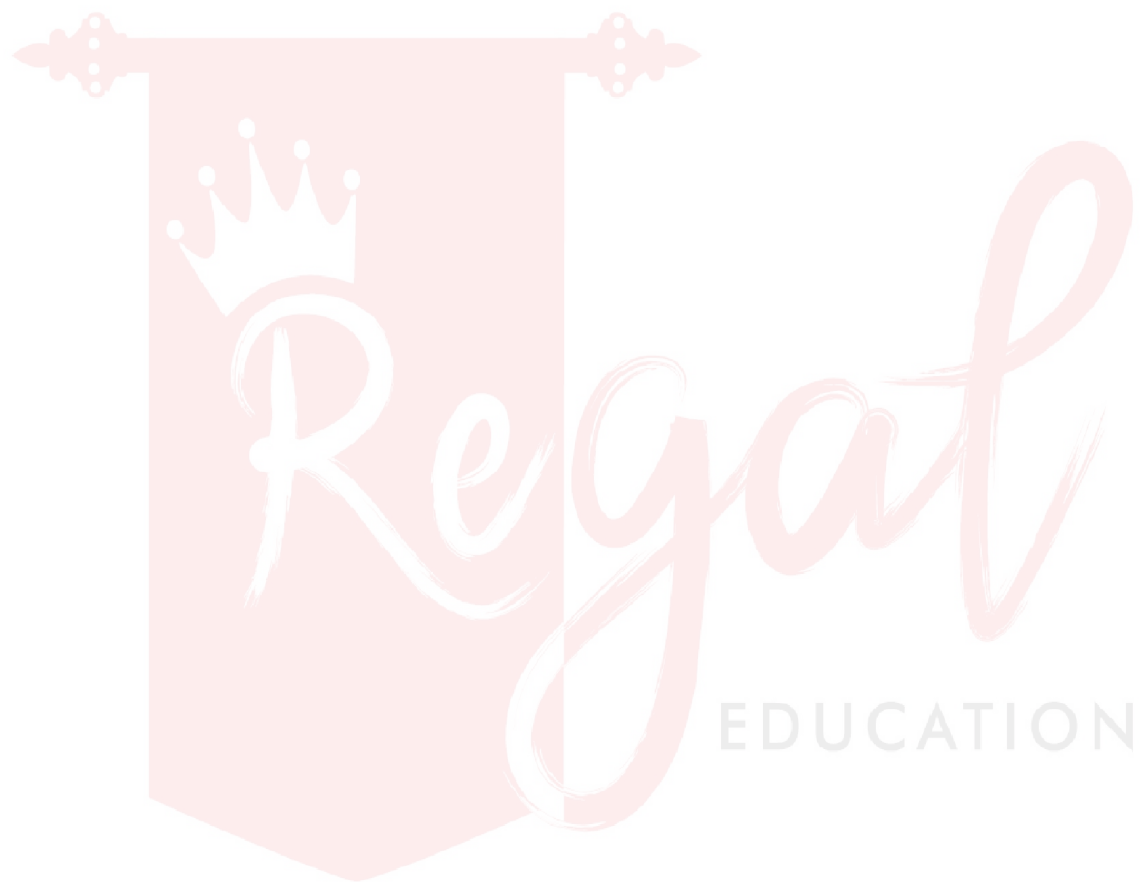
Cut out and glue the dice.



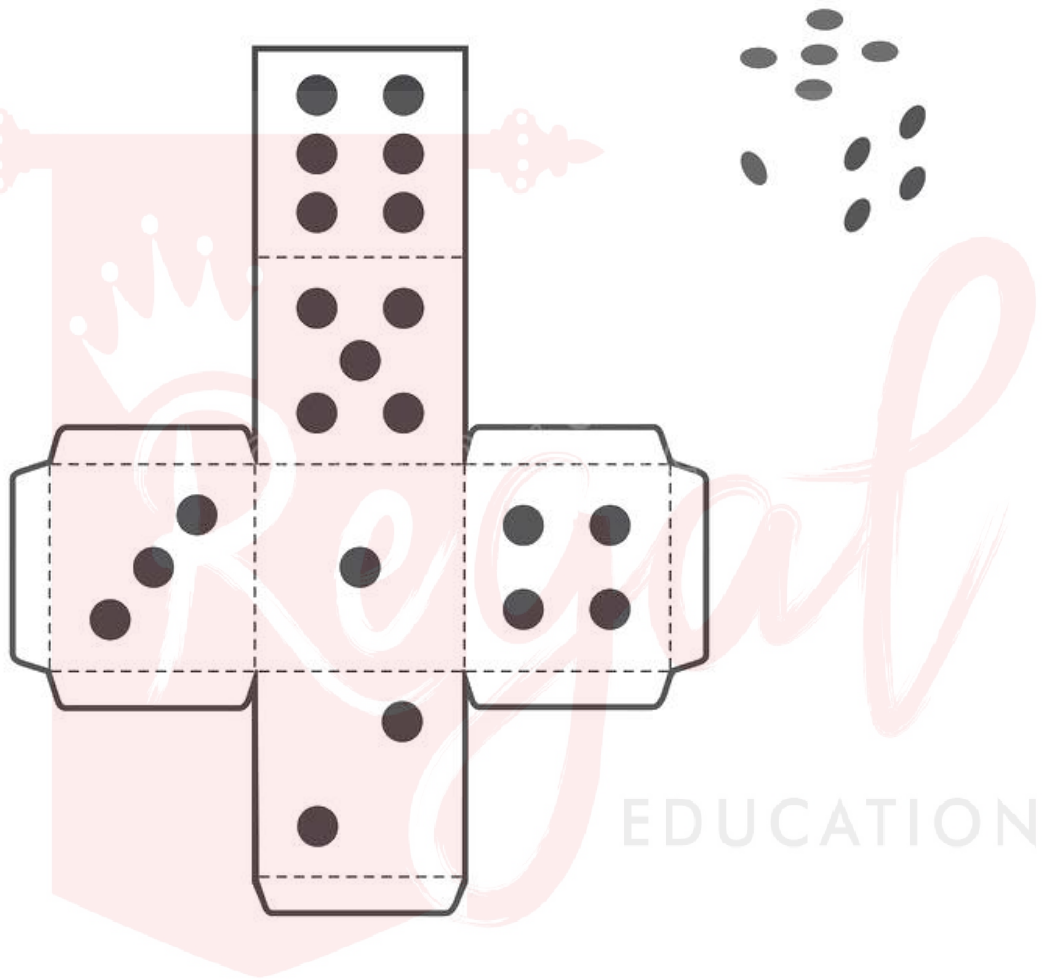


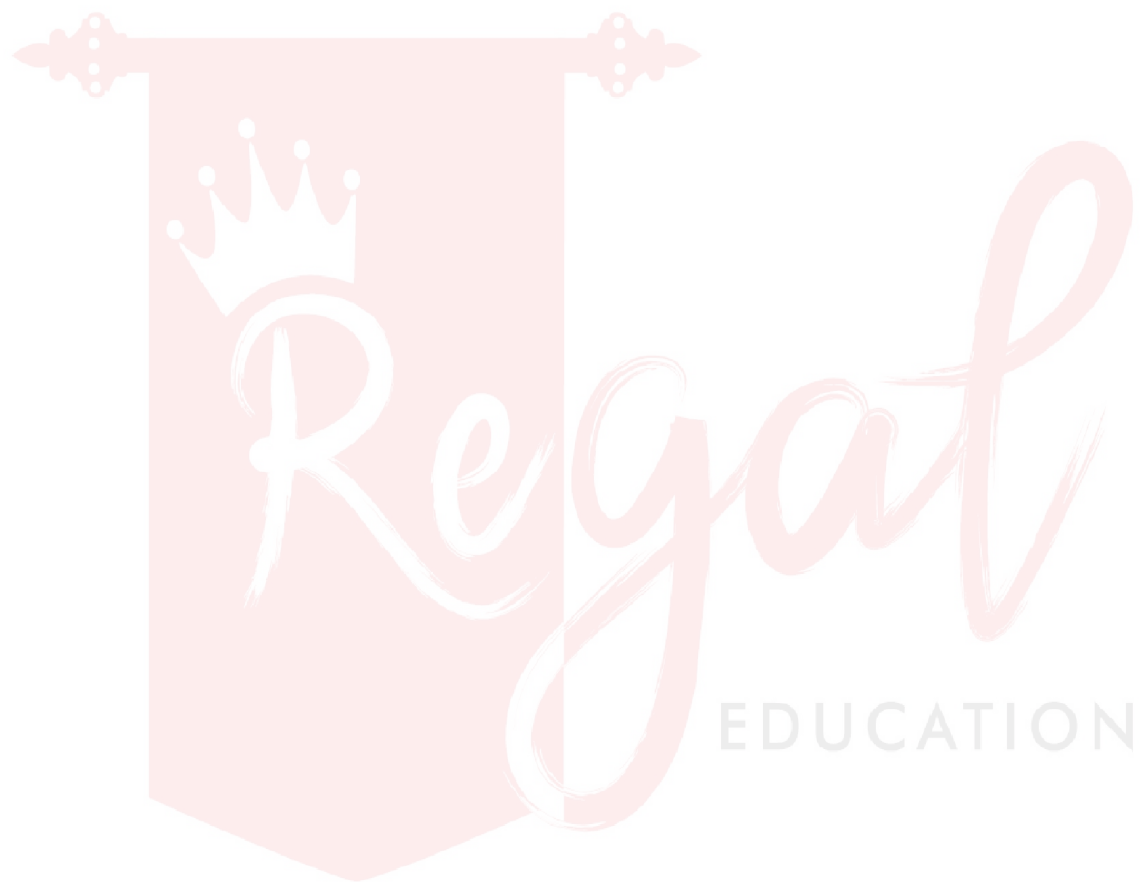
Cut out and glue the dice.



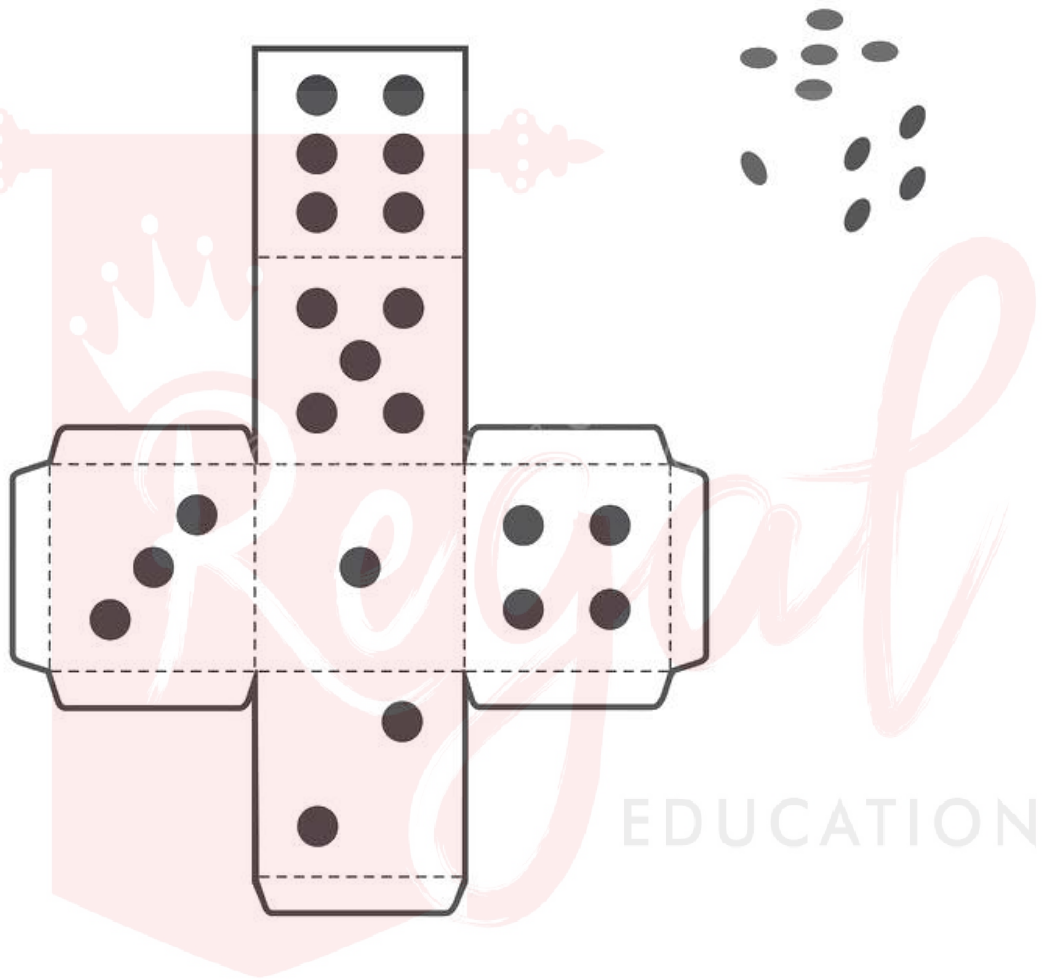


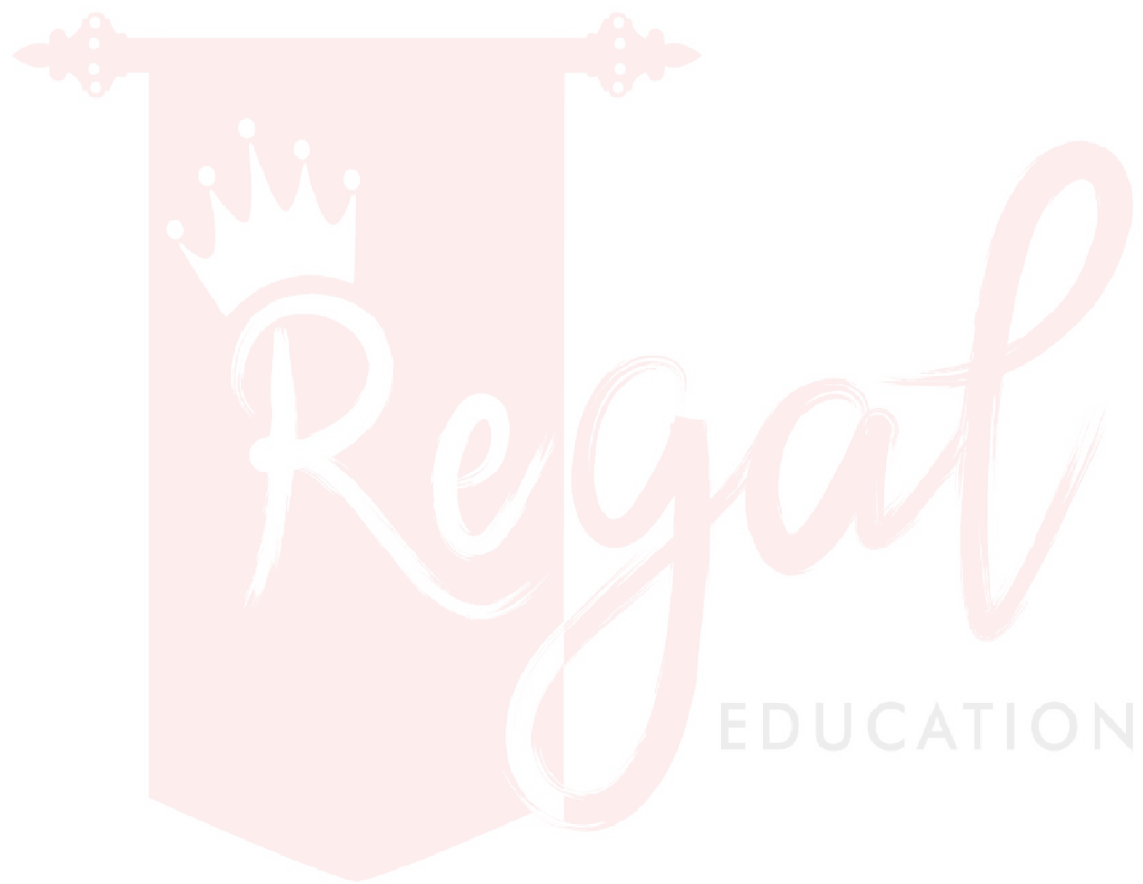
Cut out and glue the dice.



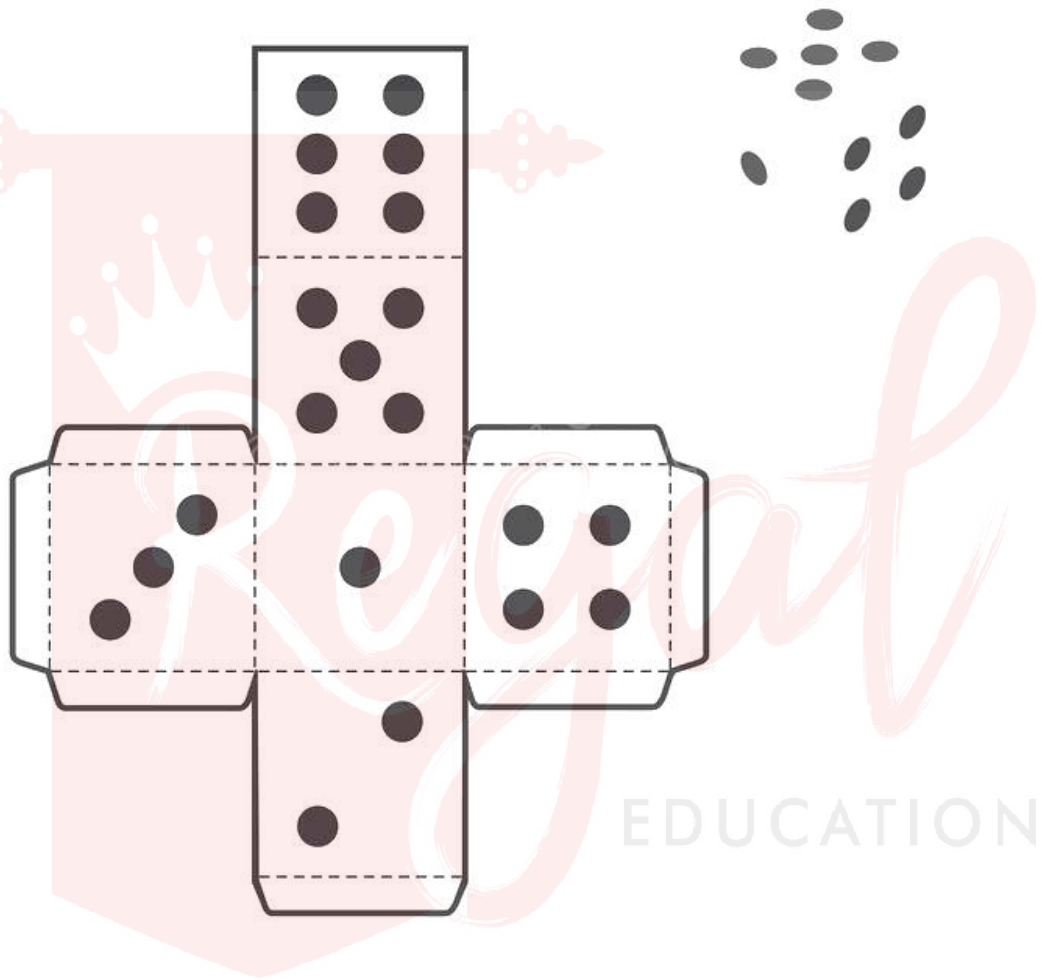


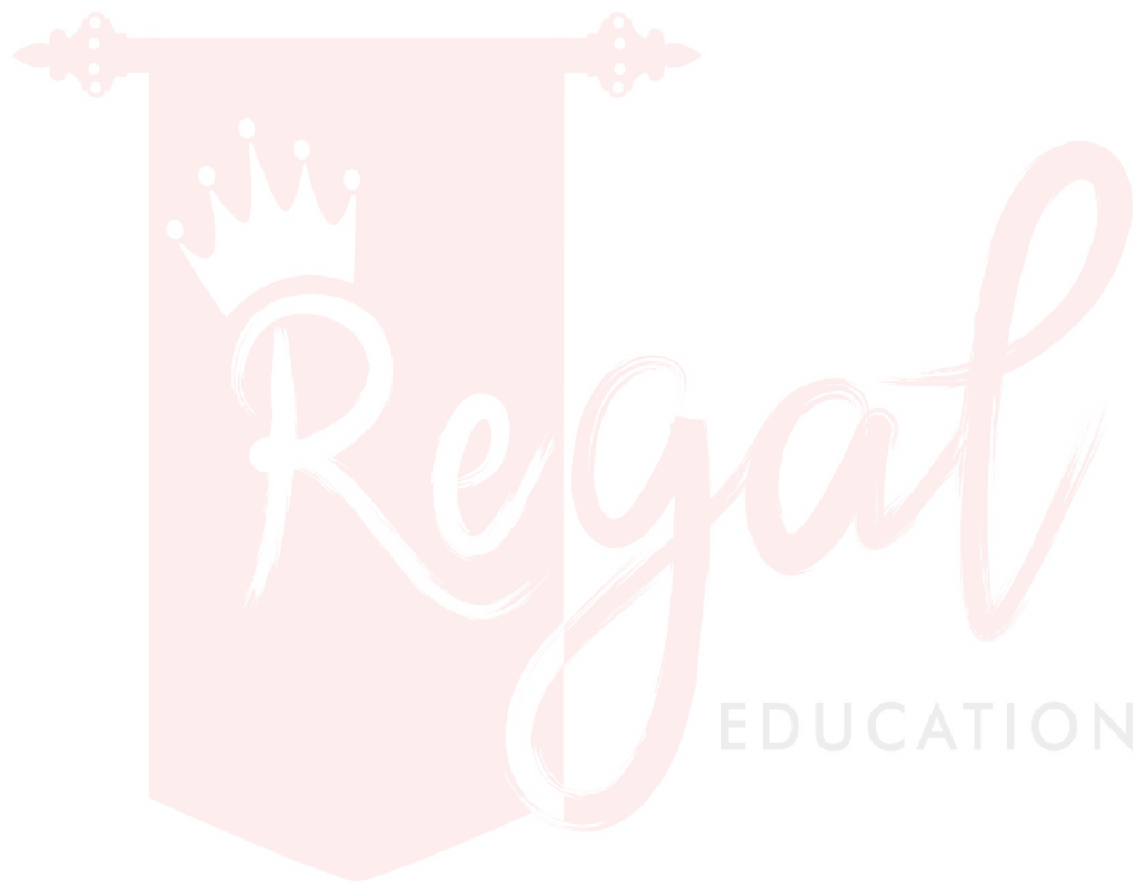
Cut out and glue the dice.





Cut out and glue the dice.





Unit 5

Cut out the
numbers.



Place them face down.

Play with your friends.

1. Arrange the numbers from the lowest to the highest.
2. Arrange the number from the highest to the lowest.
3. Make addition and subtraction equations.

