



# MATH NEWS



Kindergarten, Module 1, Topic G

Fall 2014

## Kindergarten Math

Module 1: Numbers to 10

### Math Parent Letter

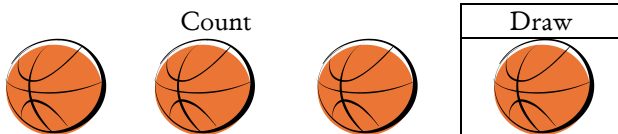
This document is created to give parents and students a better understanding of the math concepts found in Eureka Math (© 2013 Common Core, Inc.) that is also posted as the Engage New York material which is taught in the classroom. Module 1 of Eureka Math (Engage New York) covers Numbers to 10. This newsletter will discuss Module 1, Topic G.

Topic G. One More Than with Numbers 0-10

### Objective

In the previous topics, students counted lots of groups of 3 dimensional objects, concretely seeing that numbers represented quantities of those objects. Topic G transitions them to pictorially (two-dimensional objects) order and match numeral and dot cards (dots are in a 10-frame format) for numbers 1-10.

In Lesson 29, students will order and match numeral and dot cards from 1 to 10. They will also state 1 more than a given number.



Count the basketballs, draw 1 more basketball

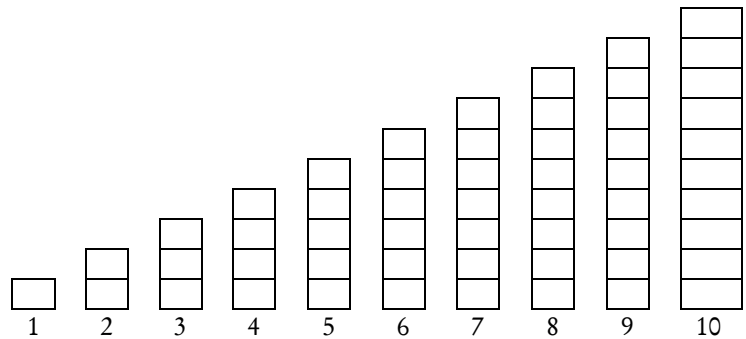
## OBJECTIVE OF TOPIC G

- 1 Order and match numeral and dot cards from 1 to 10. State 1 more than a given number.
- 2 Exploration: Make math stairs from 1 to 10 in cooperative groups.
- 3 Arrange, analyze, and draw 1 more up to 10 in configurations other than towers.
- 4 Arrange, analyze, and draw sequences of quantities of 1 more, beginning with numbers other than 1.

## Focus Area– Topic G

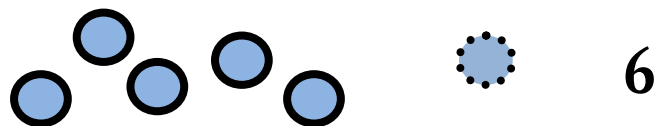
One More Than with Numbers 0 -10

In Lesson 30, students will explore by making “math stairs” from 1 to 10 in cooperative groups.



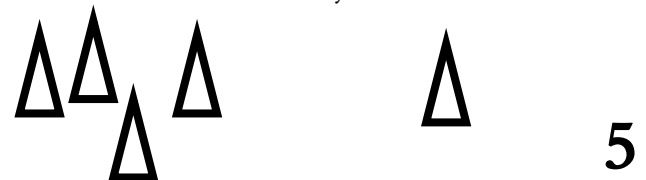
In Lesson 31, students will arrange, analyze, and draw one more up to 10 in configurations other than towers.

Color the circles blue. Draw 1 more circle. Color it blue and write how many.



In Lesson 32, students will arrange, analyze, and draw sequences of quantities of 1 more, beginning with numbers other than 1.

Draw 1 more and write how many.



-Count with your child, help them to count using one-to-one correspondence (when you point to 1 object it is only 1 not 1,2,3).

-If they count objects, ask them what 1 more would be.