

DR_SAP_BOOK A	Lesson	Send Home	Store	Notes	Link
Chapter 1					
Numeral Writing	CH1_T1_L1		x	Maybe helpful to keep in a place to pull from for practice. Some students may need to pull from these all year long. If a student needs assistance writing numerals place in a clear sleeve for continual practice and allow students to glue cards in think!Pad.	Click to see storage-Math Boxes
Race to the Top	CH1_T1_L2		x	Race to the top can stay on the shelf as practice for writing numerals.	
Hundred Board	CH1_T1_L3		x	Hundred Board Activities should remain on the shelf. Students can glue tiles on board when ready or use tiles with think!Pad activities	
Blank Hundred Board	CH1_T1_L3		x		
Number Tiles	CH1_T1_L3		x		
Numbers to 20	CH1_T1_L3		x		
Read My Friend's Mind	CH1_T2_L4	x		Allow students to draw or glue pictures in their sorting rings and send home.	
Shared Attribute	CH1_T2_L4	x			
Dot Cards	CH1_T3_L1		x	These stay at school all year and should be used as warm-up and games to practice subitizing and part whole relationships.	
Matho Board			x		
Arrays	CH1_T3_L2	x		After the work done throughout T3L2 students can take cards home and practice quick flashes answering how many and well as ordering quantities.	
Spinner 1-2	CH1_T3_L2		x	Keep for games throughout the year	
Ten Frame	CH1_T3_L3		x	Keep and put in plastic sleeve so you can reuse	
Place Value Cards	CH1_T3_L4		x	These cards will be used again in T5L3 and then can go home	
Animals	CH1_T4_L1	x		The animals can be used to build a parade and glue in think!Pad. Students can use ordinal numbers to describe the position of a certain animal.	
Ordinal Numbers	CH1_T4_L1	x		Send home after Topic 4 with a note to model how students can plan their daily activities just like you write a schedule on the board each day. Model for parents how to practice ordinal numbers by describing events over time.	Click to see daily routines

Teddy Bear	CH1_T4_L2	x		Allow student to dress the bear giving directions. Allow students time to cut out and glue the clothing on in the order given. Practice by partnering up students, sitting back to back, and one friend gives the other friend directions to dress the bear.	Click to see sample video
Teen Fish Cards	CH1_T5_L1	x		These can go home after the lesson.	
Place Value Cards	CH1_T5_L3	x		These can go home or continue to be used for practice counting by 10s to 100.	
Chapter 2					
Spinner 3-4	CH2_T6_L3	x		Send home after topic 6. May want to keep one on the shelf as a game.	
Stay on the Path!	CH2_T6_L8	x		Send home after the lesson.	
Body Balance	CH2_T7_L3			Allow students to glue or draw in cards and send home after the lesson.	

DR_SAP_BOOK B	Lesson	Send Home	Store	Notes	Link
Chapter 3					
Position Cards	CH3_T9_L2	x		Allow students to play games Topic 9 and then send home for them to play games at home.	
Playground	CH3_T9_L4	x		Have students explain the difference between the two different playgrounds to parents. Work on positional language in describing objects in the environment.	
Shape Name Cards	CH3_T10_L1		x	Keep at school until the end of Topic 10. These cards can be used with the Matho Board, glued in the think!Pad and as a game on the shelf.	
Figure Cards	CH3_T10_L3	x		Have students go on a scavenger hunt at home.	
Compose Shapes	CH3_T11_L1	x		Use one card in class and send one home as an activity to do with a friend at home. Have students report back how many squares they see. What if you then asked how many rectangles? If possible get home involved in the learning process with activities and games.	
Geo Boards	CH3_T11_L2	x		Send home after the lesson.	
Tangrams	CH3_Extension 1.3			Purchase plastic tangrams to keep on the shelf. Send tangram template home after you have read the book and played with these in class. Great family activity for students to trace, color in and create different pictures with shapes.	Check out the tangram channel
Pattern Blocks	CH3_T11_L3	x		Send completed cards home after the lesson. These are great activities to keep on the shelf. Move students to more difficult options as needed.	

Chapter 4					
Race to 20	CH4_T12_L2	x		Send home to play after you have played in class.	
Picture Cards Words_Symbols	CH4_T13_L1 CH4_T13		x	These stay in class and can be used in acting out stories, writing about stories and assessing students understanding of addition and subtraction. Take a look at a sample	
Farm Cards Number Sentence	CH4_T13_L3 CH4_T13_L3	x		These can be glued on and go home after students have complete Topic 13 Lesson 3 Take a look at a sample	
Word Problems 1	CH4_T13_L4	x		These can go home as they are completed. Cards are differentiated so helping parents see growth in level is important.	
Story Boards	CH4_T14_L1	x		After these are used in class, students take home and model equations for parents. Parents try to guess the story based on the equation.	
Number Bond	CH4_T14_L1		x	Keep in class. Place in a plastic sleeve so they can be reused.	
Part_Whole_Stories	CH4_T14_L1	x		These can be sent home after Topic 4 Lesson 1 or used in a think!Pad, or a form of assessment.	