+

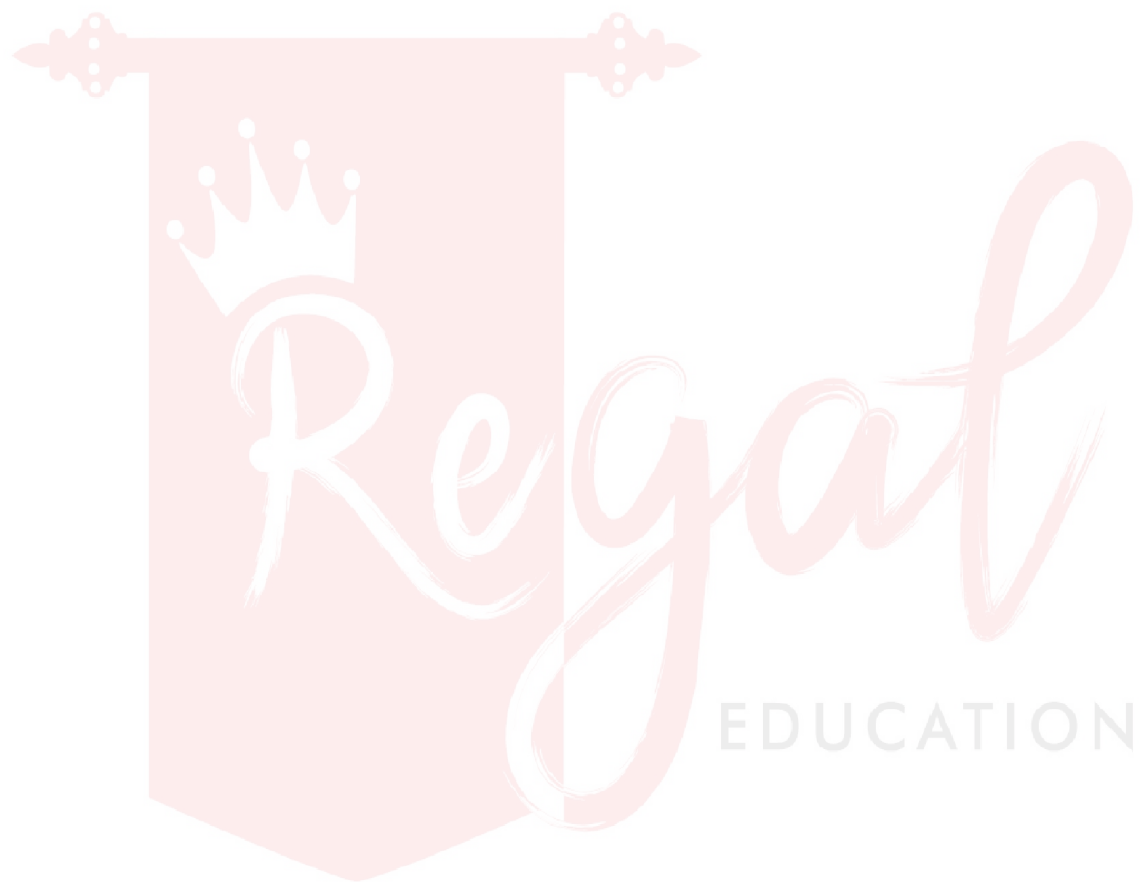
-

=

1

2

3



4

5

6

7

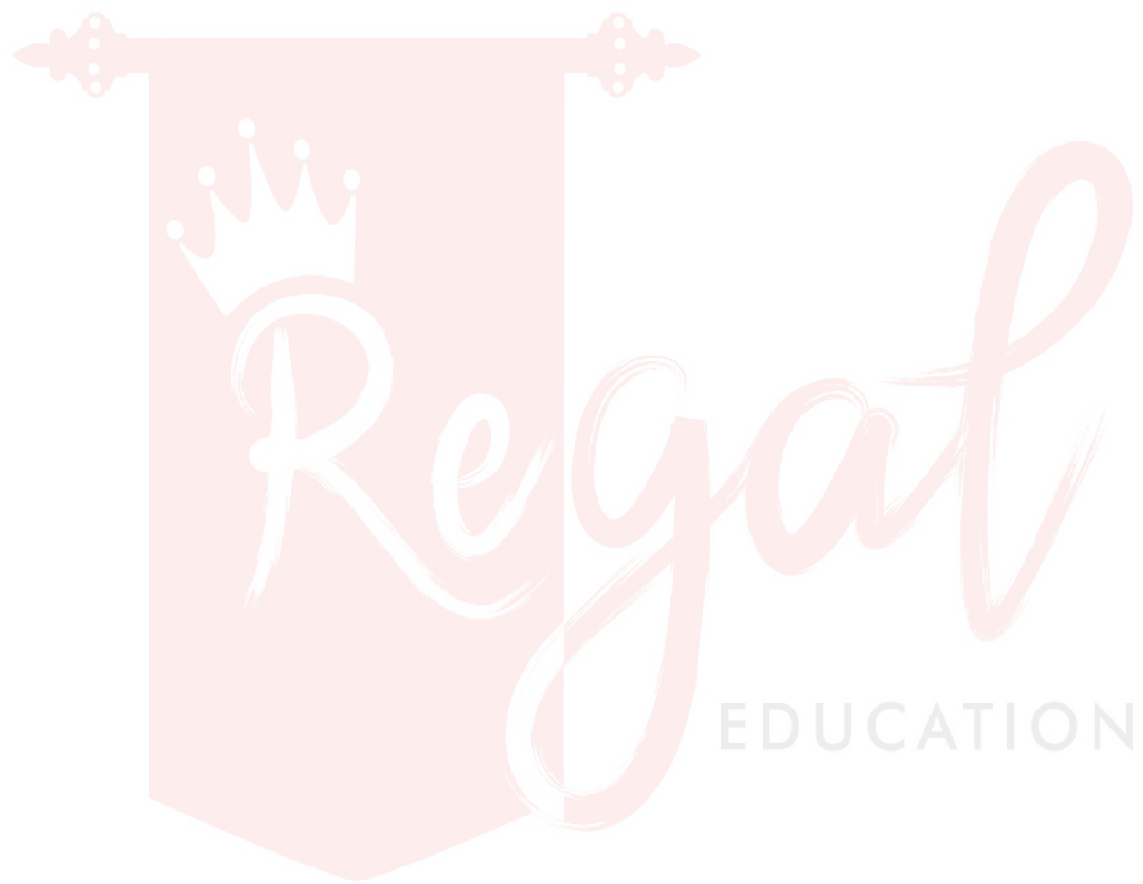
8

9

10

11

12



13

14

15

16

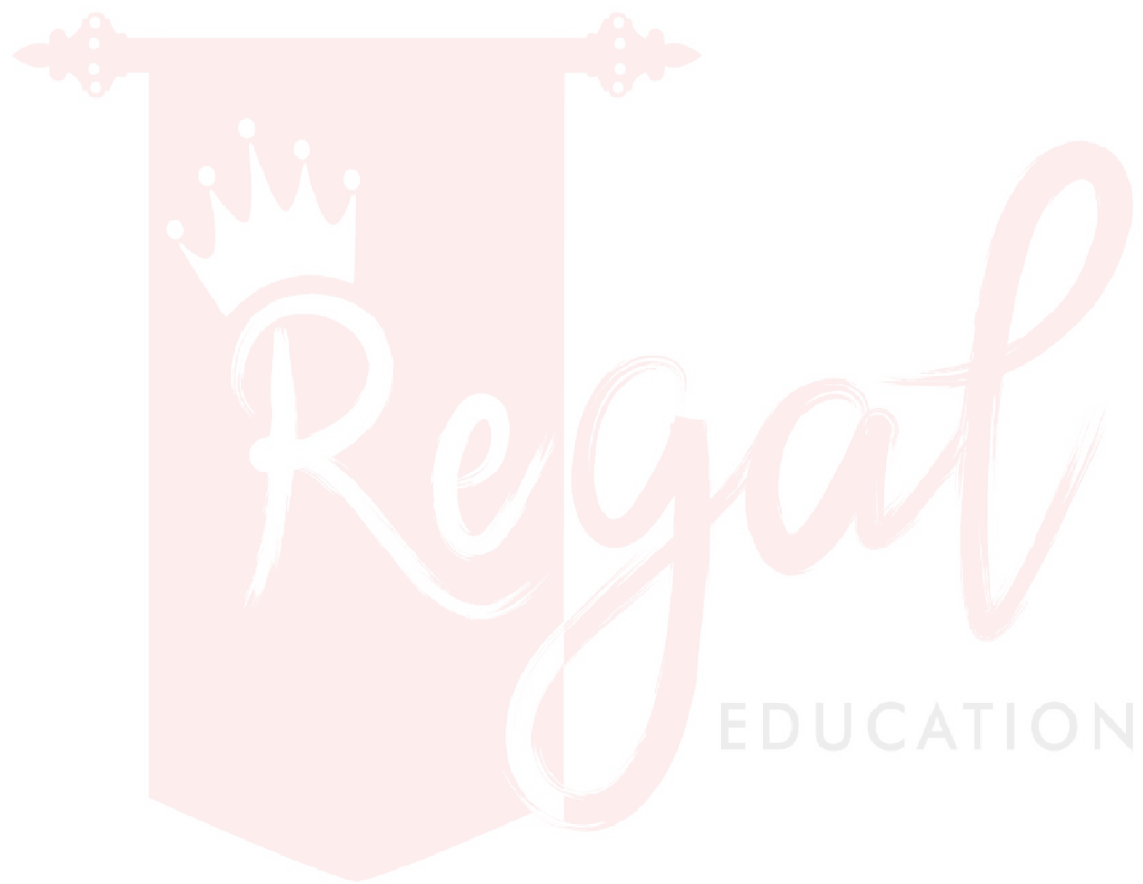
17

18

19

20

0



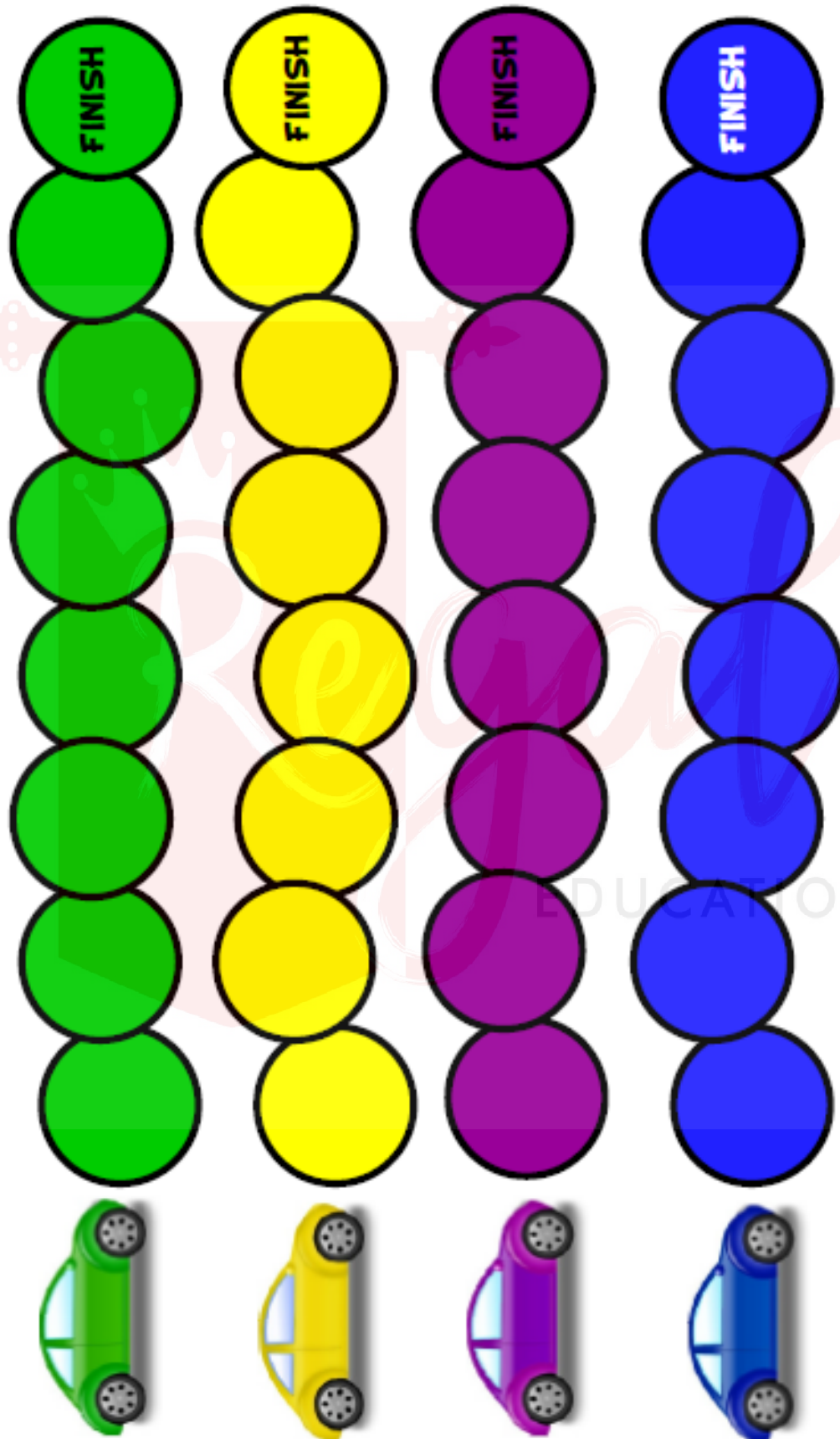
Glue an envelope for the flashcards here.



Let`s play RaCing Cars.

- Use the number cards you cut out before.
- Spread out the cards face down beside the Game Board (board game is on the following page).
- Each player chooses a car and puts a marker on it.
- Each player turns over a card and says the number.
- Decide who has the largest number.
- The player with the largest number moves their counter to the next space. Other players do not move.
- Each player gets another card from a pile.
- Repeat until one player reaches the FINISH.
- Start over.





Unit 6

Cut out and play with
boxes of ten.

Put the boxes together and count
how many things you have in
total.



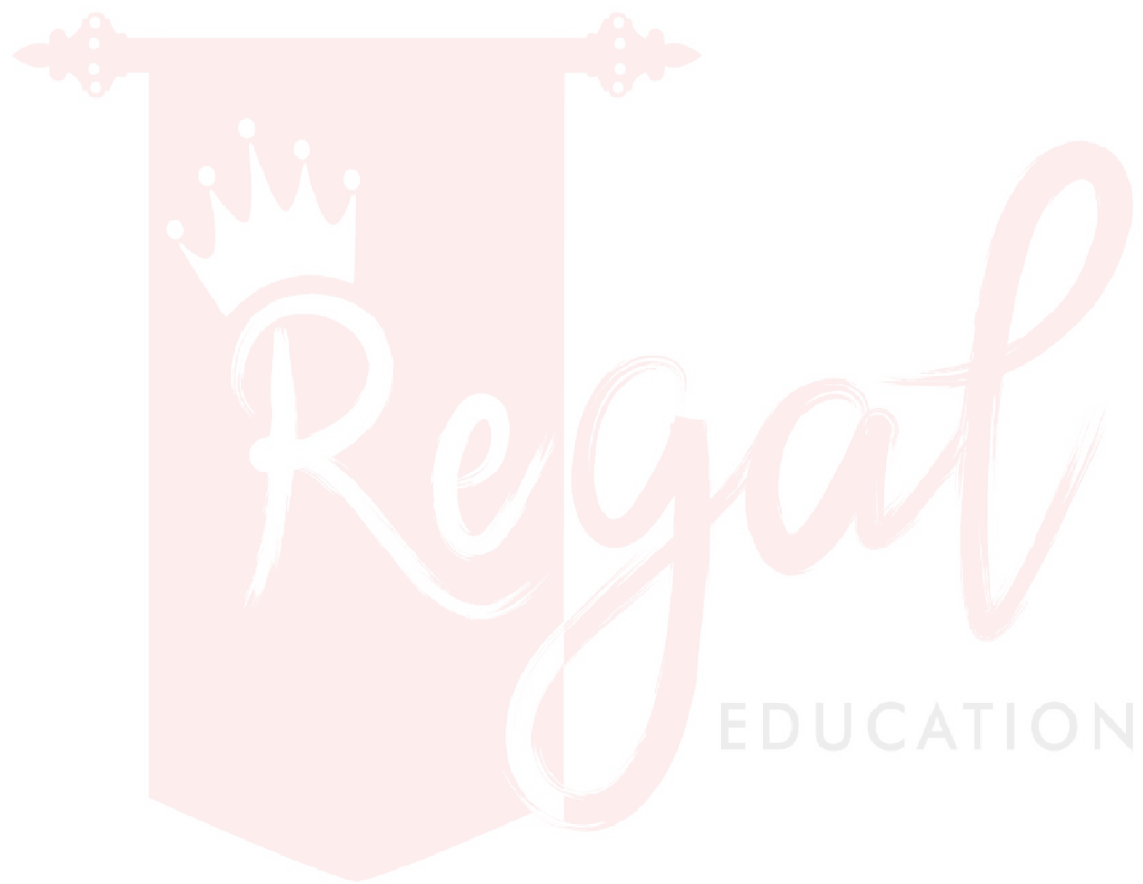
10
flowers

10 cars

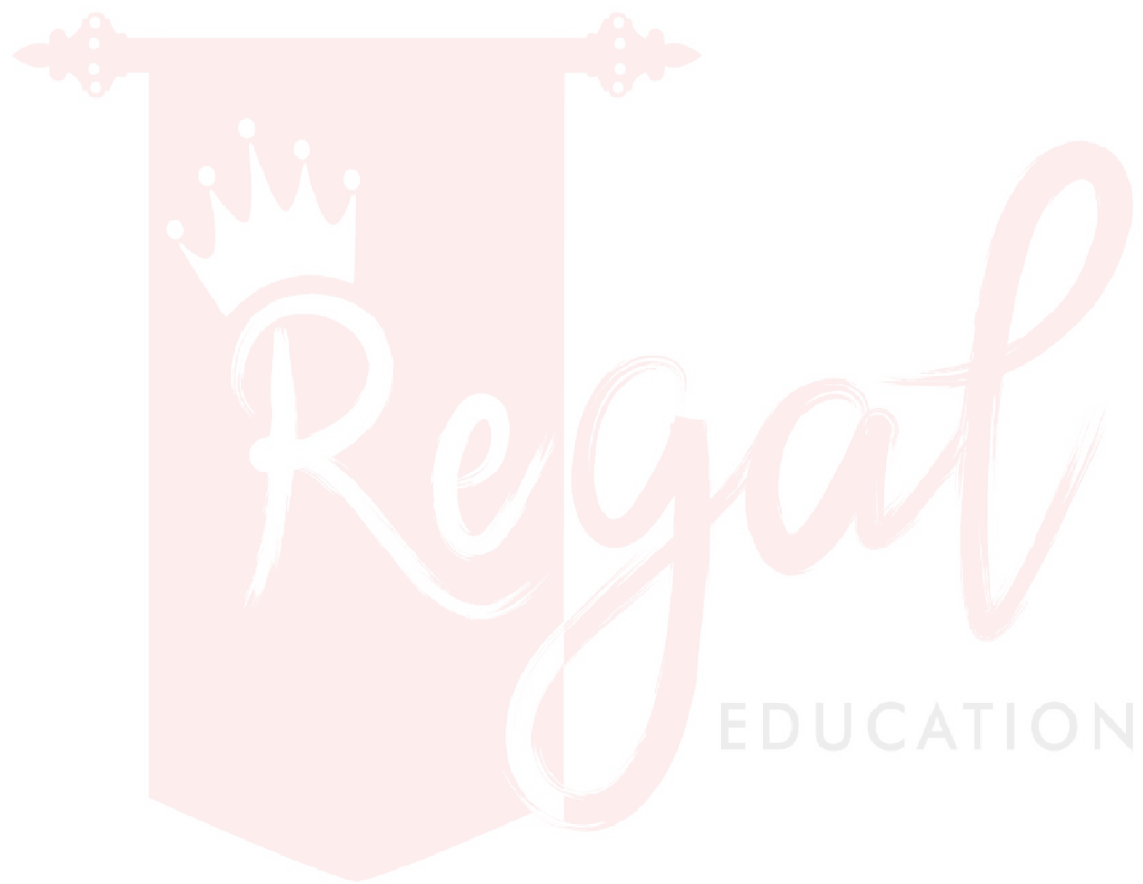
10 bears

30
Thirty

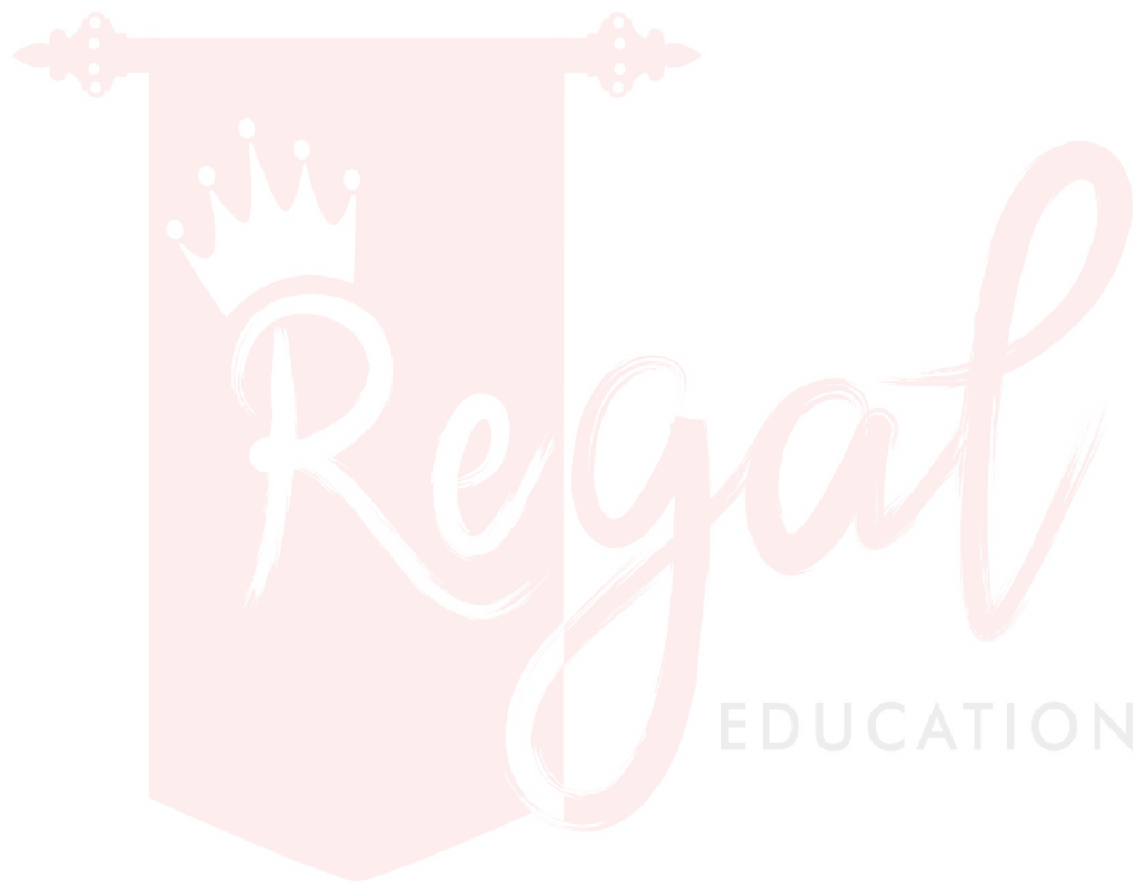




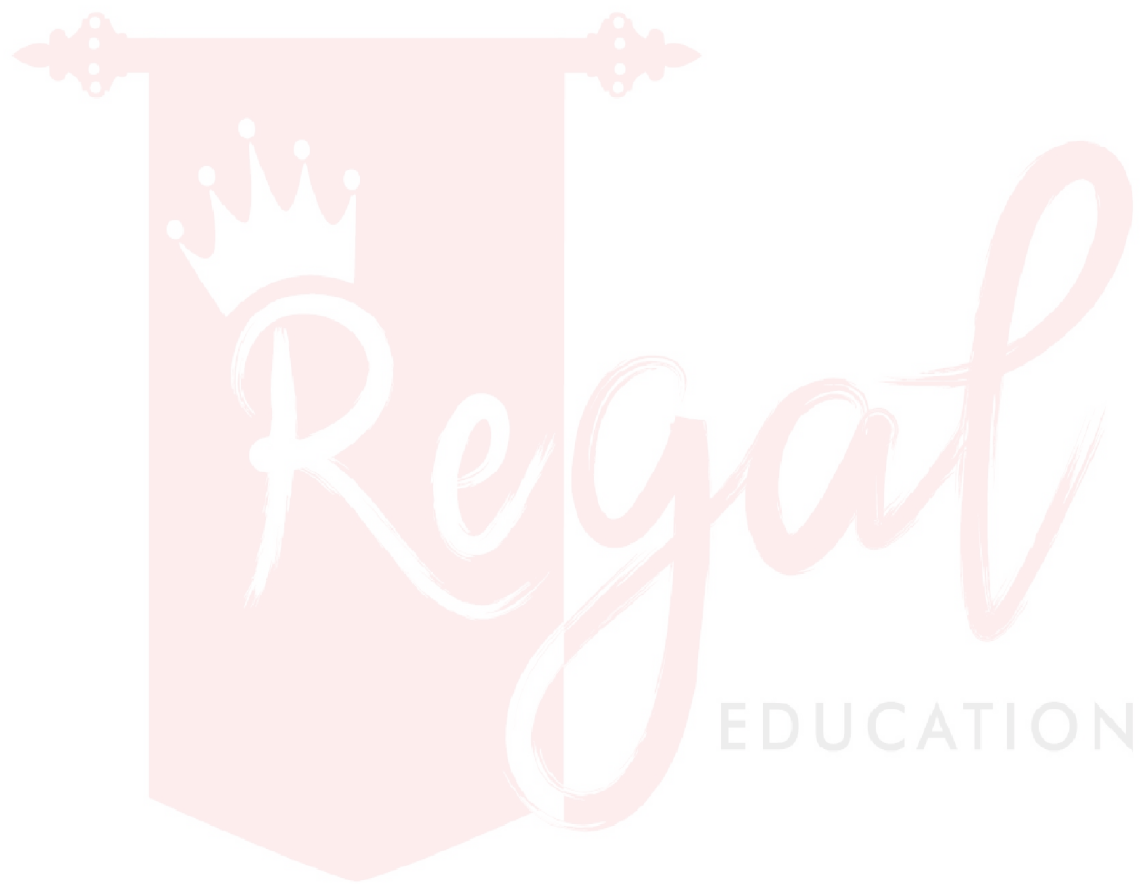












Cut out the numbers.

Place them face down.

Play with your friends.

Arrange the numbers from the lowest to the highest value.

Arrange the number from the highest to the lowest value.

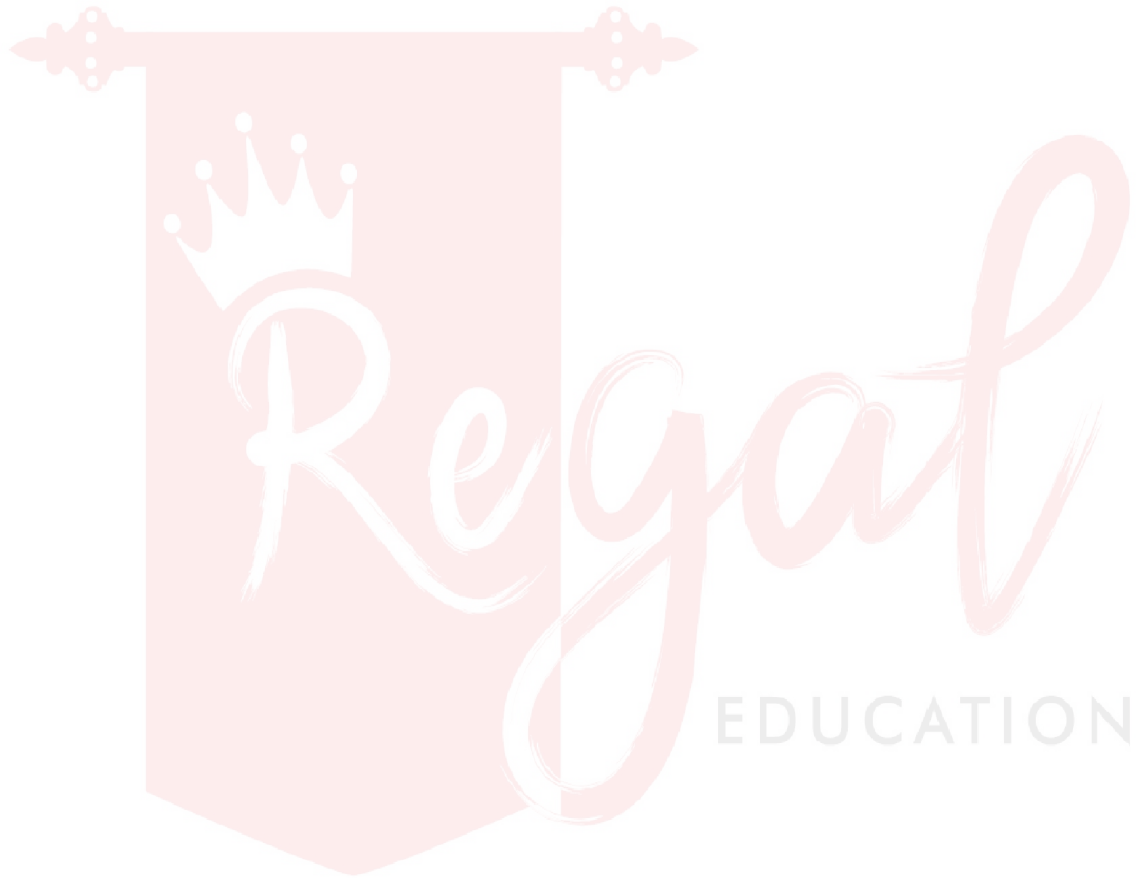
Make short statements with the cards like this:

60

Greater than

50

Create your own game and write down the rules here.



