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## MAT Introduction

Understanding math is vitally important to your child's success in school and in life. The MANDER series by Creative Teaching Press is expertly developed to help young children understand math concepts and ideas that relate to their world. Appealing activities and games, along with stories, fact cards, and a helpful glossary, support math success while making math fun.

Positive attitudes about math at home—including yours as a parent—lay the foundation for math success in school. Make a point of helping your child notice math-related activities and concepts that occur in his or her daily world, such as pointing out house numbers or counting cars or noticing clothing sizes. Also encourage your child to try these activities to practice thinking mathematically:

- Sort—clothes, toys
- Play—card and board games

Count—stairs, grocery items

• Measure—ingredients, sizes

• Estimate—distance, time

- Compare—shapes, sizes, numbers
- Tell—where, when, and how
- Pretend—to be a waiter, cashier

Helping your child experience fun, real-world math interaction at an early age will build math enjoyment, knowledge, and success throughout your child's life.

# MATT Glossary

Learning math can be a challenge for young children. At a time when they are just learning to recognize and understand basic words and language skills, young learners must also figure out the symbols, concepts, and specialized vocabulary of math—all of which can seem like an entirely different language.

Specifically designed for Kindergartners and First Graders, this MATTE Glossary provides visual examples with clear, easy-to-understand definitions for the important math terms they must learn.

For extra support, these words appear in red font both here and in the math-related story questions. Calling out math words in this way helps young learners understand that math is a meaningful part of everyday language and does not exist solely on math worksheets.

	SYMBOLS AND CONCEPTS		
+	addition sign (also called <i>plus sign</i> )		
-	subtraction sign (also called <i>minus sign</i> )		
=	equal sign		
\$	dollar sign		
¢	cent sign		
	LOCATION AND POSITION WORDS		
after	16 17 17 is after 16		
before	7 8 7 is before 8		
between	23, <b>24</b> , 25 24 is between 23 and 25		
first	first		
last	last		
next	next 2		
over	The frog jumps over the log.		
under	There is water under the bridge.		

#### COUNTING, SHAPE, AND MATH-FACT WORDS



TIME, MONEY, AND MEASUREMENT WORDS

clock		minute hand	10 9 8 4 7 6 5
days of the week	Sunday Monday Tuesday Wednesday Thursday Friday Saturday	months of the year	JanuaryFebruaryMarchAprilMayJuneJulyAugustSeptemberOctoberNovemberDecember
dime	10¢ or 10 cents = 10 pennies	nickel	5¢ or 5 cents = 5 pennies
dollar	\$1.00 or one dollar = 100 pennies	o'clock	on the hour = three o'clock
half dollar	$50^{\circ} \text{ or } 50 \text{ cents} = 50^{\circ} \text{ pennies}$	_ thirty	30 minutes after the hour
hour hand		penny	1¢ or 1 cent
inch		quarter	25¢ or 25 cents = 25 pennies
length	how long something is	size	small medium large

### If the Shoe Fits

Oraw a line to match the sock and the shoe that shows the same number.





Is Cat eating from the 1st cup, the 3rd cup, or the 5th cup?

## MATH Fact Cards

#### Tips for Using MATT Fact Cards

Before cutting the fact cards apart, consider laminating them in order to use them with a dry-erase marker. Laminating the cards also makes them more durable. Punching a hole in the upper left-hand corner of each card and storing the cards on a ring is also a good way to keep the cards organized and easy to use.

Here are some suggestions for using the fact cards:

- Use a timer to see how quickly each math fact is recognized. Begin with a small number of cards. Add more cards once your child achieves increased speed and confidence.
- Challenge your child to restate the math fact in another way. For example, 11:30 can be restated as half past eleven.
- Have your child identify the complete fact family for a particular equation. For example, 2 + 3 = 5 is part of the following fact family: 3 + 2 = 5, 5 3 = 2, and 5 2 = 3.
- Play a sorting game. Have your child sort the answers to the addition fact cards on pages 107, 109, 111, 113, and 115 into groups of even and odd numbers. Another option is to shuffle the addition fact cards and sort their answers into groups of 1–10 and 11–20.

#### The Properties of Zero (0)

When adding zero to a number, the number stays the same.

1 + 0 = 1	2 + 0 = 2
3 + 0 = 3	4 + 0 = 4
5 + 0 = 5	6 + 0 = 6
7 + 0 = 7	8 + 0 = 8
9 + 0 = 9	10 + 0 = 10

When subtracting zero from a number, the number stays the same.

1 – 0 = 1	2 - 0 = 2
3 - 0 = 3	4 - 0 = 4
5 - 0 = 5	6 - 0 = 6
7 – 0 = 7	8 - 0 = 8
9 - 0 = 9	10 - 0 = 10

When subtracting a number from itself, the answer is zero.

1 – 1 = 0	2 - 2 = 0
3 - 3 = 0	4 - 4 = 0
5 - 5 = 0	6 - 6 = 0
7 - 7 = 0	8 - 8 = 0
9 - 9 = 0	10 - 10 = 0

M.	AT	₿ <b>₽</b>	Facts	When	Adding	by	1

MATT Facts When Subtracting by 1

1 + 1 = 2	2 + 1 = 3
3 + 1 = 4	4 + 1 = 5
5 + 1 = 6	6 + 1 = 7
7 + 1 = 8	8 + 1 = 9
9 + 1 = 10	10 + 1 = 11

10 - 1 = 9	9 - 1 = 8
8 - 1 = 7	7 – 1 = 6
6 - 1 = 5	5 – 1 = 4
4 – 1 = 3	3 - 1 = 2
2 – 1 = 1	

#### Number and Number Word Fact Cards

one	two
three	four
five	six
seven	eight
nine	ten

### Number and Number Word Fact Cards



