



**Directions:** Use a green crayon to show how to skip count by the following numbers:

## Count by 2s:

0 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30

Count by 5s:

0 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30

Count by 10s:

0 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30

Count by 35:

0 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30

Count by 45:

0 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30

Count by 6s:

0 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30

# Really Good Stuff<sup>®</sup> Activity Guide Magnetic Modeling Number Line Kit

Congratulations on your purchase of this Really Good Stuff® Magnetic Modeling Number Line Kit—a fun and motivating way to get kids "hoppin" into adding, subtracting, skip counting, and many other number-sense concepts.

### This Really Good Stuff® product includes:

- 1 Magnetic Number Line (3 strips)
- 1 Magnetic Frog
- 15 Magnetic Yellow Arrows
- 15 Magnetic Red Arrows • 36 Magnetic Jumping Pieces
- This Really Good Stuff® Activity Guide

### Displaying the Magnetic Modeling Number Line Kit

Before displaying the Magnetic Modeling Number Line Kit, make copies of this Really Good Stuff® Activity Guide and file the pages for future use. Or, download another copy of it from our Web site at www.reallygoodstuff.com. Display the Number Line where students will be able to see and interact with it easily.

### Introducing the Magnetic Modeling Number Line Kit

Review the concept of a number line with your students by pulling out the answer marked on the Number Line to see if they have found the a number line your class is already familiar with or pointing out one correct answer for each subtraction fact. they may have on their desks. Then show the Magnetic Modeling Number Line. Ask students what they notice about the color patterns Big Frog, Little Frog on the numbers. Students may notice that the numbers 0, 10, 20, Create a Big Frog headpiece for students using a simple strip of and 30 are yellow, while the numbers 5, 15, and 25 are red. Compare green construction paper stapled into a headband with two large eyes these to numbers on a hundreds chart in your classroom or ask glued to the top. Provide a set of facts for students to act out students to make connections to counting by fives and tens or by independently using the Magnetic Number Line and Magnetic Frog counting nickels and dimes. Explain that when they skip count, they (little frog). After a student completes the problem on the Magnetic Number Line, have the student "jump it out" along a large floor are simply skipping numbers at regular intervals as they do when they count by twos, fives, or tens. Your students may also be able to make number line or numbers taped to the floor from O to 18. When a student uses the Magnetic Frog to learn that 8 + 6 = 14, he or she other skip-counting connections, like counting by fives on the face of a will become the Big Frog and act out the Magnetic Frogs movement, clock or counting by sevens on a calendar. beginning at 8 and jumping ahead 6 times to land on 14.

Next, introduce the Magnetic Frog. Your class may even want to name Odd or Even him. Demonstrate how the Frog can "jump" from one number to the Ask students to share things they know about odd and even numbers. next, leaving a Jumping Piece behind him to show his path. Explain Mark the odd numbers along the Magnetic Number Line with Red that the Frog will help them all to skip count. Have a volunteer come Arrows. Ask students what they notice about the Arrows. Students up and move the Frog in a pattern of counting by twos. As the may remark that they are skip counting by twos or they are student moves the Frog along the Number Line, place a Jumping Piece identifying the odd numbers. Next, add the Yellow Arrows to the even in its path for each number. For example, if a student counts from 2 numbers and ask students what they notice about these Arrows. to 4, place a Jumping Piece between the 2 and 3 and between the 3 Refer to the Number Line when reviewing odds and evens to give and 4. This visual track will help students to see the numbers that students a visual reminder. the Frog jumped. Repeat this activity, showing how the Frog can jump by fives and tens. Remind students that when the Frog begins his **RIBBIT Skip Counting** skip-counting pattern with a particular number, like 5, he will jump over Copy and distribute the Modeling Line Reproducible. Have students that many numbers again and again. Move the same five Jumping cut apart the number line and paste it on a piece of construction Pieces as he jumps from 5 to 10, then from 10 to 15, and so on, in paper. Use the Magnetic Number Line to help students practice skip order for students to see that the pattern is the same. Later, try counting in small groups. Have students clap or chant as you move jumping by threes, fours and sixes, too. the Frog along the Number Line in a pattern, counting by twos, fives, and tens. To add to the excitement, tell students to say ribbit between each number and to follow along on their reproducible with their finger or a manipulative.