Greater
than

Less
than

=
Equal

11

12

13

14

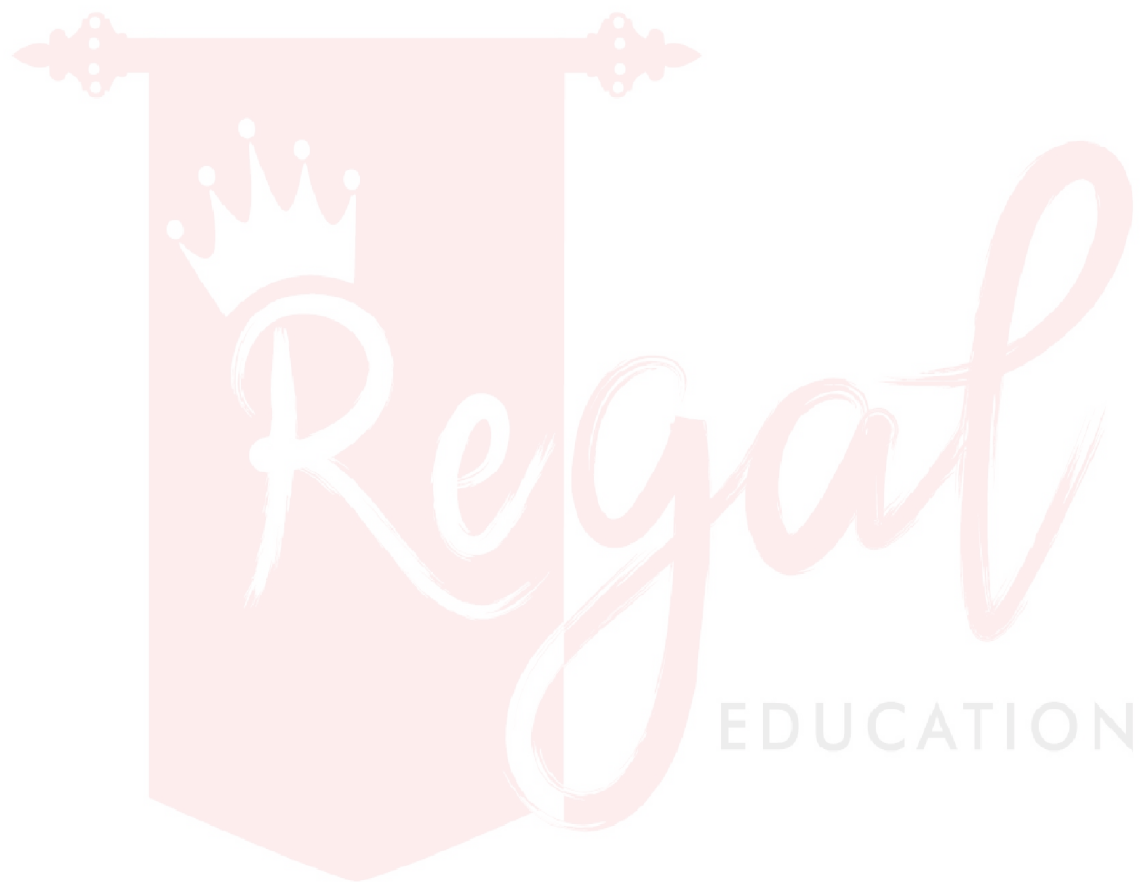
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26

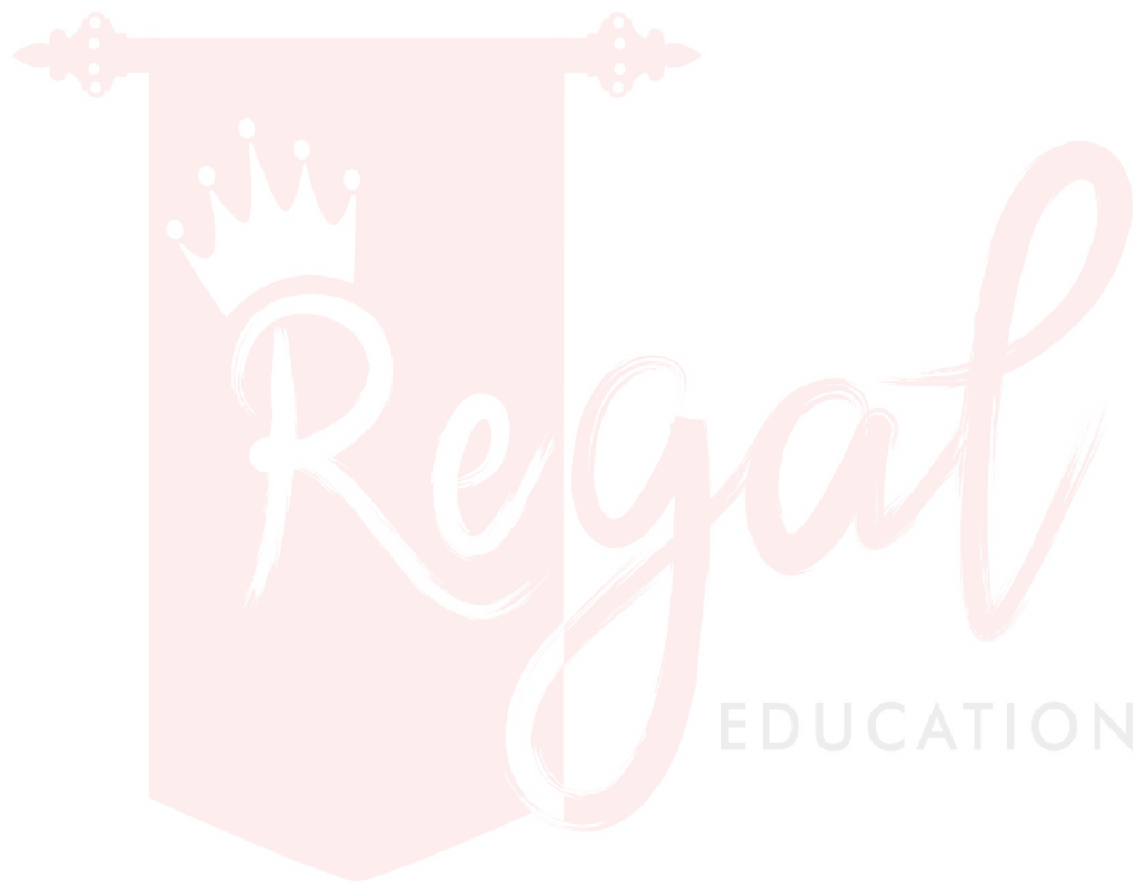
27

28

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31



32

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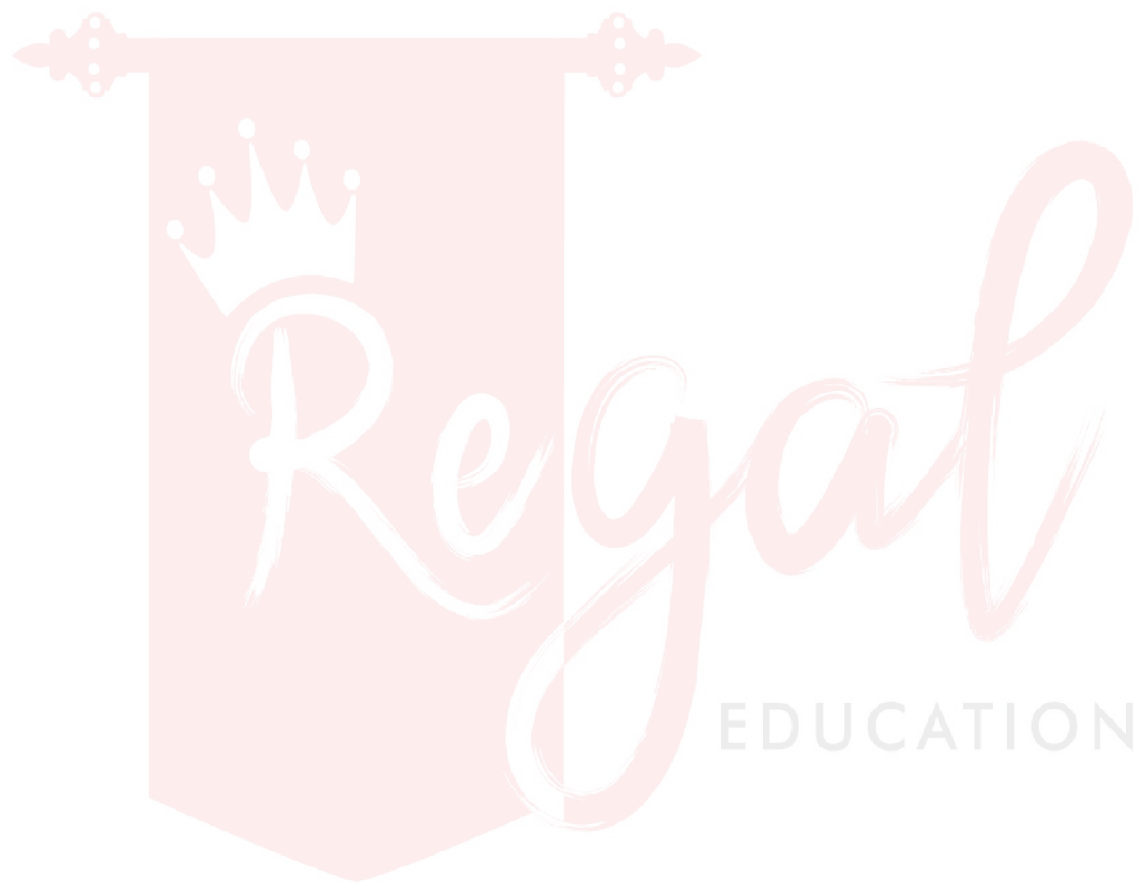
39

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43



44

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49

50

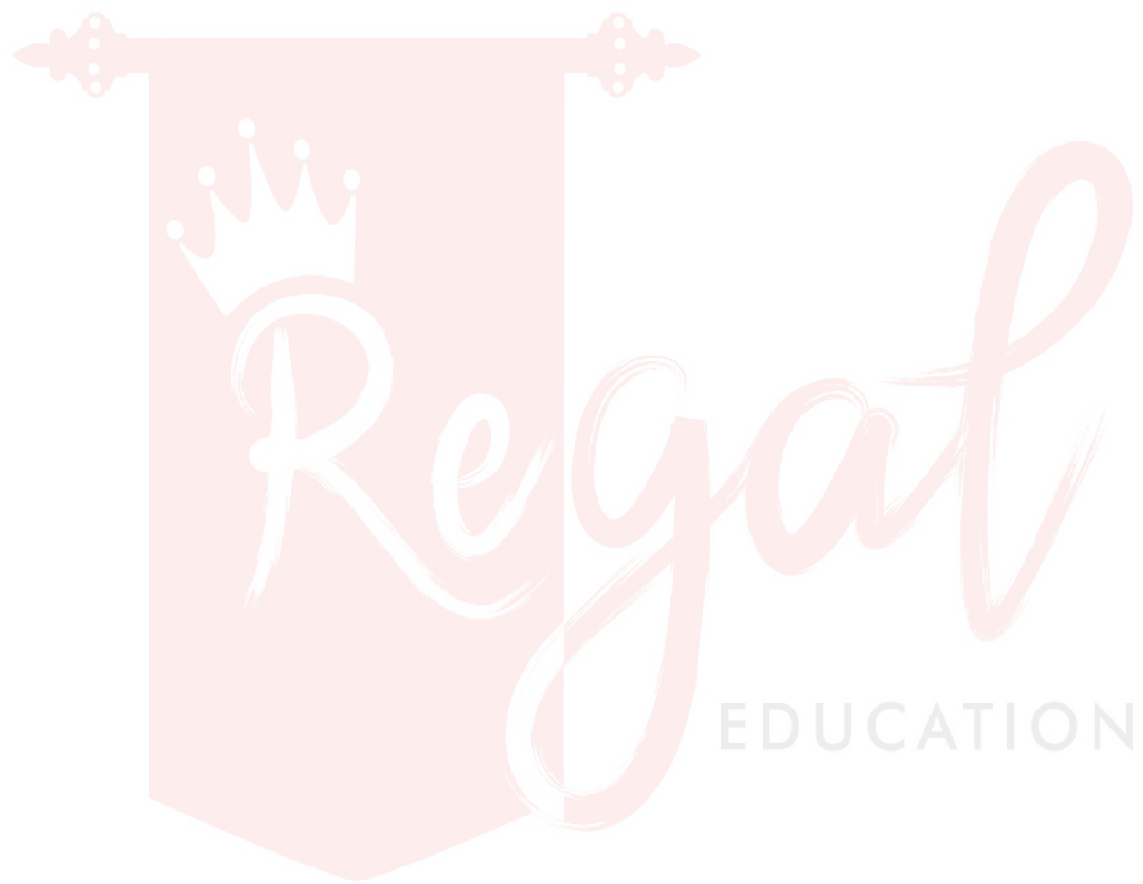
51

52

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56

57

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59

60

61

62

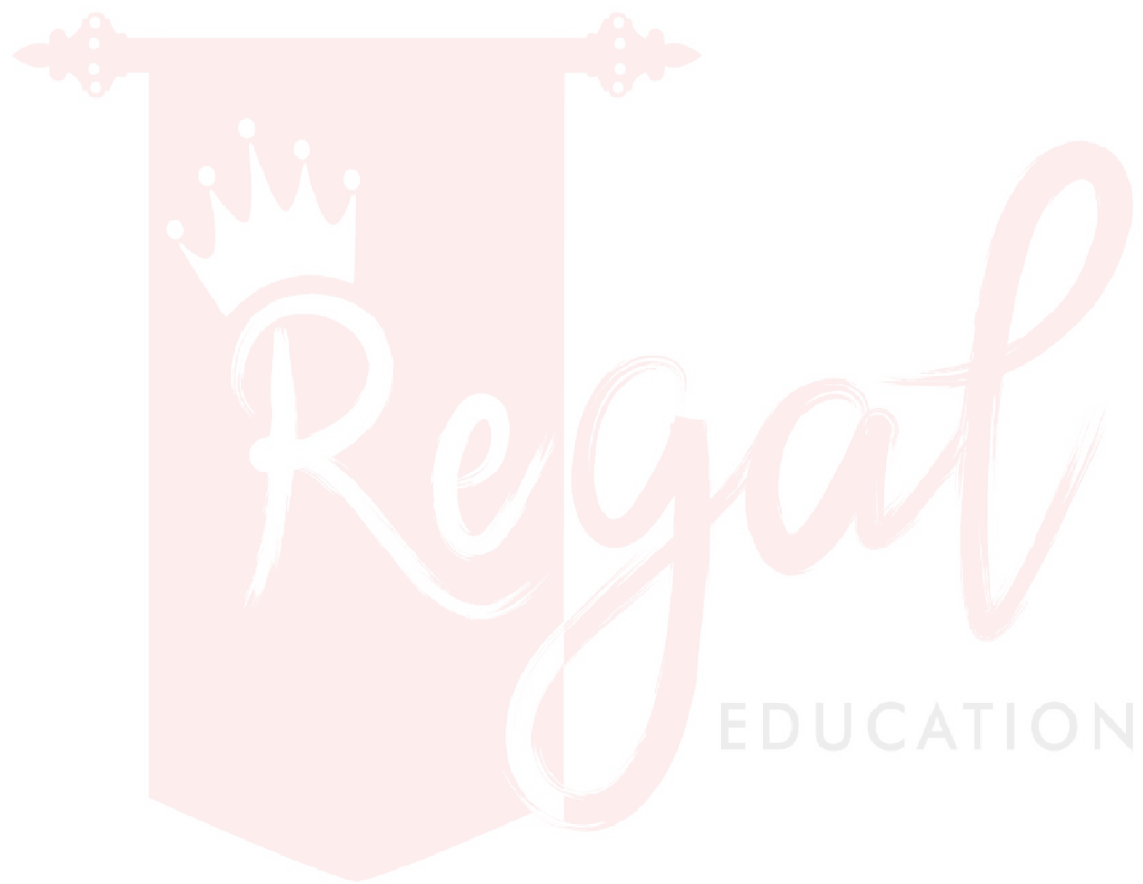
63

64

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68

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73

74

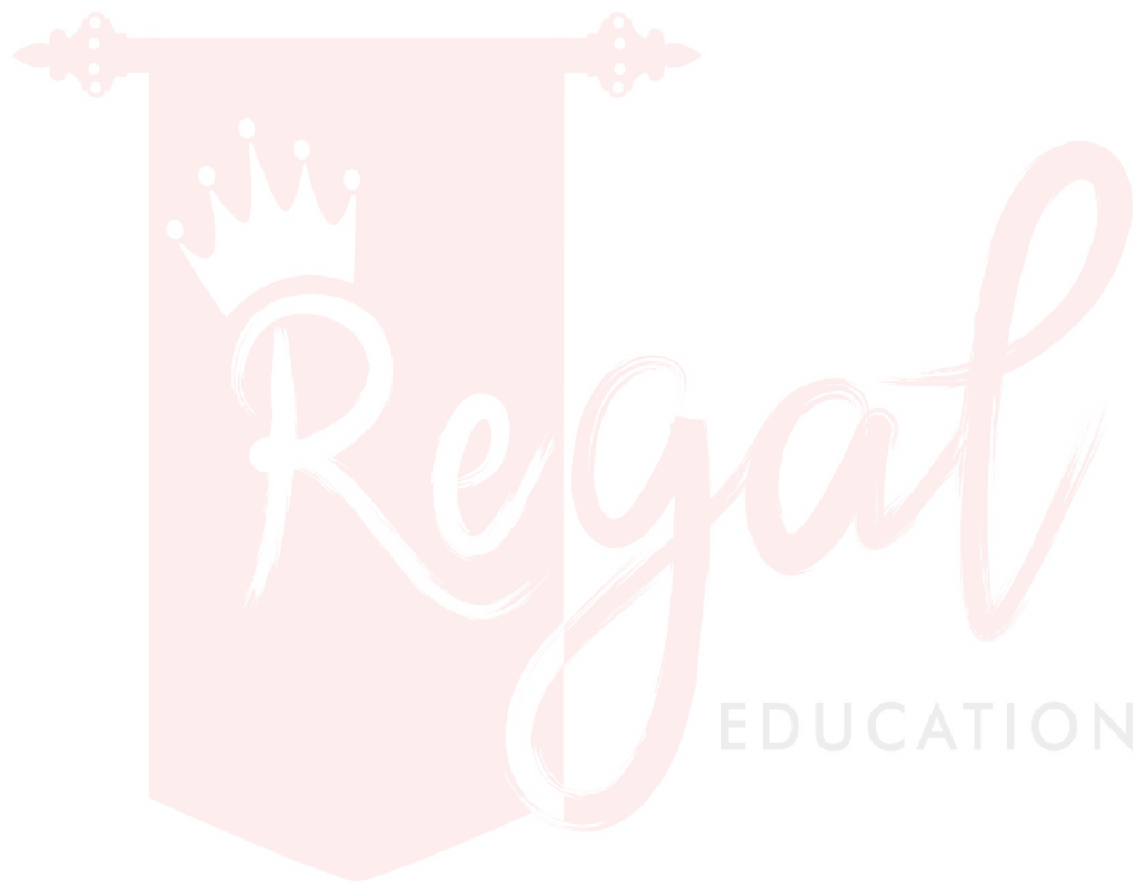
75

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80

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85

86

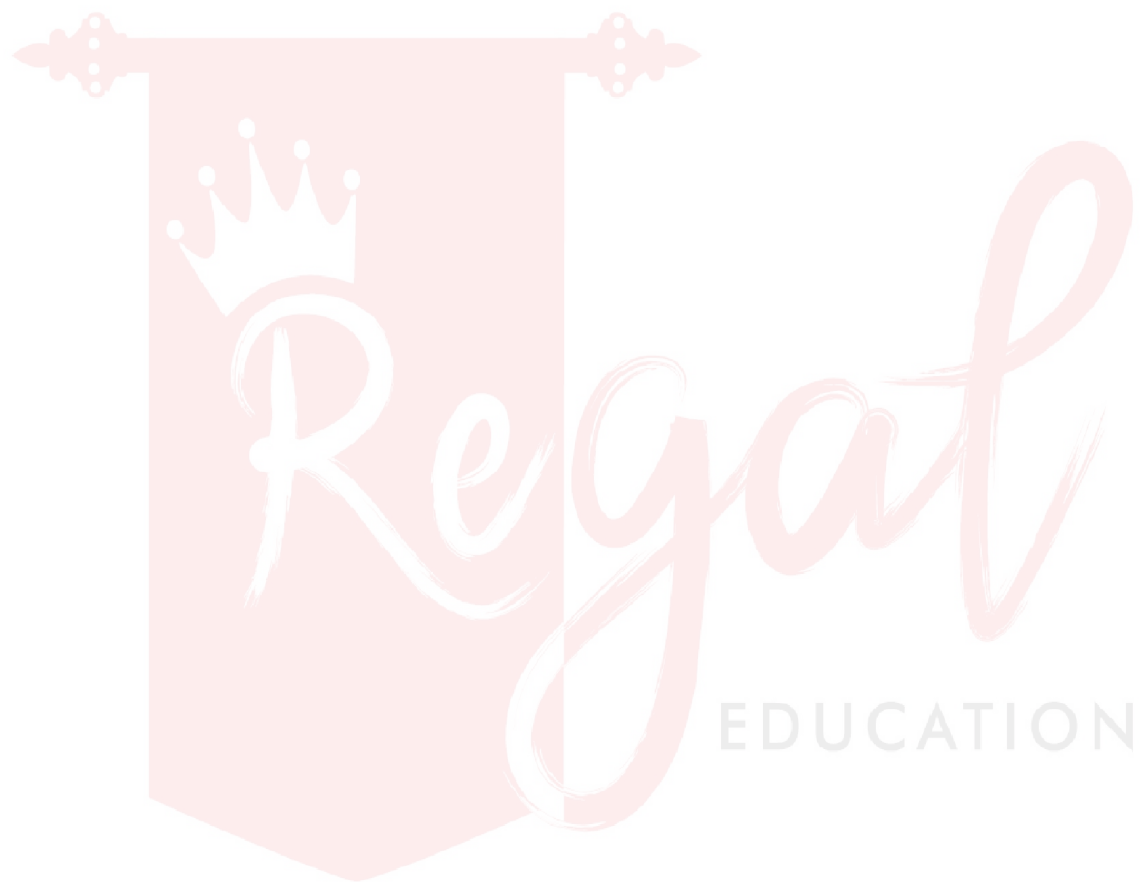
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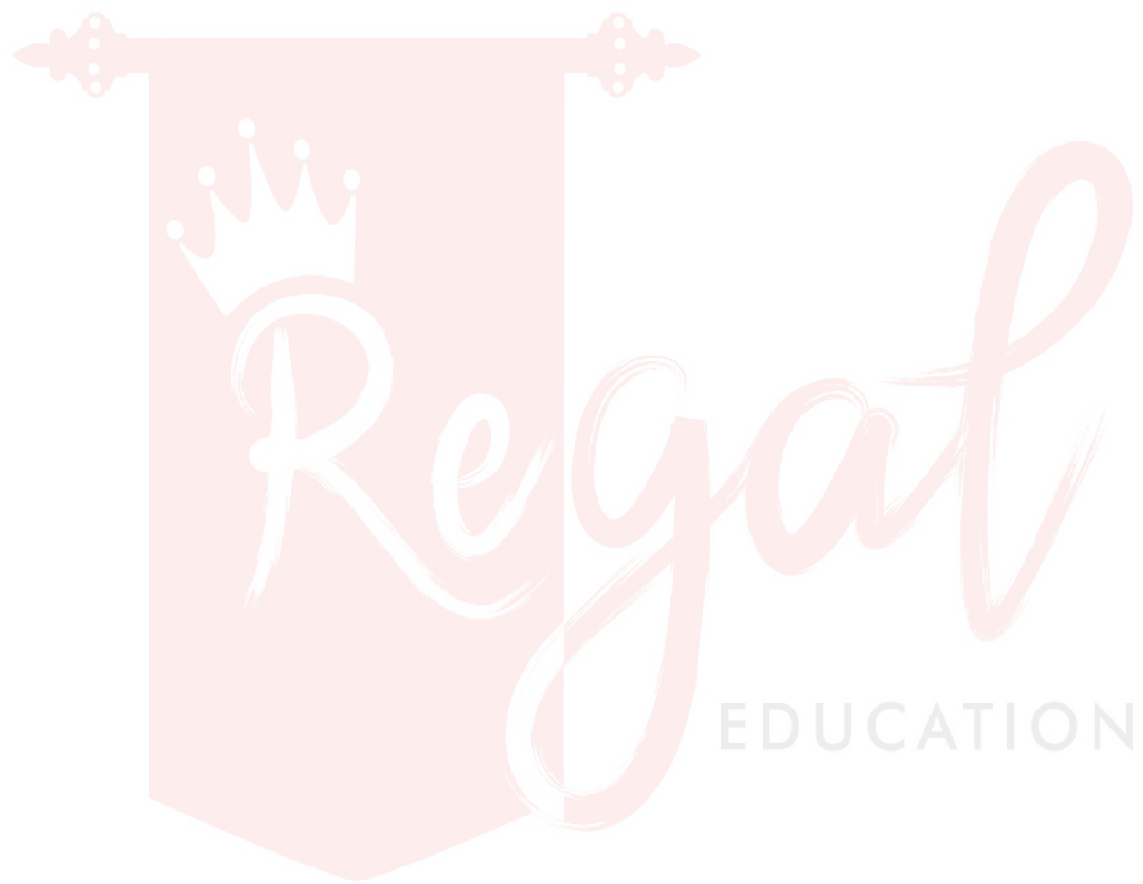
99

