

$$5 \times 7 = 35$$
$$20 + 2 = 22$$

# Counting to 100



## Common core icons



This icon indicates a slide where the Standards for Mathematical Practice are being developed. Details of these are given in the Notes field.



Slides containing examples of mathematical modeling are marked with this stamp.



This icon indicates an opportunity for discussion or group work.

The **Standards for Mathematical Practice** outlined in the Common Core State Standards for Mathematics describe varieties of expertise that mathematics educators at all levels should seek to develop in their students.

These are:

- 1) Make sense of problems and persevere in solving them.**
- 2) Reason abstractly and quantitatively.**
- 3) Construct viable arguments and critique the reasoning of others.**
- 4) Model with mathematics.**
- 5) Use appropriate tools strategically.**
- 6) Attend to precision.**
- 7) Look for and make use of structure.**
- 8) Look for and express regularity in repeated reasoning.**



This icon indicates that the slide contains activities created in Flash. These activities are not editable.

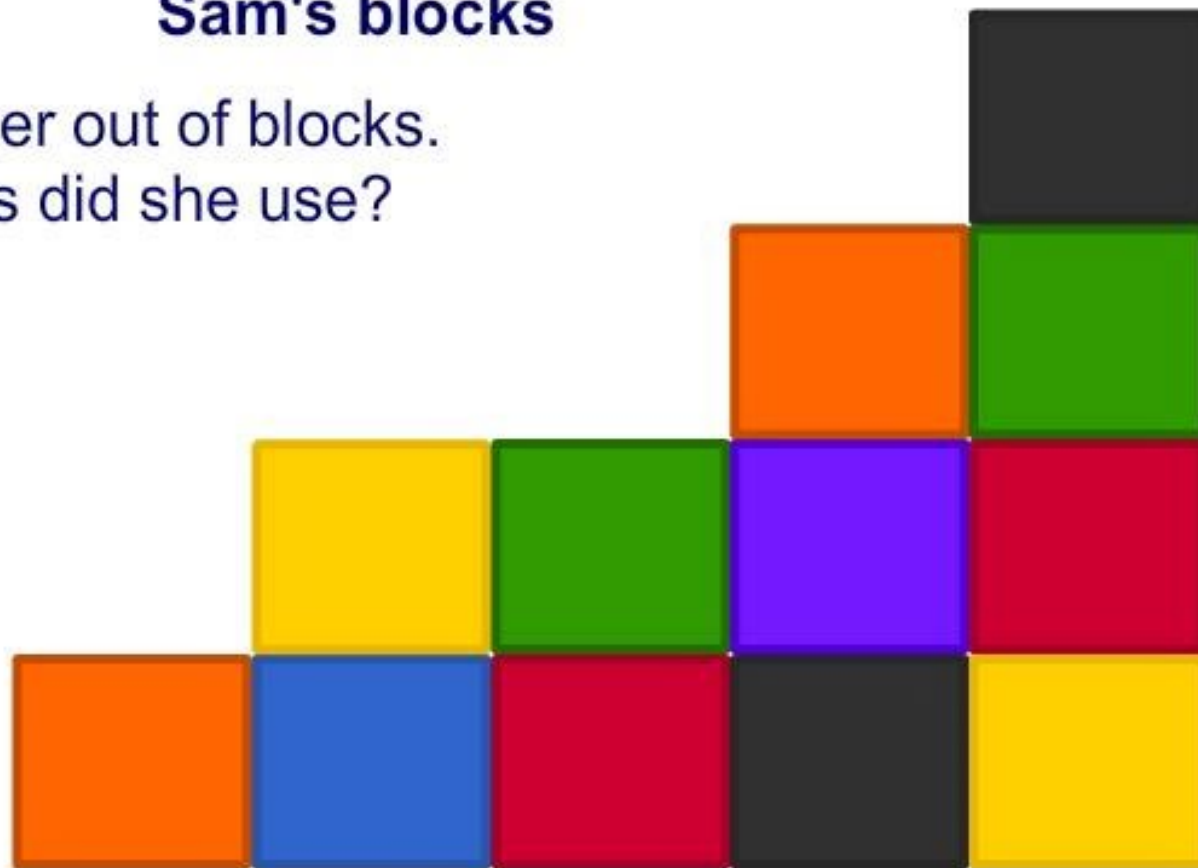


This icon indicates teacher's notes in the Notes field.



## Sam's blocks

Sam made a tower out of blocks.  
How many blocks did she use?



