

1ST GRADE

COMMON CORE ALIGNED · PRINTER-FRIENDLY · NON-SEASONAL {USE ANY TIME!}

NUMBER PATTERNS

Interactive Journal

Interactive Cut & Paste Printables, Games & Activities
to Accompany Your Lessons on Number Patterns

by Emily Brown

**& MATH
TUBS!**



I APPRECIATE YOU!

I looked and looked for the →PERFECT← math journal and math tub supplements to my math mini lessons and I just couldn't find anything for my first graders that was quick enough for my math rotations and that was easy-peasy to put together. I was laminating things almost every day, cutting stuff out ALL the time and I wasn't happy. I needed a quicker fix that was effective and fun for the kids, but allowed me to keep my social and family life {and my sanity}. I LOVE all of the seasonal math journal and tubs out there, but sometimes I wanted to use a themed math journal and I couldn't because my kiddos weren't on the topic offered in the seasonal stuff.

So, I finally created my own that I can use anytime of the year.

I know I will teach my lessons differently every year, because my kiddos are in different places every year. I might teach geometry in the fall and number patterns in late winter. This packet of journal activities and math tubs will work for you on YOUR schedule. Keep the seasonal stuff for spiral review!

I hope these activities are as easy and effective for you in your classroom as it has been in mine. Just print, explain, and go. There is *SOME* laminating required, but no gluing, nothing in color to suck the life out of your printer, and nothing takes more than 20 minutes to put together. For each topic that is covered {see next page}, there is a journal activity and at least one math tub. I use these math tubs throughout the entire unit. Introduce once and they're hooked. Kiddos love playing these games over and over. Introduce one new tub every couple of days and then keep them in your math center choices throughout the year.

Thanks so much for your purchase!

Please visit my blog for more fun stuff, ideas, and freebies at circusoflearning.blogspot.com

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The following GRADE ONE COMMON CORE STATE STANDARDS are reinforced in this activity pack:

Extend the counting sequence

CCSS.Math.Content.1.NBT.A.1

Count to 120, starting at any number less than 120. In this range, read and write numerals and represent a number of objects with a written numeral.

Understand place value

CCSS.Math.Content.1.NBT.B.2

Understand that the two digits of a two-digit number represent amounts of tens and ones. Understand the following as special cases:

CCSS.Math.Content.1.NBT.B.2.a

10 can be thought of as a bundle of ten ones — called a “ten.”

CCSS.Math.Content.1.NBT.B.2.b

The numbers from 11 to 19 are composed of a ten and one, two, three, four, five, six, seven, eight, or nine ones.

CCSS.Math.Content.1.NBT.B.2.c

The numbers 10, 20, 30, 40, 50, 60, 70, 80, 90 refer to one, two, three, four, five, six, seven, eight, or nine tens (and 0 ones).

Use place value understanding and properties of operations to add and subtract

CCSS.Math.Content.1.NBT.C.5

Given a two-digit number, mentally find 10 more or 10 less than the number, without having to count; explain the reasoning used.

MAKING NUMBERS 11-20

Cut the large square out and glue onto a new page in your journal. Cut out each number and find the number that completes each sentence. Glue the correct numbers in the boxes.

1

10

5

8

7

2

12 IS 10 AND

MORE.

18 IS 10 AND

MORE.

11 IS 10 AND

MORE.

15 IS 10 AND

MORE.

17 IS 10 AND

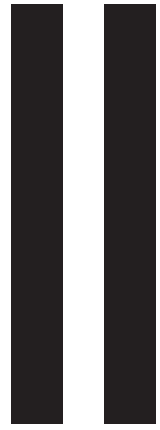
MORE.

20 IS 10 AND

MORE.

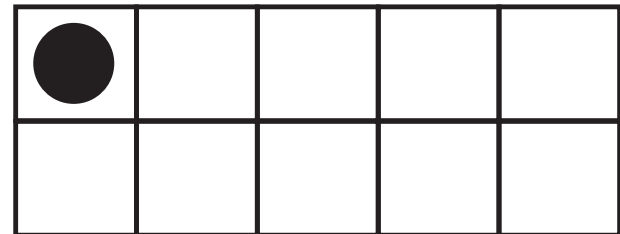
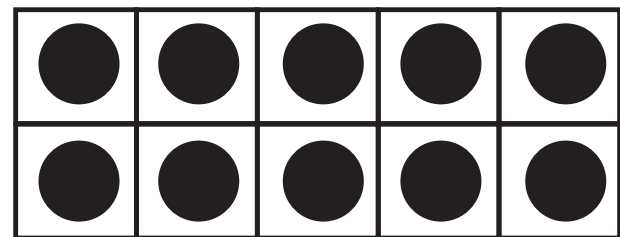
NUMBER PUZZLES

Directions: Print all of the puzzles on the same color card stock {I always use color card stock to make it fun} Laminate and cut out each piece. Place in a baggie and have students work in small groups to put all 10 puzzles together!
{The number puzzles start on the next page so that all of the puzzles are the same size.}



ELEVEN

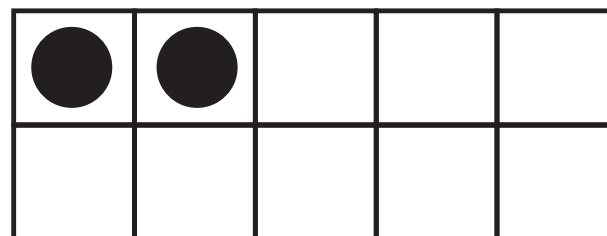
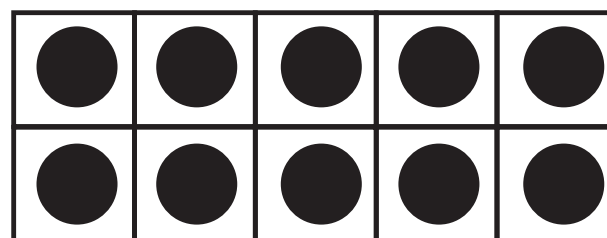
Ten and
one
more



12

TWELVE

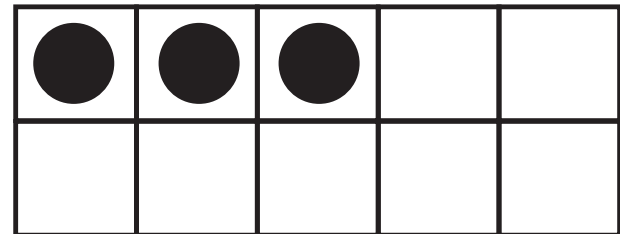
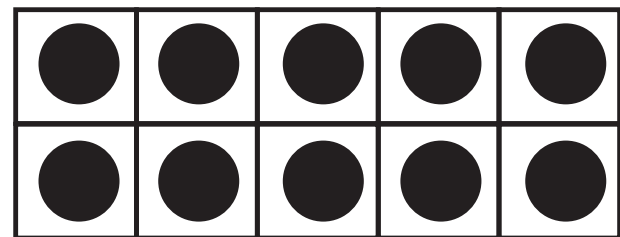
Ten and
two
more



13

THIRTEEN

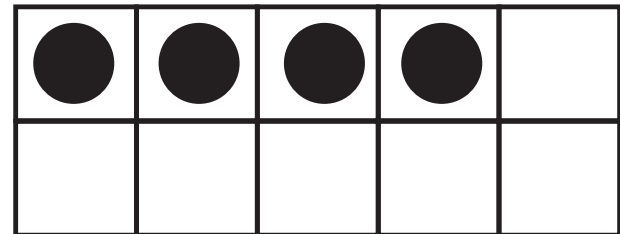
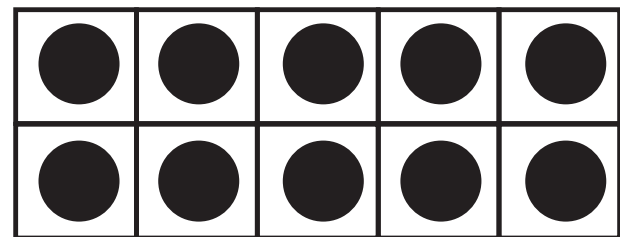
Ten and
three
more



14

FOURTEEN

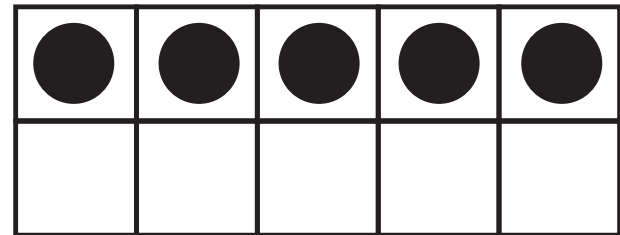
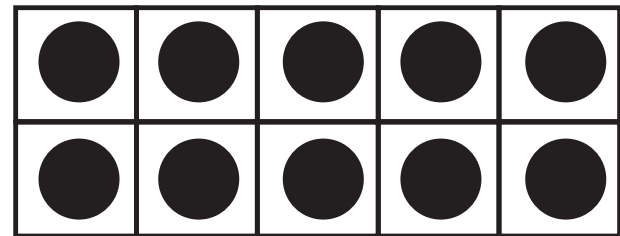
Ten and
four
more



15

FIFTEEN

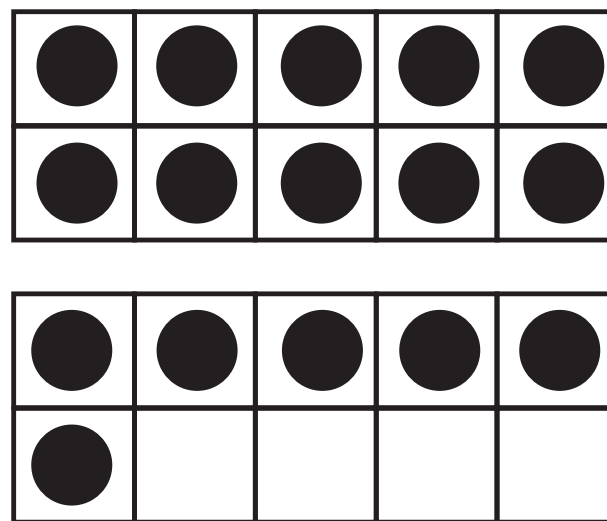
Ten and
five
more



16

SIXTEEN

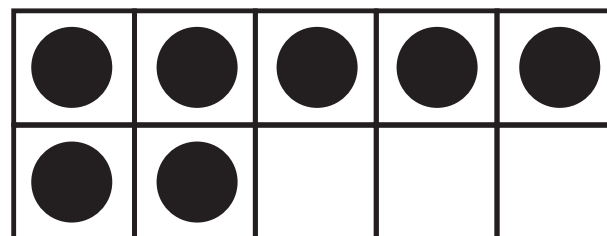
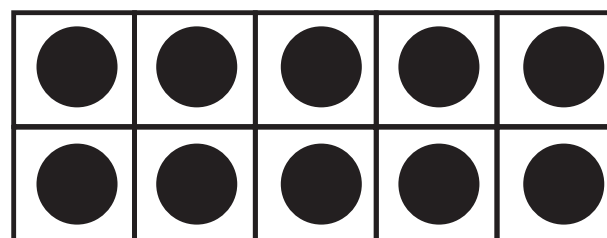
Ten and
six
more