100

101

102

103



104

105

106

107

108

109

110

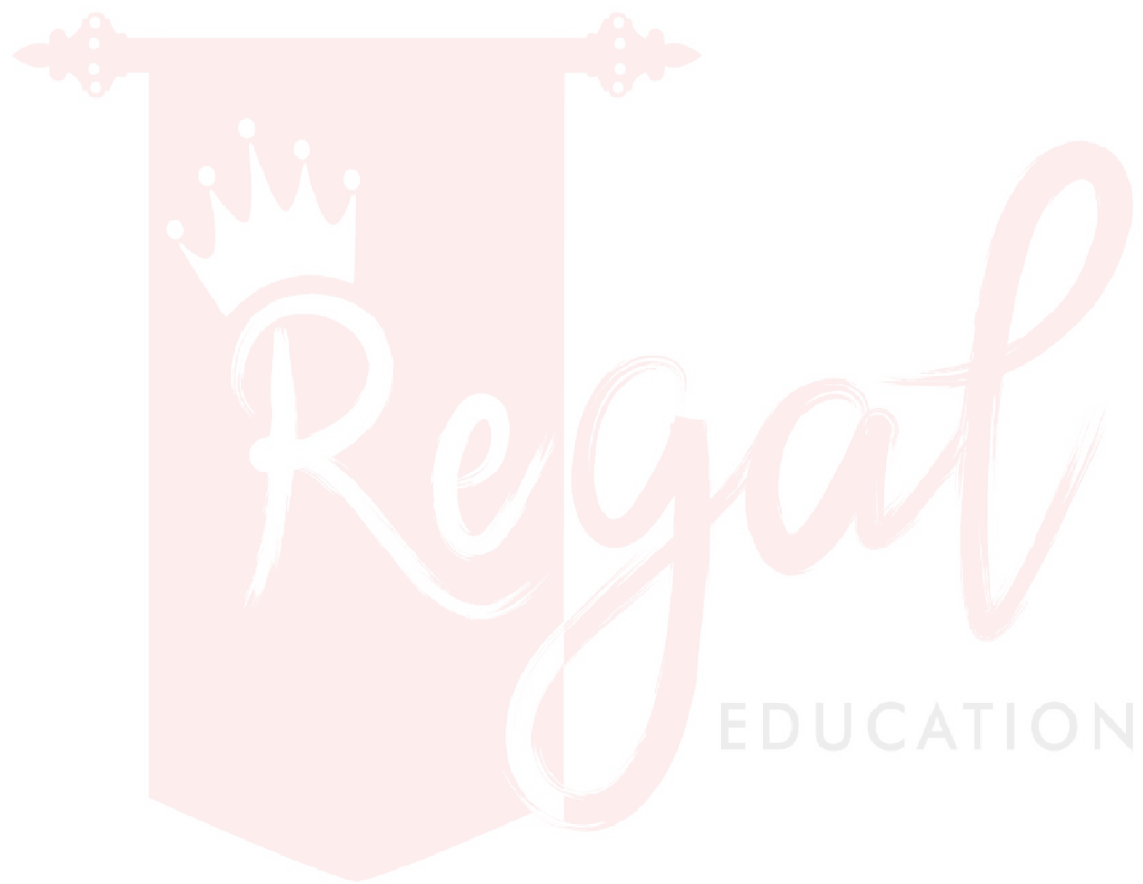
111

112

113

114

115



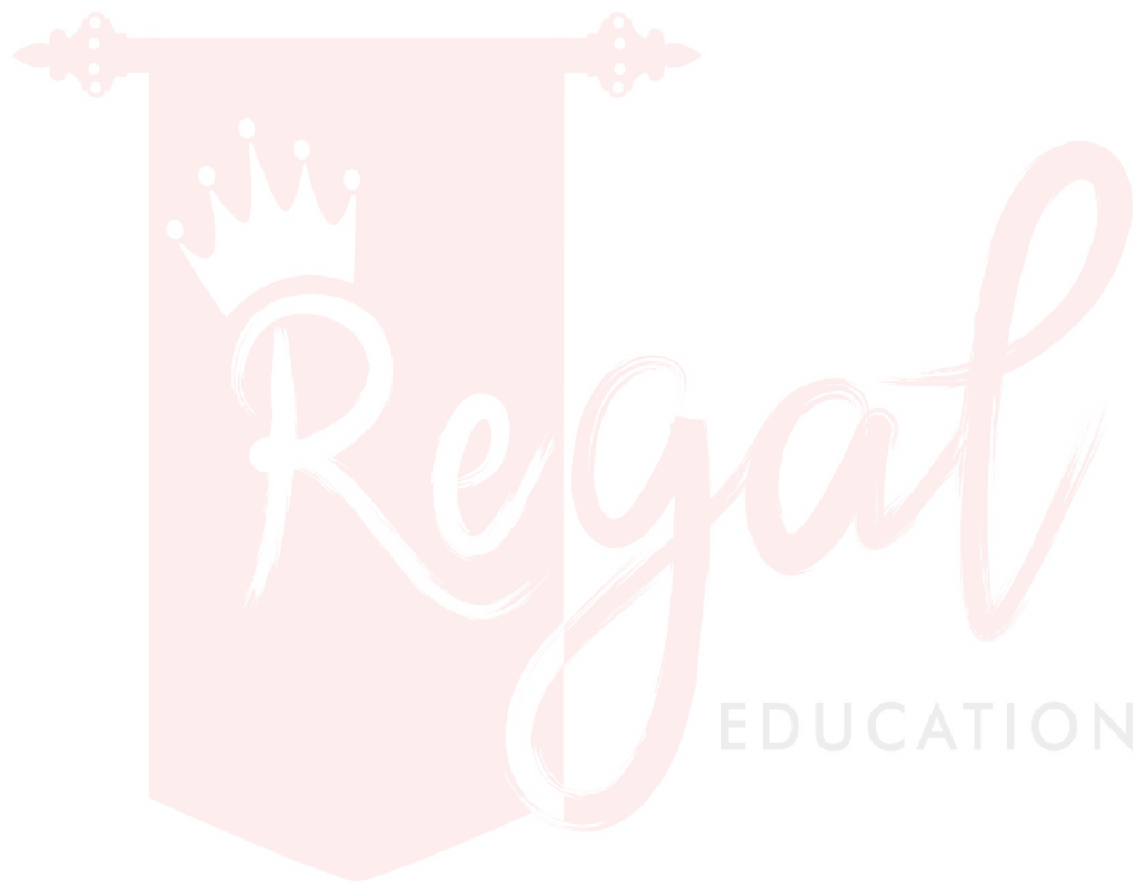
116

117

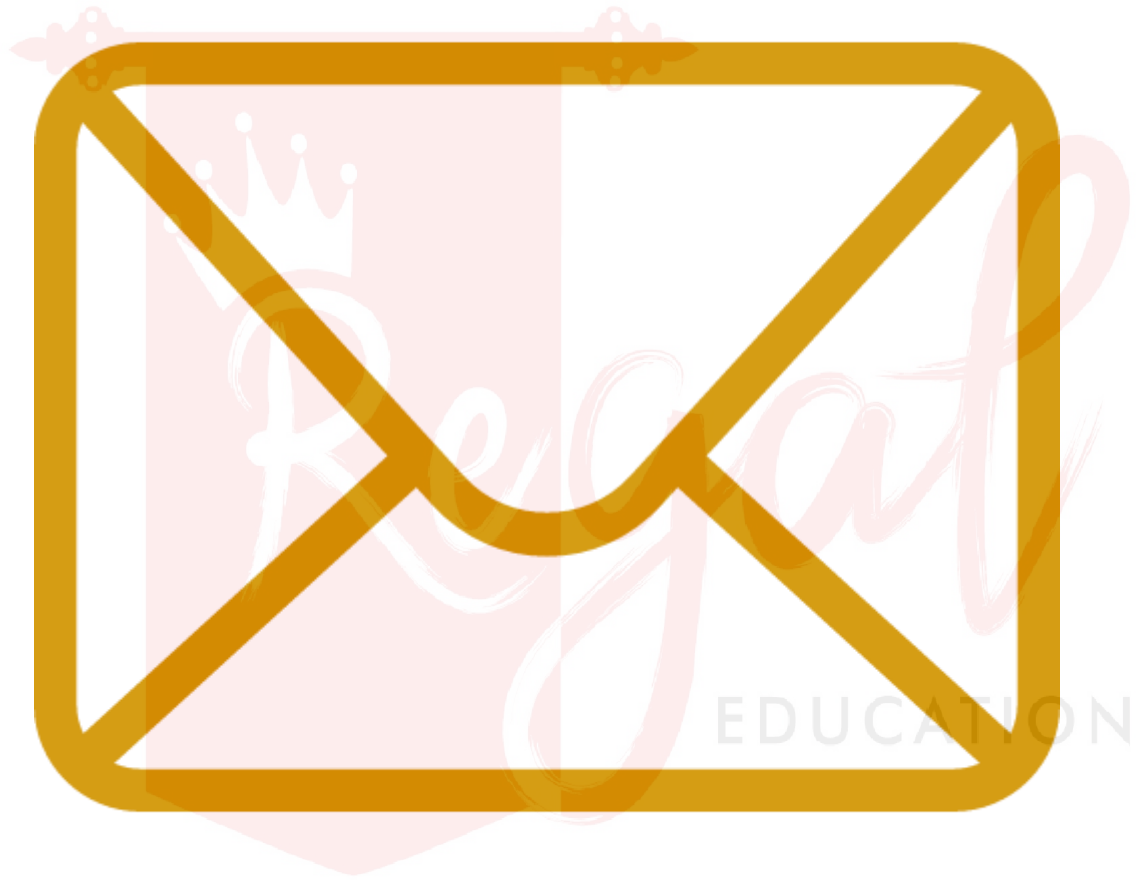
118

119

120



Glue an envelope for the flashcards here.



Unit 7

Play IN-BETWEEN with your friends.

Rules.

1. Each player gets a pallet/a board.
2. There can be as many players as you wish.
3. Everyone starts at the same time.
4. Read the tasks on the board.
5. If it asks you to put the number IN-BETWEEN, write down any number that fits.
6. The winner should finish first and have no mistakes. If the player, who finishes first, has mistaken, he loses. The person who finishes second/ third and made no mistakes wins.
7. Ask your teachers or parents to check your boards if you are not sure in your answers.



GAME BOARD

BETWEEN 10 AND 40

GREATER THAN 50

BETWEEN 42 AND 57

BETWEEN 32 AND 45

BETWEEN 23 AND 32

BETWEEN 14 AND 25

BETWEEN 33 AND 42



LESS THAN 20

GAME BOARD

BETWEEN 10 AND 40

GREATER THAN 50

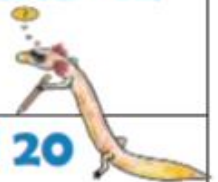
BETWEEN 42 AND 57

BETWEEN 32 AND 45

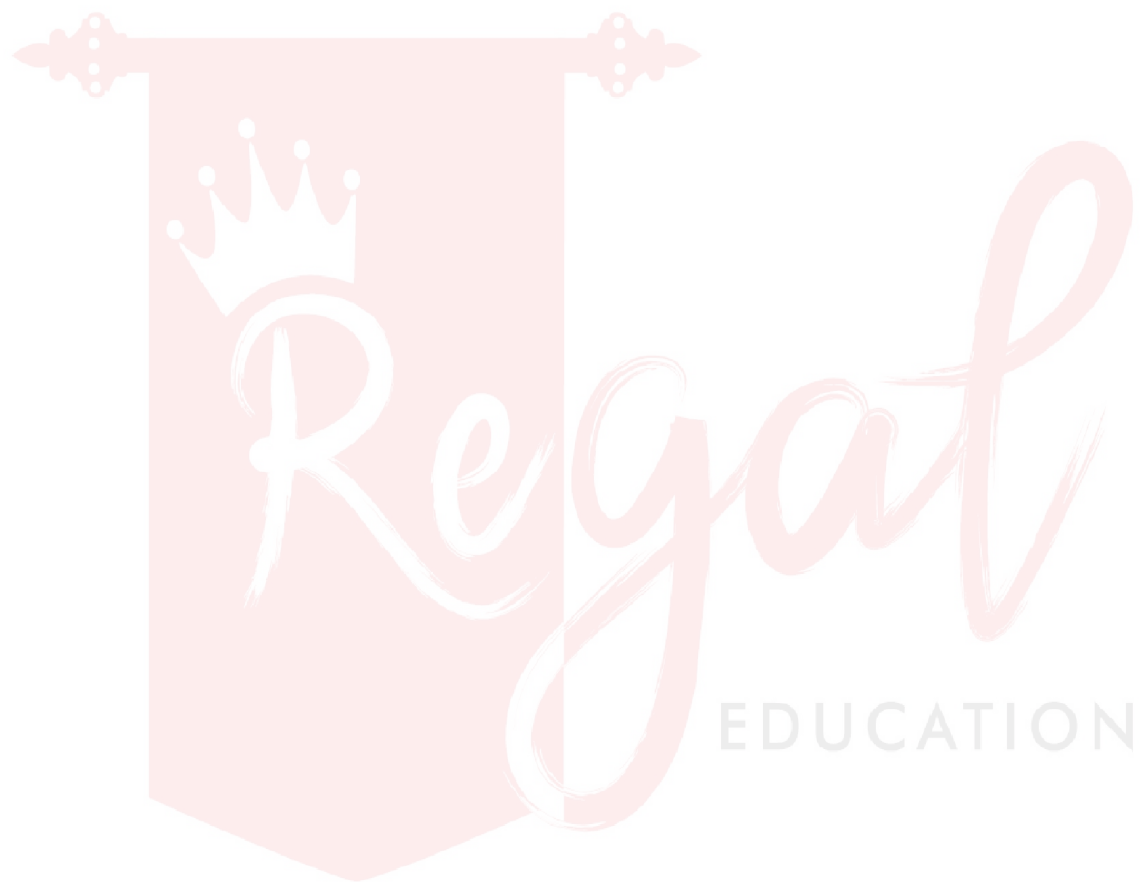
BETWEEN 23 AND 32

BETWEEN 14 AND 25

BETWEEN 33 AND 42



LESS THAN 20



Game board

Between 34 and 39

— — —

Between 30 and 60

— —

Between 50 and 100

— — —

Between 10 and 50

— — —

Less than 60

— — —

More than 40

— — —

Game board

Between 34 and 39

— — —

Between 30 and 60

— —

Between 50 and 100

— — —

Between 50 and 100

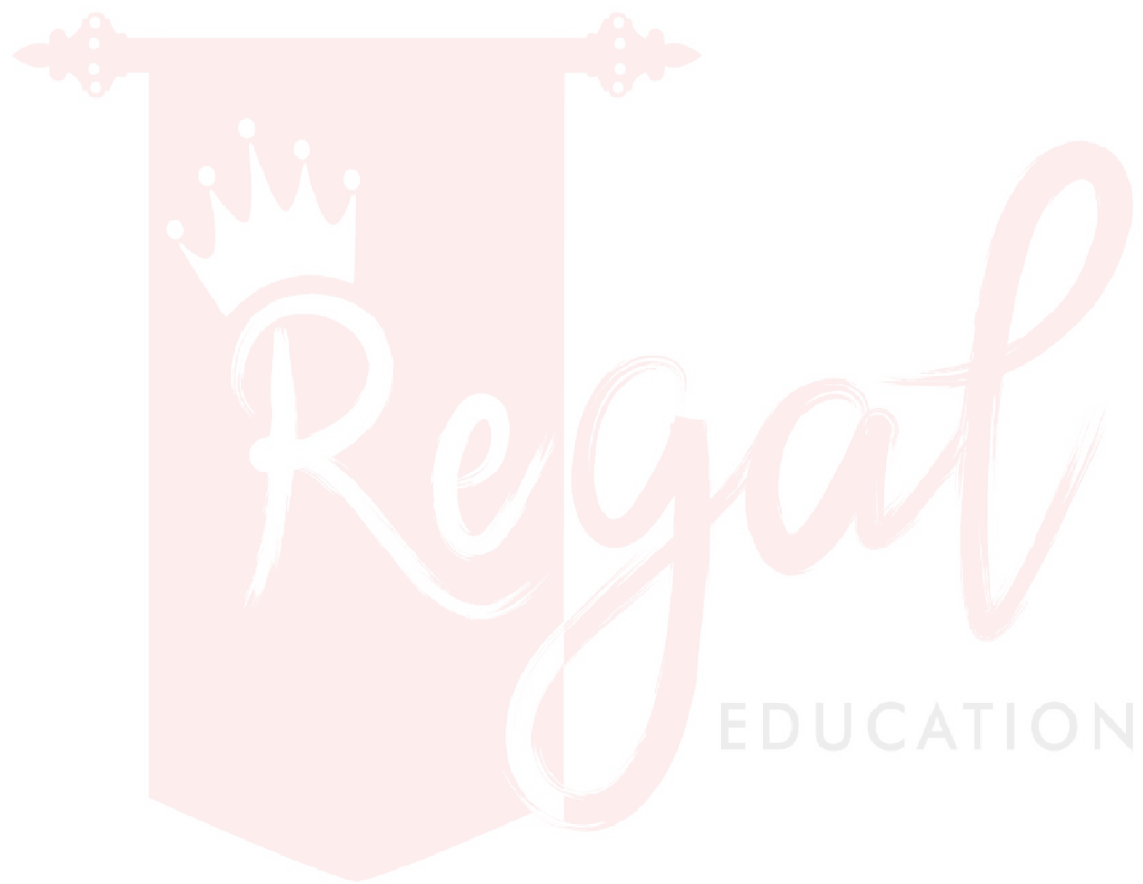
— — —

Less than 60

— — —

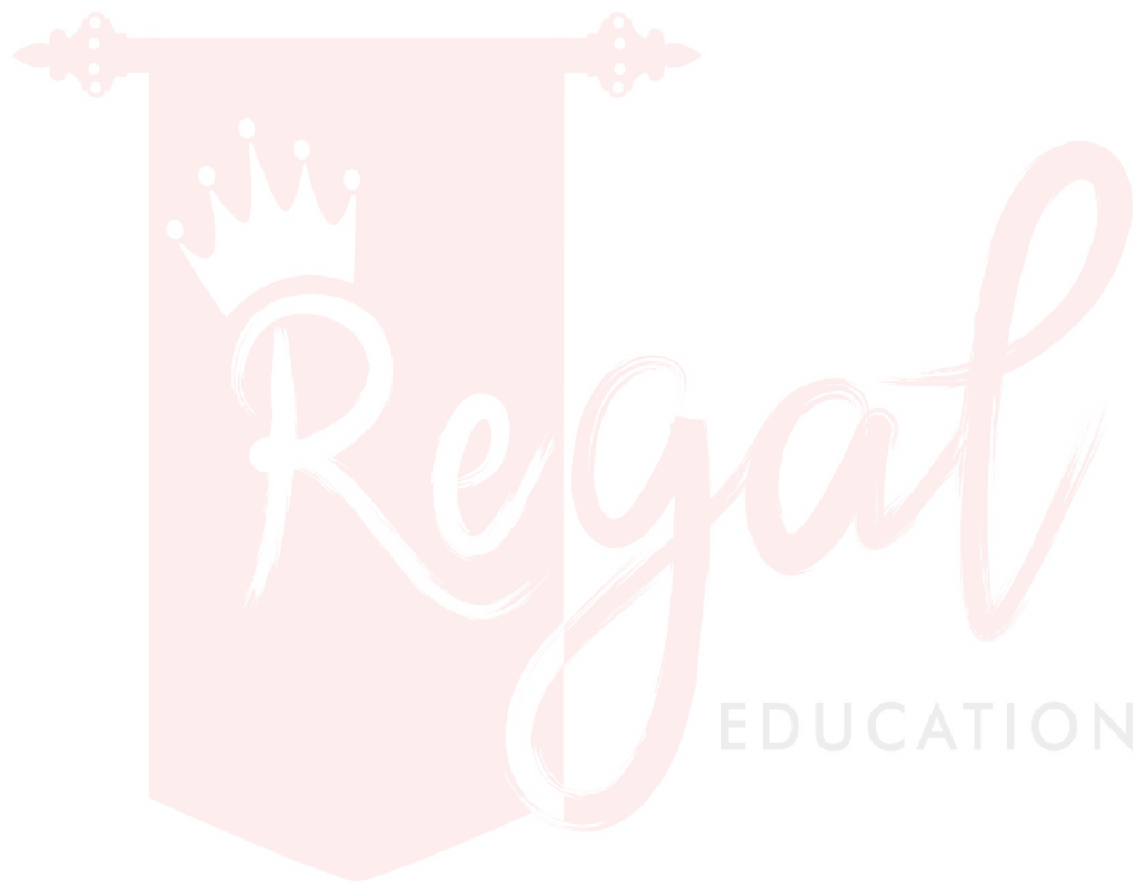
More than 40

— — —



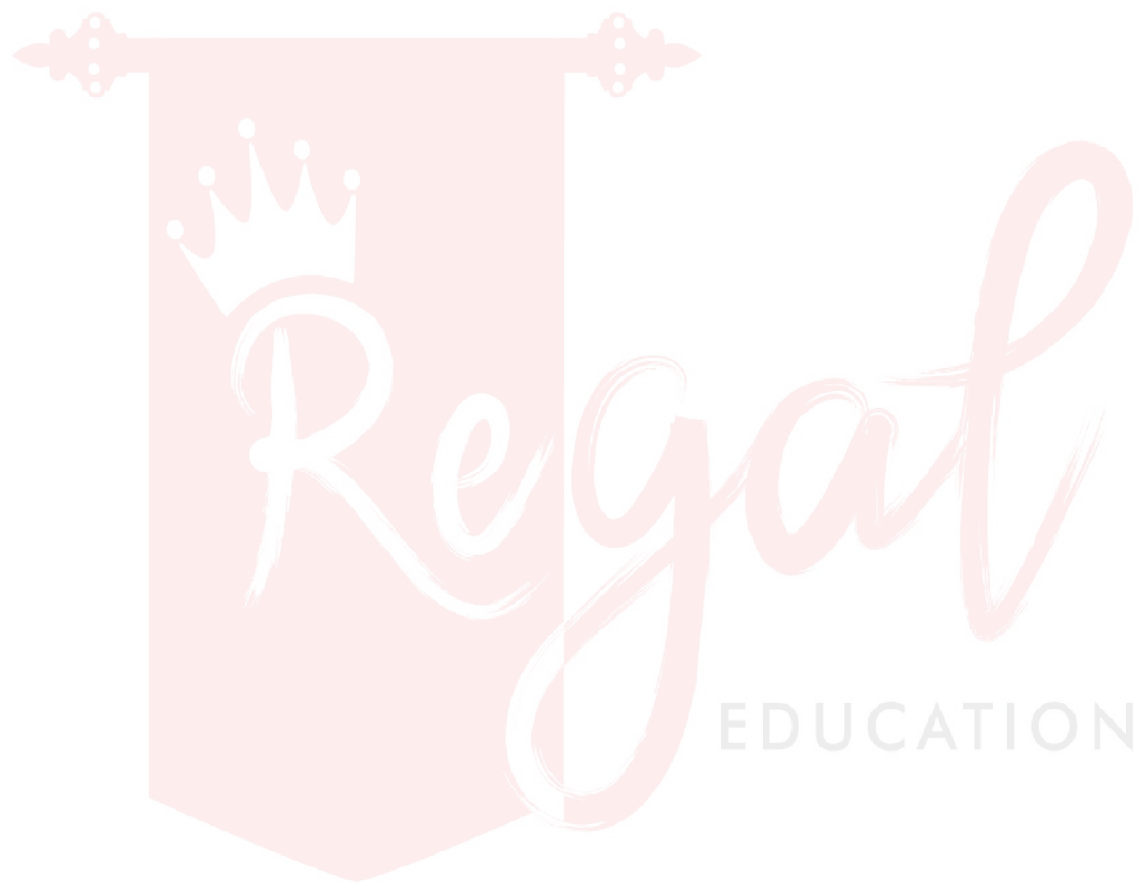
Create your own game boards and play with friends, parents, teachers.

Game board	Game board
Between ____ and ____ ____ _	Between ____ and ____ ____ _
Between ____ and ____ ____ _	Between ____ and ____ ____ _
Between ____ and ____ ____ _	Between ____ and ____ ____ _
Between ____ and ____ ____ _	Between ____ and ____ ____ _
Less than ____ ____ _	Less than ____ ____ _
More than ____ ____ _	More than ____ ____ _



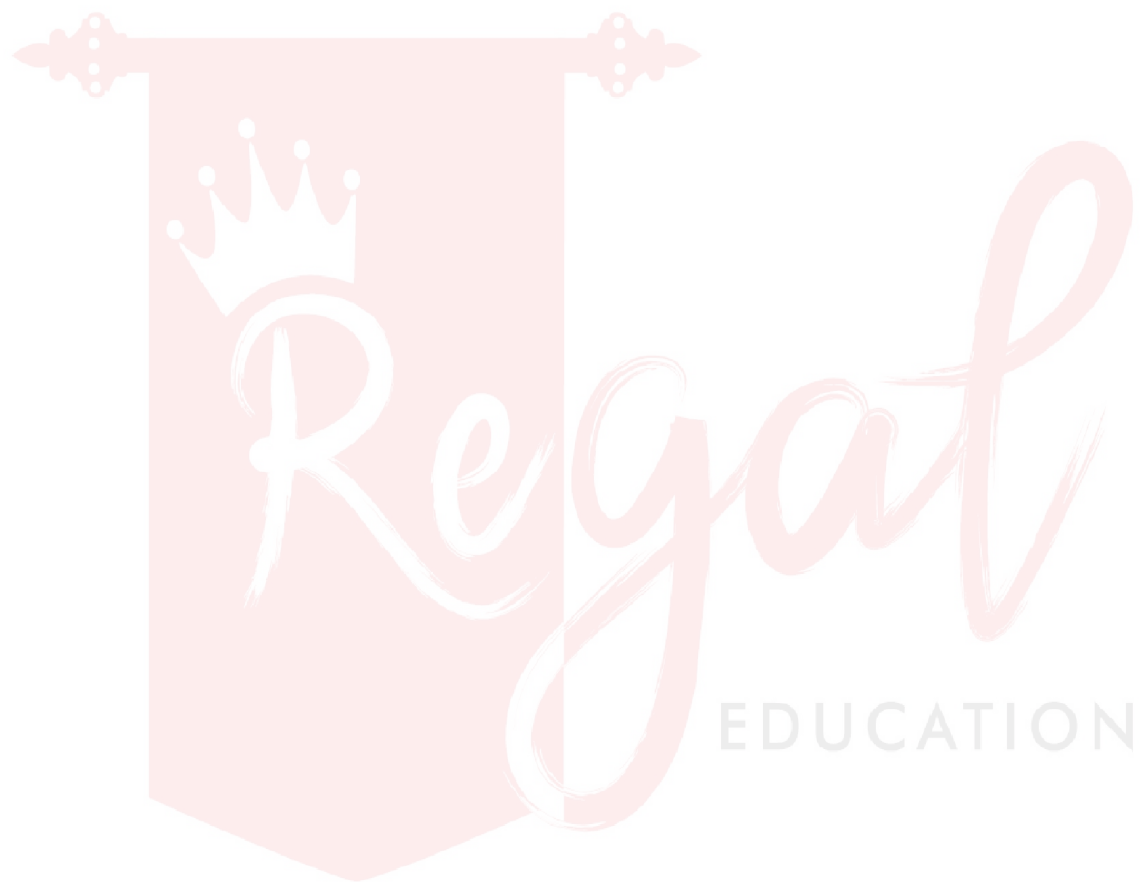
Create your own game boards and play with friends, parents, teachers.

