Name ______ Date _____

Number Place

X the one in each row that does NOT belong.

33	3 tens 3 ones	3 + 3	thirty-three
65	6 tens 5 ones	60 + 5	sixty-four
87	9 tens 7 ones	90 + 7	ninety-seven
42	2 tens 4 ones	40 + 2	forty-two

FAST Math

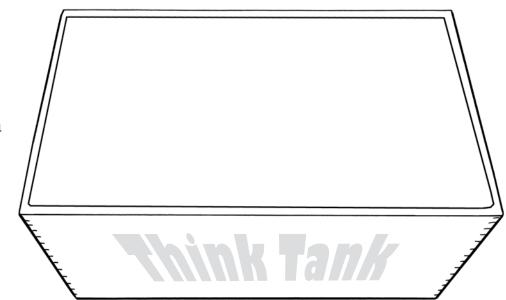
Add or subtract.

Think Tank

A magic show starts at 1:00. It lasts for 2 hours.

What time is it when the show ends?

In the tank, draw a clock to show the time.



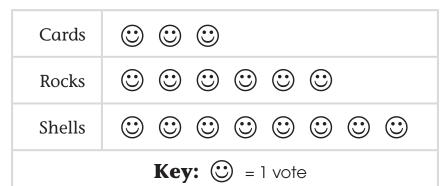


Data Place

Use the graph to answer the questions.

Best Things to Collect





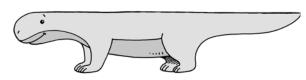




- 1. How many people voted for rocks? _____
- 2. How many people voted for cards? _____
- 3. Which is the favorite thing to collect? _____
- 4. How many people picked it? _____

Puzzler 3

Measure length with the lizard. Find something for each length.



How Long?	What Is It?
Less Than 1 Lizard	
About 2 Lizards	
About 4 Lizards	
About 6 Lizards	
More Than 7 Lizards	

Jumpstart 20

Number Place: 3 + 3; sixty-four; 87;

2 tens 4 ones

Fast Math: 6, 17, 7, 14, 9, 16

Think Tank: Check that children draw a

clock showing 3:00.

Data Place: 1. 6 **2.** 3 **3.** shells **4.** 8 **Puzzler:** Check children's answers, which

may vary.

Connections to the Common Core State Standards

As shown in the chart below and on page 8, the activities in this book will help you meet your specific state math standards as well as those outlined in the CCSS. These materials address the following standards for children in grade 1. For details on these standards, visit the CCSS Web site: www.corestandards.org/the-standards/.

Operations & Algebraic Thinking						Number & Operations in Base Ten						Measurement & Data				Geometry					
JS	1.0A.1	1.0A.2	1.0A.3	1.0A.4	1.0A.5	1.OA.6	1.0A.7	1.0A.8	1.NBT.1	1.NBT.2	1.NBT.3	1.NBT.4	1.NBT.5	1.NBT.6	1.MD.1	1.MD.2	1.MD.3	1.MD.4	1.6.1	1.6.2	1.6.3
20	•		•	•	•	•	•	•		•					•	•	•	•			