



Thank you for your purchase! I hope that our Playdough to Plato family of websites helps you save time, stay inspired and give EVERY student bigger results.
XO, *malia* (Founder)

you may...

- Use this digital teaching tool for personal use.
- Use this digital teaching tool for one classroom.
- Upload this file to your classroom Google Drive account or other storage location.

you may not...

- Send this file directly to a friend. Instead, send them the URL address so they can purchase their own copy.
- Sell or in any way profit from this electronic file.
- Store or distribute this file in any other website or another location where other people may download it. ex. Dropbox, Facebook groups, 4Shared

You're invited...

To join our free
VIP email list.



GRAPHICS CREDIT

- A Hughes Design
- Little Red
- Pixel Paper Prints
- Pretty Grafik Designs
- Sculpt Designs
- Teaching In The Tongass
- Whimsy Clips
- Whimsy Workshop Teaching
- Zip A Dee Doo Dah Design

JUMPSTART YOUR 2022

5 Day Countdown Checklist

DIRECTIONS: Follow along each day, crossing out the completed circles as you progress to your best teaching year YET.

(JUMP) START!



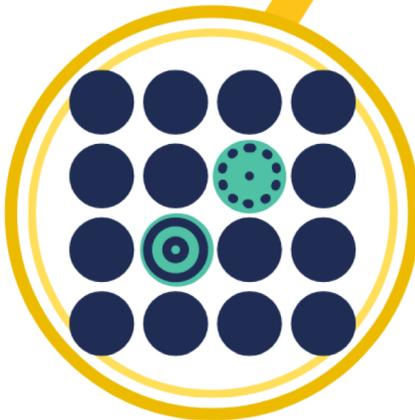
DAY 1
FOCUS



DAY 2
EASY



DAY 3
HANDS-ON FUN



DAY 4
DIFFERENTIATE

(FINISH) I JOINED!



DAY 5

SAVING TIME, STAYING INSPIRED
AND GIVING EVERY STUDENT
BIGGER RESULTS

SUBTRACTION TEN FRAMES

SKILL-

Read and solve subtraction problems within ten.

PREP-

Print the cards on colored paper to give them a fun pop and then slide them through your laminator.

Cut along the lines to separate the pieces and place the cards in a pile.

Grab dry erase markers and manipulatives for students to use when they solve each problem. Kids can make playdough balls or use mini erasers, buttons, counting chips... even LEGOS!

THE ACTIVITY-

Children will pick up one card at a time, read the problem out loud, and then use their manipulatives to act it out. For instance, if a child picked "7 - 3", she would say, "Seven minus three" before placing seven manipulatives on her ten frame.

Next, she would remove three of the manipulatives (or, if she's using playdough balls, she would squish three of the balls) and then she would write the answer in the empty box at the top of the card.



$$3 - 1 = \square$$

$$4 - 2 = \square$$

$$5 - 3 = \square$$

$$6 - 5 = \square$$

$$5 - 2 = \square$$

$$6 - 4 = \square$$

$$6 - 6 = \square$$

$$7 - 3 = \square$$

$$7 - 0 = \square$$

$$7 - 1 = \square$$

$$8 - 5 = \square$$

$$8 - 7 = \square$$

$9-1=$

$9-6=$

$9-9=$

$10-2=$

$10 - 5 = \square$

$10 - 7 = \square$

$10 - 0 = \square$

$10 - 10 = \square$

ADDITION TEN FRAMES

SKILL-

Read and solve addition problems within ten.

PREP-

Print the cards on colored paper to give them a fun pop and then slide them through your laminator.

Cut along the lines to separate the pieces and place the cards in a pile.

Grab dry erase markers and manipulatives for students to use when they solve each problem. Kids can make playdough balls or use mini erasers, buttons, counting chips... even LEGOS!

THE ACTIVITY-

Children will pick up one card at a time, read the problem out loud, and then use their manipulatives to act it out. For instance, if a child picked "7 + 3", she would say, "Seven plus three more" before placing seven manipulatives on her ten frame and then adding on 3 other manipulatives.

Then she would write the answer in the empty box at the top of the card.

$2 + 1 =$

$2 + 4 =$

$2 + 7 =$

$2 + 8 =$

$$3 + 3 = \square$$

$$3 + 5 = \square$$

$$3 + 6 = \square$$

$$4 + 2 = \square$$

$$4 + 5 = \square$$

$$4 + 6 = \square$$

$$5 + 1 = \square$$

$$5 + 3 = \square$$

$$5 + 5 = \square$$

$$6 + 0 = \square$$

$$6 + 2 = \square$$

$$6 + 4 = \square$$

$7 + 1 =$

$7 + 2 =$

$8 + 0 =$

$9 + 1 =$
