

**Arickaree School Parent/Student Resources
For Homework Assistance
Pre-School and Kindergarten**

The following websites can be used as an additional resource for you and your child throughout the school year. Preschool links encompass all subject matter. The Kindergarten through 5th grade are divided by subject and unit where possible. If you have additional questions, please contact your child's teacher. Please submit any and all bad links to leeh@arickaree.org .

Pre School

www.starfall.com

www.learningplanet.com/stu/index.asp

Kindergarten

www.starfall.com

www.internet4classrooms.com/kindergarten_links.htm



Kindergarten Math

The kindergarten math links have been categorized by the assessment goals at the beginning, middle and end of the school year. Each category has links to practice multiple skills appropriate for Kindergarten Students. Many files have audio support so that students can be successful even before they master reading skills. Most sites can be used by the students with minimal teacher/parent direction, so they are excellent for centers or for at-home work. The annotations mention of a site requires reading or advanced math skills. Please click the UNDERLINED link in the left column to be taken to the webpage described in the right hand column.

Baseline Assessment

Counting by Rote

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| <u>Count the Ants!</u> | Counting up to ten; audio support |
| <u>Next Number</u> | Identify the next number on a number line to 20. |
| <u>Spinner Game</u> | Play a spinner game against the computer; up to 10 |
| <u>Dot-to-Dot</u> | Connect the dots by counting by ones (easy level) |
| <u>How Many?</u> | Match the number of objects to the number. |
| <u>Walking the Dogs</u> | Mr. Noodleman has to find the right number of dogs; watch out for other animals |
| <u>Ten Little Snowmen</u> | After making a snowmen, listen to counting song (rote counting) |

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Number Recognition

<u>Find the Number</u>	Match the number on the shirt to the number on the line.
<u>Shoot the Duck</u>	Choose the correct duck in a line up to ten
<u>Counting Problems</u>	Given three sets of figures, choose the number for each -- up to 10
<u>Place Numbers on the Track</u>	Place numbers on a number line (3 levels); each level has one problem

Grouping to Five

<u>Find Groups</u>	Choose a number; click on all the groups with that number.
<u>Five Frames</u>	Five frames with dots; 5 activities: fill the frame, count the dots, etc
<u>Bunny Count</u>	At easy level, count the bunnies by number or match the number of bunnies
<u>Sheep in the Paddock</u>	Move the sheep until groups are even
<u>Which Group is the Same?</u>	Identify which group on the right is the same as the group on the left

Shape Recognition

<u>Rats!</u>	Help rat catch the right shapes in his basket
<u>Matching Shapes</u>	Choose shapes to match shapes with their outlines; audio support
<u>Jigsaw Puzzle</u>	Put the shapes into the correct spaces for a picture
<u>Find the Shapes</u>	Find the shapes in the picture; first screen is 12 triangles
<u>Shapes Quiz</u>	Click on the matching shape
<u>Shapes by Name</u>	Choose the shape that matches the name; circle, rectangle, triangle; should have audio
<u>Barney's Shapes & Numbers</u>	Match the shapes, count objects, match colors

Coin Recognition

<u>Learning Coins</u>	Click on the coins requested by value; audio support
<u>Sorting Coins</u>	Drag coins to the correct banks.



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Sorting & Classifying

<u>Place Numbers on the Track</u>	Place numbers on a track number line (3 levels)
<u>Sort the Dogs</u>	Sort the dogs by different criteria; audio support
<u>Sort the Laundry</u>	Help Elmo sort the clothing by criteria
<u>Sort Oscar's Trash</u>	Oscar gives the criteria for sorting
<u>Sort Bananas & Strawberries</u>	Drag the fruit to the correct jars

Mid-Year Goals

Counting Forward to 70; Backward from 10

<u>Frog Hop</u>	Move the frog across the pond by clicking on the next higher number
<u>Missing Number, Counting Down</u>	Which number is missing from a series counting down from 10
<u>Crate Stacker</u>	Stack the crates in numeric or alphabetic order; timed
<u>Counting Down from 10</u>	Choose the number that would come next if counting down

Counting On to 20+

<u>What Comes Next?</u>	Click on the number that comes next in a series
<u>Counting Up to 20</u>	Which number comes next if you are counting up; maximum 20

Use Numbers to 15

<u>Count the Fish</u>	Count the number of fish in the aquarium
<u>Math Slice</u>	Teacher set-up number range; students type the number of objects to 10; can print results