17

SEVENTEEN

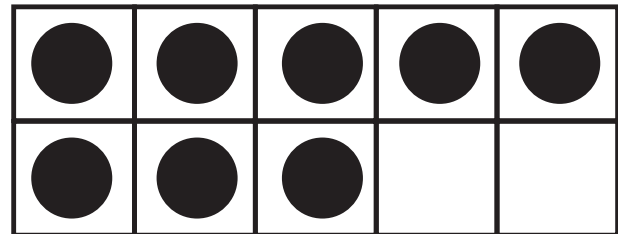
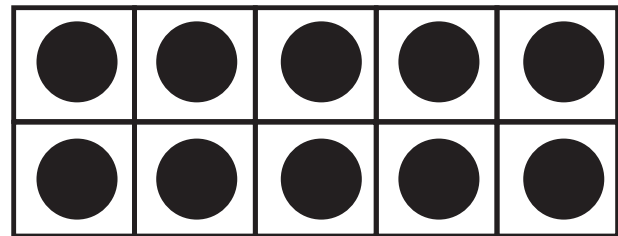
Ten and
seven
more



18

EIGHTEEN

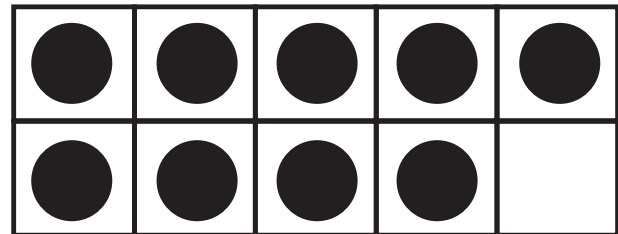
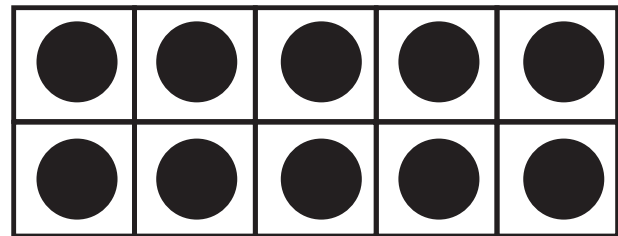
Ten and
eight
more



19

NINETEEN

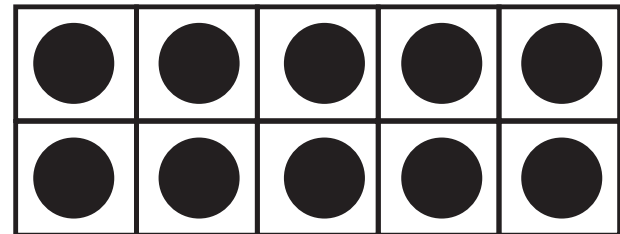
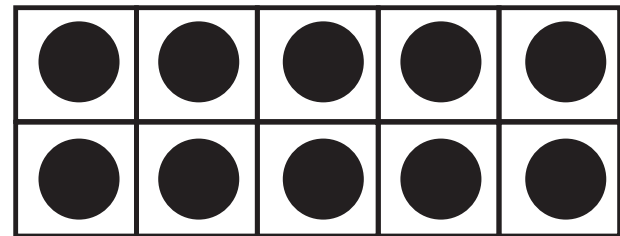
Ten and
nine
more



20

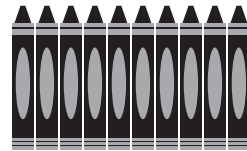
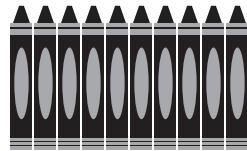
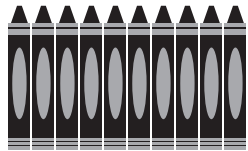
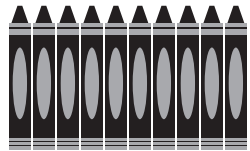
TWENTY

Ten and
ten
more



I CAN SKIP COUNT BY TEN!

Directions: Count the piles of ten and write the total number in the boxes. Cut around the lines and paste into your journal.

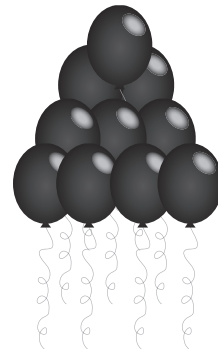
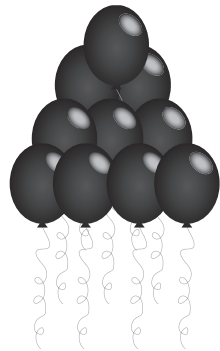
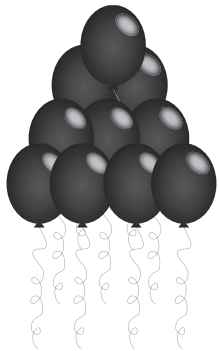


HOW MANY TOTAL?

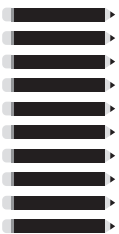
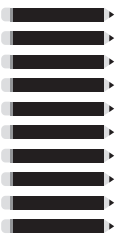
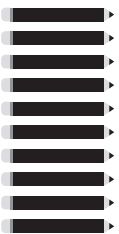
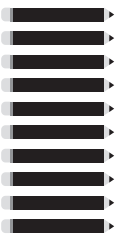
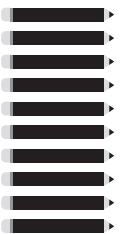
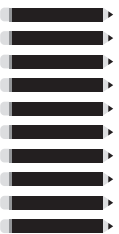
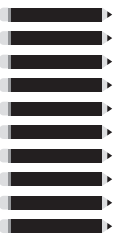
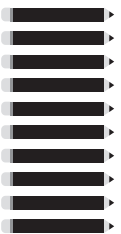
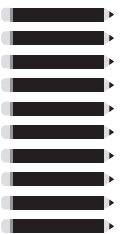
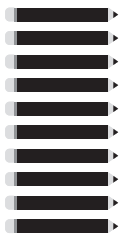
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MATCHING TENS {a Memory Game}

Directions: Shuffle the cards and place them face down. Players take turns turning two cards over in search of a match. A match is made when the numeral (20) matches the number of tens (2 tens). The player with the most cards wins.

{Print number cards on colored card stock, cut, and laminate for durability.}

10

20

30

40

50

60

70

80

90

0

100

0
TENS

1
TEN

2
TENS

3
TENS

4
TENS

5
TENS

6
TENS

7
TENS

8
TENS

9
TENS

10
TENS

100'S CHART

Directions: Color each number that ends in ONE red. Color each number that ends in TWO orange. Color each number that ends in THREE yellow. Color each number that ends in FOUR green. Color each number that ends in FIVE blue. Color each number that ends in SIX purple. Leave each number that ends in SEVEN white.

Color each number that ends in EIGHT pink. Color each number that ends in NINE gray. Color each number that ends in ZERO blue. Cut out and paste into your journal. What do you notice?

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
31	32	33	34	35	36	37	38	39	40
41	42	43	44	45	46	47	48	49	50
51	52	53	54	55	56	57	58	59	60
61	62	63	64	65	66	67	68	69	70
71	72	73	74	75	76	77	78	79	80
81	82	83	84	85	86	87	88	89	90
91	92	93	94	95	96	97	98	99	100

NAME: _____

FOLLOW MY LEAD {Following Directions}

Directions: Find the number 22 and draw a yellow star on top of it. Put a green circle around the numbers right above it and right below it. What do you notice about those numbers?

Find the number 5 and color it red. Skip count by fives and color every number that you land on red.

Find the number 3. Skip count by threes and color every number that you land on blue. What do you notice?

{Print multiple copies for students to use individually}

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
31	32	33	34	35	36	37	38	39	40
41	42	43	44	45	46	47	48	49	50
51	52	53	54	55	56	57	58	59	60
61	62	63	64	65	66	67	68	69	70
71	72	73	74	75	76	77	78	79	80
81	82	83	84	85	86	87	88	89	90
91	92	93	94	95	96	97	98	99	100

WHAT'S MY PATTERN? *{Pattern Strips}*

Directions: Lay the strips in a big stack, face down. Students take turns drawing strips. When you solve the pattern, use a dry erase marker to write the next part of the pattern and collect the strip. The player with the most correct pattern strips is the winner!

{Print pattern strips on colored card stock, cut, and laminate for durability. Have a 100's chart available for students for this game.}

10	20	30			
----	----	----	--	--	--

2	4	6			
---	---	---	--	--	--

3	6	9			
---	---	---	--	--	--

20	18	16			
----	----	----	--	--	--

100	90	80			
-----	----	----	--	--	--

33	35	37			
----	----	----	--	--	--

10	25	40			
----	----	----	--	--	--

24	20	16			
----	----	----	--	--	--

1	3	5			
---	---	---	--	--	--

50	49	48			
----	----	----	--	--	--

2	4	8			
---	---	---	--	--	--

9	11	13			
---	----	----	--	--	--

1	7	13			
---	---	----	--	--	--

20	17	14			
----	----	----	--	--	--

10	13	16			
----	----	----	--	--	--

WHAT'S MY PATTERN? {Answer Key}

10	20	30	40	50	60
2	4	6	8	10	12
3	6	9	12	15	18

20	18	16	14	12	10
----	----	----	----	----	----

100	90	80	70	60	50
-----	----	----	----	----	----

33	35	37	39	41	43
----	----	----	----	----	----

10	25	40	55	70	85
----	----	----	----	----	----

24	20	16	12	8	4
----	----	----	----	---	---

1	3	5	7	9	11
---	---	---	---	---	----

50	49	48	47	46	45
----	----	----	----	----	----

2	4	8	16	32	64
---	---	---	----	----	----

9	11	13	15	17	19
---	----	----	----	----	----

1	7	13	19	25	31
---	---	----	----	----	----

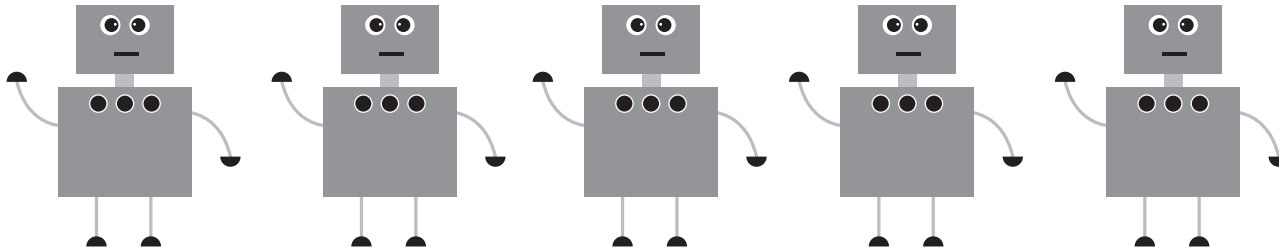
20	17	14	11	8	5
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10	13	16	19	22	25
----	----	----	----	----	----

QUICK COUNTING! {Skip Counting to Find Totals}

Directions: Read the directions for each set of pictures. Find the totals and write them in the boxes.
Cut around the dotted lines and paste into your math journal.