Game board	Game board
Between ___ and ___ ____	Between ___ and ___ ____
Between ___ and ___ ____	Between ___ and ___ ____
Between ___ and ___ ____	Between ___ and ___ ____
Between ___ and ___ ____	Between ___ and ___ ____
Less than ___ ____	Less than ___ ____
More than ___ ____	More than ___ ____



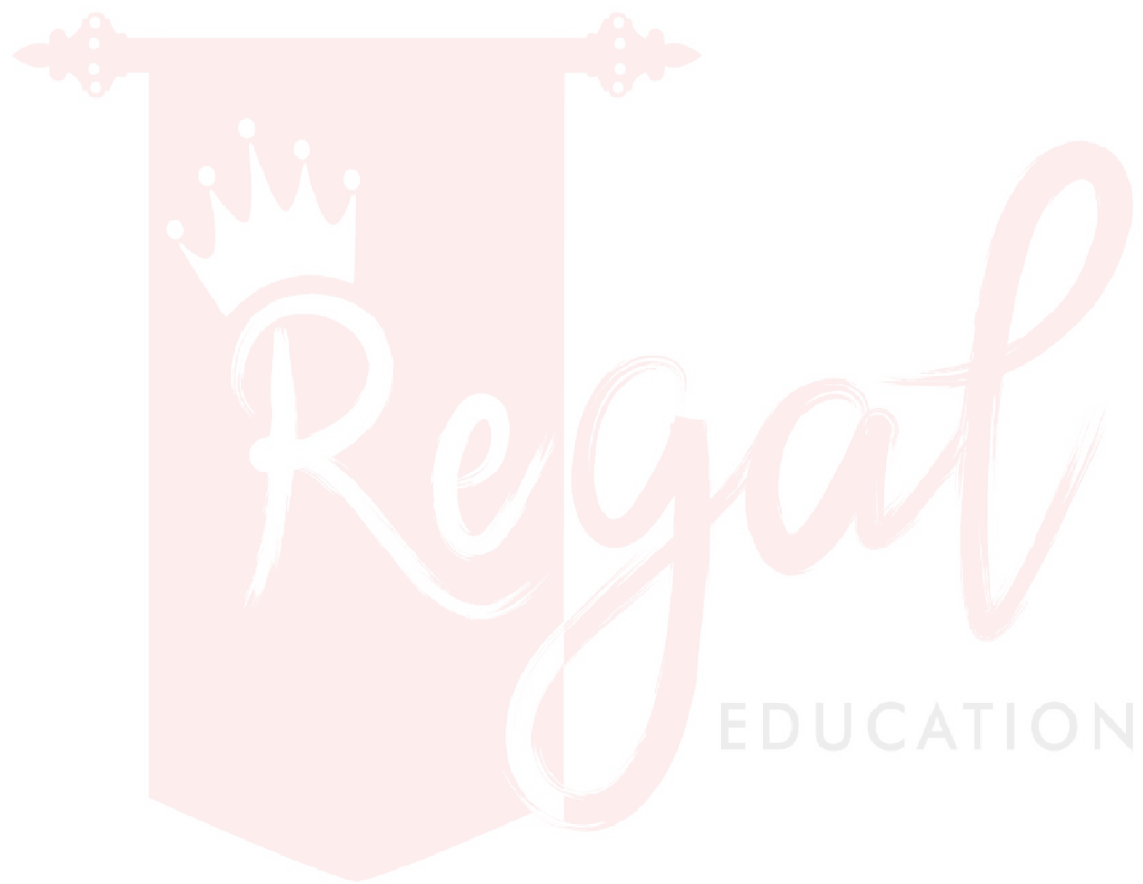
Create your own game boards and play with friends, parents, teachers.

Game board	Game board
Between ___ and ___ ___ ___ ___	Between ___ and ___ ___ ___ ___
Between ___ and ___ ___ ___	Between ___ and ___ ___ ___ ___
Between ___ and ___ ___ ___ ___	Between ___ and ___ ___ ___ ___
Between ___ and ___ ___ ___ ___	Between ___ and ___ ___ ___ ___
Less than ___ ___ ___ ___	Less than ___ ___ ___ ___
More than _ ___ ___ ___	More than _ ___ ___ ___



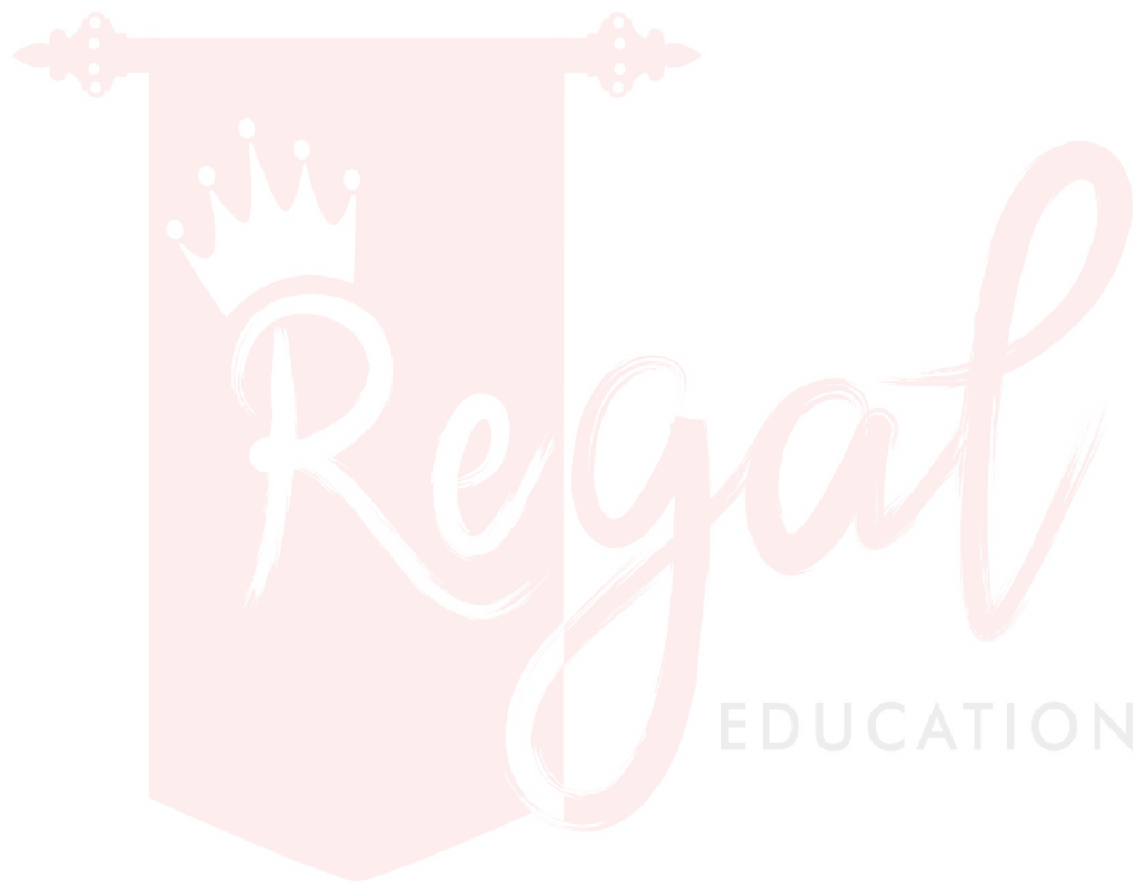
Create your own game boards and play with friends, parents, teachers.

Game board	Game board
Between ___ and ___ ____	Between ___ and ___ ____
Between ___ and ___ ____	Between ___ and ___ ____
Between ___ and ___ ____	Between ___ and ___ ____
Between ___ and ___ ____	Between ___ and ___ ____
Less than ___ ____	Less than ___ ____
More than ___ ____	More than ___ ____



Create your own game boards and play with friends, parents, teachers.

Game board	Game board
Between ____ and ____ ____ _	Between ____ and ____ ____ _
Between ____ and ____ ____ _	Between ____ and ____ ____ _
Between ____ and ____ ____ _	Between ____ and ____ ____ _
Between ____ and ____ ____ _	Between ____ and ____ ____ _
Less than ____ ____ _	Less than ____ ____ _
More than ____ ____ _	More than ____ ____ _



Unit 8

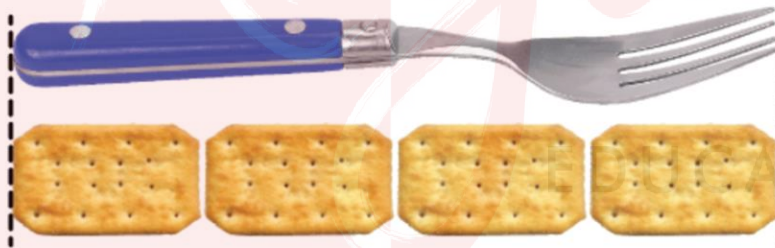
Study the picture.

What is the unit of measure for each item?



Answer the question. Compare your answers with your friends.

To play online, scan the QR code.



The fork is crackers long.



How many paperclips long is the pen?



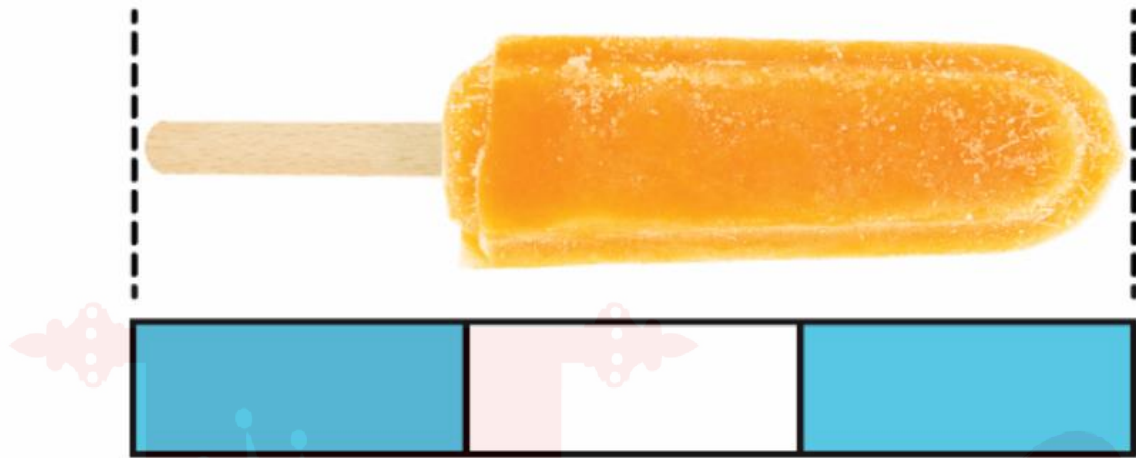
Fill in the missing number.



The battery is pennies long.

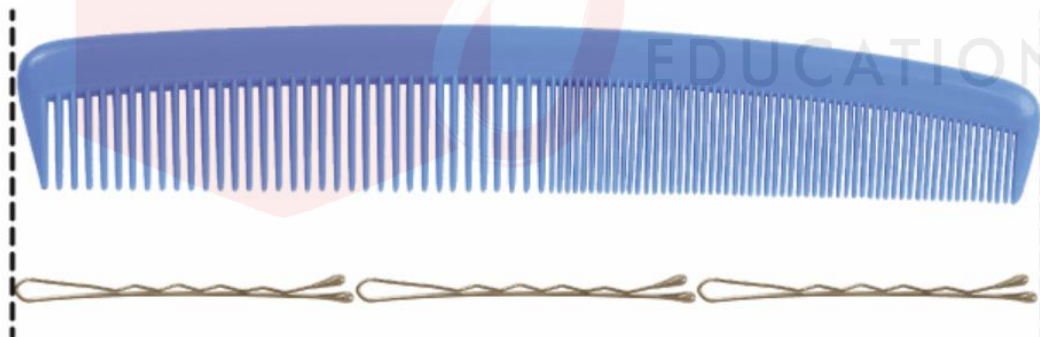


Fill in the missing number.



The popsicle is blocks long.

How many bobby pins long is the comb?



3

4

How many blocks long is the toothbrush?



5

4

Fill in the missing number.



The hammer is nails long.

How many seashells long is the feather?



2

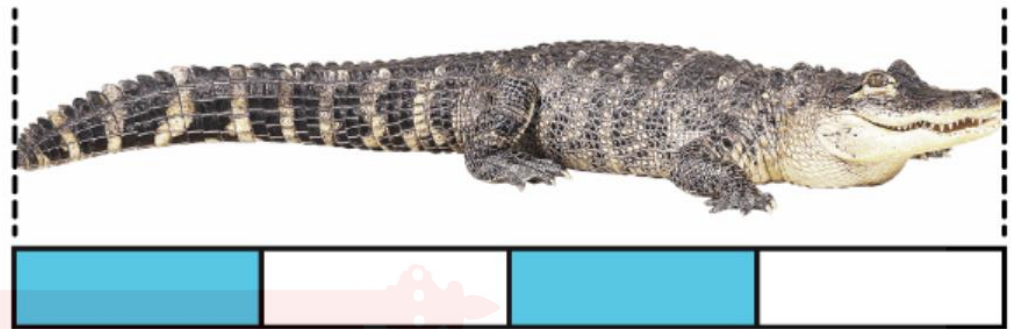
3

Fill in the missing number.



The battery is blocks long.

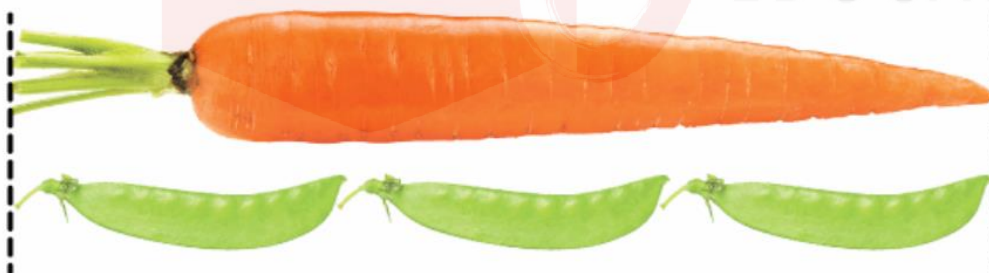
How many blocks long is the alligator?



5

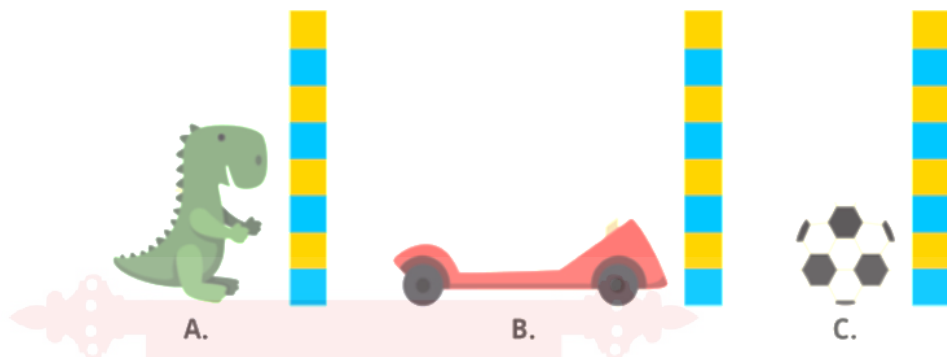
4

Fill in the missing number.



The carrot is snow peas long.

Measure the height of each toy below.



A.

cubes

B.

cubes

C.

cubes



bin



padlock



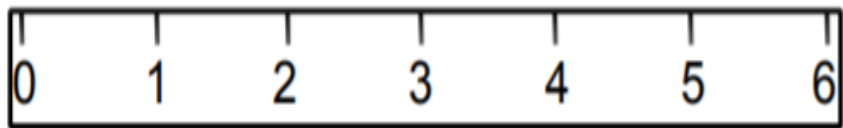
cup

The bin is taller than the

The

is shorter than the cup.

Cut out the ruler and measure the length of each pencil.





Unit 9

Cut out the vocabulary
cards. Play with your friends.
Check how well you remember
the words.

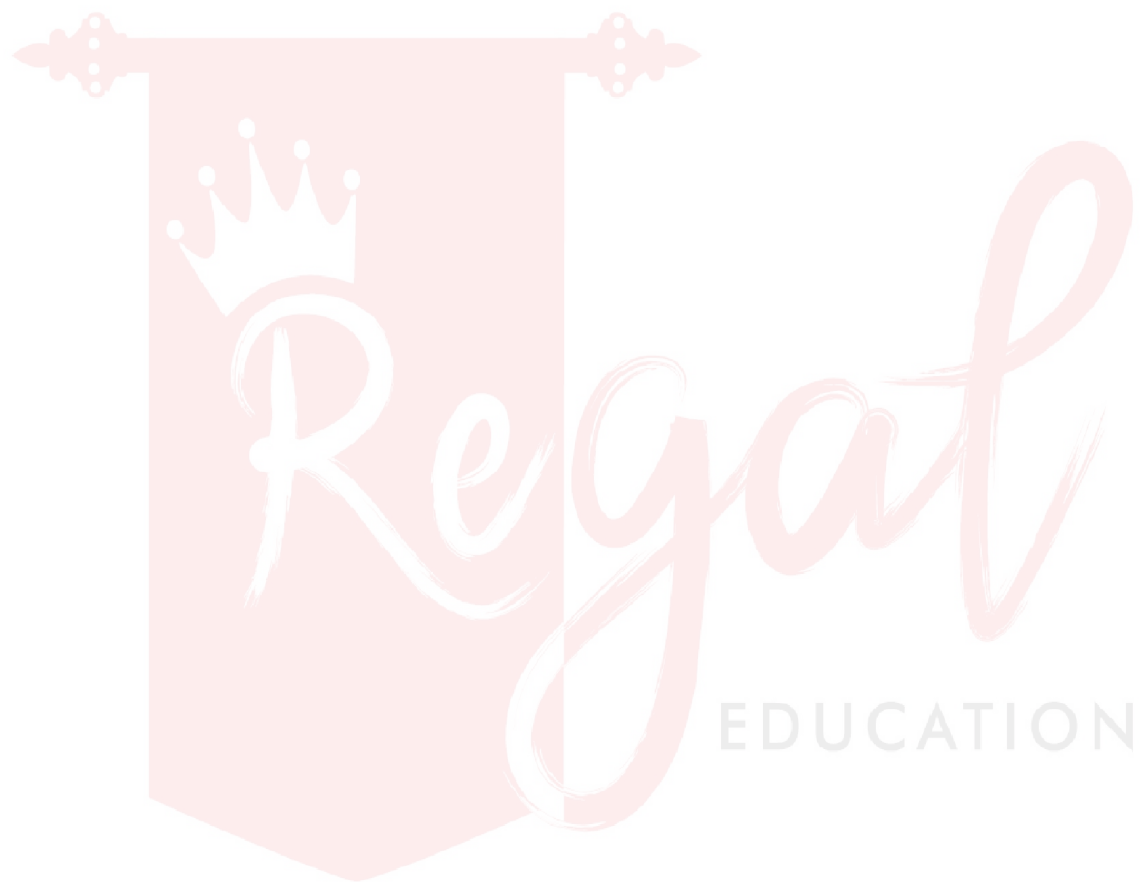


**HALF
PAST**

HOURL

HALF
HOUR

SHORT
HAND



HOUR
HAND

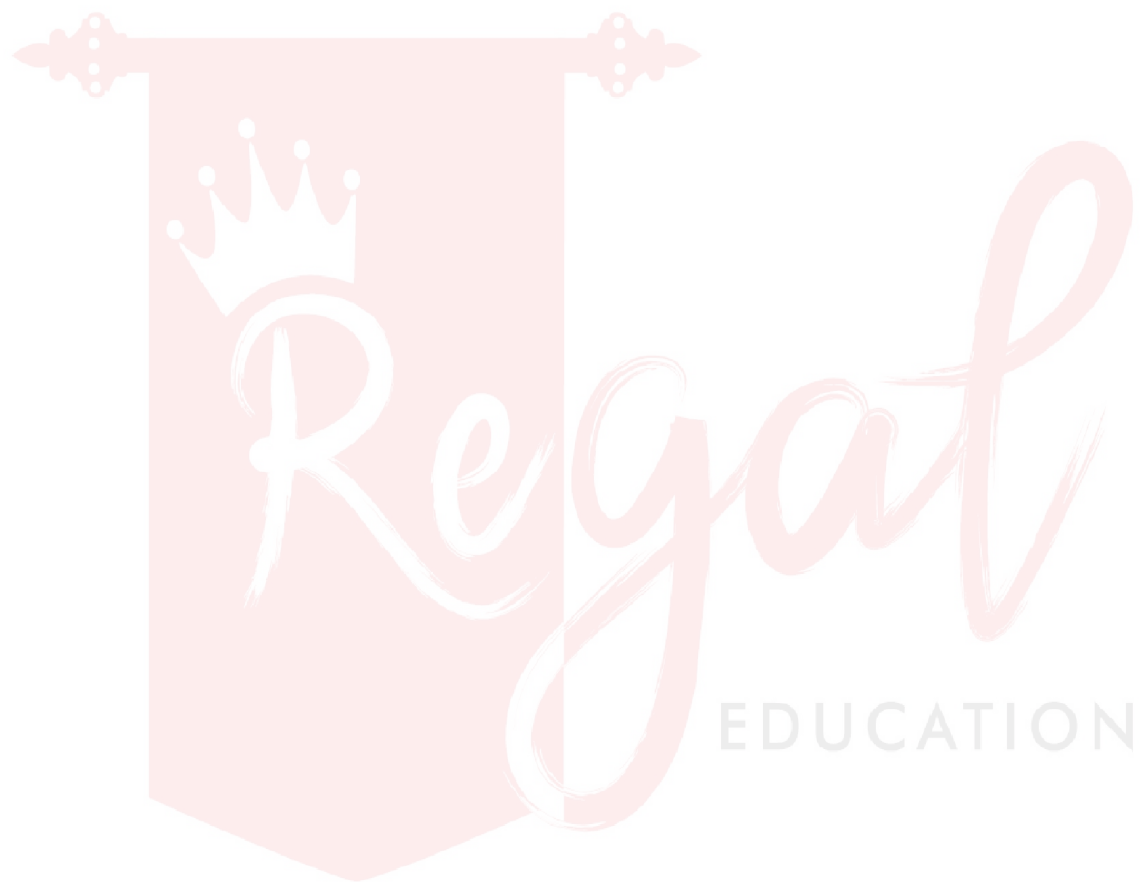
LONG
HAND

6-O'CLOCK

MINUTE
HAND

ANALOG

DIGITAL



Online games. Scan QR-codes.



Play snakes and ladders. Every square has a task. Read a task and follow the instructions.

If it has the time only. Say the time out loud. If you have lost the dice, there is a dice template at the end of this unit.





