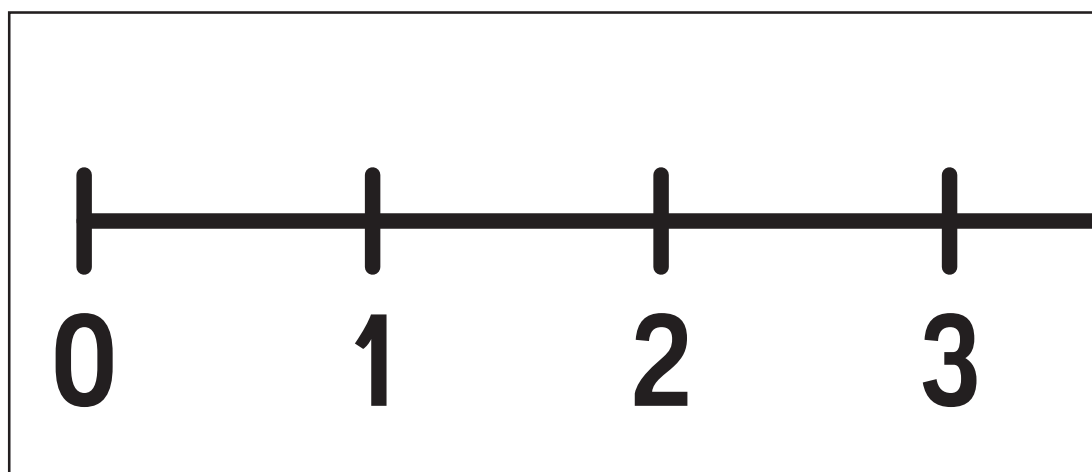


# WORKING WITH THE

# NUMBER LINE

Counting & Cardinality • Base Ten • Algebraic Thinking



*Aligns to*  
**COMMON  
CORE**

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# 1: All Aboard!



## **i** Number of Students

Pairs

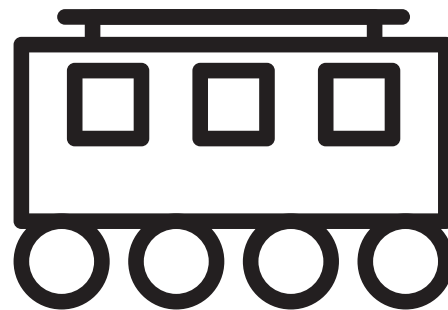
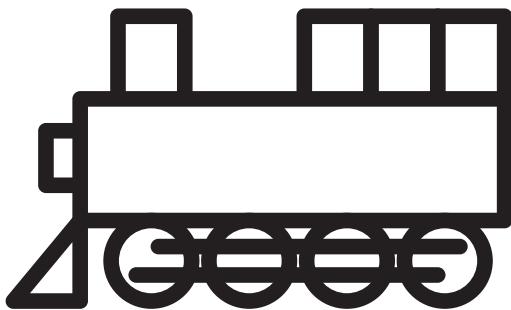
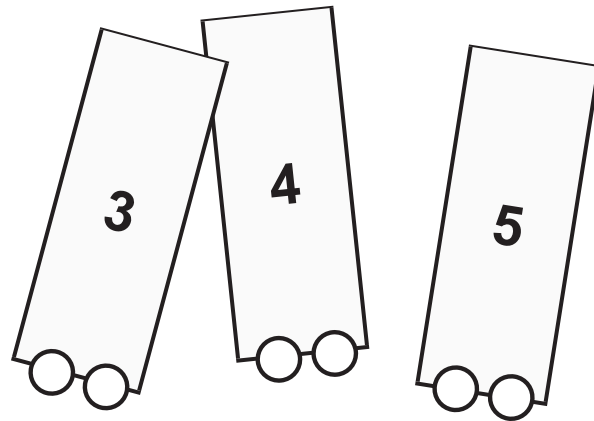
## **/** Materials

For each student:

- All Aboard! Number Cards 1–10 (page 106)
- All Aboard! Engine and Caboose (page 107)
- 1–10 Spinner Sheet (page 108)
- Spinner (or paper clip and pencil)

## **◀▶** Overview

In this activity, students spin a number and place the number between the engine and caboose, attempting to complete the train from 1 to 10.