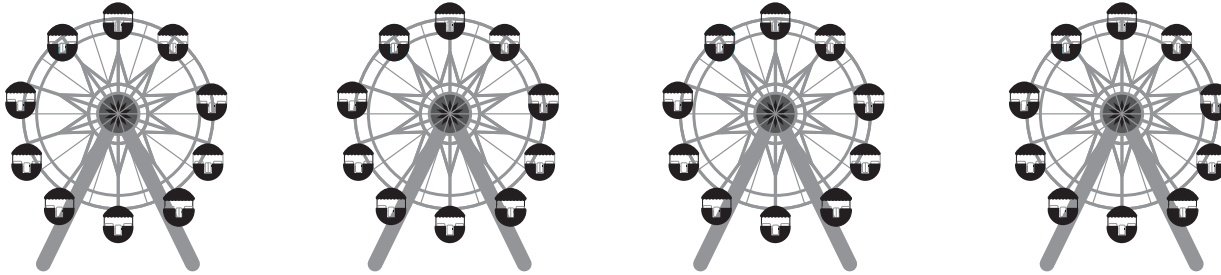
Skip count to find the total number of buttons on these robots:



HOW MANY TOTAL?

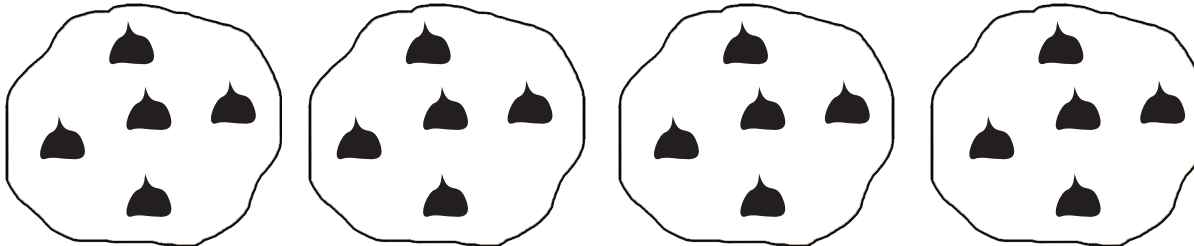
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Skip count to find the total number of carts on these Ferris wheels:



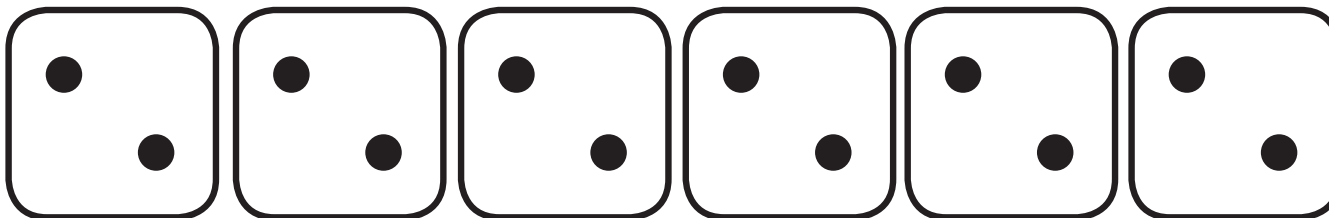
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Skip count to find the total number of chocolate chips in these cookies:



=

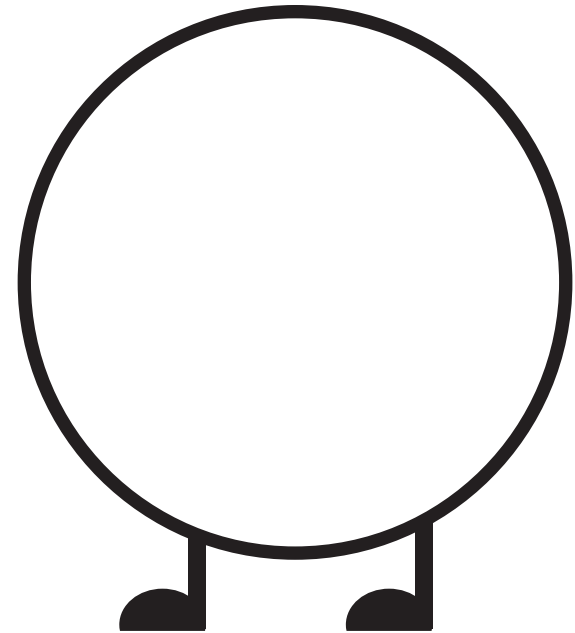
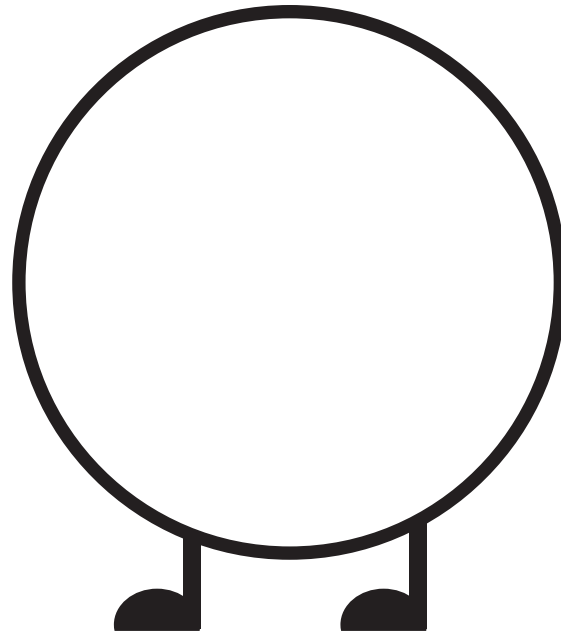
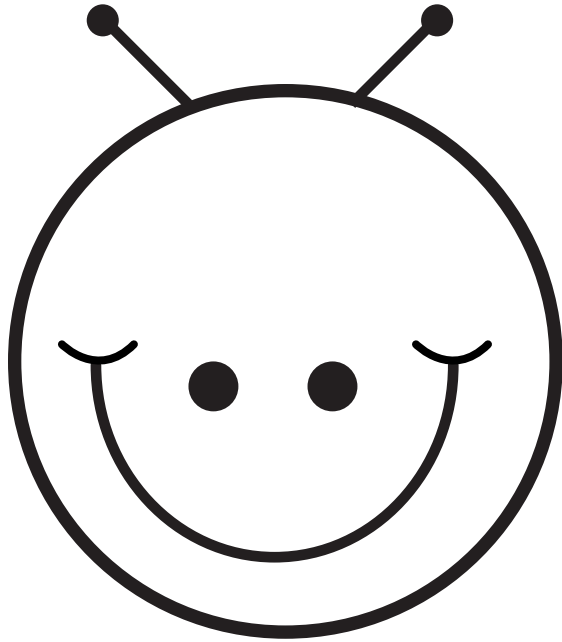
Skip count to find the total number of dots on these dice:



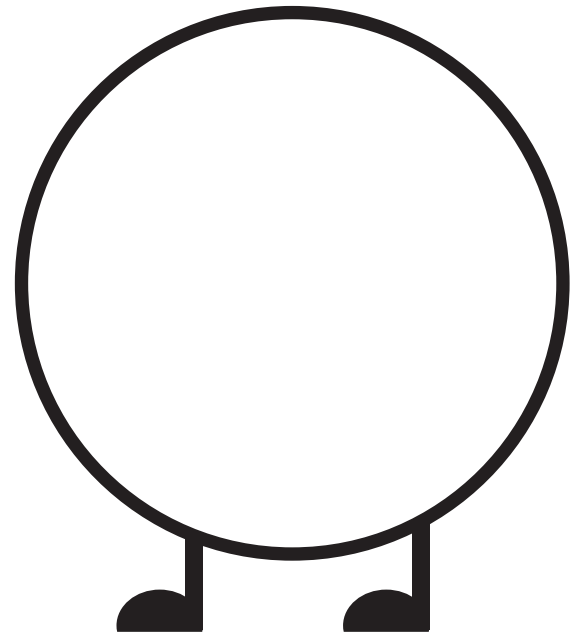
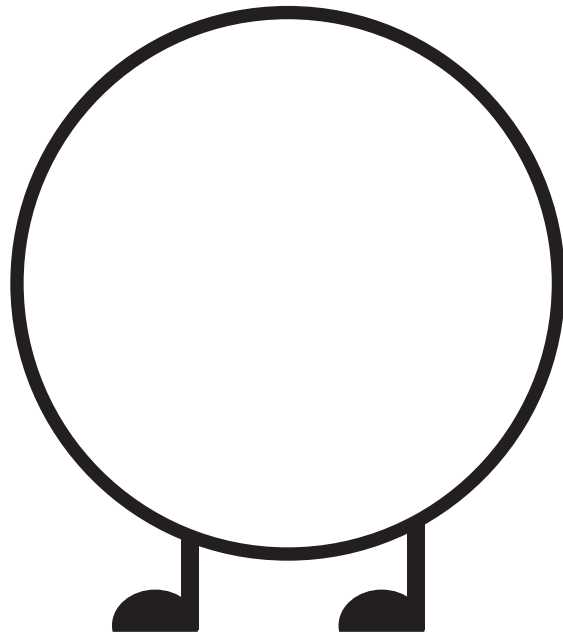
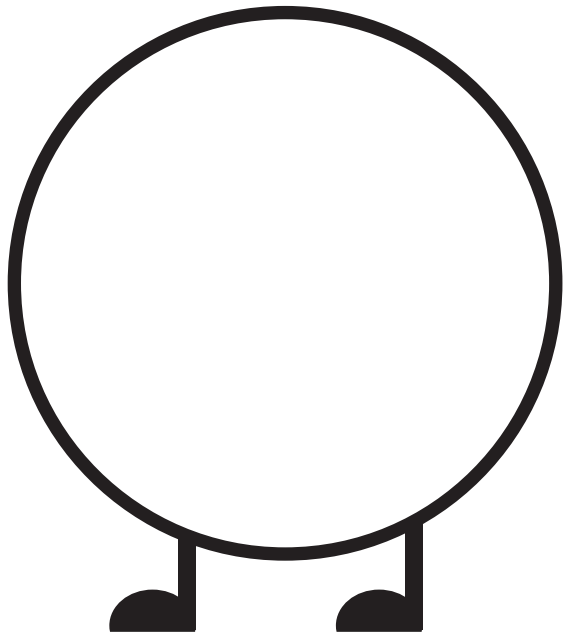
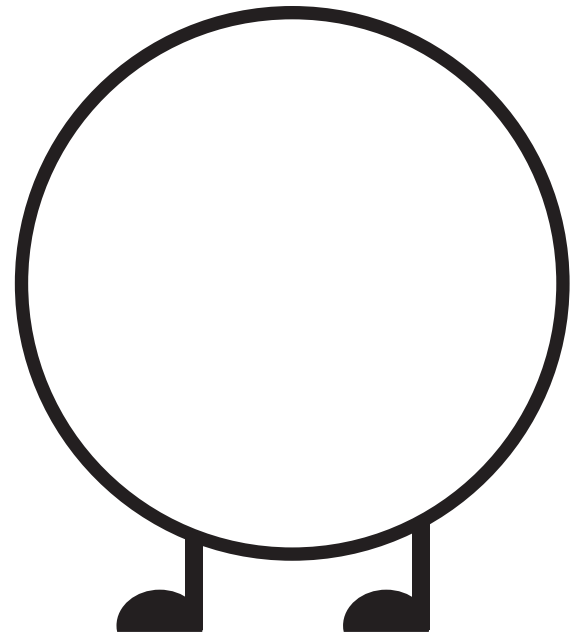
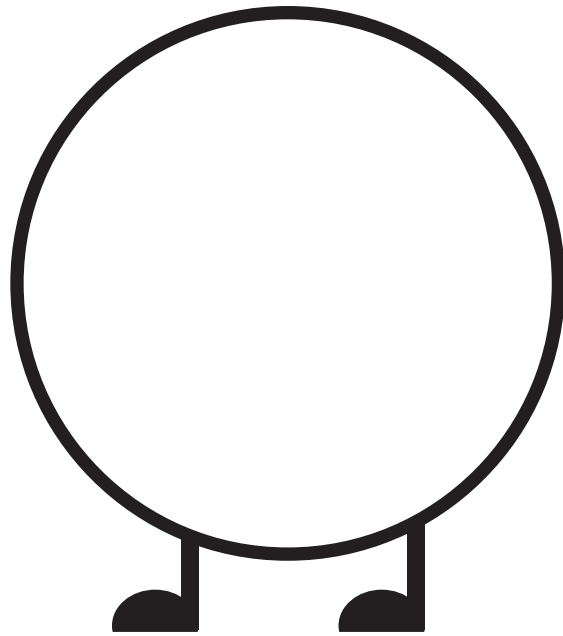
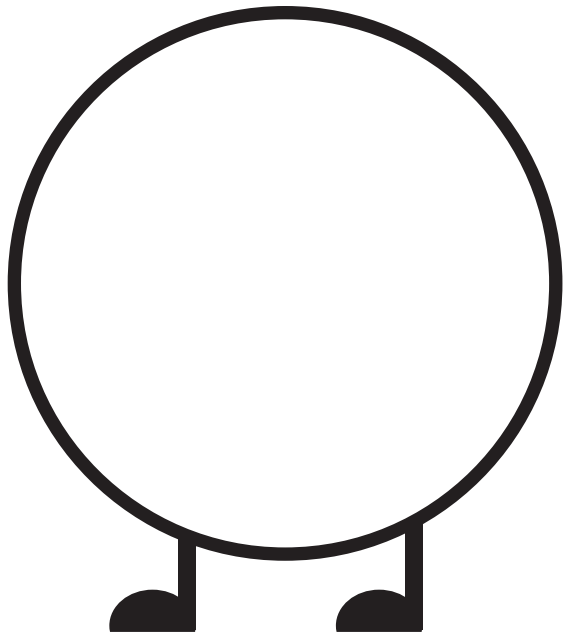
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CENTIPEDE MATH

