

In your Grade 1 Everyday Mathematics Teacher's Lesson Guide (copyright date 2001), place these removable stickers on page....

p.2 p.2 p.33 p.37 p.60 p.80 p.99 p.129 p.135 p.145

Use Digi-Block Use Digi-Block Use Digi-Block Use Digi-Block Use Digi-Block Use Digi-Block Use Digi-Block Use Digi-Block Use Digi-Block Use Digi-Block



Full Activity A:
Learn to pack blocks, to build and describe a structure.

See page DB-1



Full Activity B:
Recognize a quantity, connect to equivalent representation.

See page DB-5



Solve "one more" and "one less" stories with blocks on a number line.

See page DB-9



Use Digi-Blocks to compare and order numbers.

See page DB-10



Students explore the blocks and familiarize themselves w/ the materials.

See page DB-12



Full Activity A:
Learn different number combinations that make 10.

See page DB-13



Full Activity B:
Learn the meaning of the "=" sign and find missing addends.

See page DB-17



Use blocks on number lines instead of coins to visualize comparisons.

See page DB-21



Connect pennies to nickels by filling holders half way.

See page DB-22



Model change-to-more situations with blocks.

See page DB-23

Use Digi-Block Use Digi-Block Use Digi-Block Use Digi-Block Use Digi-Block Use Digi-Block Use Digi-Block Use Digi-Block Use Digi-Block Use Digi-Block



Model change-to-less situations with blocks.

See page DB-25



Full Activity A:
Compare and find difference between numbers using a number line.

See page DB-27



Full Activity B:
Use blocks to model word problems.

See page DB-31



Basic number line concepts and skip counting with Digi-Block number line.

See page DB-35



Use blocks on number lines to solve addition and subtraction problems.

See page DB-37



Explore Frames and Arrows with blocks and number lines.

See page DB-38



Solve Frames and Arrows diagrams with blocks and number lines.

See page DB-39



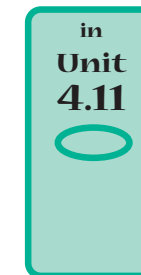
Explore dimes, nickels and pennies using blocks and holders.

See page DB-40



Complete a number scroll to 100 using blocks and holders.

See page DB-42



Find addition fact sums using Digi-Blocks.

See page DB-44

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p. 344 p. 344 p. 358 p. 363 p. 384 p. 388 p. 393 p. 409 p. 414 p. 522

Use Digi-Block Use Digi-Block Use Digi-Block Use Digi-Block Use Digi-Block Use Digi-Block Use Digi-Block Use Digi-Block Use Digi-Block Use Digi-Block



Full Activity A:
Model numbers with blocks, then read the numbers.

See page DB-45



Full Activity B:
Model addition word problems, draw the result and write the number.

See page DB-49



Explore place value concepts and name numbers up to 100.

See page DB-53



Use blocks and calculators to investigate number patterns.

See page DB-55



Compare and order numbers.

See page DB-56



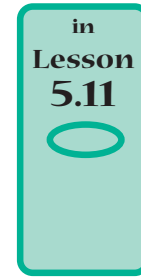
Compare and find the difference between two numbers.

See page DB-57



Draw block representations of numbers, and draw to solve story problems.

See page DB-59



Explore addition facts and facts whose sum is 10 using blocks and holders.

See page DB-60



Solve "What's my rule" riddles using place value mats and blocks.

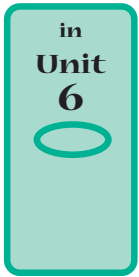
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Full Activity A:
Explore complements to 10 and to 100.

See page DB-63

Use Digi-Block Use Digi-Block Use Digi-Block Use Digi-Block Use Digi-Block Use Digi-Block Use Digi-Block Use Digi-Block Use Digi-Block Use Digi-Block



Full Activity B:
To understand teen numbers as a ten and some ones.

See page DB-67



Use equivalent representations to reinforce facts with sums in the teens.

See page DB-71



Solve "What's my rule" riddles using number lines, place value mats and blocks.

See page DB-73



Name 3-digit numbers represented by blocks and model given 3-digit numbers.

See page DB-74



Use empty holders to represent denominators or divisors.

See page DB-75



Full Activity A:
Identify patterns and predict complements to 100.

See page DB-77



Full Activity B:
Model 2-digit addition with and without regrouping.

See page DB-81



Play the Number Grid Game, using blocks to add and subtract.

See page DB-85



Model and solve story problems.

See page DB-86



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