

	Calendar/IR/# Corner	Shared Reading/PSW	Math Unit 1, Module 3
Monday	<p># Corner Update calendar, links/dots, and cube collection. Writing numerals. Baseline assessment part 1.</p> <p><u>The Alphabet Under Construction</u></p>	<p>ABC Bootcamp: Dd</p> <p><u>City ABCs</u></p>	<p>Session 1 Terrific Tens The teacher introduces the ten-frame, a tool for building fluency with combinations to 10, and students compare it with the five-frame. Next, the teacher flashes Ten-Frame Display cards as students build the quantity of dots they see on each card with fingers.</p>
Tuesday	<p># Corner Update calendar, links/dots, and cube collection. Playing "Flash and Build" with five-frame dot cards, ten-frames, and cubes.</p> <p><u>ABC I Like Me!</u></p>	<p>ABC Bootcamp: Ff</p> <p><u>Country ABCs</u></p>	<p>Session 2 How Many Dots? Part 1 In this session, the class continues work with the Ten-Frame Display Cards. Students count the dots on each card, arrange the cards in order on the pocket chart, and match Number Cards to the Display Cards.</p>
Wednesday	<p># Corner Update links/dots and cube collection. Writing numerals. Playing, "The Number Behind the Red Door." (11-15).</p> <p><u>B is for Bulldozer</u></p>	<p>ABC Bootcamp: Vv</p> <p><u>Wiggles: Poems to Make You Wiggle Your Fingers and Toes</u></p>	<p>Session 3 How Many Dots? Part 2 Students count the dots on Ten-Frame Dot Cards, arrange the cards in order on the pocket chart, and match numeral cards to the dot cards. Then the teacher "flashes" dot cards (0-5) for three seconds and students build that number with Unifix cubes on ten-frame counting mats.</p>
Thursday	<p># Corner Update calendar, links/dots, and cube collection. Writing numerals. Playing, "The Number Behind the Red Door." (11-15). Baseline assessment part 2.</p> <p><u>Chicka Chicka Boom Boom</u></p>	<p>ABC Bootcamp: Gg</p> <p><u>Wiggles: Poems to Make You Wiggle Your Fingers and Toes</u></p>	<p>Session 4 Beat You to Five The teacher introduces a new partner game, Beat You to Five. The class and the teacher take turns spinning for a number and covering cubes on a game board, each team trying to be the first to cover five.</p>
Friday	<p># Corner Update calendar, links/dots, and cube collection. How Many to Five? Wkst.</p> <p><u>Ten Apples Up on Top</u></p> <p>Ten Apples Up on Top counting and craft activity.</p>	<p>ABC Bootcamp: Review</p> <p><u>The Itsy Bitsy Spider</u></p>	<p>Session 5 Which Numeral Will Win? This activity will focus on numeral writing (0-5) and graphing. Students spin a spinner and trace numerals on record sheets.</p> <p>*Elements of Early Number Sense Checkpoint.</p>

Stations	Social Studies	Science	Notes
1. PALS Rhyming 2. Read to Self 3. iPads 4. Writing Dd	Civics: How Do I Get Along with Others? Workbook	Mystery Science: What's the Biggest Apple in the World? "Five senses" story, "star" experiment and craft.	9:50-10:20 Music Class 1:00-1:45 World Fest 2:10-2:40 Library
1. PALS Rhyming 2. Read to Self 3. iPads 4. Writing Ff	Civics: How Do I Get Along with Others? Workbook	Mystery Science: Parts of an Apple Apple dice game.	9:50-10:20 Art Class 11:20-12:05 Gym
1. PALS letter sounds 2. Read to Self 3. iPads 4. Writing Vv	Civics: How Do I Get Along with Others? Video	Mystery Science: Parts of an Apple Apple #1-10 sequence.	9:50-10:20 Music
1. Letter/Word sort 2. Read to Self 3. Playdough alphabet mats 4. Writing Gg	Civics: How Do I Get Along with Others? Workbook	Mystery Science: Life Cycle of an Apple Alphabet roll 'n write.	9:50-10:20 Guidance Counselor 11:20-12:05 Gym <i>(Substitute Teacher)</i>
1. Memory Match game 2. Read to Self 3. ABC Puzzles 4. Writing Review	Civics: How Do I Get Along with Others? Video	Mystery Science: Life Cycle of an Apple Foodie Friday taste-testing. Apple Pie in a Cup.	9:50-10:20 Art Class 1:35-2:05 Music Class <i>(Substitute Teacher)</i>