Calendar/IR/# Corner	Shared Reading/PSW	Math Unit 7, Module 2
# Corner	OG: Dictation Sheet.	Session 1 Capture the
Update calendar, links/dots,	Blending. 3-Part Drill.	Number, Ten to Twenty
and frog/toad collection. Identifying measurable attributes. The Gingerbread Boy	PWS: Unit 2, Lesson 16, Day 1. Decodable book. Morning on the Farm	Teams take turns drawing a double ten-frame card and finding the matching numeral on a number line. When all of the cards have been used, team totals are compared.
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Update calendar, links/dots, and frog/toad collection. Is it really 100? Playing, "Name My Number."	OG: 3-Part Drill. PWS: Unit 2, Lesson 16, Day 1. Decodable book and blending mats.	Session 2 Capture the Number Partners take turns drawing tenframe and double ten-frame cards and locating the numerals on a number line, compare their totals,
	Morning on the Farm	and write an inequality statement.
	OG: Sand travs. Vowel	Session 3 Double Top Draw
Update calendar, links/dots, and frog/toad collection. Recording frog and toad story problems. The Magic Fish	PWS: HFW tap it, map it, write it.	The teacher introduces a new game involving drawing Double Ten-Frame Pair-Wise cards and naming the 10s and 1s and the total in each collection. Students play the game in partners.
FOIKTales.		
# Corner Update calendar, links/dots, and frog/toad collection. Identifying measurable attributes. Playing, "Name My Number." Stone Soup	OG: 3-Part Drill.	Session 4 Double Top Draw The teacher and students play a demonstration game of Double Top Draw. This time the Greater Than or Less Than Spinner is used to determine the winner of each round and the winner of the game. The game becomes a station.
Folktales.		
# Corner Update calendar, links/dots, and frog/toad collection. Frog and toad story problems. Examining the data. Stone Soup Folktales.	OG: Sand trays. Vowel intensive. PWS: Unit 2, Lesson 16, Day 2. Decodable book read aloud. Printing practice. Big Book Review	Session 5 Greater Than? Less Than? Equal To? The teacher introduces the game and invites six students to model the game for the rest of the class. After the demonstration, students spend the rest of the session playing the game.
	# Corner Update calendar, links/dots, and frog/toad collection. Identifying measurable attributes. The Gingerbread Boy Folktales. # Corner Update calendar, links/dots, and frog/toad collection. Is it really 100? Playing, "Name My Number." The Elves & the Shoemaker Folktales. # Corner Update calendar, links/dots, and frog/toad collection. Recording frog and toad story problems. The Magic Fish Folktales. # Corner Update calendar, links/dots, and frog/toad collection. Identifying measurable attributes. Playing, "Name My Number." Stone Soup Folktales. # Corner Update calendar, links/dots, and frog/toad collection. Identifying measurable attributes. Playing, "Name My Number." Stone Soup Folktales. # Corner Update calendar, links/dots, and frog/toad collection. Frog and toad story problems. Examining the data. Stone Soup	# Corner Update calendar, links/dots, and frog/toad collection. Identifying measurable attributes. # Corner Update calendar, links/dots, and frog/toad collection. Is it really 100? Playing, "Name My Number." # Corner Update calendar, links/dots, and frog/toad collection. Recording frog and toad story problems. # Corner Update calendar, links/dots, and frog/toad collection. Recording frog and toad story problems. # Corner Update calendar, links/dots, and frog/toad collection. Identifying measurable attributes. Playing, "Name My Number." # Corner Update calendar, links/dots, and frog/toad collection. Identifying measurable attributes. Playing, "Name My Number." # Corner Update calendar, links/dots, and frog/toad collection. Identifying measurable attributes. Playing, "Name My Number." # Corner Update calendar, links/dots, and frog/toad collection. Identifying measurable attributes. Playing, "Name My Number." # Corner Update calendar, links/dots, and frog/toad collection. Frog and toad story problems. # Corner Update calendar, links/dots, and frog/toad collection. Frog and toad story problems. Examining the data. # Corner Update calendar, links/dots, and frog/toad collection. Frog and toad story problems. Examining the data. # Corner Update calendar, links/dots, and frog/toad collection. Frog and toad story problems. Examining the data. # Corner Update calendar, links/dots, and frog/toad collection. Frog and toad story problems. Examining the data. # Corner Update calendar, links/dots, and frog/toad collection. Frog and toad story problems. Examining the data.

Stations	Social Studies	Science	Notes
 Teacher (word chain mat) Alphabet Trays Writing Station Read-to-Self 	History Sequencing stories. First, next, last.	Mystery Science: Weather. Signs of Spring.	9:50-10:20 Music Class 2:20-2:50 Library
 Teacher (Decodable book) Mrs. Thiel Read-to-Self Phonics 	History Weather in our community. How to dress for the weather.	Mystery Science: Weather. Signs of Spring. How things grow.	*Aimsweb Testing 9:50-10:20 Art Class 11:20-12:05 Gym
 Teacher (blend/write) Read to Self iPads Phonics games 	History Community garden discussion. Planting for Spring.	Mystery Science: Weather. Signs of Spring. Planting grass.	9:50-10:20 Music Class
1. Teacher (progress monitoring) 2. Read to Self 3. iPads 4. Phonics games	History Disaster preparedness.	Mystery Science: Wild Weather. Tornado Drill.	9:50-10:20 Guidance Counselor 11:15-12:00 Gym
1. GuidedReading2. Read to Self3. iPads4. Phonics	History Foodie Friday: <u>Diary</u> of a Worm. Dirt cups.	Mystery Science: Weather. "Spring is Here" readers.	8:30-8:45 4 th Grade Caring Community Buddies 9:50-10:20 Art Class 11:30-12:00 2 nd Grade Reading Buddies 1:35-2:05 Music Class