8:07

am pm

24

5:45

am pm

25



26



Finish



23

6:30

am pm

22



21



20

19



12:51

am pm

16

1:11

am pm

17

12:45

am pm

18

4:25

am pm

11:44

am pm

15



14

10:24

am pm

13



12

11



6:40

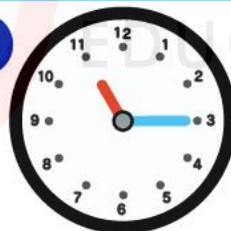
am pm

8

7:50

am pm

9



10

9:02

am pm



7

5:30

am pm

6



5

4:20

am pm

4

3

Start



1

7:00

am pm

2

2:10

am pm

Start

1



MARTIN

2



MARTIN

3



MARTIN

7



MARTIN

6



MARTIN

5



MARTIN

4



MARTIN

8



MARTIN

9



MARTIN

10



MARTIN

11



MARTIN

15



MARTIN

14



MARTIN

13



MARTIN

12



MARTIN

16



MARTIN

17



MARTIN

18



MARTIN

19



MARTIN

23



MARTIN

22



MARTIN

21



MARTIN

20



MARTIN

24



MARTIN

25



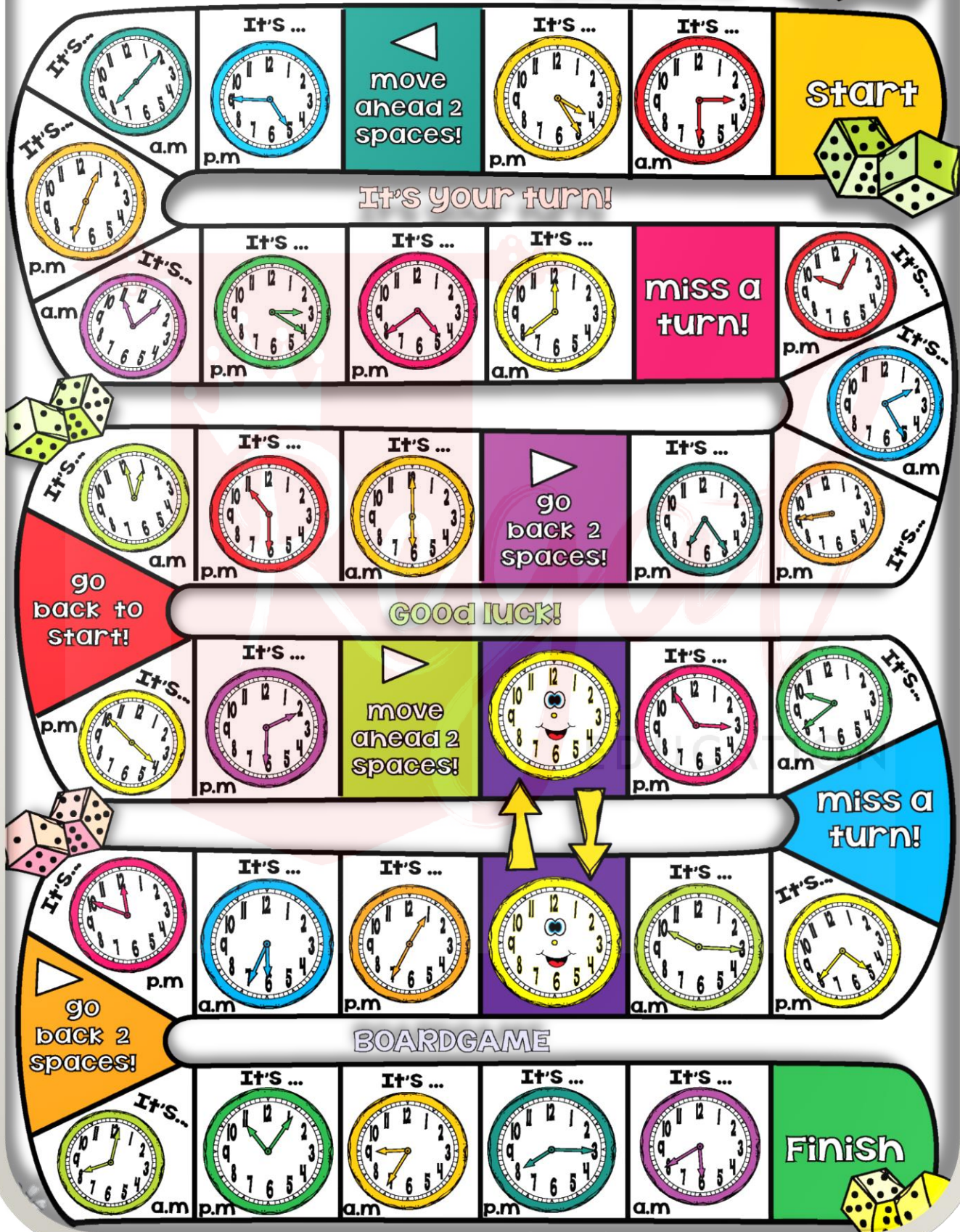
MARTIN

26

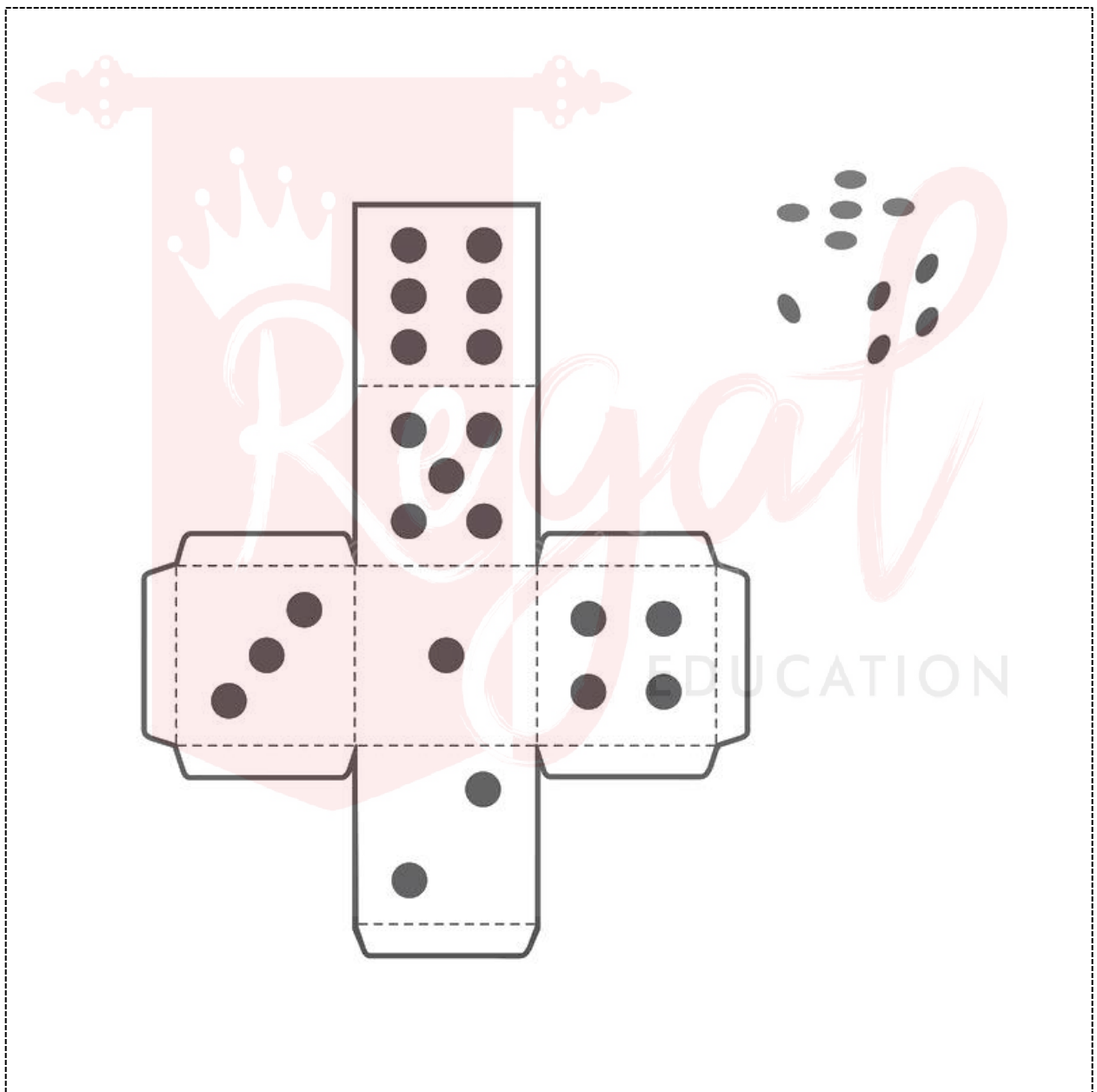


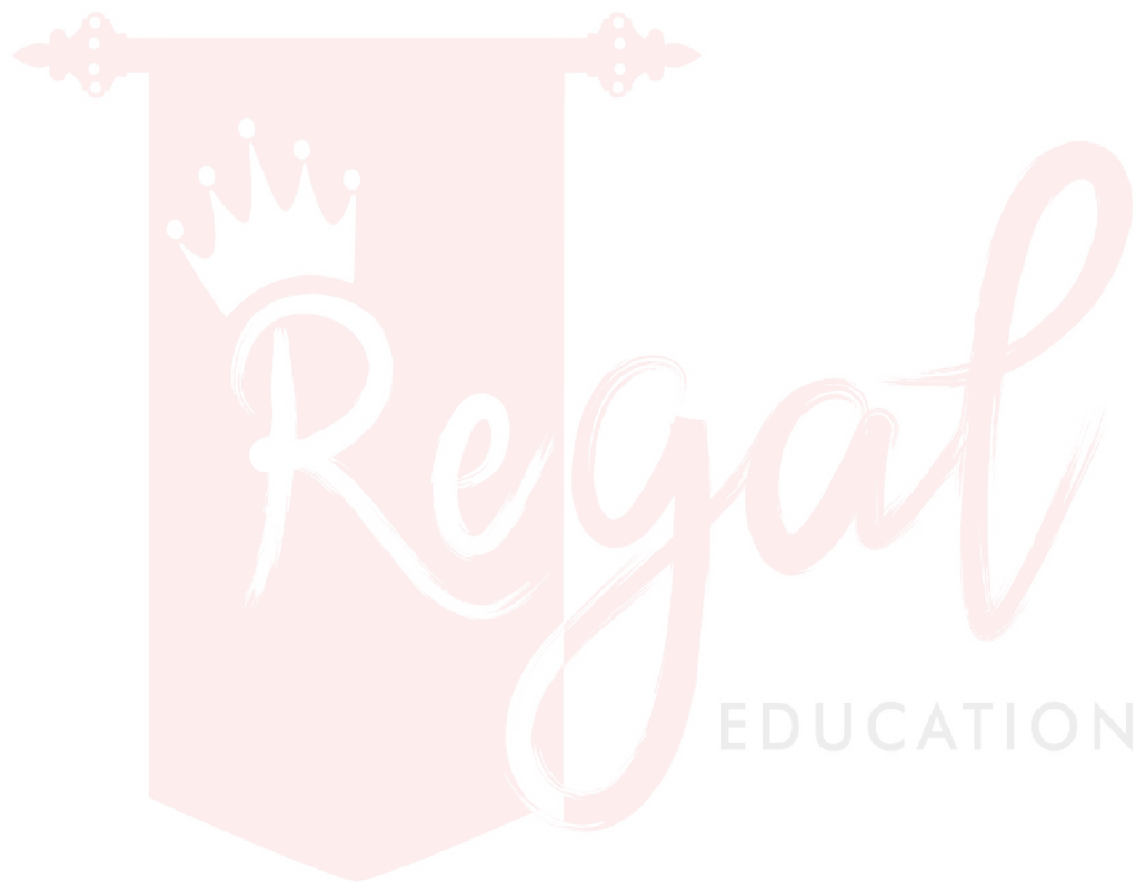
MARTIN

Finish



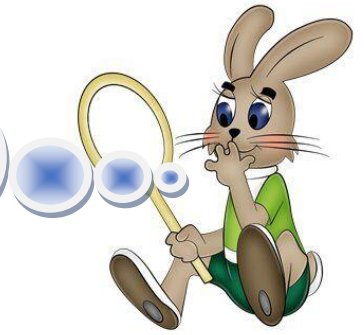
Cut out the dice and play.





Unit 10

Let's revise
shapes.



Identify and color the shape.

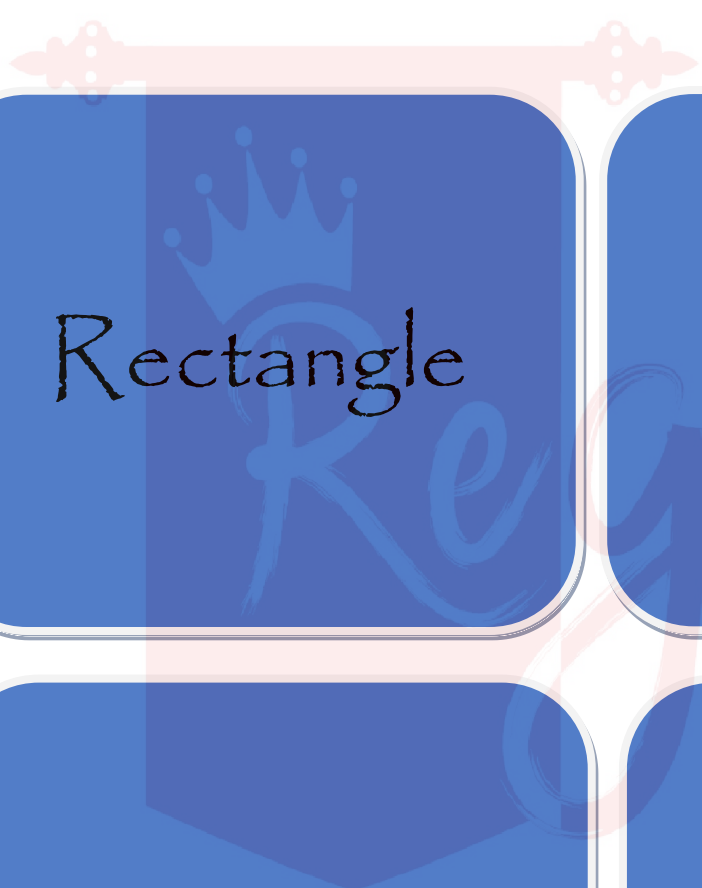
Circle					
Triangle					
Heart					
Square					
Oval					
Star					
Rectangle					

I SPY Shapes



5 ○ 4 + 4 \ 5 ○ 4 ☆ 5 ○ 7 △ 4 ◐ 6 ← 5 —
 1 ☞ 6 ◊ 7 ▱ 6 ○ 4 ☆ 6 □ 7 △ 4 ☞ 7 ♥ 3 ⚙
 3 ☾ 3 ⬡ 4 ☼ 6 ⬠ 3 ☆ 7 □ 2 ♀ 9 ☆ 1 □ 3 ⊙

Cut out the vocabulary cards. Play with your friend.
Check how well you remember the words. Draw the
shape on the opposite side of each card.



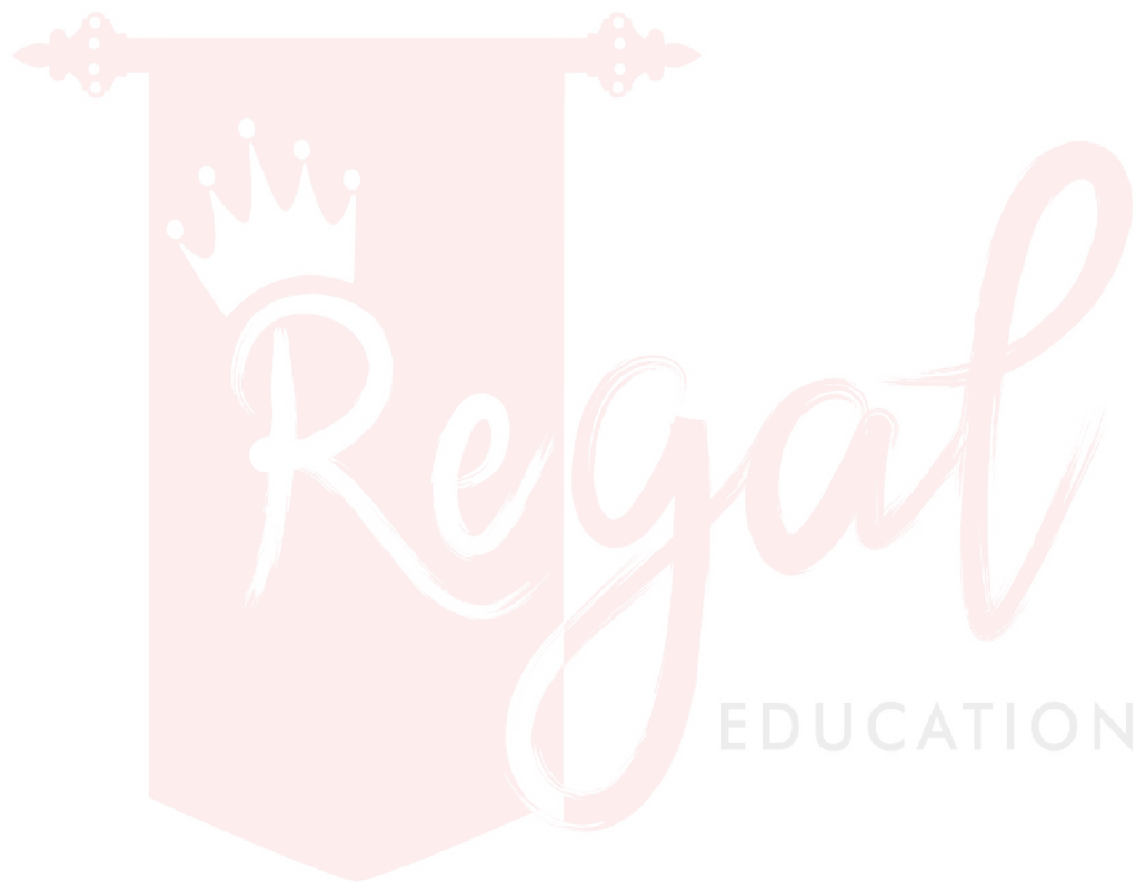
Rectangle

Triangle

Square

EDUCATION

Circle



Cube

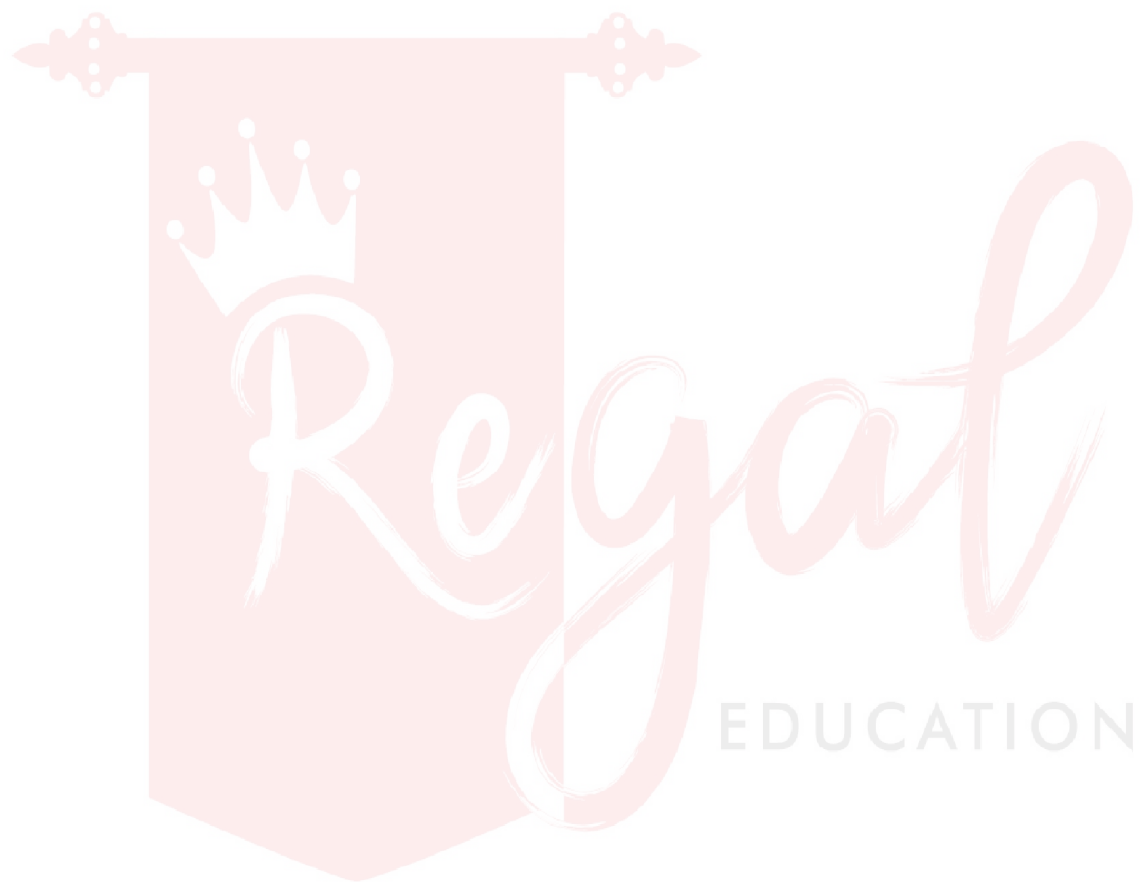
Sphere

Cylinder

Cone

Trapezium

Rectangular
prism



Vertices

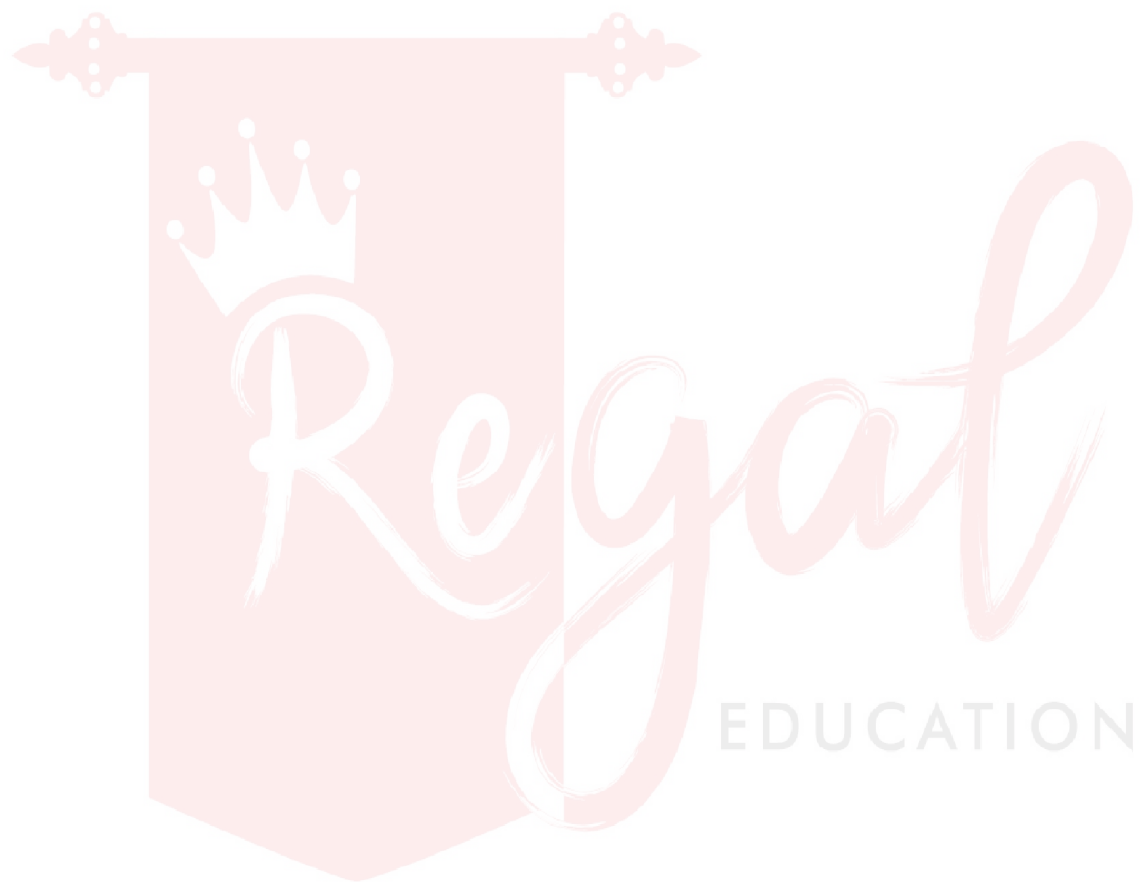
One half

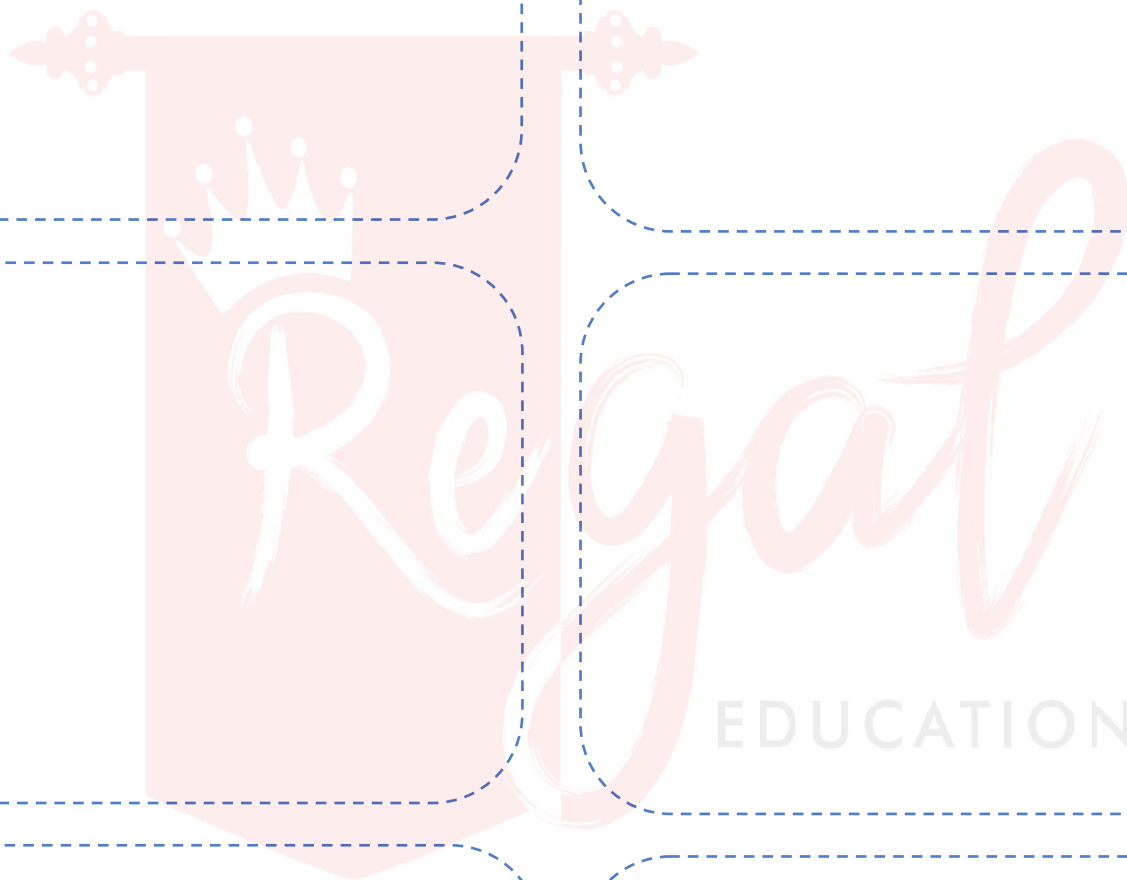
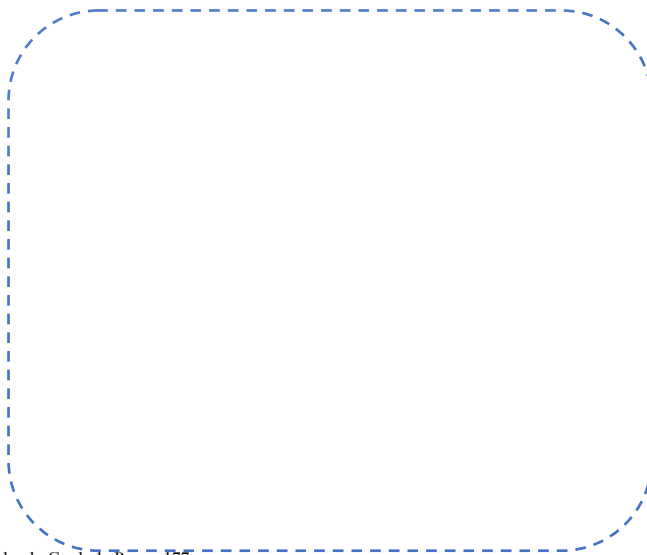
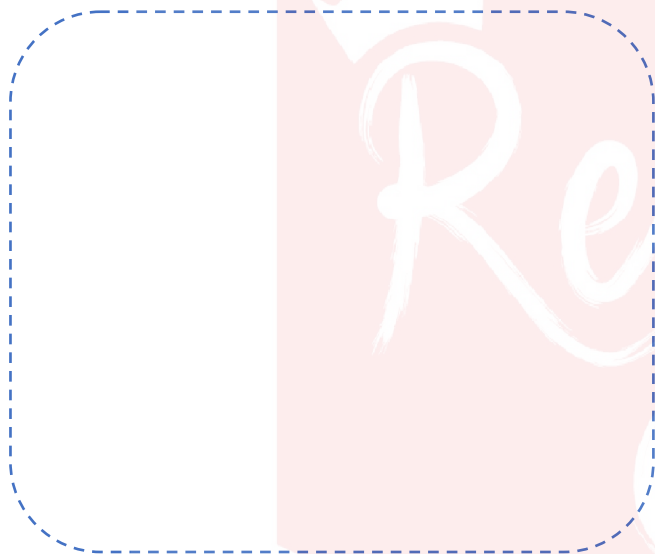
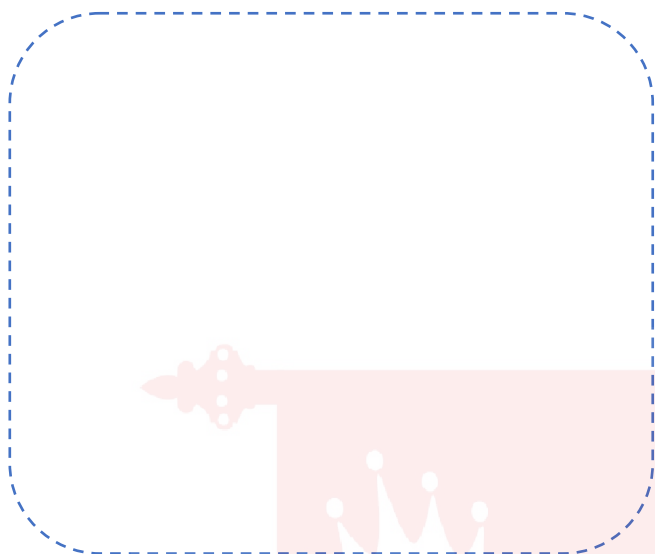
One
fourth

