Activities for Kindergarten Math Stations

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### Kindergarten Math

**First Nine Weeks Math Skills**

- Count to 25
- Name numerals 0-10 out of sequence
- Match quantities to numerals: 0-10
- Write numerals: 0-10 (No reversals)
- Order numerals 0-10
- Name penny and state value
- Sort objects by color/shape/size

**Name and describe shapes:** circle, oval, square, rectangle, triangle, diamond, hexagon, trapezoid

### Shelby County Resources

**Serving Up Math Grades K-2 mathematics curriculum guide 2009**


### Websites

- [http://www.kidscount1234.com/](http://www.kidscount1234.com/)
- [http://www.kellyskindergarten.com/math/math_activities.htm](http://www.kellyskindergarten.com/math/math_activities.htm)
- [http://www.center.edu/](http://www.center.edu/)
Sort Objects by Color, Shape, and Size

Standard 5 - Data, Probability and Statistics

Checks for Understanding (Formative/Summative Assessment):

0006.5.1 Sort objects into sets and describe how the objects were sorted.
0006.5.2 Sort objects in different ways.

Activities:

Sorting Circles  (for 1 or more students)
The student will sort objects
by color - teddy bear counters, cubes, or candy (m&m’s or skittles).
by shape - attribute blocks or pattern blocks
by size - attribute blocks
Materials: sorting circles mat, objects to sort

Treasure Chest Sorting Mat  (for 1 or more students)
The student will sort objects by size, shape, or color. Students will tell their sorting rule.
Materials: sorting mats, objects to sort

Corduroy’s Button Box  (for 1 or more students)
The students will sort the buttons. The students will tell their sorting rule.
Materials: button box mat, buttons

Chicka Chicka Sort Sort  (for 1 or more students)
The students will use the chicka mats to sort letters and numbers.
Materials: chicka mats, letter and numbers

Websites
Aims Education Foundation - free activities (buttons for Corduroy)
http://www.aimsedu.org/Activities/index.html
Name and Describe Geometric Shapes
Standard 4 - Geometry and Measurement

Checks for Understanding (Formative/Summative Assessment):
0006.4.1 Identify, name, and describe a variety of shapes
(i.e. circles, squares, triangles, rectangles, hexagons, trapezoids)
shown in various positions.

Activities:

Shape Shish Kabobs (for 2 or more students)
Each student will need one of each of the 8 shapes (with a whole in
the middle of each). The students will take turns spinning the
spinner. They will name the shape and add it to their shish kabob.
The first one to get all of their shapes on their shish kabob stick
wins.
Materials: set of shapes for each student, straw (shish kabob stick)

Shape bingo (for 2 to 6 students)
Each student has their own bingo card. The teacher will call out the
name of a shape or a description of the shape. If the student has it,
they cover the space. The first with 3 in a row wins.
Materials: bingo cards, markers, calling cards

Shape Builders (for 1 or more students)
Students will build/make shapes.

Given a shape card (or name)
Students will use play-dough & straws
to make the shape. Students will use
pipe cleaners to make circles and ovals.

Materials: shape cards
play-dough, straws, pipe cleaners
Name Penny and State Value

Standard 1 – Mathematical Processes
Checks for Understanding (Formative/Summative Assessment):
0006.1.6 Name and identify coins and their values.

Activities:

Picture Perfect Penny (for 1 or more students)
The student will color, stamp and make a coin rubbing of the penny head and tail.

