

Everyday Mathematics/GLE Alignment

Grade

K

Month

O c t o b e r

Look at our world through attributes such as shape, color, and size.

<u>Activity</u>	<u>Page(s)</u>	<u>GLE</u>	<u>Deeply Aligned</u>	<u>Instructional Considerations</u>
Finger Count	88	1.1.1	Y	
Simple Hopscotch	89	1.1.1	Y	
Children's Number Cards	90	1.1.1 1.1.2	Y Y	Ongoing activity; copy on different colors and bag so children can easily find their own colors; copy even and odd on two different colors to teach patterning.
Number Card Activities	91	1.1.1 1.1.2	Y Y	
Attribute Blocks	92	1.2.1 4.2.2	Y Y	Ongoing activity; talk about the different attributes.
Counting Patterns	93	1.1.1 1.5.1	Y Y	
Patterns All Around	94	5.2.1 5.3.1	Y Y	
Matching Coin Game	95	1.2.1	N	To deeply align, discuss attributes of the different coins.
Exploring the Penny	96	1.2.1	Y	
Exploring Penny Power	97	1.1.1 5.3.1	Y N	Talk about shopping or play shopping to deeply align; set up a store with tagged items for students to play shop.
Volume: Sand and Water Play	98	1.2.1 4.2.2	N N	
Estimating Weight with a Rocker Balance	99	1.1.1 1.2.1 1.2.4 1.2.6 (2)	Y Y Y NA	
Balance Using a Malleable Object	100	1.2.1 1.2.4 1.2.6 (2)	Y Y NA	Use an amount of clay on both sides; have students change the shape (without adding or subtracting clay) to see both sides are the same; extension activity to Rocker Balance.
Body Measures	101	1.2.4	Y	Ongoing activity.
Telephone Book	102	4.2.2 5.3.1	Y Y	Observe privacy laws.
Calculator Telephones	103	1.1.1	Y	
Rocker Balance	104-105	1.2.1 1.2.6 (2) 4.2.2	Y NA Y	Ongoing activity; have in math activity choice time.
Snacking Subtraction	106	1.1.2	Y	
Singing Game	107	1.3.3	Y	Roll full sheet of newspaper corner to corner diagonally, tape to secure; create two and then stuff ends together; bend to make different shapes.
Shape Collage	108	1.3.2 5.2.1	N Y	Cross curricular with FOSS Paper Unit.
Templates	109	None	NA	Learning to use the template.
Symmetry with Paints	110	1.3.1 (4)	NA	Exposure lesson.

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Symmetry: Butterfly	111	1.3.1 (4)	NA	
Symmetry in Nature	112	1.3.1 (4) 5.3.1	NA Y	
Marshmallows and Toothpicks	113	1.3.2	N	If you let them sit for 24 hours they harden and you can paint or color with markers.
Halloween Faces	114	5.2.1	N	Would be a great glyph activity.