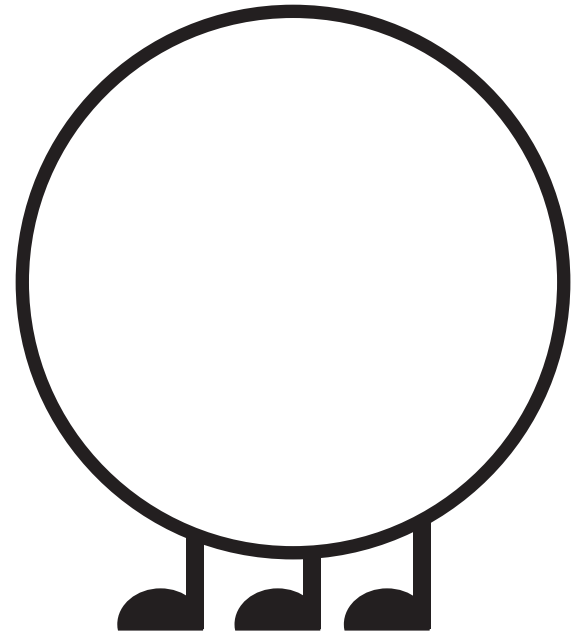
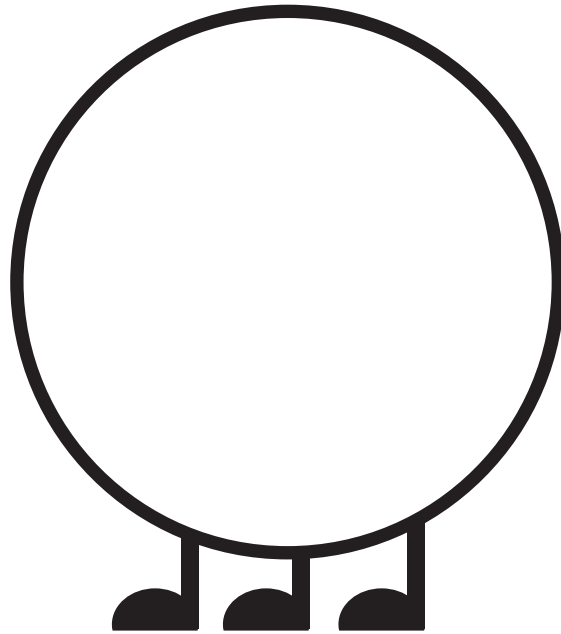
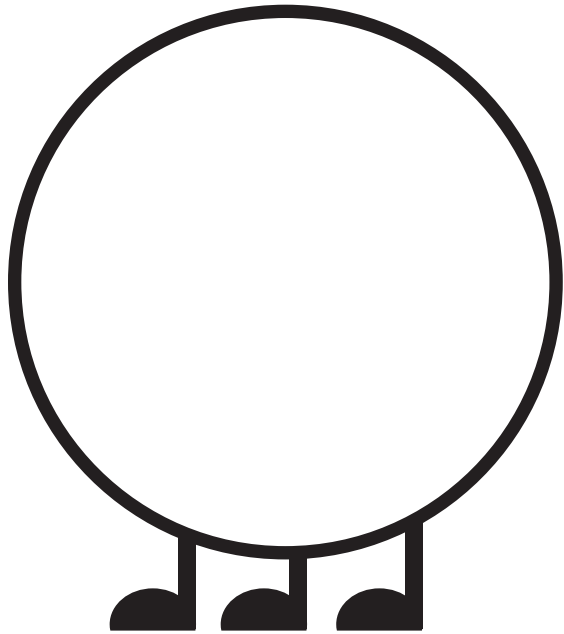
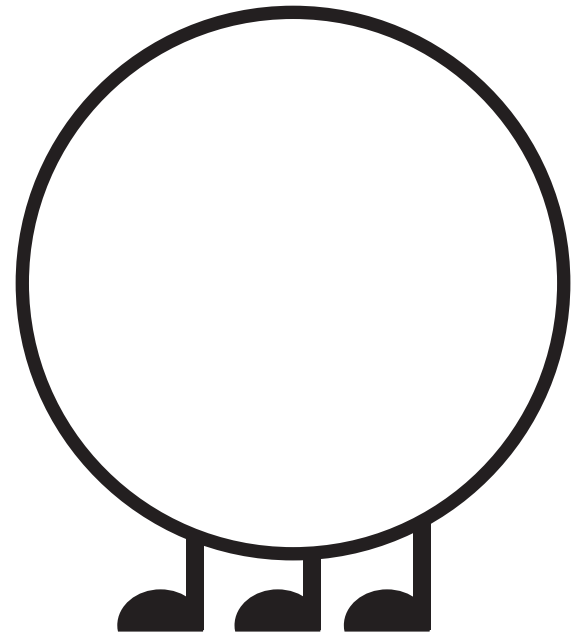
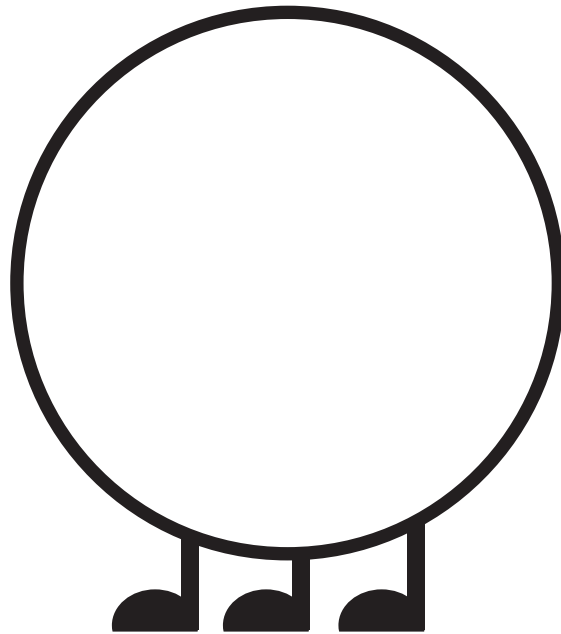
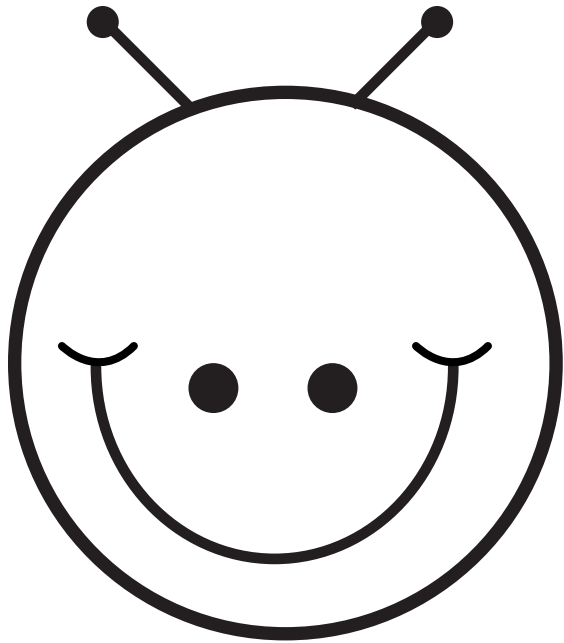
Directions: Print each centipede on different colored card stock so that it is easy to see which parts belong together. Cut each centipede body part out and place in baggies. Each page has a centipede that has a different number of legs. Students will put the centipedes together {by just placing them next to each other} and then skip count to get the total number of legs. For example, all of the centipede body parts that have 2 legs will be together in one baggie and will all be one color. After putting the centipede together, students will skip count to get a total of 16 legs.