Penny Bingo (for 2 to 4 students)
Each student has their own bingo card. Choose either the coin spinner or coin cube. Students take turns rolling (or spinning). They find and cover the side of the penny that they landed on. If they have covered all of that side, they lose their turn. The first to cover their entire card calls Bingo.
Materials: bingo cards, spinner/cube, pennies (to use as markers)

Heads or Tails (for 1 or more students)
The students will take turns flipping a penny. They will tell if it landed on its head or tail. Color the correct box.
Materials: penny, recording sheet

Making Pennies Count (for 1 or more students)
Duplicate the piggy bank cards and program with numbers 0-10. The students will put the correct number of pennies on each bank.
Materials: piggy bank cards, pennies

Websites
http://www.enchantedlearning.com/math/money/coins/penny/
http://www.usmint.gov/kids/
Name Numerals  
Match Quantities to Numerals  
Write Numerals  
Order Numerals  

Standard 2 – Number and Operations  
Checks for Understanding (Formative/Summative Assessment):  
0006.2.1 Count objects to 10 using one-to-one correspondence and identify the quantity in the counted group.  
0006.2.2 Match quantities to 10 with numerals  
0006.2.5 Create a set with a given number of objects.  
0006.2.7 Recognize zero (0) as a set with "no objects".  
0006.2.9 Order the numbers through 10 using numerals.  

Names Numerals 0-10 Activities:  

Who Stole the Cookie from the Cookie Jar?  (for 4 or more students)  
Pass out the cards face down. Students may look at their own card. Make sure that the cookie card is in play. Start the chant by using the name of one of the students in the group. “Name” stole a cookie from the cookie jar! Who me? Couldn’t be! The student name shows his/her card and names the number on it. They then start the chant again. The game is over when the cookies is found.  
Materials: cookie jar number cards  

Chomp  (for 2 or more students)  
Students are shown a number card. They must name the number on the card. If they can name it, they keep the card. If they can’t name it, show it to the next student. Continue to have students name the numerals on the cards. If the card is an alligator with the word “CHOMP” on it, the student must give back all of his/her cards. The student with the most cards at the end wins.  
Materials: chomp cards
Matches Quantities to Numbers 0-10 Activities:

Counting Mats  (for 1 or more students)  
Apple Tree - School Bus - Chicka Tree - Treasure Chest  
The mats can be programed with numbers 0-10. Students will match numbers to sets.  
Materials: counting mat, manipulatives

Spots on Spot  (for 2 or more students)  
Each student needs a dog mat and a counter mat. Students take turns spinning. The object is to be the first person to get 10 dots on their dog.  
Materials: dog and counter mats, round counters

Dice Toss  (for 2 or more students)  
Each student needs a mat. Students roll the die. Count the dots and build a number stack with the same amount of cubes. Place the stack in the correct column. Play continues until one column is filled.  
Materials: mat, die, multi-link cubes

How Many Ways  (for 1 or more students)  
Student use cubes, tiles, or other manipulatives to show how many ways that they can represent the given number. Students can record their answers by drawing, stamping or gluing objects.  
Materials: How Many Ways prompts, manipulatives

Websites
http://www.kidscount1234.com/mathcentersandgames.html
http://www.kellyskindergarten.com/math/math_activities.htm
http://www.mathwire.com/
 Writes Numerals 0-10 Activities:

Shake the Beans  (for 1 or more students)
Students put 10 two-colored counters in a container. Before students play, decide on the color that they need to count. They shake and spill the beans. Count the chosen color. Trace the number in the column. Play continues until one column is filled.
Materials: 10 two colored counters, container, work mat

Number Writing Boxes  (for 1 or more students)
Students draw or stamp the given set and write the numerals.
Materials: activity sheet, stamps,

Reach for the Stars  (for 2 students)
This is a game for two players. They share one mat. Students pick a number card. They write their number in the box. The student with the largest number gets to move his/her counter up one space. The first one to reach the stars wins.
Materials: game mat, number cards, pencil, counter

Orders Numerals 0-10 Activities:

Ordering Numerals  (for 1 or more students)
Students put cards in order from 0-5 or 0-10.
Materials: work mat, number cards

Number Race  (for 1 or more students)
Students put the race car cards in order from 0-10. Students can race to see who can get their cars in order first.
Materials: race car cards

Swiper Stop Swiping  (for 1 or more students)
Give students a set of number cards. Take out one of the numbers and put in Swiper. The students must put the numbers in order and tell what number is missing (The number that Swiper swiped.)
Materials: Swiper card, number cards