Once students are familiar with the skip-counting patterns, show them how the Frog can also help with addition and subtraction fact acquisition. For instance, write a fact family on the board, such as 2 + 3 = 5, 3 + 2 = 5, 5 - 2 = 3, and 5 - 3 = 2. Have the Frog begin at Froggy Facts Reproducible the number 2. Show how he jumps three times forward because adding Copy and distribute the Froggy Facts Reproducible. Instruct students means making more and the number will be larger. Place three Jumping to draw a red arrow at the beginning of each problem and then make Pieces to show the Frog's path so that students can see that he green frog jumps to the answer. Tell students to draw a yellow arrow ends at 5. Use the Yellow Arrows to show where the Frog begins and at the answer to each problem. You may want to demonstrate this ends. Demonstrate the commutative fact the same way, starting on process on the Magnetic Number Line before students begin their 3 and jumping twice to end at 5. Again, use the Yellow Arrows to show independent work. where the Frog starts and ends. Similarly, use the Frog to show how to subtract by starting at the 5 and jumping backward because Skip Counting Practice Reproducible Copy and distribute the Skip Counting Practice Reproducible. Instruct subtraction means taking away, and the numbers will be getting smaller. Use the Red Arrows to show where the Frog starts and ends. students to use a green crayon to show skip counting by each number Begin at 5 and have the Frog jump back two, leaving two Jumping on the reproducible. Either review with students using the Magnetic Number Line or collect as an assessment. Pieces behind him, and end at 3.



### Frog Jumping Center

At a math center, have the Magnetic Modeling Number Line and Magnetic Pieces available. Leave a set of flash cards and counters at the center. Instruct students to use the counters to visualize each fact, and then demonstrate the same math fact by using the Magnetic Frog to jump to add or subtract. For example, if the fact is 5 + 3, students make a set of five counters and a set of three counters, then add them together to show that the sum is eight counters. Then students take the Frog and, starting at 5, make the Frog jump ahead three numbers, placing a Jumping Piece on the Number Line for each jump. Explain that students are to place Magnetic Arrows at the beginning number in the problem, another at the sum, and then compare the sum of counters with the answer on the Number Line.

Show how subtraction facts should be practiced the same way: Students use the counters to make a set for the first number in the problem and then take away the second number. The Frog on the Number Line will start at the first number, and jump backward along the Number Line, leaving a Jumping Piece to mark each jump. Again, remind students to mark the beginning number and the difference with Magnetic Arrows and then compare the number of counters to

All activity guides can be found online:

0	2		0	21	
σ	20		σ	20	
8	σ	30	8	σ	30
$\sim$	8	29	$\sim$	8	29
9	2	28	9	2	28
IJ	9	27	IJ	9	27
	2	26		2	26
$\infty$	土	25	$\mathcal{C}$	Ţ	25
7	<u>m</u>	24	2	<u>m</u>	24
_	2	23		2	23
0	_	22	0	_	22

Draw a yellow arrow at your answer.

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2 + 5 =	0	1	2	3	4	5	6	7	8	q	10	11	12
3 + 2 =	0	1	2	3	4	5	6	7	8	q	10	11	12
1 + 4 =	0	1	2	3	4	5	6	7	8	q	10	11	12
6 + 6 =	0	1	2	3	4	5	6	7	8	q	10	11	12
5 + 5 =	0	1	2	3	4	5	6	7	8	q	10	11	12
7 + 3 =	0	1	2	3	4	5	6	7	8	9	10	11	12
8 + 4 =	0	1	2	3	4	5	6	7	8	q	10	11	12
5 + 7 =	0	1	2	3	4	5	6	7	8	9	10	11	12

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**Directions:** Show how you used the number line to solve each problem. Draw a <u>red arrow</u> at the beginning of the problem. Mark your frog's jumps with a green crayon.