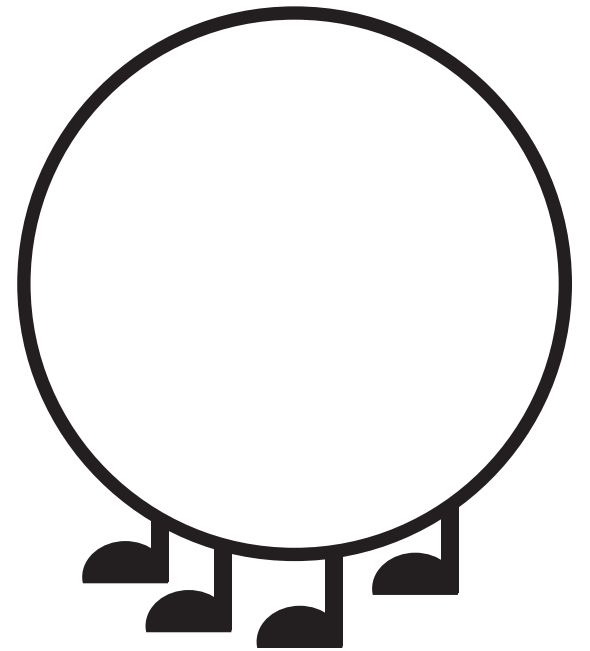
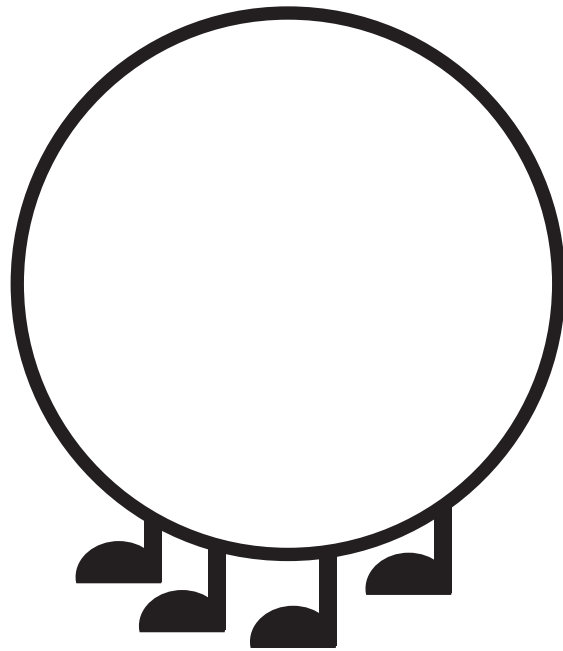
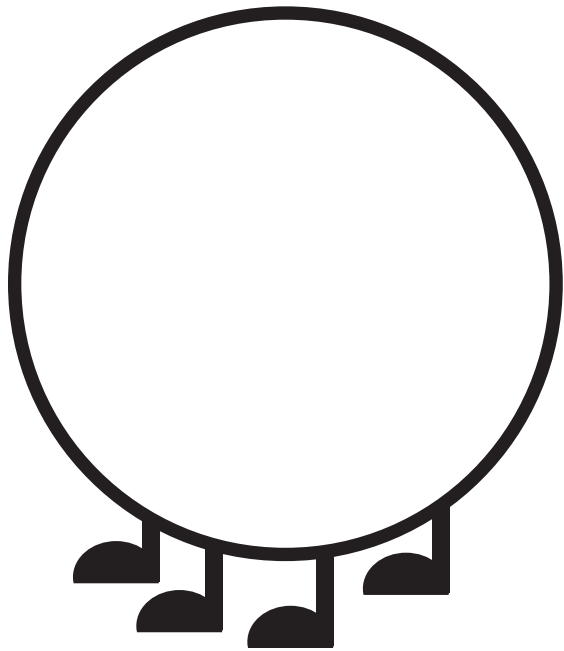
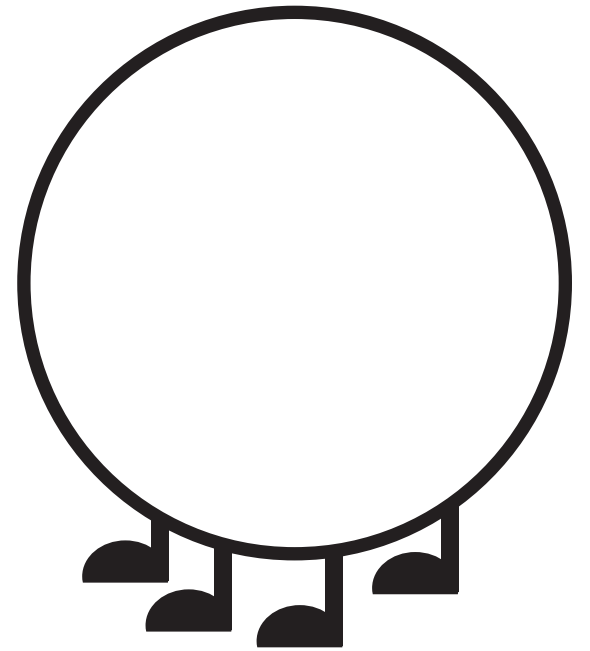
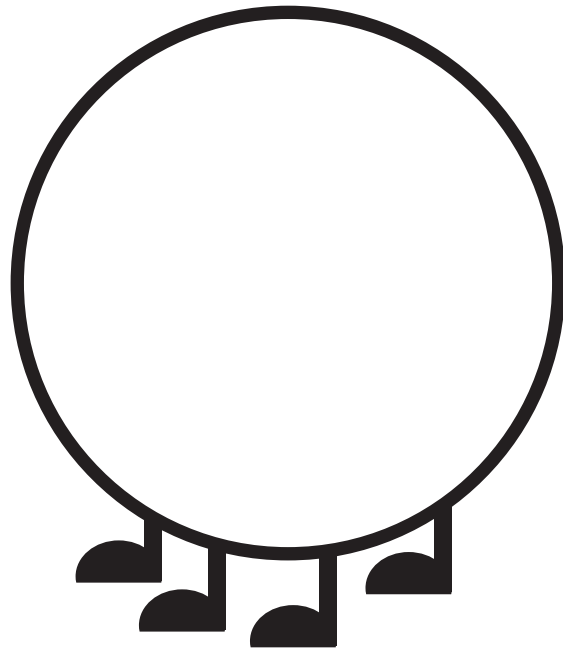
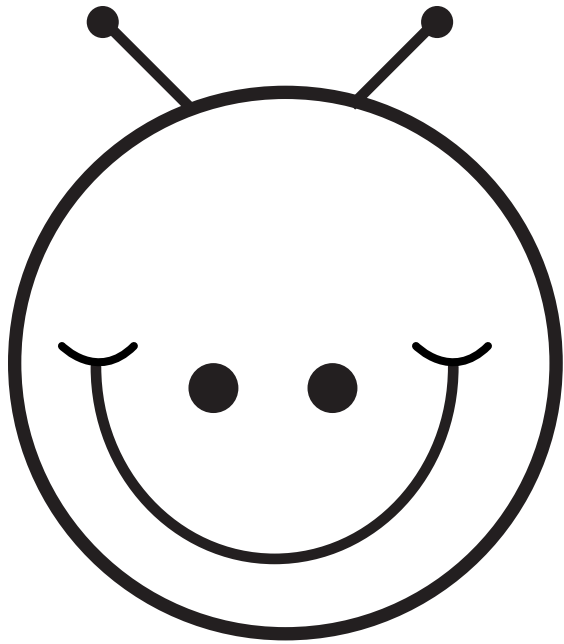
2 LEGGED CENTIPEDES



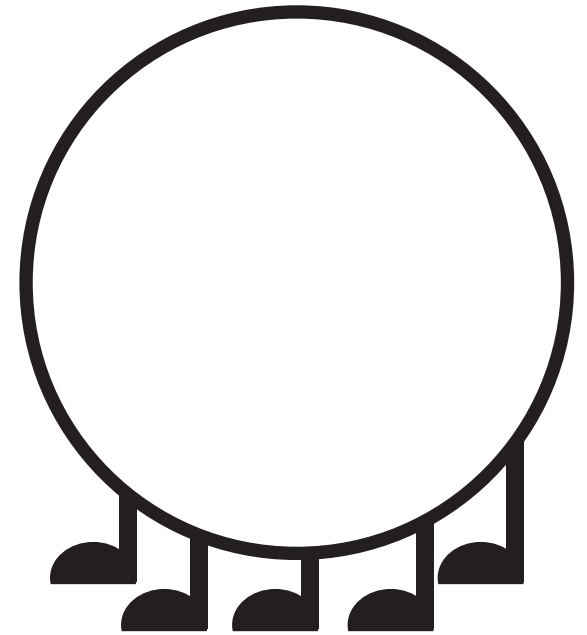
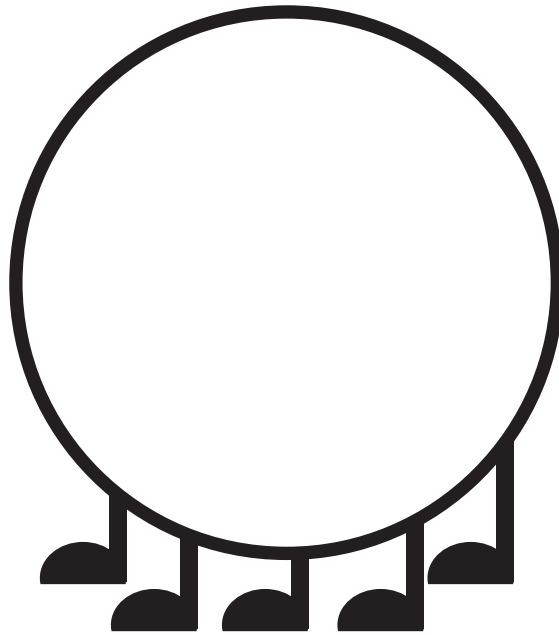
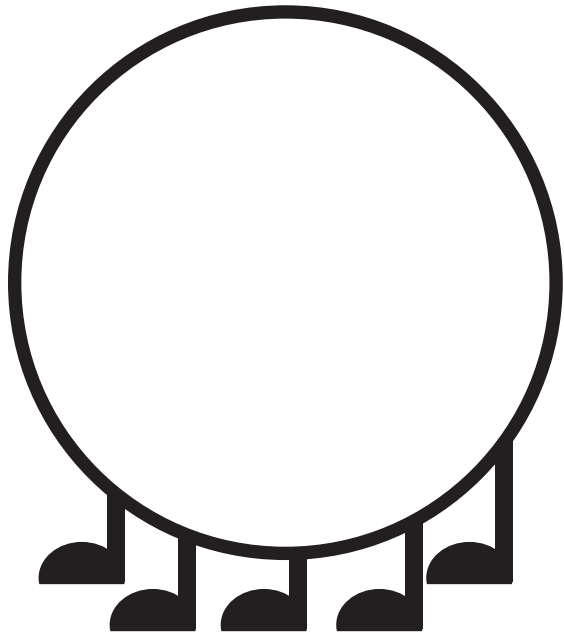
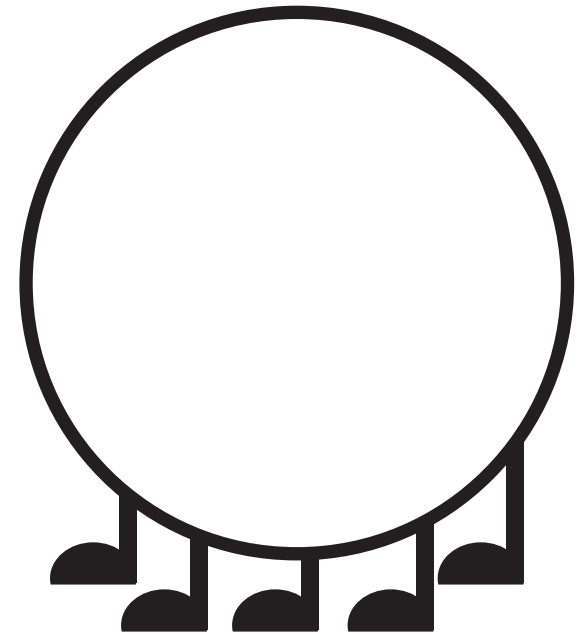
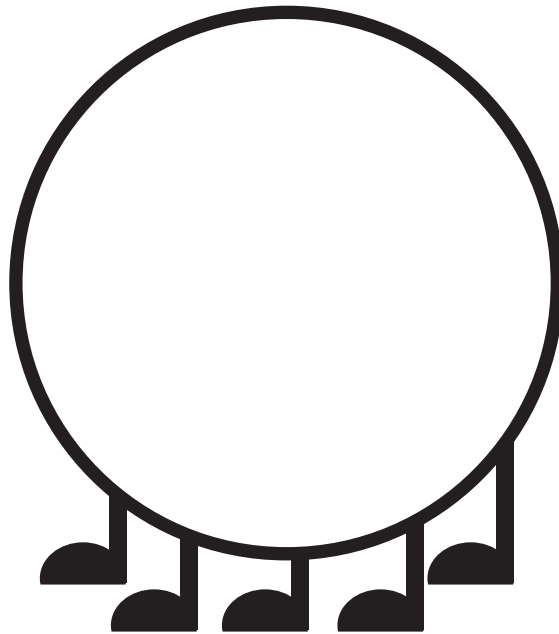
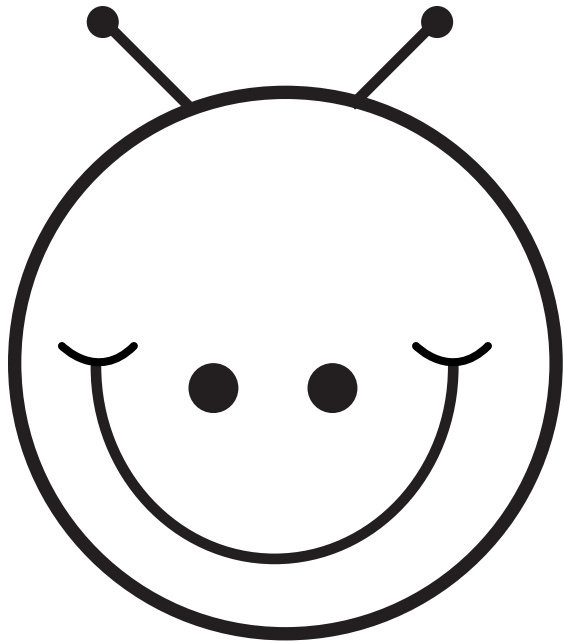
2 LEGGED CENTIPEDES



