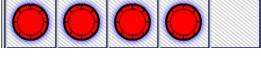
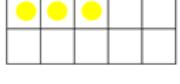
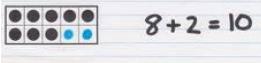
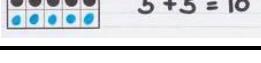


Common Core State Standards for Mathematics  
Recommended Manipulatives for Kindergarten-2<sup>nd</sup> Grade

MANIPULATIVE	KINDERGARTEN	1 <sup>ST</sup> GRADE	2 <sup>ND</sup> GRADE
Assortment of things to count and sort (e.g., beads, buttons, teddy bears)	<p>K.CC.4, K.CC.5, K.CC.6  <i>Count the number of objects. Say how many there are. Compare one group of counters to another and say which group has more.</i></p> <p>K.MD.3  <i>Sort objects into categories, then count the number of objects in each category.</i></p>		
Colored square inch tiles (acrylic/plastic ones are cheaper than the wooden ones)  	<p>K.CC.4, K.CC.5, K.CC.6  <i>Count the number of objects. Say how many there are. Compare one group of counters to another and say which group has more.</i></p> <p><i>NOTE: Use tiles/chips to fill 5-frames and 10-frames to help develop counting and sight recognition of the number of tiles/chips.</i></p> <p></p>	<p>1.OA.1, 1.OA.2, 1.OA.3, 1.OA.5, 1.OA.6  <i>Represent addition and subtraction with objects.</i></p> <p><i>NOTE: Use tiles/chips to fill 10-frames to help develop addition and subtraction. For example, the following ten-frames depict <math>8 + 5 = 13</math>.</i></p> <p>  </p> <p>1.MD.2  <i>Lay tiles end to end or connect linking cubes to find the length of an object. [NOTE: paper clips, popsicle sticks, toothpicks, etc., can be used to lay end to end]</i></p>	<p>2.OA.3  <i>Determine whether a group of objects has an odd or even number of members.</i></p> <p>2.OA.4  <i>Arrange tiles in rectangular arrays, and use addition strategies to determine the total.</i></p>
Two-color counters  	<p>K.OA.1, K.OA.2, K.OA.3, K.OA.4, K.OA.5  <i>Represent addition and subtraction with objects. Use objects to show decomposition of numbers.</i></p> <p><i>Find the number that will make ten.</i></p> <p><i>NOTE: Use tiles/chips to fill 5-frames and 10-frames to help develop addition and subtraction.</i></p> <p>  </p>		<p>2.OA.3  <i>Determine whether a group of objects has an odd or even number of members.</i></p>
Linking cubes (2 cm)  			<p>2.OA.3  <i>Determine whether a group of objects has an odd or even number of members.</i></p>
Base-10 manipulatives  	<p>Can be used in kindergarten, but not necessary if linking cubes are available</p> <p>K.NBT.1  <i>Compose and decompose numbers from 11 to 19.</i></p> <p><i>NOTE: A "stick" of 10 linking cubes can be used to represent a unit of 10. Also, common objects (such as straws or popsicle sticks) can be used.</i></p>	<p>Can be used in 1<sup>st</sup> grade, but not necessary if linking cubes are available</p> <p>1.NBT.2, 1.NBT.4, 1.NBT.6  <i>Represent two-digit numbers as tens and ones. Add within 100.</i></p> <p><i>Subtract multiples of 10 NOTE: A "stick" of 10 linking cubes can be used to represent a unit of 10, and ten sticks of 10 can be bundled to represent 100.</i></p>	<p>2.OA.1  <i>Add and subtract within 100.</i></p> <p>2.NBT.1, 2.NBT.5, 2.NBT.6, 2.NBT.7  <i>Represent three-digit numbers as hundreds, tens, and ones. Add and subtract within 100. Add and subtract within 1000.</i></p>

MANIPULATIVE	KINDERGARTEN	1 <sup>ST</sup> GRADE	2 <sup>ND</sup> GRADE
Judy Clock (or similar clock that has an hour hand that moves accordingly with the minute hand)		<p>1.MD.3 <i>Tell time to the hour and half-hour.</i></p>	<p>2.MD.7 <i>Tell time to the nearest five minutes.</i></p>
			
Ruler (inch and centimeter), yardstick, meter stick, measuring tape		<p>Not used in 1<sup>st</sup> grade (Students should work with non-standard measuring tools such as inch tiles, linking cubes, paper clips, etc.)</p>	<p>2.MD.1, 2.MD.2, 2.MD.3, 2.MD.4, 2.MD.9 <i>Measure the length of objects using standard measuring tools.</i></p>
Money (dollar bills, quarters, dimes, nickels, pennies)			<p>2.MD.8 <i>Solve word problems involving money.</i></p>
<p>Pattern blocks</p> 	<p>K.G.2, K.G.3, K.G.4, K.G.6 <i>Name shapes.</i> <i>Analyze and compare shapes.</i> <i>Compose simple shapes to form larger shapes.</i></p>	<p>1.G.2 <i>Compose shapes to create a composite shape.</i></p>	<p>2.G.1 <i>Recognize shapes that have specified attributes.</i></p>
<p>Attribute blocks</p> 			
<p>Geoblocks</p> 	<p>K.G.2, K.G.3, K.G.4 <i>Name shapes.</i> <i>Analyze and compare shapes.</i></p>	<p>1.G.2 <i>Compose shapes to create a composite shape.</i></p>	<p>2.G.1 <i>Recognize shapes that have specified attributes.</i></p>