# Counting

You will receive a Family Letter before each unit begins. Each letter introduces you to the content of the next unit, in this case, counting. The letter also includes vocabulary terms, activities you can do at home, descriptions of math games, and answers to the Home Links, or homework.

Unit 1 builds on what children learned about numbers in Kindergarten. In this unit, they review and practice counting. Children practice rote counting, or reciting numbers in order by 1s, 5s, and 10s. Children also practice rational counting, or counting collections of actual objects. After some experience, they begin to associate counting "1 more" or "1 less" with addition and subtraction. Children also use their counting skills to collect and record data using tally charts.

Number stories are also introduced in Unit 1. Number story is another name for what is sometimes called a "story problem" or a "word problem." Throughout Everyday Mathematics, number stories provide opportunities for children to use a variety of strategies to solve problems. Children are encouraged to talk through solving the number stories. Not only do they have many opportunities to solve number stories throughout first grade, but they are also asked to make up their own number stories.

Unit 1 introduces some of the tools used in *Everyday Mathematics*, such as pennies, dice, the Pattern-Block Template, pattern blocks, base-10 blocks, and the geoboard. Children also learn to navigate the number grid and use it to count by 1s and 10s.

Vocabularu These are important terms your child learns in Unit 1. Listen to your child use these terms when talking about mathematics at home.

**number grid** A table in which numbers are arranged in order, usually 10 columns per row. A move from one number to the next within a row is a change of 1; a move from one number to the next within a column is a change of 10.

|    |    |    |    |    |    |    |    |    | 0  |
|----|----|----|----|----|----|----|----|----|----|
| 1  | 2  | 3  | 4  | 5  | 6  | 7  | 8  | 9  | 10 |
| 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 |
| 21 | 22 | 23 | 24 | 25 | 26 | 27 | 28 | 29 | 30 |
| 31 | 32 | 33 | 34 | 35 | 36 | 37 | 38 | 39 | 40 |
| 41 | 42 | 43 | 44 | 45 | 46 | 47 | 48 | 49 | 50 |

**number line** A line with numbers that are marked in order.



**number story** A story that involves numbers and one or more questions. For example, *I have 7 crayons. Carrie gave me 5 more crayons.* How many crayons do I have now?

5

**tally chart** A chart that uses tally marks to track values in a set of data.

| Number of Pull-Ups | Number of<br>Children |
|--------------------|-----------------------|
| 0                  | 411                   |
| 1                  | ##                    |
| 2                  | ////                  |
| 3                  | //                    |

**tally mark** A mark used in a count. Tally marks let children represent numbers they can count and say, but may not be able to write yet.

**toolkit** Individual bags or boxes used in the classroom; they usually contain a variety of items—such as calculators, measuring tools, and manipulatives—which help children understand mathematical ideas.

# **Do-Anytime Activities**

To work with your child on concepts taught in this unit, try these activities:

- Discuss examples of mathematics in everyday life: TV listings, road signs, recipe measurements, time, and so on.
- Count orally by 5s and 10s when doing chores or riding in the car or on a bus. Occasionally count down, or back; for example: 90, 80, 70, 60, and so on.
- Count numbers of objects around the house and while shopping. Have your child keep track using tally marks. For example, count the number of canned goods bought at the grocery store.

# **Building Skills through Games**

Your child will play these games In Unit 1:

### **Bunny Hop**

Players roll a die to navigate on a number line to 20 and back to 0.

## **Monster Squeeze**

The leader chooses a mystery number on a number line. Other players try to guess the number using clues from the leader.

# **Penny-Dice**

Players take turns rolling a die and taking the number of pennies indicated on the die. The first player to get 20 pennies wins.

# Rolling for 50

Players roll a die to navigate on the number grid. The first player to reach FINISH wins.

## Top-It

Each player turns over a number card from a deck. Whoever has the higher number keeps both cards. Whoever has more cards when the whole deck has been used wins.

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# As You Help Your Child with Homework

Your child will bring home assignments called "Home Links." Home Links are suggested follow-up or enrichment activities to be done at home. They will not take much time to complete, but may involve interaction with an adult or an older child. Each Home Link activity is identified by the following symbol:



As your child brings home assignments, you may wish to go over the instructions together. The answers listed below will guide you through the Home Links for Unit 1.

## **Home Link 1-7**

**1.** Your child should attach pictures of numbers as they appear in everyday life.

### **Home Link 1-8**

- **1.** Answers vary.
- **2.** 1; 2; 4; 6; 8; 9

### Home Link 1-9

- **1.** Your child may mention pattern blocks, base-10 blocks, or geoboards.
- **2.** 7

### Home Link 1-10

 Sample number story: There are 5 flowers in the garden. If I pick 1 of them to give to my teacher, how many flowers will be left? Answer: 4 flowers

NOTE: Encourage your child to come up with his or her own way to solve the problem, whether it's drawing pictures or counting on fingers. As an adult you know that 5-1=4, but it is more natural for your child to come up with his or her own strategy than to think of the number story as 5-1=4.

Your child should attach the picture used for the number story to the page if he or she didn't already draw it.

**2.** 4, 7, 11

#### Home Link 1-11

- **1.** Check that your child can count by 1s to the number he or she wrote.
- 2. Sample answer: 50, 40, 30, 20, 10, 0
- **3.** Sample answer: I can count squares from left to right as I count by 1s. To count by 10s, I can start at the top right corner and move down.
- **4.** 15; 20; 25; 35; 40; 50