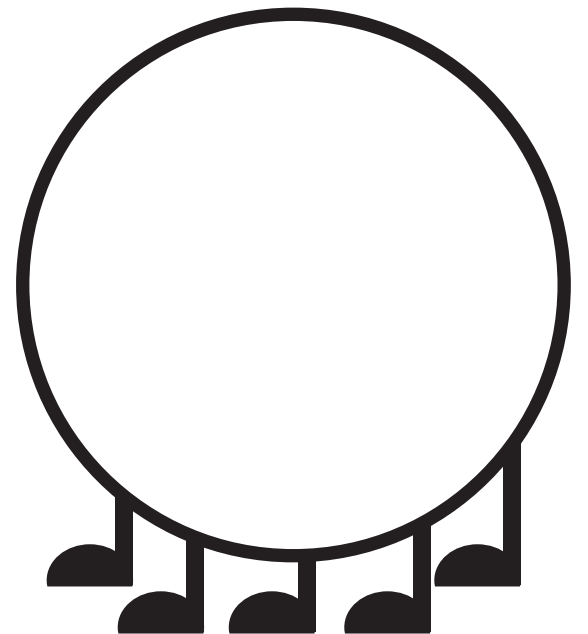
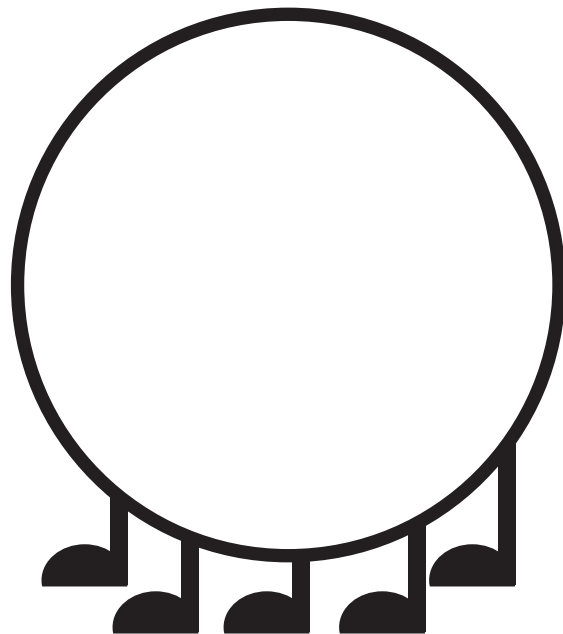
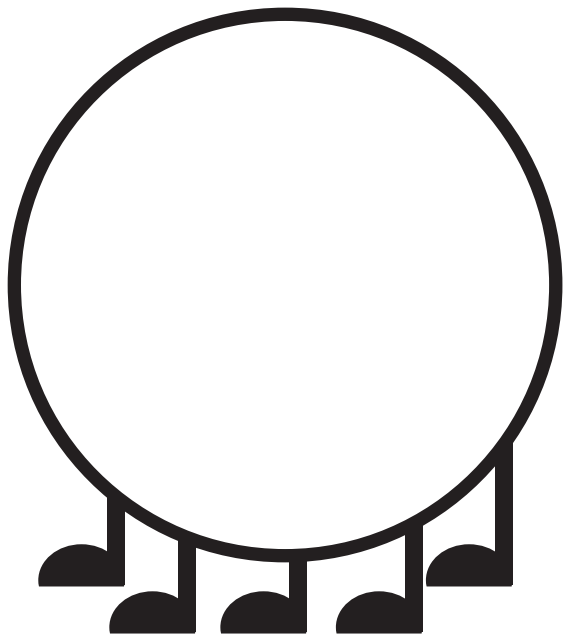
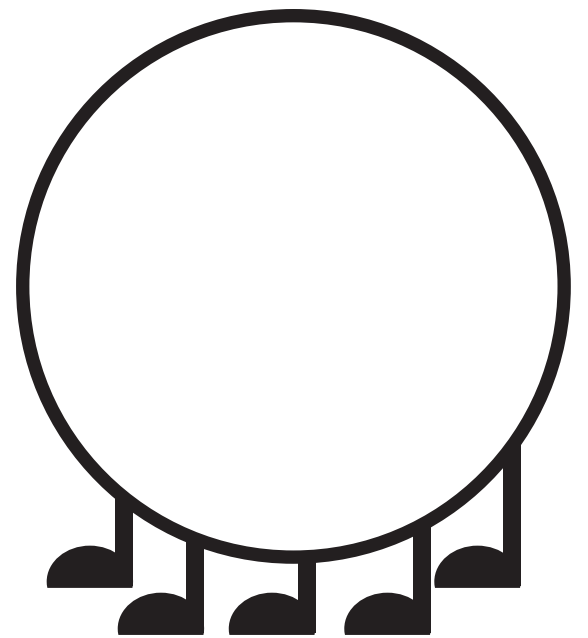
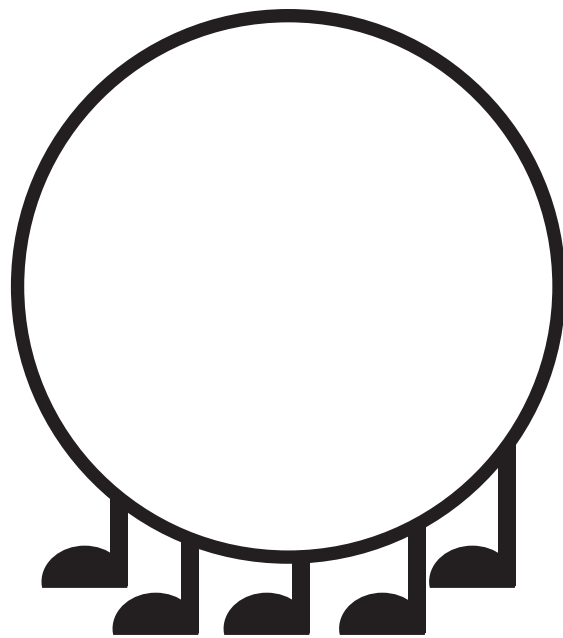
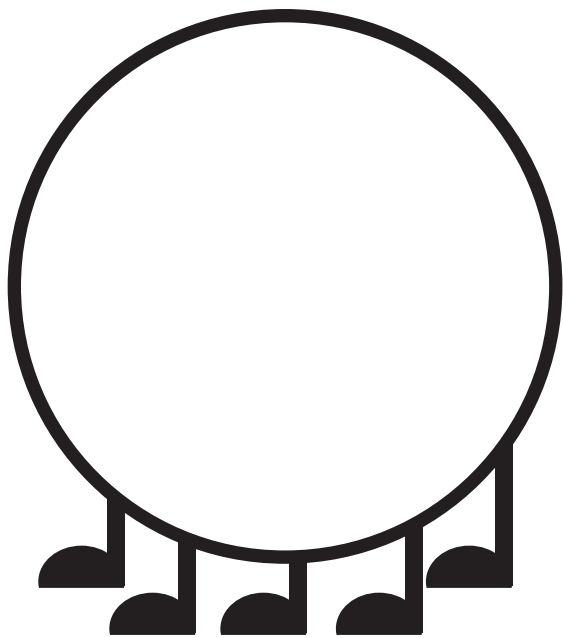
3 LEGGED CENTIPEDES



