

**First Grade  
Trailblazers Unit 3  
“Pennies, Pockets, and Parts”**

**State Goals and Objectives Met in Unit 3:**

1.01, 1.02, 1.03, 1.04, 2.02, 3.01, 4.01

**What North Carolina expects your child to learn:**

<http://www.ncpublicschools.org/curriculum/mathematics/scos/2003/k-8/14grade1>

**How Math Trailblazers meets the state’s goals (Click to pg 8):**

<http://www.kendallhunt.com/uploads/2/CORR-NC-MTB2.pdf>

**What your child will do in this unit:**

1. Students generate and record data in a group data table.
2. Students visualize numbers using 5 and 10 as benchmarks.
3. Students write number sentences that fit ten frames.
4. Students collect data and create a group bar graph.
5. Students solve problems and write number sentences based on the number of pockets in each problem.
6. Students partition numbers into two and three parts using pennies and record data in a table.
7. Students solve story problems as they use pennies and price tags to “purchase” items in a classroom store.
8. Supplemental (not in MTB) Line Plot – Students will use the *Pockets Activity* to set up a line plot graph. A line plot graph is a display of data along the number line with points or symbols indicating the frequency or tally of information about a single question or category. Click to see an example of a line plot here: ⇒ [PT Line Plot Graph Grade 1 Unit 3](#)

**How you can help your child:**

- ✓ Play the *Think and Spin* game with your child. Click here for directions ⇒ [Think and Spin](#)
- ✓ Your child will need a collection of pennies (10-25) for the Line Plot Activity. Please send in an envelope.
- ✓ Encourage you child to count and tally objects at home. Your child can tally road signs, trees, or houses on the street.
- ✓ Look for quantities of ten as a whole and numbers less than ten as parts of a whole. For example, there are ten bowling pins and your child may only knock down four, or there are ten cars parked and three are red.

**Unit Vocabulary**

<i>data table</i>	<i>tally</i>	<i>bar graph</i>		

\*Note to parents: Vocabulary mastery is expected over time and in the context that applies to the math concepts being taught. Mastery of the vocabulary is not an immediate expectation.

**First grade glossary link:** [http://www.kendallhunt.com/uploads/2/MTB\\_Gr1\\_Glossary.pdf](http://www.kendallhunt.com/uploads/2/MTB_Gr1_Glossary.pdf)

## Manipulatives and Supplies

### What your child will use:

Lesson 1	Lesson 2	Lesson 3	Lesson 4	Lesson 5	Lesson 6 & 7
self adhesive note	Per student: 15 counters or beans	Per student: clear plastic spinner, 2 crayons, markers or colored pencils	Per student: 12 connecting cubes, self- adhesive note	Per student: 30 connecting cubes (10 per 3 colors)	10 pennies or counters

## Unit Assessment Indicators

### What your child is expected to learn:

- Can students identify a number represented on a ten frame?
- Can students translate between representations of numbers (ten frames, tallies, manipulatives, and symbols)?
- Can students partition a number into two and three parts?
- Can students solve addition and explain their reasoning?
- Can students use manipulatives to solve problems?

### Student Friendly Books/Unit Literature:

- *What Comes in 2's, 3's, and 4's?* by Suzanne Aker
- *The Very Hungry Caterpillar* by Eric Carle
- *A Pocketful of Cricket* by Rebecca Caudill

### Websites to Explore

- Practice addition - <http://www.rainforestmaths.com/> Click on Level B and choose “Addition” on the first row. Do the first two activities in the list on the left.
- More Addition Practice: <http://www.dositey.com/addsub/adddex1.htm>
- Addition Surprise – <http://www.harcourtschool.com/activity/add/add.html>

### Helpful Computer Programs:

Unit 3—Pennies, Pockets, and Parts

*Math Concepts One . . . Two . . . Three!* provides practice with number sense, addition and subtraction with manipulatives and money, sorting two- and three-dimensional objects to find the symmetrical half, and making simple bar graphs.

*Mighty Math Carnival Countdown* provides practice with identifying, counting, adding and subtracting money, and explores shapes, patterns, symmetry, area, perimeter, and fractions using pattern blocks.

*Sunbuddy Math Playhouse* is a memory game involving counting, tallies, and analog and digital clocks.

*Trudy's Time & Place House* explores time, the calendar, maps, directions, and geography.