

The teacher may use addition flash cards so that students can extend their fluency with addition facts by connecting number relationships to visuals.

The teacher may demonstrate how to play a number-line game (e.g., the "jump jump" game) so that students can explore the elements of a number line by locating numbers.

The teacher may model addition using a number line so that students can explore how a number line can provide a way to solve "add to" word problems with result unknowns (within
100).

The teacher may provide a variety of one and two step word problems with unknowns in all positions so that students can explore different ways to represent problems.

The teacher may model solving subtraction problems using a number line so that students can explore using a number line to solve compare word problems with result unknowns (within 100).

The teacher may model subtraction using a number line so that students can explore how a number line can provide a way to solve "take from" word problems with result unknowns (within 100).

The teacher may use subtraction flash cards so that students can extend
their fluency with
subtraction facts by
connecting number relationships to visuals.

PERFORMANCE ASSESSMENT: You are mentoring a kindergarten student in your school about positive behavior invention supports. Students earn "smart bucks" in your school by being Safe, Motivated, an Achiever, Respectful and Team oriented and spend them in a school store. To help explain to kindergarten students how to earn and spend "smart bucks" you are going to keep a journal over the next eight weeks. Each week you will document the ways you earned and spent your smart bucks by creating addition and subtraction word problems.