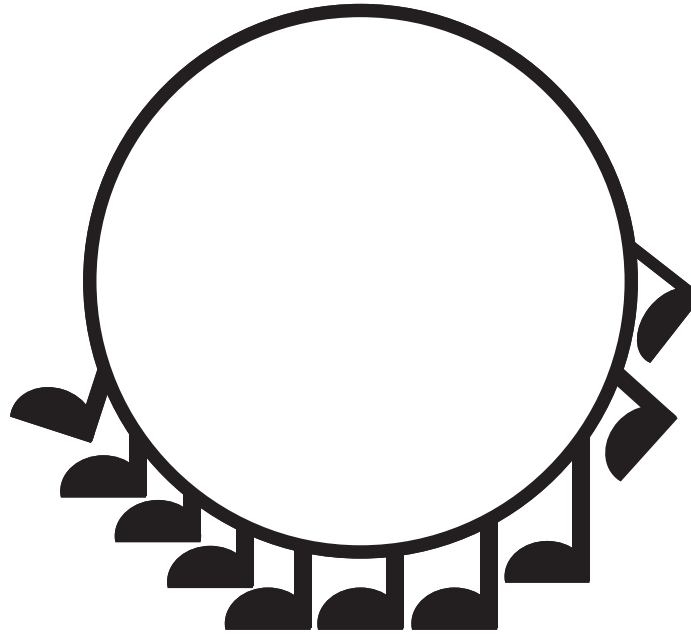
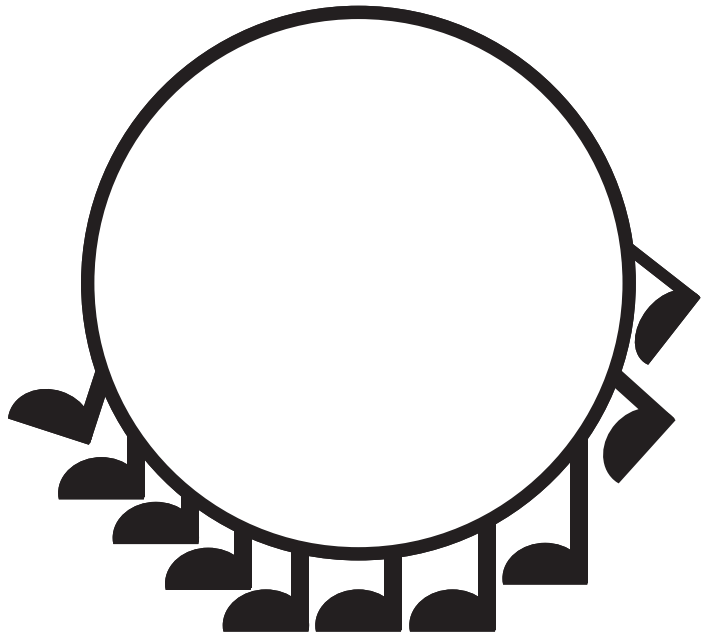
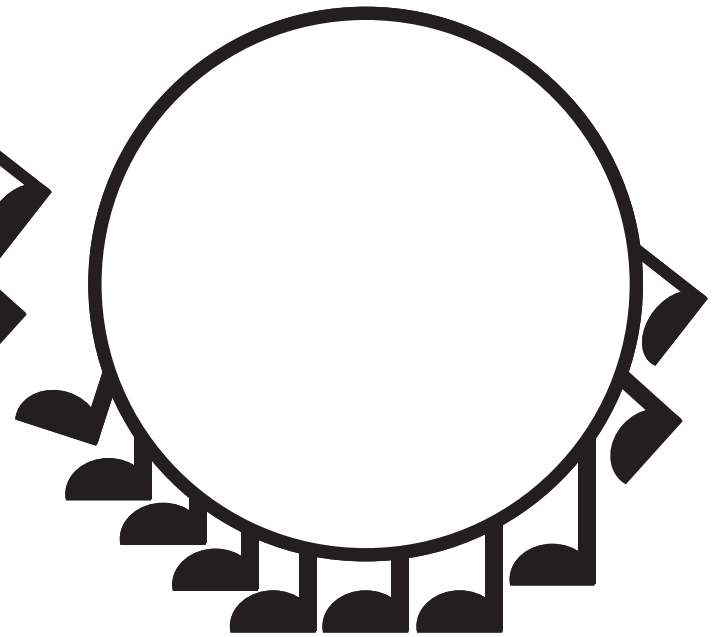
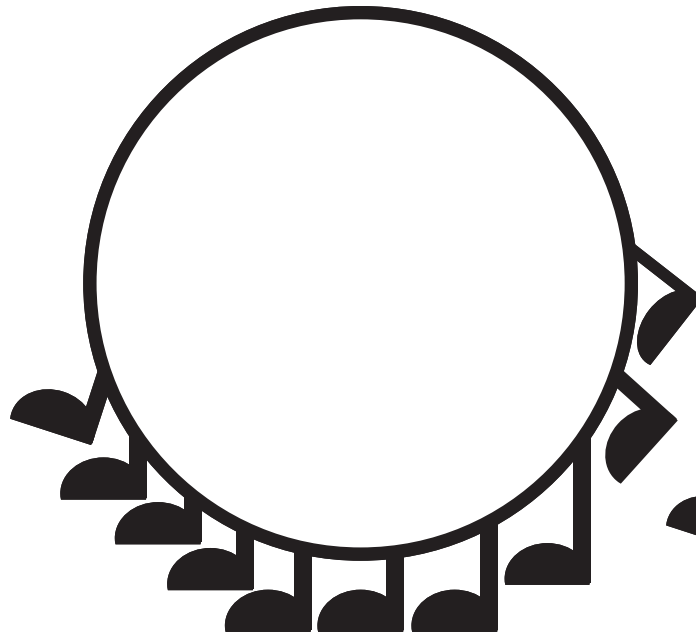
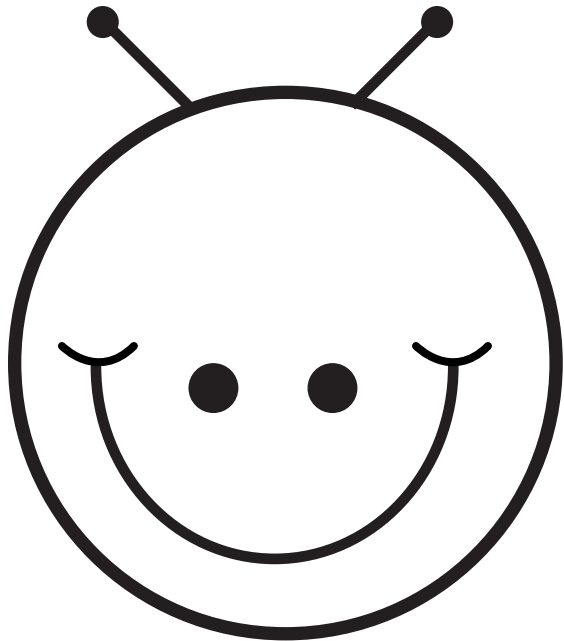
4 LEGGED CENTIPEDES



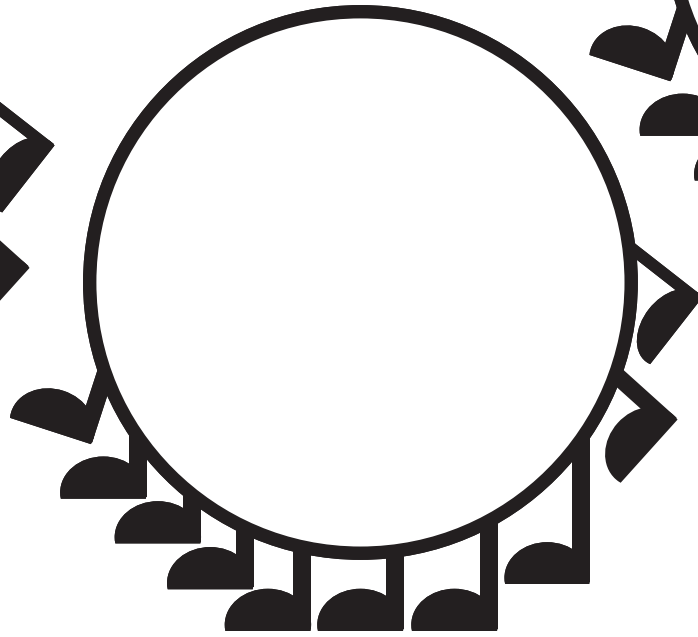
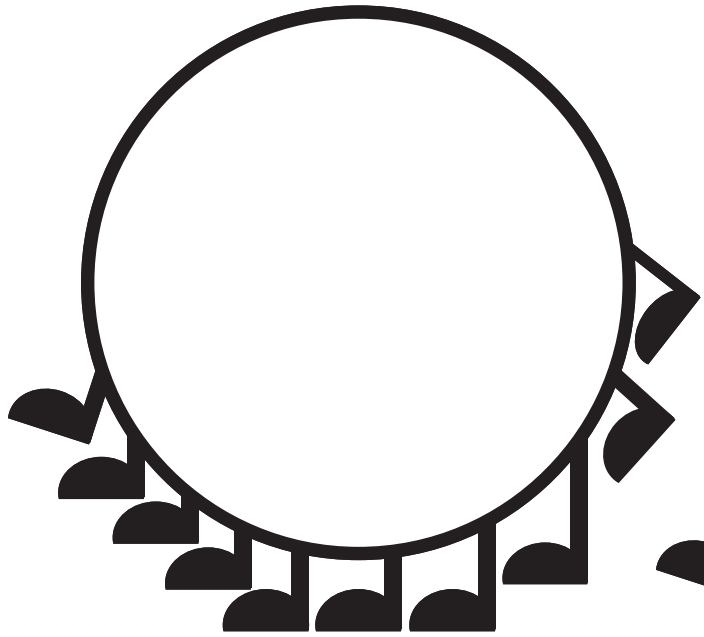
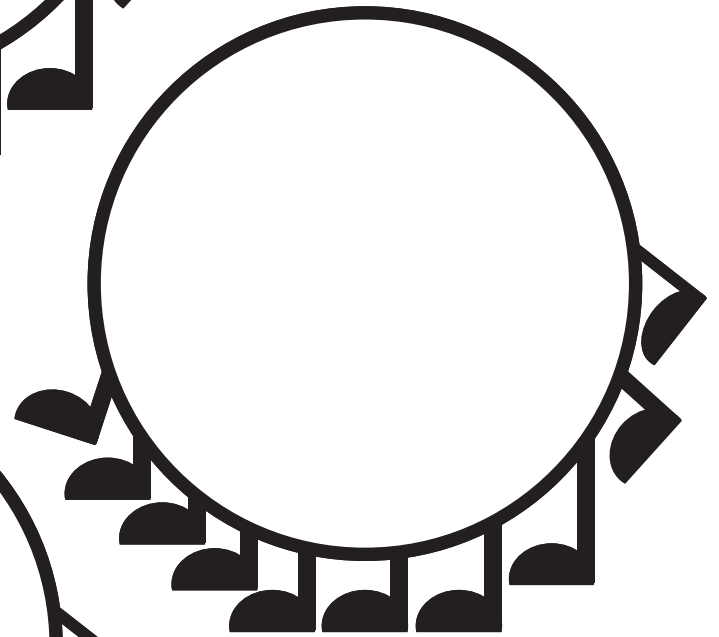
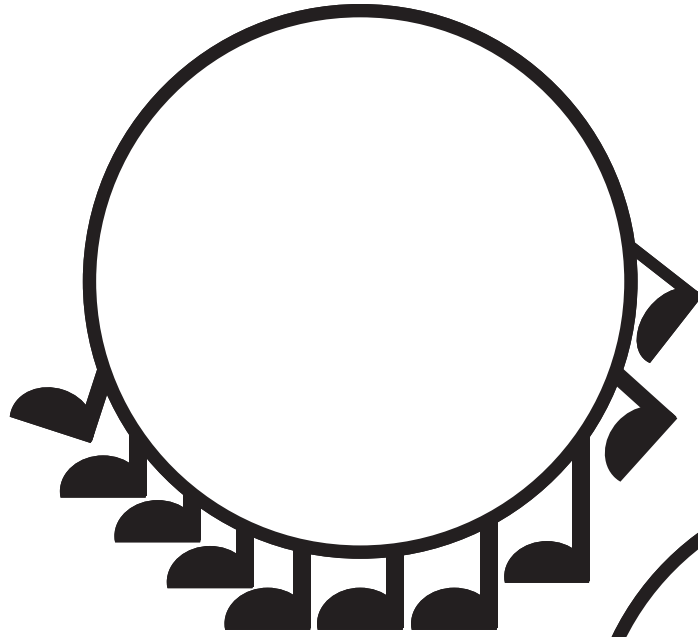
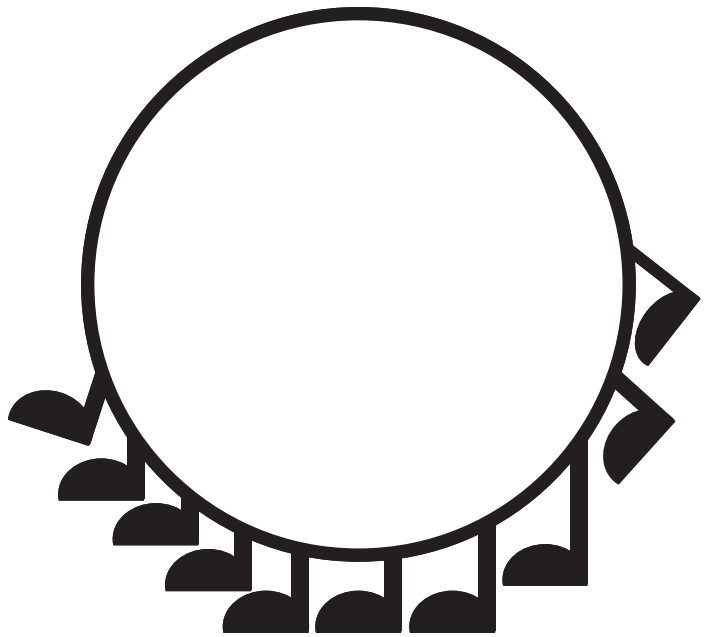
5 LEGGED CENTIPEDES



5 LEGGED CENTIPEDES



10 LEGGED CENTIPEDES



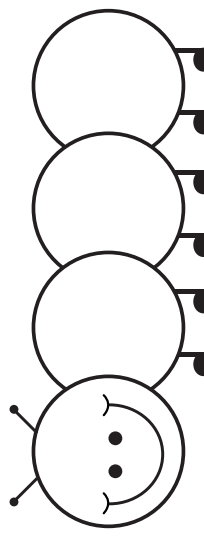
10 LEGGED CENTIPEDES

NAME: _____

CENTIPEDE MATH Recording Sheet

Directions: Get a centipede baggie and build your centipede. Record the number of body parts you used, the number of legs on each centipede and then use skip counting to find and write the total. Build as many centipedes as you'd like!