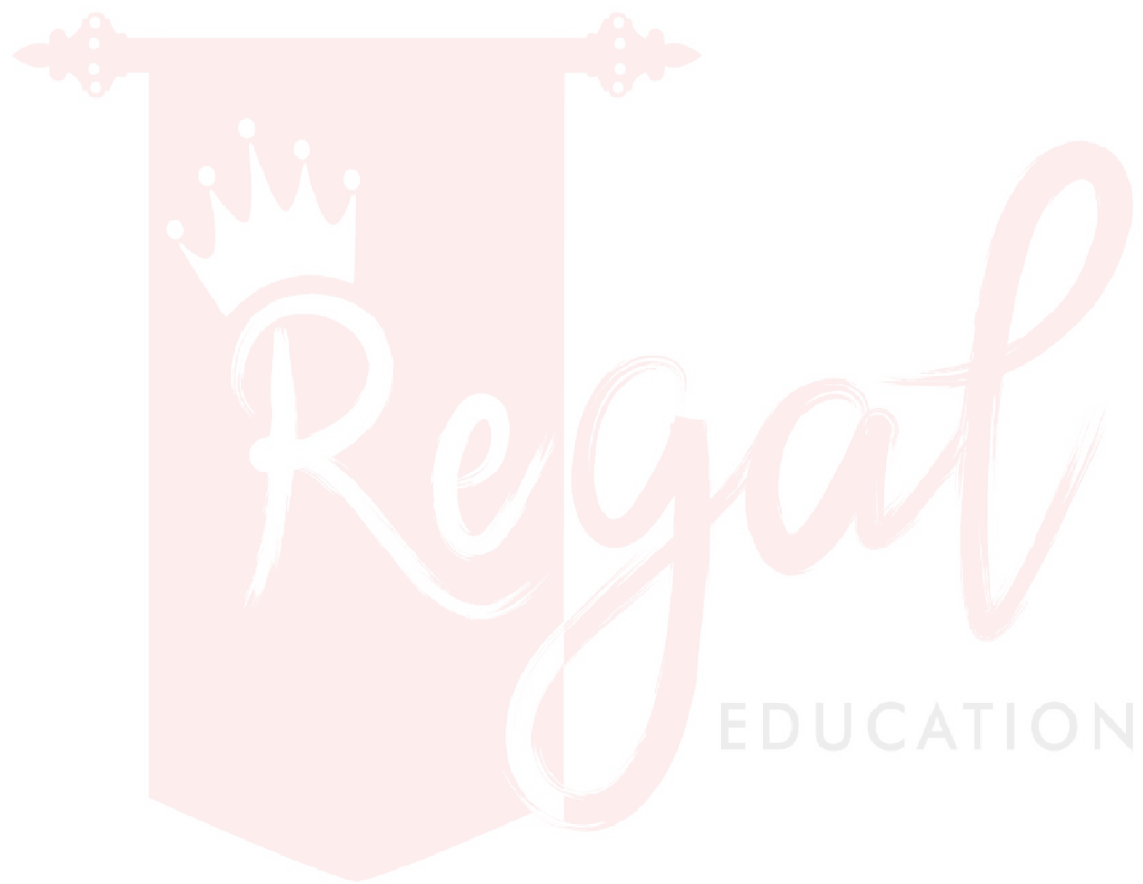
One
quarter

Equal

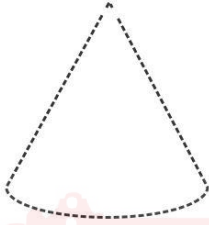
Unequal



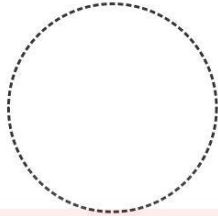




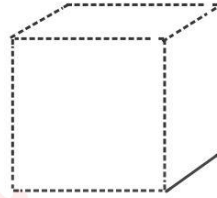
Trace the 3D shapes below and then color in all the shapes you see using the key.



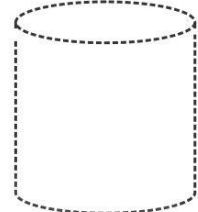
Cone
PURPLE



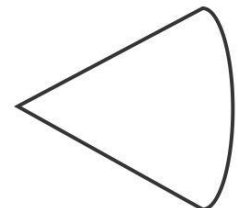
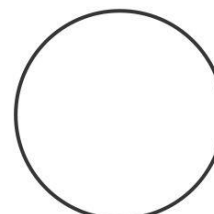
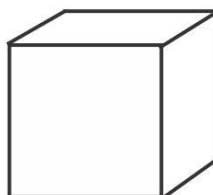
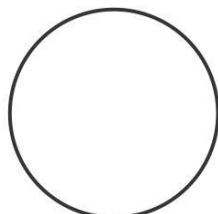
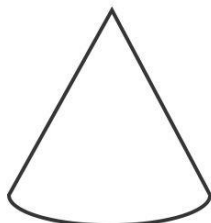
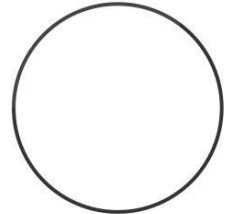
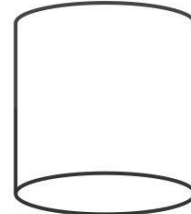
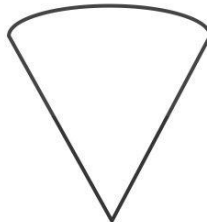
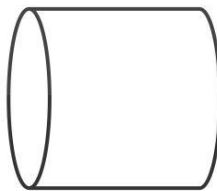
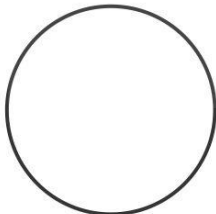
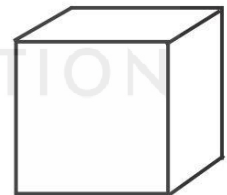
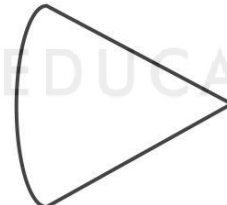
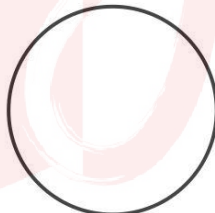
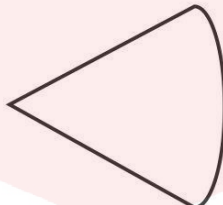
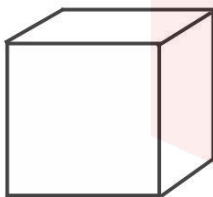
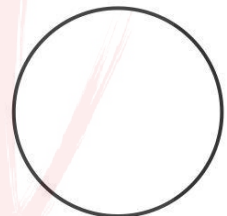
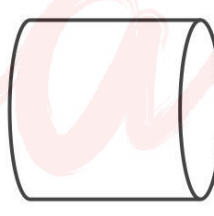
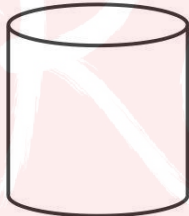
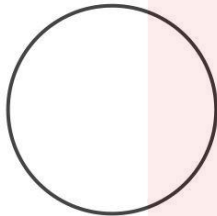
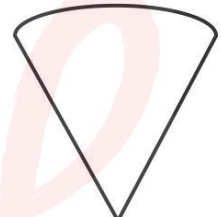
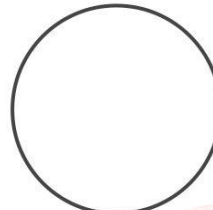
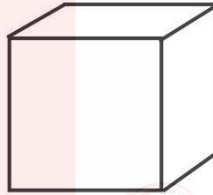
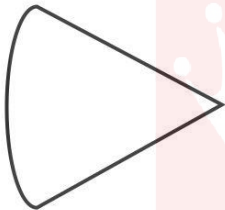
Sphere
BLUE



Cube
GREEN

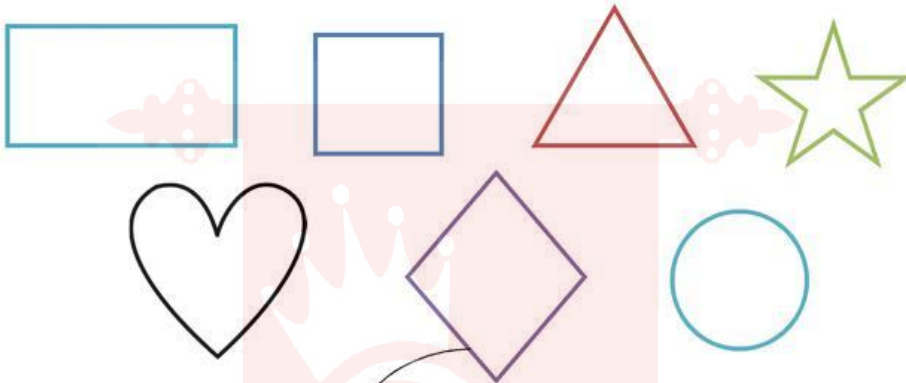


Cylinder
ORANGE



Shapes

1 Color the following pictures



diamond circle heart

square rectangle star triangle

2 Look at around you. Draw objects which look like the following shapes





Can you recognise your shapes?

Circle the correct shapes.

1. Circle the square shape.



2. Circle the triangle shape.



3. Circle the star shape.



4. Circle the rectangle shape.



5. Circle the diamond shape.



6. Circle the oval shape.



7. Circle the circle shape.



8. Circle the pentagon shape.



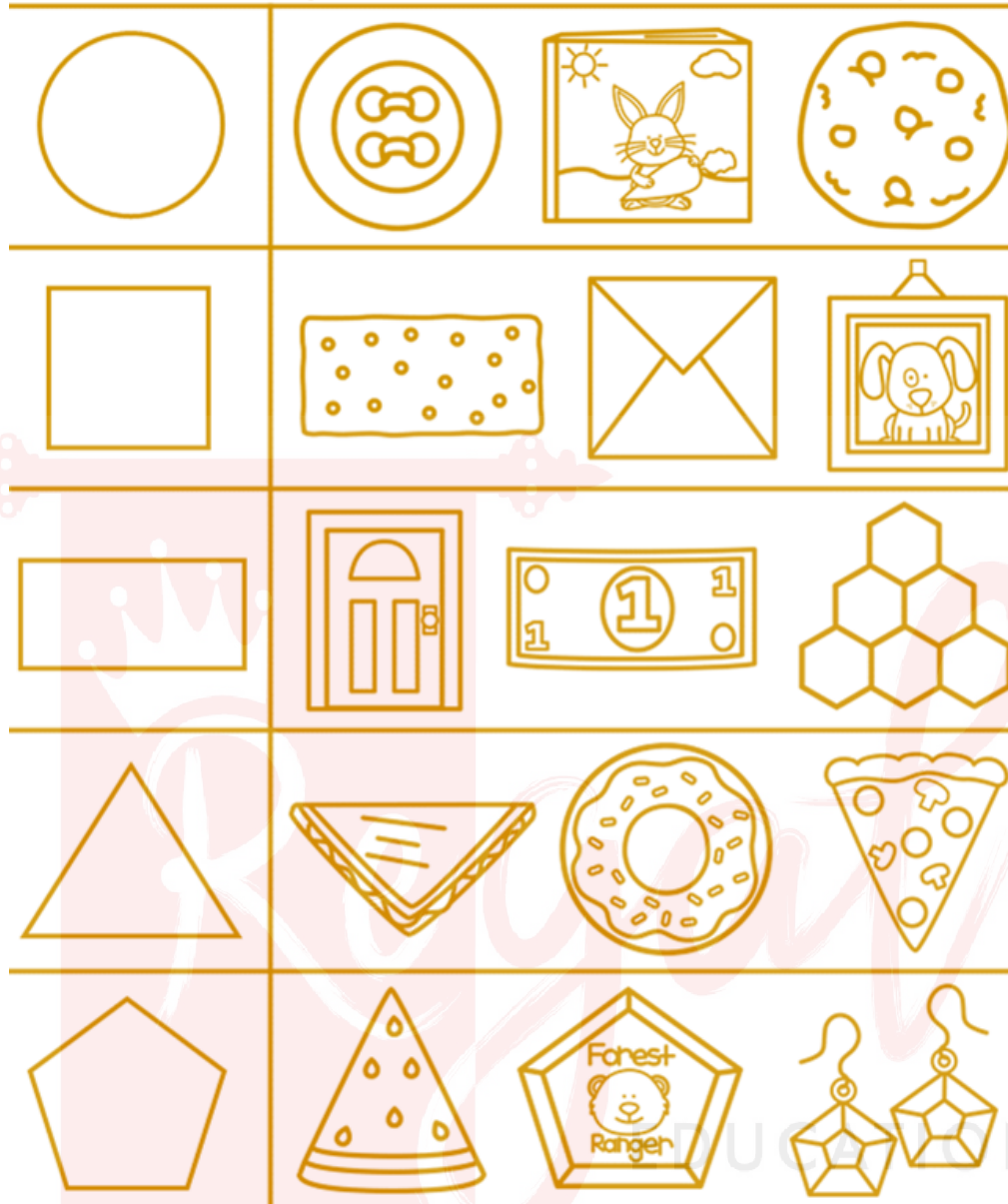
9. Circle the crescent shape.



10. Circle the heart shape.

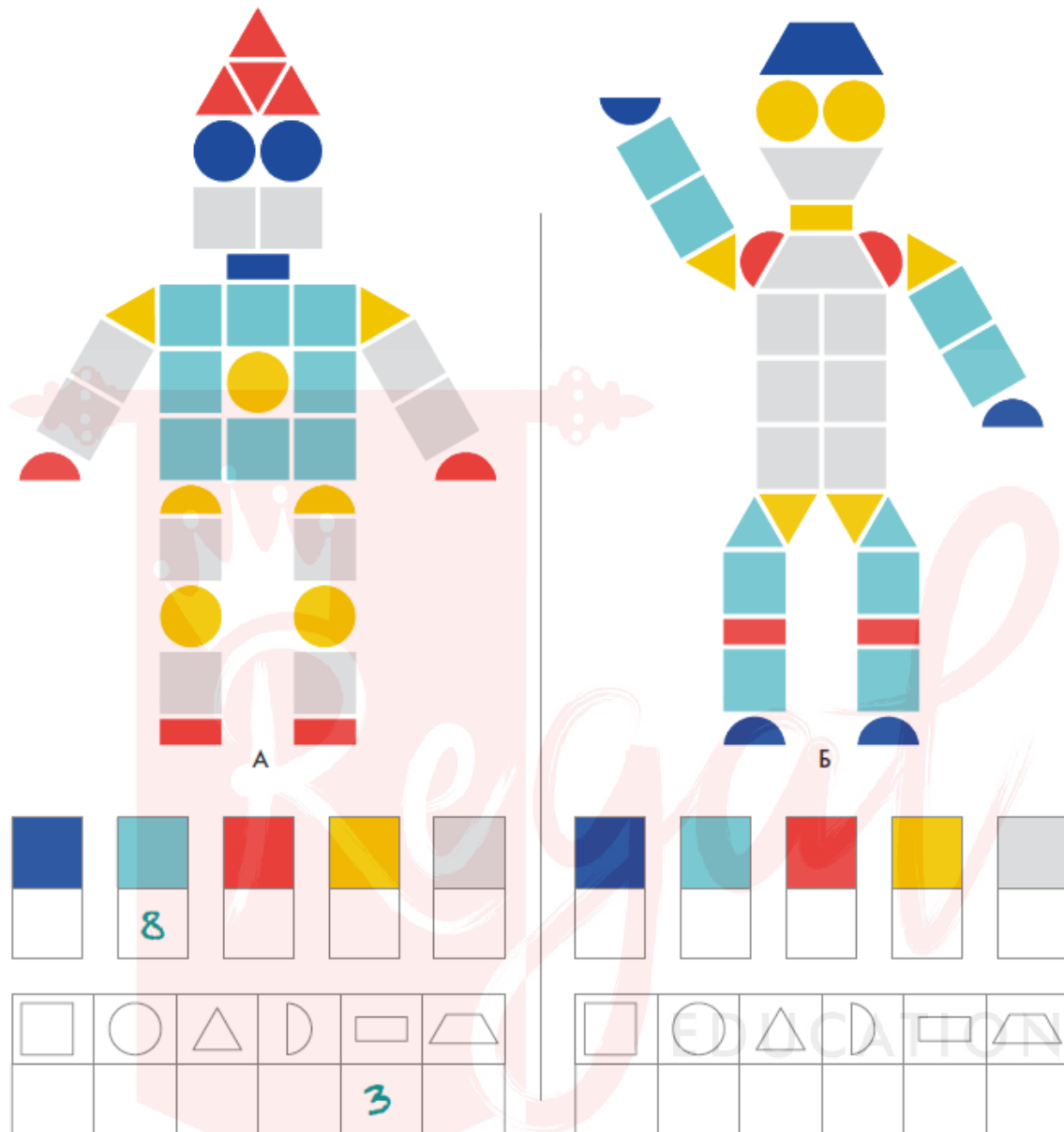


Color the objects that match the first shape.

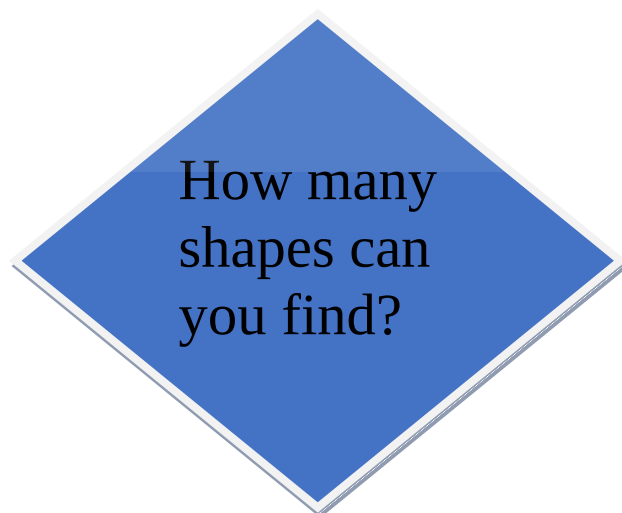
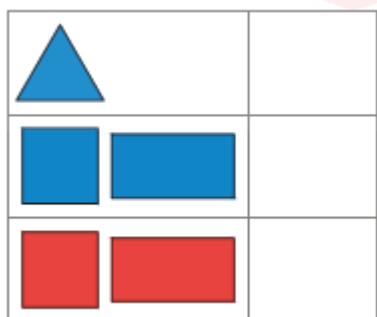
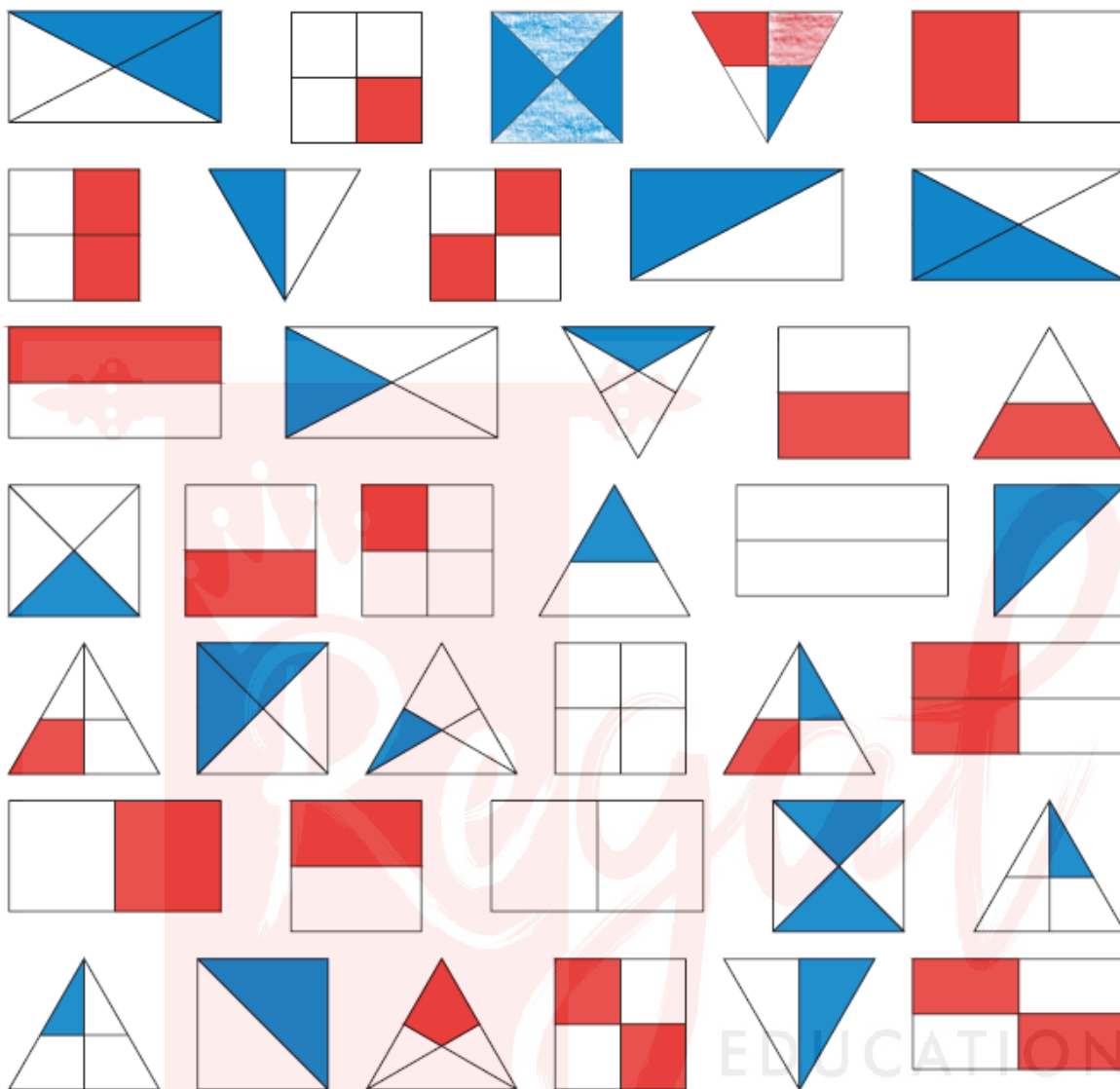


Draw all the shapes that you see around you.

EDUCATION



How many shapes are there all together?



Which shape is this ?



square

rectangle

circle

Which shape is this ?



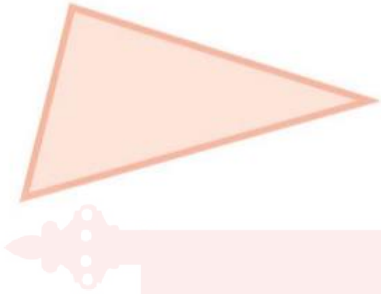
triangle

star

circle

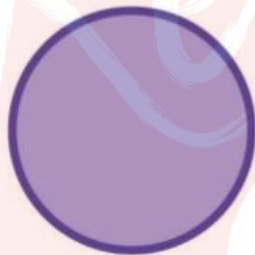


Which shape is this ?



circle
square
triangle

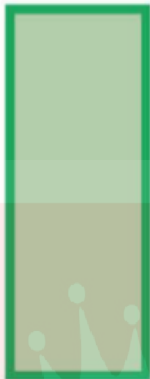
Which shape is this ?



circle
triangle
pentagon



Which shape is this ?



triangle

circle

rectangle

Which shape is this ?



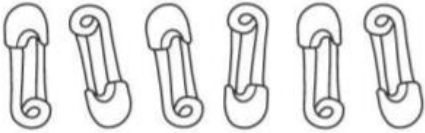
triangle

pentagon

rectangle

Unit 11

Count and color. Write a number first. Then, draw tally marks to match the number.