## Common Core State Standards

### Content Standards:

**Grade Level:** K

**Domain:** Counting and Cardinality (CC)

**Know number names and the count sequence.**

1. Count to 100 by ones and by tens.


### Practice Standards:

**2. Reason abstractly and quantitatively.**

Kindergarten and first-grade students are beginning to make sense of quantities and the symbols representing those quantities. They are also beginning to focus on quantitative reasoning.

## Presenting the Activity

1. Make copies of the All Aboard! Engine and Caboose for each student and cut apart.
2. Make a copy of the All Aboard! Number Cards 1–10 for each student and cut the cards apart.
3. Make copies of the 1–10 Spinner Sheet for each pair.
4. Distribute an All Aboard! Engine and Caboose and a deck of Number Cards to each student.
5. Distribute a Spinner Sheet and spinner to each pair.
6. Say to students:

 The object of this game is to fill your train with the numbers 1 to 10. The first player to do so is the winner.

To begin, each of you spins the spinner. The player with the greater number goes first.

On your turn, spin the spinner. Find the corresponding number card and place it between the engine and caboose.

Take turns spinning.

Your train will get longer as you place more numbers in the correct positions.

If you spin a number that you have already used, spin again.



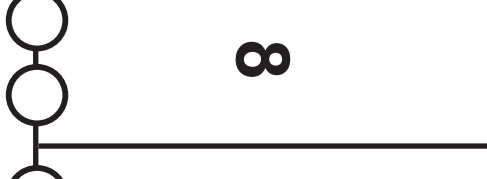


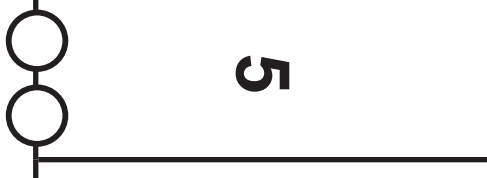
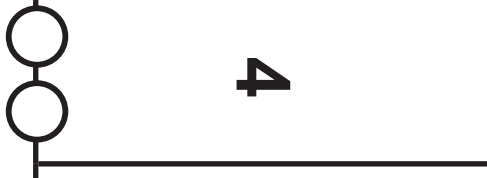


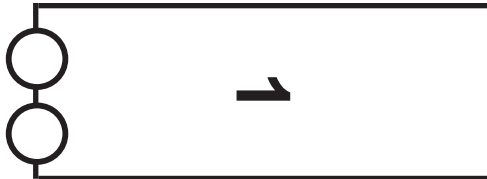
Continue playing until one of you completes the train from 1 to 10.

## Assessing Student Responses



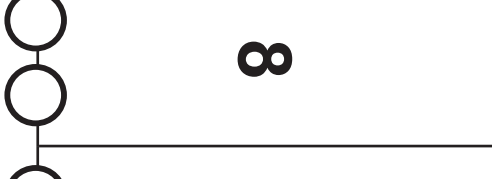


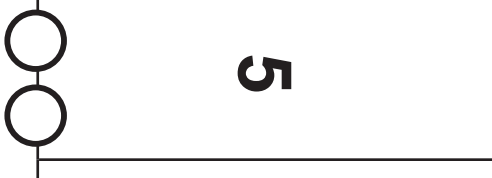
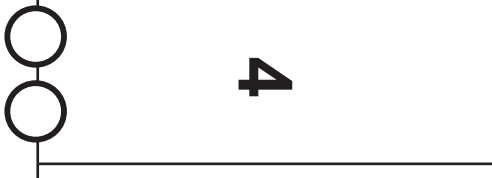


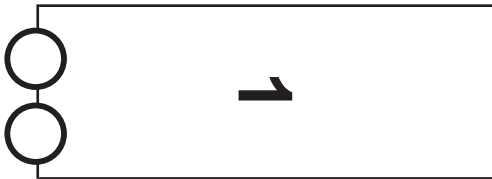
The following questions will help you assess your students' responses to the activity:

- Did the students correctly identify the numbers on the Spinner Sheet?
- Did the students correctly place the numbers between the engine and caboose? If not, what number errors were made?

# "All Aboard!" Number Cards



1  
2  
3  
4  
5  
6  
7  
8  
9  
10



1  
2  
3  
4  
5  
6  
7  
8  
9  
10

# "All Aboard!" Engine and Caboose