1. How many lower body parts does your centipede have? {Don't count the head} _____
How many legs does each body part have? _____
What is the total number of legs that your centipede has? _____
.....
2. How many lower body parts does your centipede have? {Don't count the head} _____
How many legs does each body part have? _____
What is the total number of legs that your centipede has? _____
.....
3. How many lower body parts does your centipede have? {Don't count the head} _____
How many legs does each body part have? _____
What is the total number of legs that your centipede has? _____
.....



SORT ME OUT!

Directions: Cut out the chart and paste into your journal. Then cut out the number squares and glue them under the correct column.

ODD NUMBERS	EVEN NUMBERS

22	43	77	16
4	20	15	99
6	44	10	28
17	1	27	89
11	3	8	56
22	100	68	31

NAME: _____

COLOR BY NUMBER Odd/Even Numbers

Directions: Use the key to color the picture. Pay close attention to the numbers!

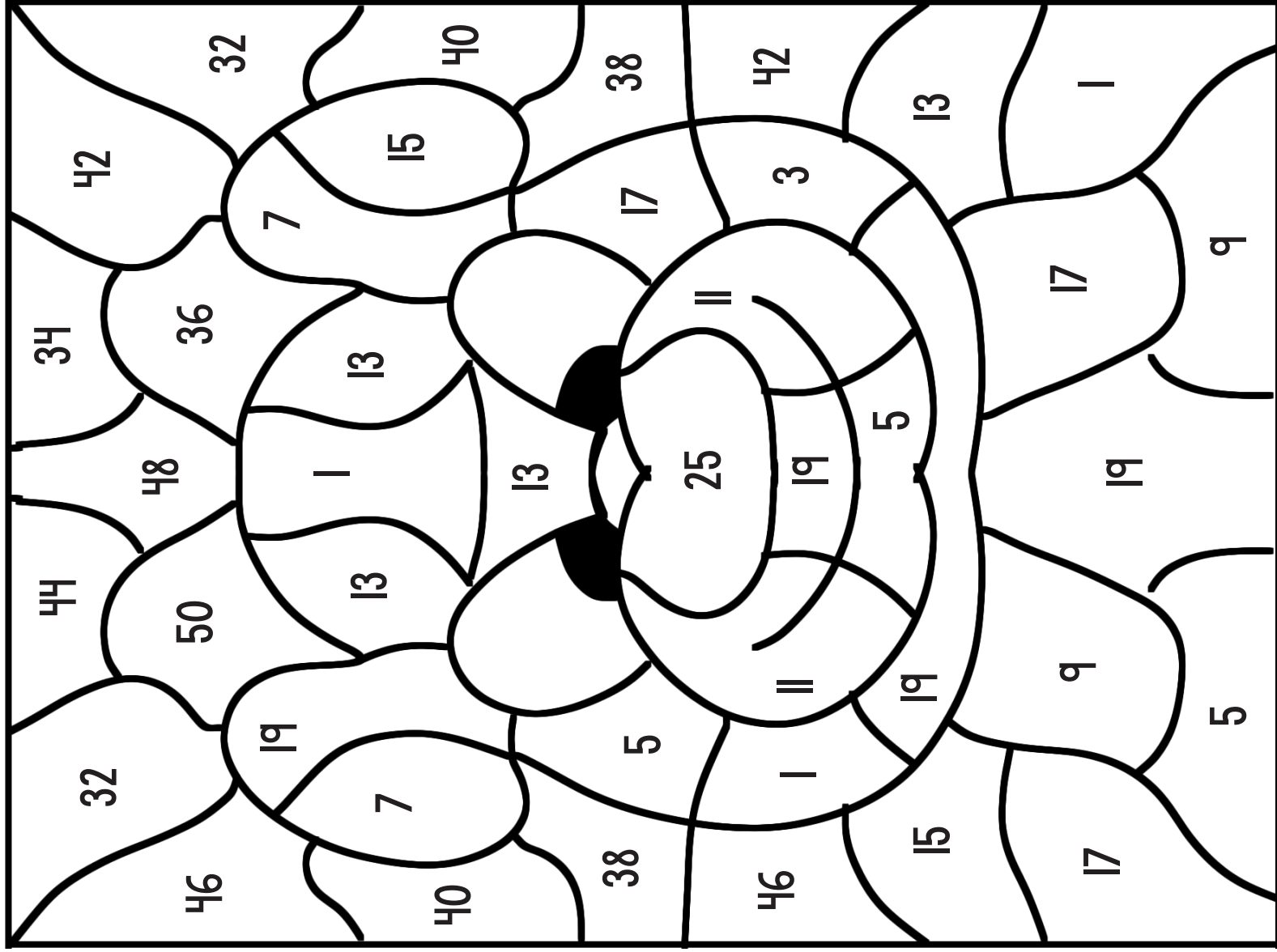
KEY:

ODD NUMBERS
BETWEEN 1 - 20:
BROWN

EVEN NUMBERS
BETWEEN 1 - 20:
LIGHT
BROWN

ODD NUMBERS
BETWEEN 20 - 30:
PINK

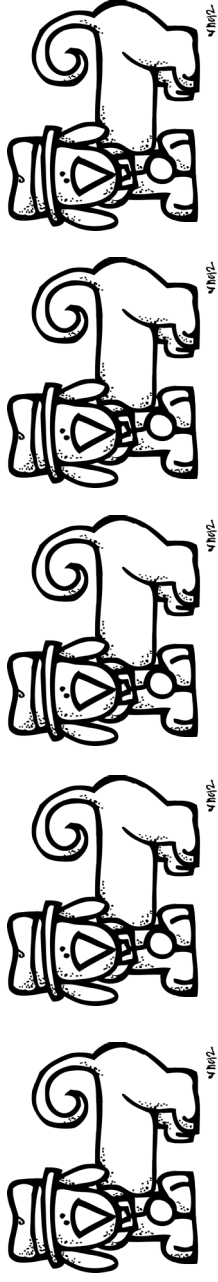
EVEN NUMBERS
BETWEEN 30 - 50:
BLUE



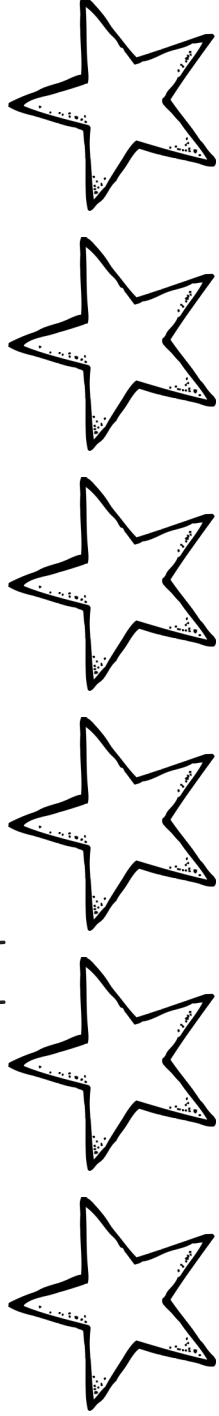
NAME: _____

ORDINAL NUMBERS *Following Directions*

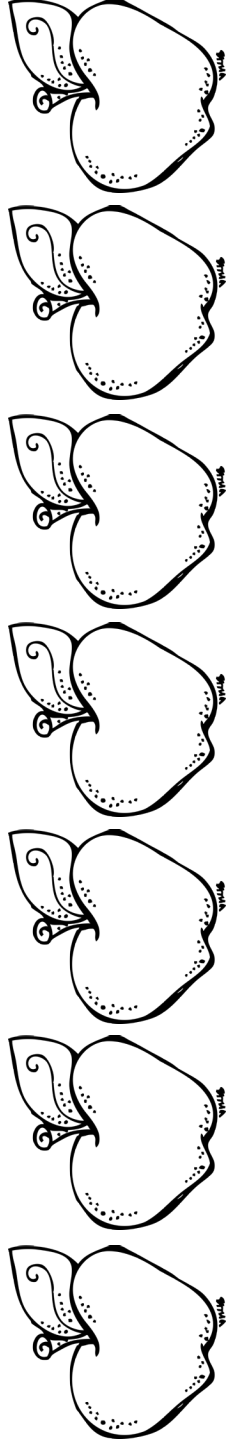
Color the 3rd dog brown.



Color the fifth star purple.



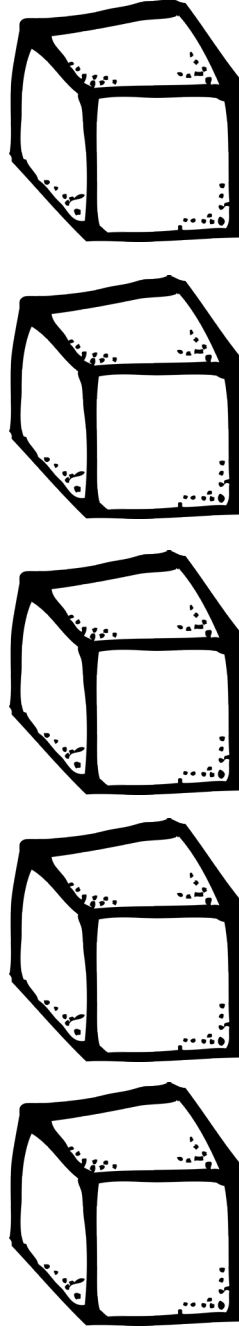
Color the 7th apple red.



Color the first pencil yellow.



Color the 4th cube orange.



ORDINAL NUMBER MATCHING {*a Memory Game*}

Directions: Shuffle the cards and place them face down. Players take turns turning two cards over in search of a match. A match is made when the numeral (1st) matches the ordinal number word (first).

{Print number cards on colored card stock, cut, and laminate for durability.}

1ST

2ND

3RD

4TH

5TH

6TH

7TH

8TH

9TH

10TH

11TH

12TH

13TH

14TH

15TH

16TH

17TH

18TH

19TH

20TH

First

Second

Third

Fourth

Fifth

Sixth

Seventh

Eighth

Ninth

Tenth

Eleventh

Twelfth

Thirteenth

Thirteenth

Fourteenth

Fifteenth

Sixteenth

Seventeenth

Eighteenth

Nineteenth

Twentieth

CREDITS!

Thanks a bunch to all of these great artists for sharing their fonts and images with me! Click to visit their websites.



Some of these images were created by me!
Click on the button to visit my Etsy shop. :)



That's Me!