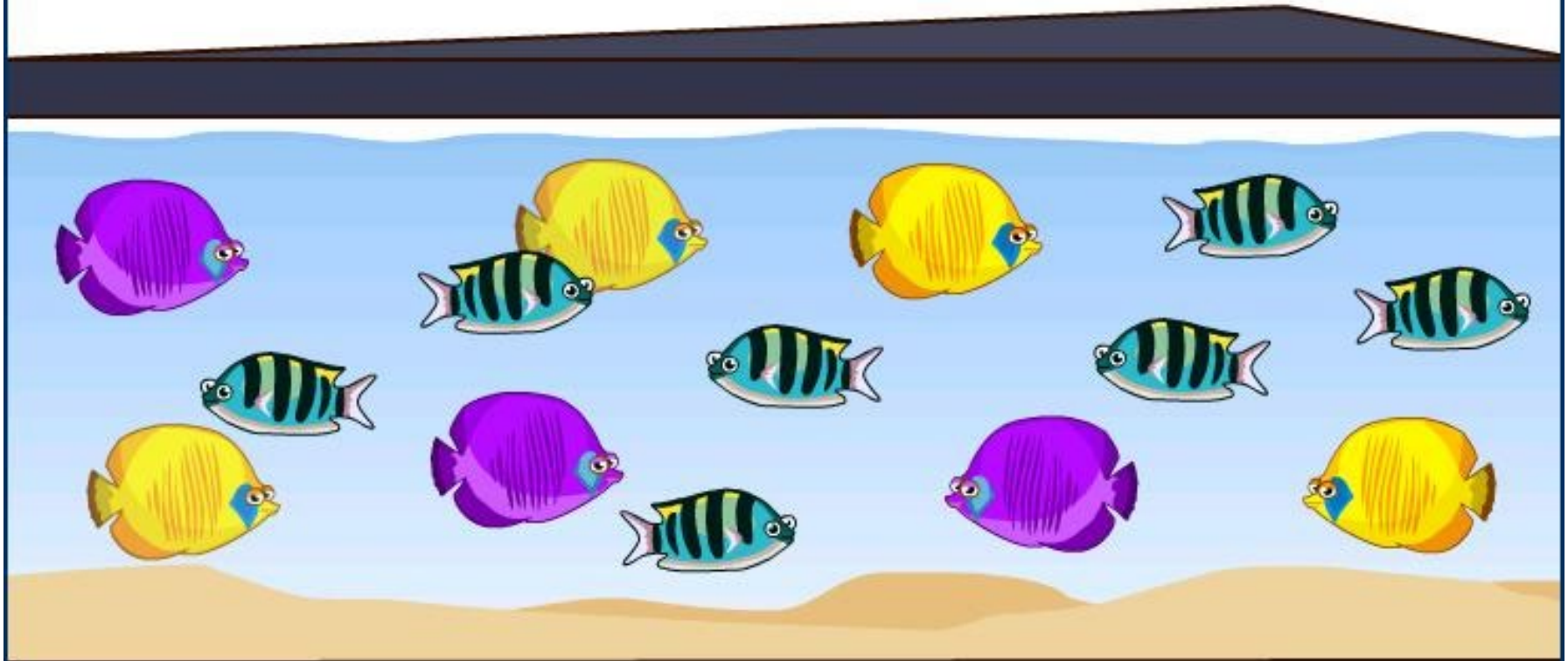
# How many fish?

MODELING



boardworks

How many fish are in the fish tank?



Counting grid: 10 empty boxes.

Tools: trash can, yellow marker, pencil.

Navigation: back, forward, undo, help.



# How many gumballs?

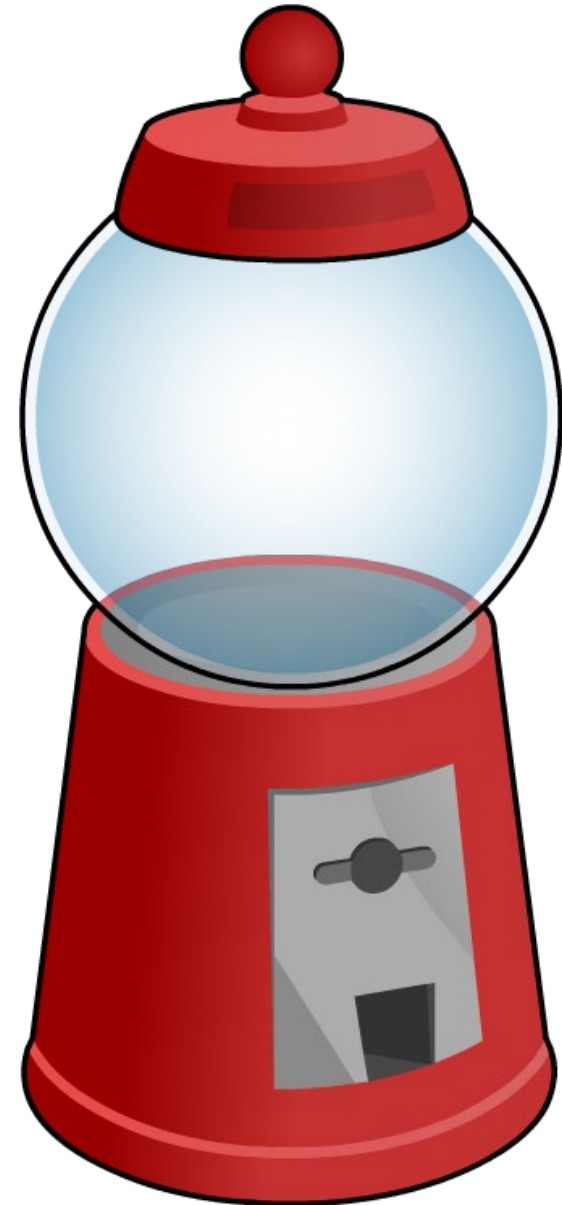


How many gumballs are there in the gumball machine?

Let's count them!

There are no gumballs!

There are **0** gumballs in the machine.





## Writing numbers 0 – 20

Can you write the numbers **0 – 20**?  
Use the **highlighter tool** to trace over  
the gray number templates.

Press **start** to begin.

start





How many times does Mr. Mole  
pop out of his hole? Let's count!

Press **start** to begin,  
and then press A, B or C  
to select a difficulty level.

start

A

B

C





How many balloons are there?







Can you make these  
cards disappear?

Pair each number on the yellow  
cards with the three numbers on  
the blue card that go after it.

Press **start** to begin.

start

