

GK-M1 – Topic G

GK-M1-L29: The Application Problem can be more ambitious. Ask early finishers to make a ten frame drawing beneath each numeral they write.

GK-M1-L30: Application Problem extension – *How many more flowers need to be added to the vase to have 10 altogether?*

GK-M1-31: Consider opening class with this free written fluency practice:

<http://www.teacherbilldavidson.com/kindergarten-sprints-1/1-less-than-within-8-2>

GK-M1-32: In Topics F, G, & H not nearly enough fluency time is allotted for teacher directed *Happy Finger* counting. This needs to be done regularly for students to gain fluency and *1 more than / 1 less than computational skills*. Find fluency activities to replace with *Happy Finger* counting.