Pattern Recognition

<u>What Comes Next?</u>	Easy patterns to complete
<u>Cookie Monster's Patterns</u>	Finish the patterns for Cookie Monster
<u>Virtual Goose</u>	Click on the shape that matches the goose egg
<u>Simon Animal Game</u>	Repeat the pattern of sound made by four animals
<u>Matching Shapes & Colors</u>	Concentration game; match shapes and colors



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Sort by Attributes

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| <u>Cyber Zoo</u> | Sort cyber animals by characteristics; requires simple reading |
| <u>Sort Bert's Bottlecaps</u> | Advanced; venn diagram of objects to sort |
| <u>Carnival Countdown Cars</u> | Sort cars by attributes; taken from Carnival Countdown CD; audio support |
| <u>Buzzin' with Shapes</u> | Two-person game; Tic-Tac-Toe with shapes |

Count with Calculator Repeat Key

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| <u>Calculator</u> | Teacher planning; an online calculator to use |
| <u>Calculator Applet</u> | NCTM activity using calculator; teacher direction needed |

End of Year Goals

Count 20+ Objects

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| <u>Counting Objects to 100</u> | Count the circles up to 100; drill |
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Verbal Count to 100+

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| <u>Order the Digits</u> | Put four numbers in numeric order; to 99 |
| <u>Count Along!</u> | Count along on the 100 number square; must type missing numbers |
| <u>Before & After</u> | Find the numbers that come before & after the given number (to 30) |

Count Backward from 22+

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| <u>Backward Dot-to-Dot</u> | Start with 20 and go backward; numbers spoken as they are clicked |
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Skip Count 2s, 5s, 10s

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| <u>Fairy Fog</u> | Counting by 2s, 5s, or 10s; right answers win points & sounds; wrong answers lose points |
| <u>Duck Shoot by 10s</u> | Count by 10s to find the duck to shoot |
| <u>Fishy 2s</u> | Count by 2s; click on the fish with the next number |
| <u>Space Hopscotch</u> | Jump on moon craters by 2's; return counting backwards by 1's |



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Read/Write Numbers to 100+

<u>Mend the Number Square</u>	Compare and order numbers; place the numbers in the number square correctly
<u>Number Square Numbers</u>	Click on the number given; timer tells how long it took
<u>Splat Squares</u>	Teacher direction; splat on any numbers to make patterns, etc.

Basic Addition & Subtraction

<u>Let's Count!</u>	Place objects in squares or take away (basic subtraction & number recognition)
<u>Choose a Number Sentence</u>	Choose the number sentence that matches the picture (advanced)
<u>Ten Frame</u>	Four activities with ten frames for numbers, adding to twenty
<u>Addition with Number Line</u>	Add the two numbers with or without the number line
<u>Subtraction with Number Line</u>	Subtract two numbers with or without the number line
<u>Simple Addition with Objects</u>	Multiple choice; can use stars to model problem

Two-Digit Numbers

<u>Catch 10</u>	Click on blocks for Bear to collect; must make groups of ten
<u>Penguin Places</u>	Place the penguins to make 2-digit numbers
<u>Base 10 Addition</u>	Choose two columns; read instructions; students group and trade (advanced)
<u>Beaded Numbers</u>	Choose the number that matches the number of beads

Equivalent Numbers

<u>Dog Bone</u>	Find numbers on an empty number square; timed
<u>Number Dolphin</u>	Count the squares; click on the correct answer

Numbers In Daily Life

<u>Snakes & Ladders</u>	1 or 2-player game like the board game; counting practice
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Estimation

Estimate Numbers Estimate a number on a number line between 1 and 10; class activity

Data Collection & Graphing

Graph with Tallies Create a graph using shapes and colors. Items are tallied on the data table

Web Lesson on Graphing Use this as a projector lesson; audio support

Geometric Shapes

Finish the Pattern Advanced, may repeat at six; add beads to finish the pattern

Tangrams Several levels of tangrams

Coin Recognition

Identify a Coin Must count the coins: choices are pennies through quarters

Pennies & Nickels Math drill counting up pennies and nickels

Time to the Hour

Tell Time Click on the time (choice of 2) that matches the clock

Tell Time
2 Click on the time (choice of 3) that matches the clock; *includes half-hour*

