

Tenth Frame Building Fun: Select a playing card and place it on your mat. Show your work on the tent frame and write your answer below. Then check your work by opening the playing card.



My Community Helpers Count: Use your best penmanship to write your number in your counting book. Color the when you are done.



Community Helpers Yatta: Turn the card and count the mat you find the mat yell "YATTA"



Community Helpers Patterns: Choose a card, produce and extend the pattern and then think your answer to see if it is correct.

Linking Community Helpers: Use plastic linking chain to make it this is an addition to what you have from 0 to 10.



Mail Carrier Roll Say Keep: Roll the dice and say the shape that it is in that numbered box. If you get it correct you get to keep it.



Count and Color Community Helpers: Count the objects on the mat and record your answer.

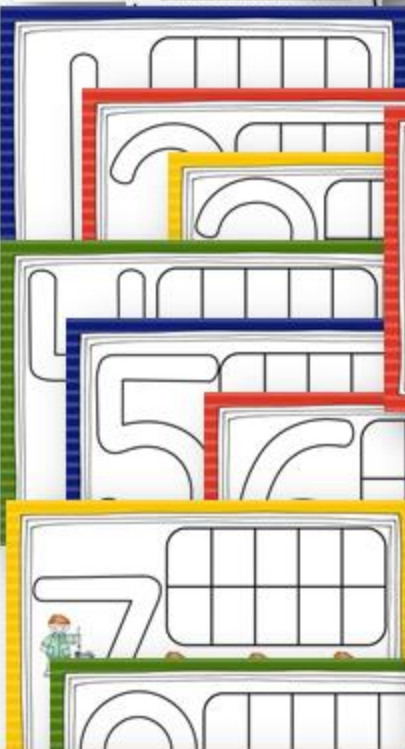


Count and Color Community Helpers: Count the objects on the mat and record your answer.

Community Helpers Number Match: Turn cards over so you can not see them. Take turns turning two cards over to make the numbers match. If match it.

Calling All Cards: One player hides it behind a number. The other student the car is located by recognizing an number. The person who finds it get.

Top Cap: Students take turns drawing a card a basket or bucket. If they name it correctly it keep it. If not, the card goes back in the bucket. Some special cards to make play mix.



# Community Helpers Math Stations Galore

## 13 Activities For Math Stations Differentiated and Aligned

A Differentiated Kindergarten

Name: \_\_\_\_\_

### Count On Your Community Helpers

Put a community helper card with that number in the star and write the number that comes after it in the line below.

☆	☆
☆	☆
☆	☆
☆	☆

24	25	26	27
28	29	30	
12	13	14	15
16	17	18	19
10	11	12	13
4	5	6	7
8	9	10	11

Name: \_\_\_\_\_

### Comparing Community Helpers

Write the number of each object in the box next to it. Compare the objects that is bigger.

Name: \_\_\_\_\_

### Community Helper

Find all the objects count and color in that many things.

1	2	3	4	5	6	7	8	9	10
1	2	3	4	5	6	7	8	9	10
1	2	3	4	5	6	7	8	9	10
1	2	3	4	5	6	7	8	9	10
1	2	3	4	5	6	7	8	9	10





7 3 19 7 3

8 4 20 8 4

9 5 11 9 5

10 6 12 10 6

3+7=10

19-20=19

11-12=11

13-14=13

These are your game cards. Laminat card apart. You will fold the die with a clothes pin. These cards are student places the card on their die create a ten frame that reflects it then open the clothes pin to see it.

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7 3 7 3

8 4 8 4

9 5 9 5

10 6 10 6

Place playing cards here

Write the number

Community helpers patterns with various characters like mail carriers, firefighters, and doctors.

I see community helpers.

SCHOOL BUS STOP AHEAD

Community helper activities including a fire truck, ambulance, and various workers.

24 25 26

0	1	2	3
4	5	6	7
8	9	10	11

number of items in the box is the numbers that come off

Community helper patterns with groups labeled A, B, and C.

I see community helper

Community helper patterns with various characters.

Community helper patterns with various shapes like pentagons, diamonds, squares, and triangles.

Mail Carrier Roll, Say, Keep A Shape

Roll, Say, Keep A Shape activity with a grid for recording dice rolls.

Community Helpers Patterns

Keep Your Pattern Complete

Large colorful numbers 1-10 for counting or matching activities.