	7	
		
		
		
		
		

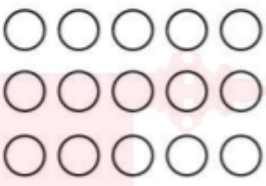
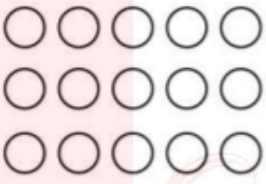
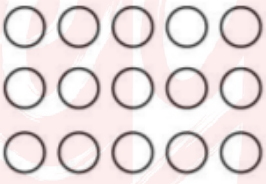
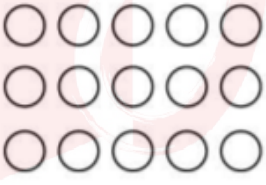
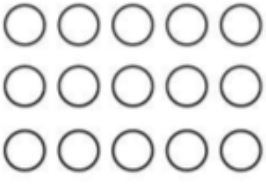
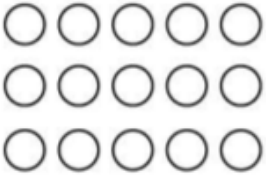


Count and color. Write a number first. Then, draw tally marks to match the number.

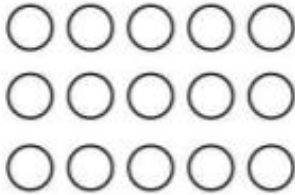
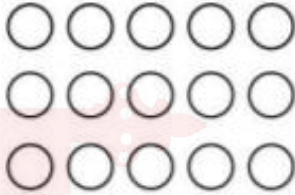
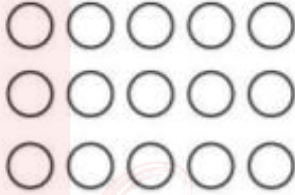
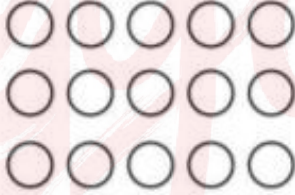
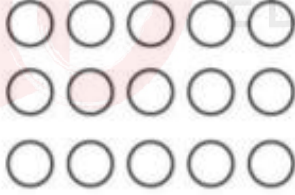


	13	

Read and color. Write a number first. Shade the number of dots to match the number, draw tally marks to match the number.

Nine	9		
Five			
Thirteen			
Eight			
Eleven			
Ten			



Fifteen	15		
Twelve			
Seven			
Four			
Fourteen			
Three			



Draw the picture, based on the tally provided. Draw the tally marks to fit the number.

Forest		
Object	Tally	Total
Birds		7
Foxes		3
Flowers		20
Trees		15



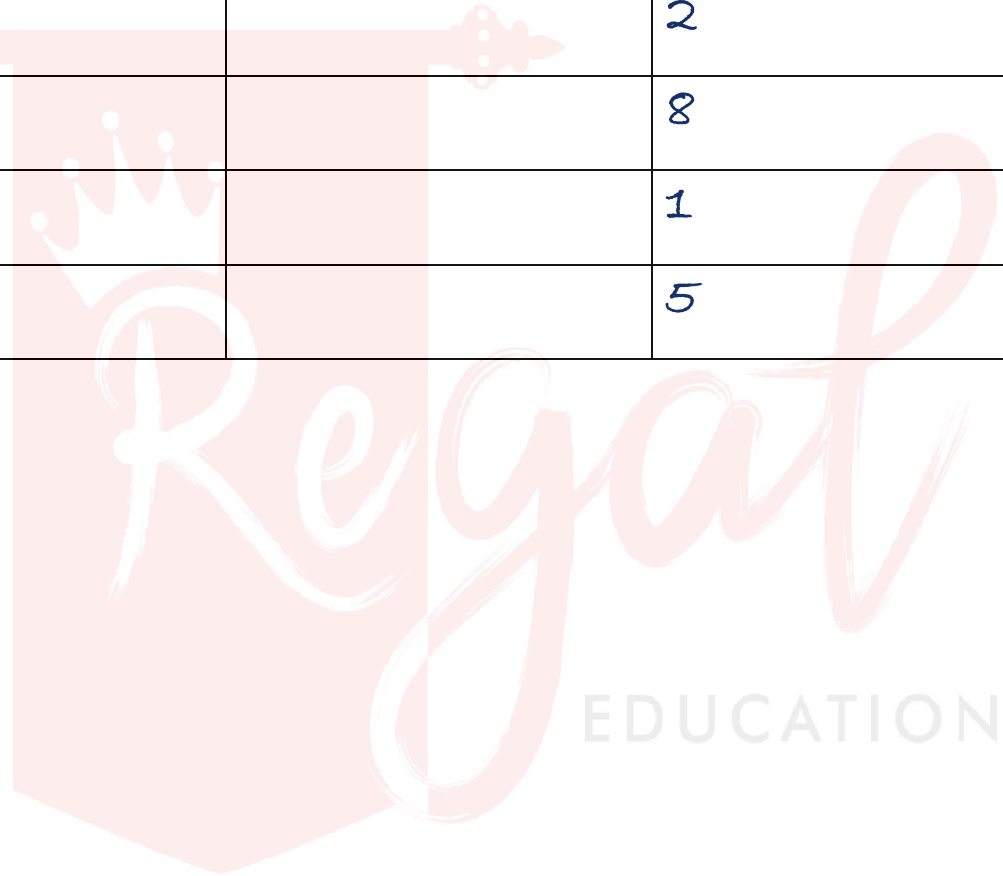
Draw the picture, based on the tally provided. Draw the tally marks to fit the number.

Kids in the class		
Object	Tally	Total
Girls		4
Boys		5
Teachers		1
Chairs		14



Draw the picture, based on the tally provided. Draw the tally marks to fit the number.

The Sky		
Object	Tally	Total
Planes		2
Clouds		8
Sun		1
Birds		5



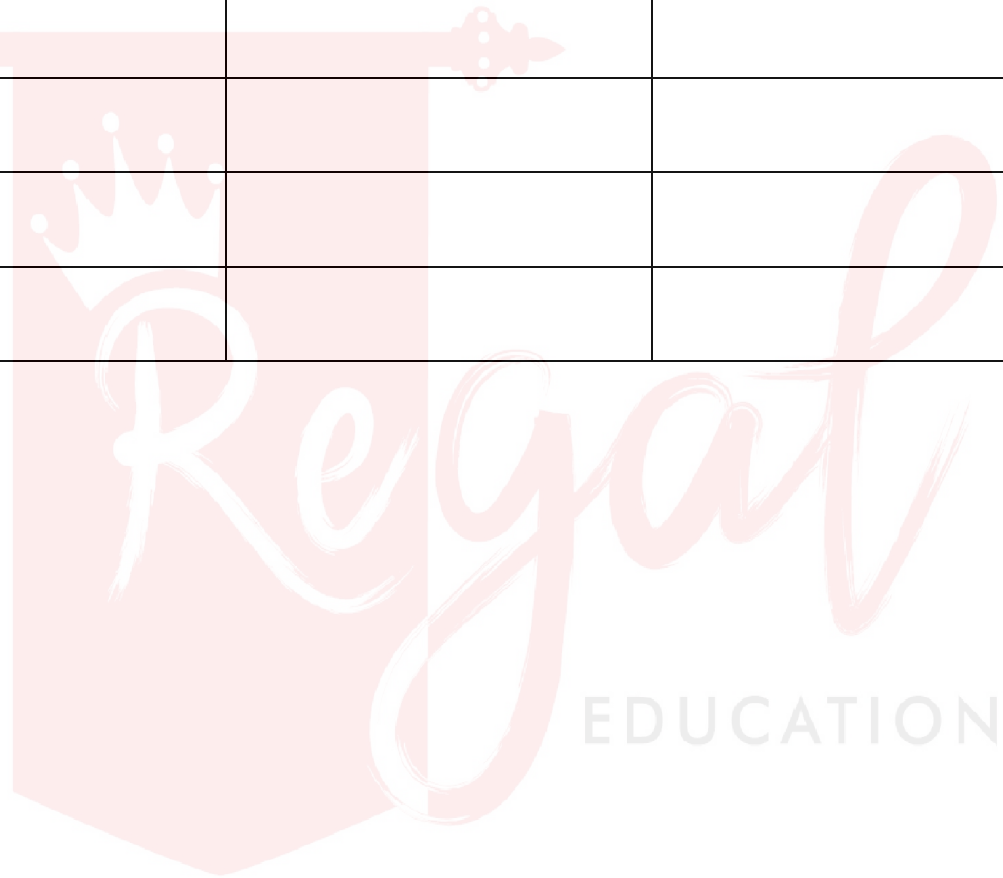
Draw the picture, based on the tally provided. Draw the tally marks to fit the number.

Mollie`s Pets		
Object	Tally	Total
Cats		2
Hamster		1
Canary birds		3
Parrots		2



Draw your own picture and fill in the tally based on it.

Object	Tally	Total



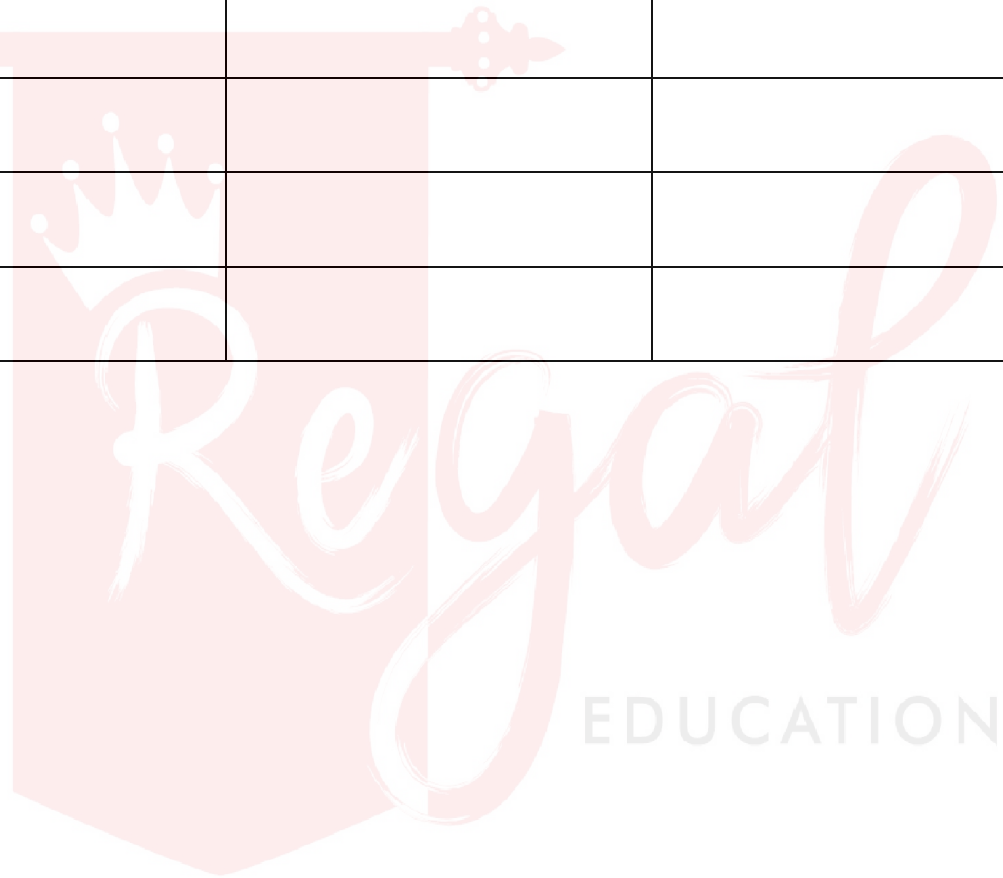
Draw your own picture and fill in the tally based on it.

Object	Tally	Total



Draw your own picture and fill in the tally based on it.

Object	Tally	Total



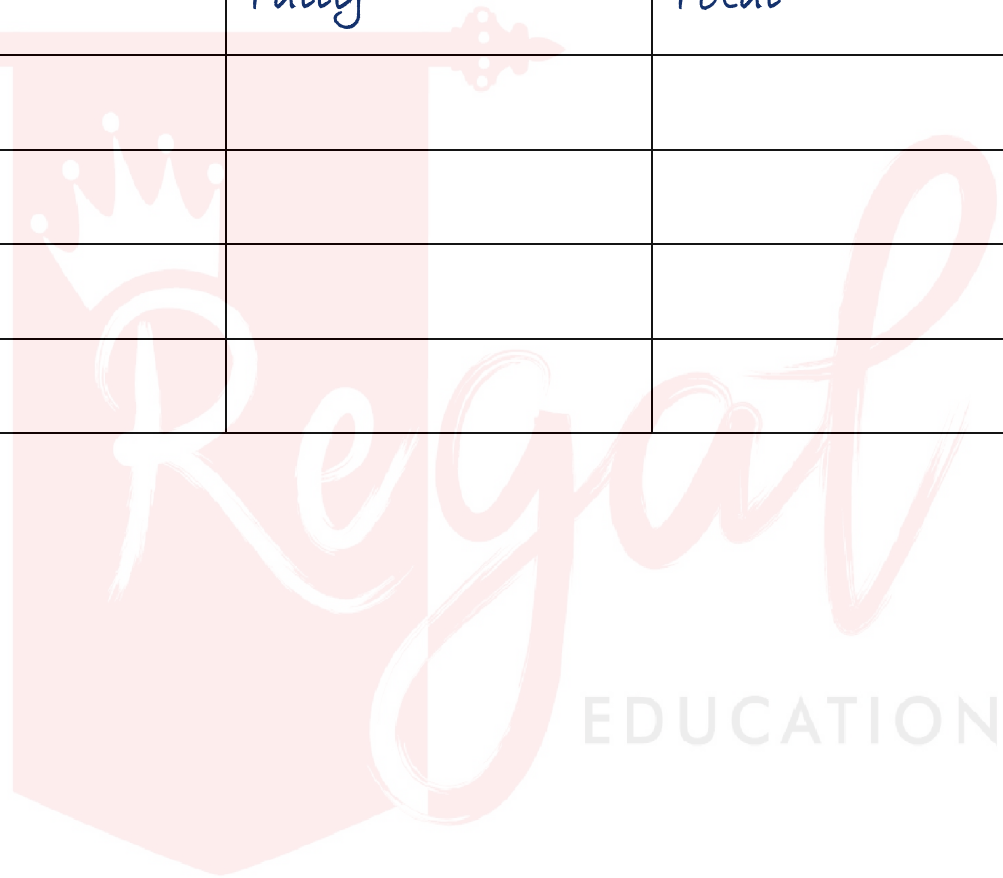
Ask your friend to fill in the tally for you and draw the picture based on the tally.

Object	Tally	Total



Ask your friend to fill in the tally for you and draw the picture based on the tally.

Object	Tally	Total

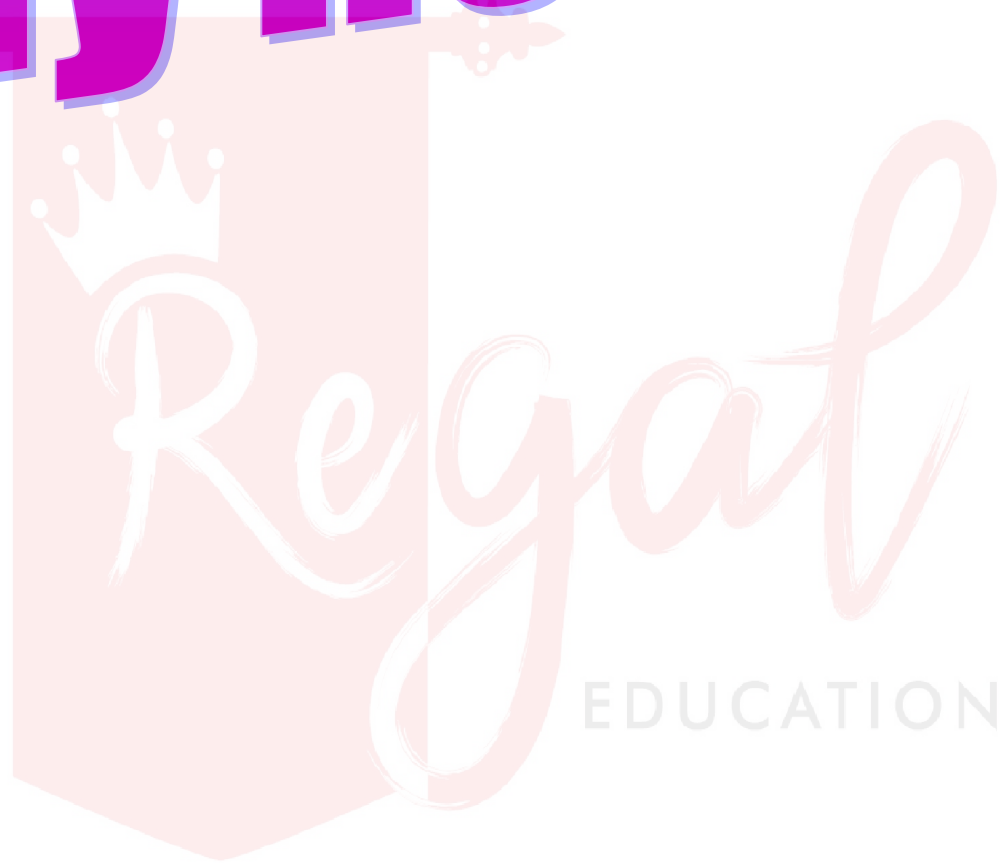


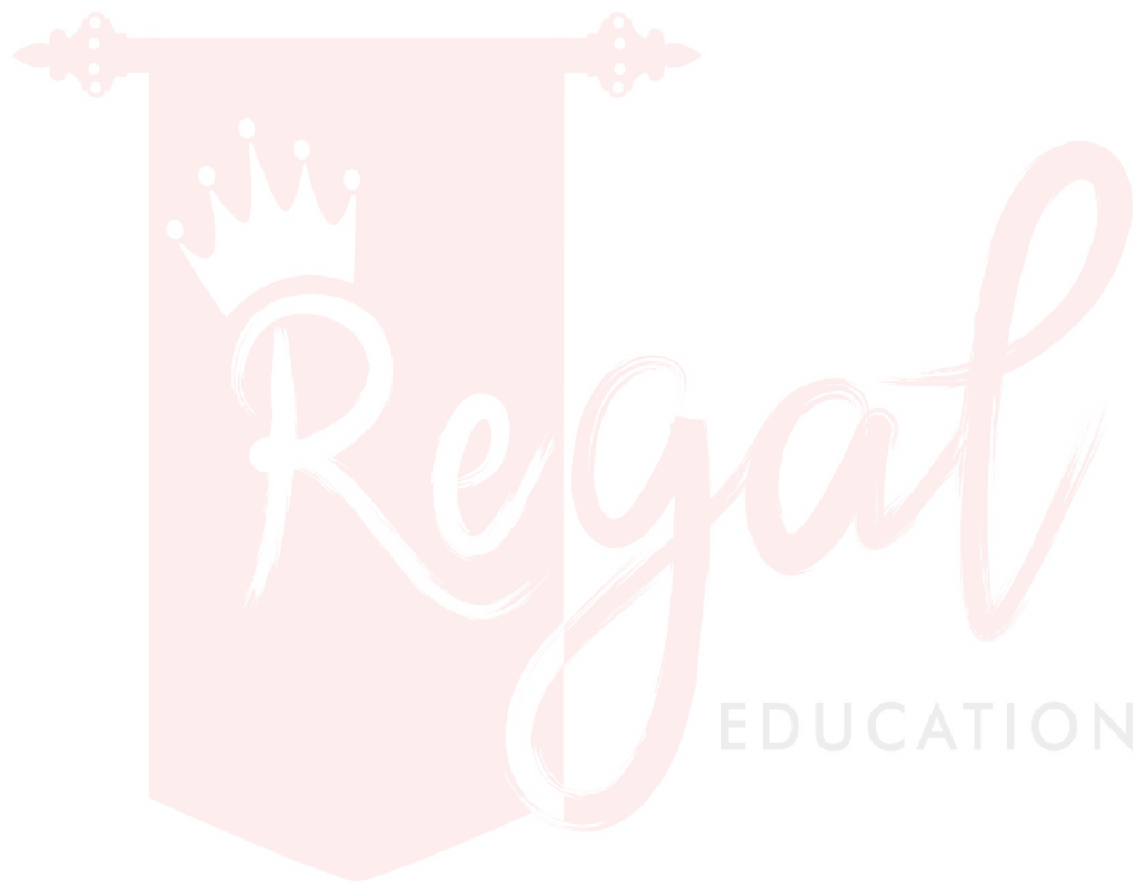
Ask your friend to fill in the tally for you and draw the picture based on the tally.

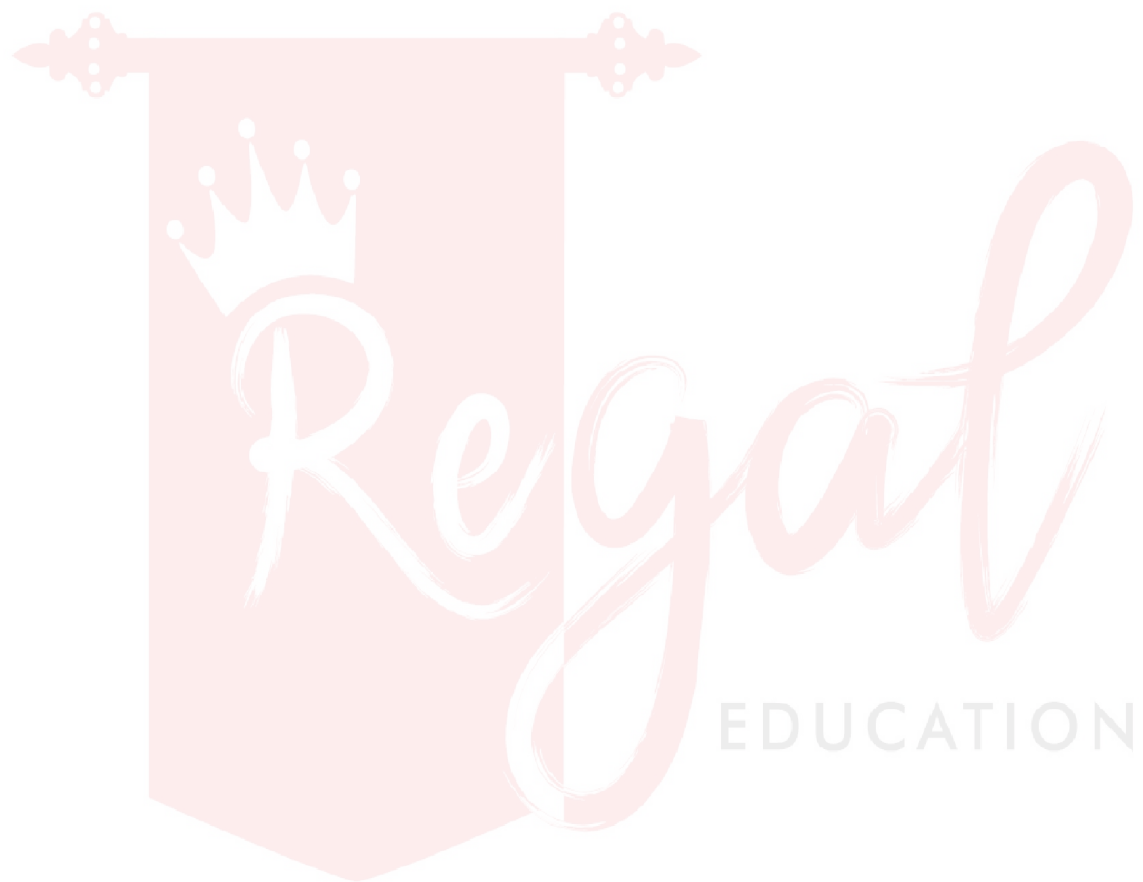
Object	Tally	Total



My notes









Regal Education Inc. presents publications which adopt the ***United States Common Core State Standards (USCCSS)*** which represent the next generation of K–12 standards designed to prepare all students for success in college (including SAT, and ACP), career, and life by the time they graduate from high school.

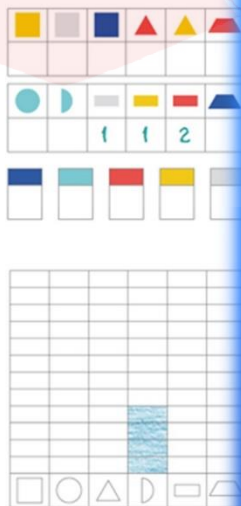
Let's Do Mathematics teaches problem-solving and reasoning through games and activities. The main goal of **Let's Do Mathematics** is to make Math engaging and interesting. Learners who use **Let's Do Mathematics** say: "Math is fun! Math is easy! Math is my favorite subject!"

Gamebook is a supplementary material to be used in the classroom and at home to diversify learning routine, provide students with engaging materials that would help them to improve not only their academic, but also cognitive and social skills.

Ideas for a game.

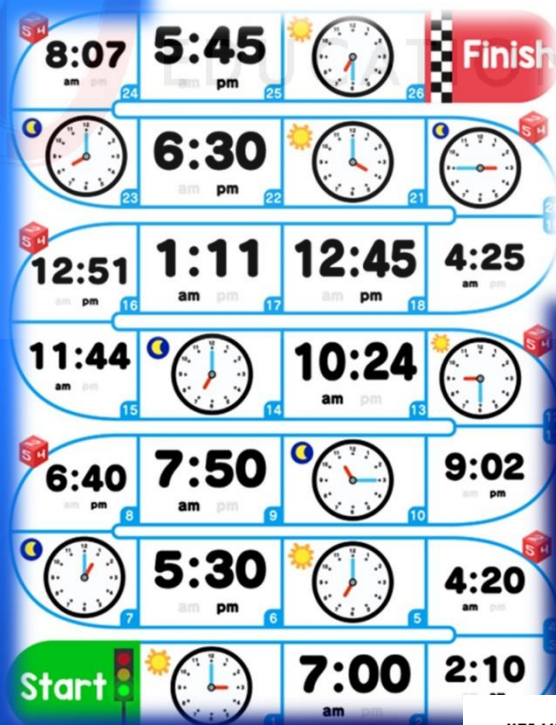
- 1- Mix all the flashcards and the cut-outs from previous units together. Randomly select some cards and try to count. Play with your friends, teacher, or parents.
- 2- Show your friends 2 cards. Ask them to subtract them.
- 3- Show your friend a card. Ask them to give you two or three numbers that will make it.

E.G. YOU Find the shapes hidden inside the rocket. Count and name them. Study the example. Do the same.



Draw the picture, based on the tally provided. Draw the tally marks to fit the number.

Forest		
Object	Tally	Total
Birds		7
Foxes		3
Flowers		20
Trees		15



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