

Get Ready for Grade 1

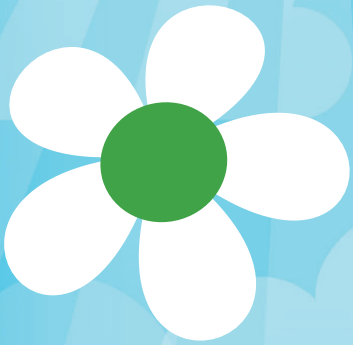


MathSeeds



SUMMER

FUN PACK



www.mathseeds.com



Dear Parent or Guardian,

Your child has take-home access to Mathseeds, a highly interactive and personalized learning journey that will help your child build mathematic skills at their own pace. They simply sign in with their Mathseeds user-name and password using any compatible computer or mobile device. We have put together a few easy-to-follow support resources to make using Mathseeds at home this summer as simple as possible for both parents/guardians and your children.

What's included?

Student Console Map



Top 7 Tips on using Mathseeds at home



How Mathseeds Lessons Work

Mathseeds Summer Activity Pack

**Student
Mathseeds
Login**



Login and Password

Login

Password

☐ Remember me [Need help? Click here](#)

Let me in



Mathseeds teaches kids core mathematics and problem solving skills needed to be successful with fun, highly interactive and rewarding lessons. Mathseeds combines highly structured lessons with fun motivational elements that keep children engaged and keen to learn.



Student Console Map

Mental Minute

The area is designed specifically to build mathematics fact fluency - the ability to recall basic mathematics facts accurately, quickly and with ease.

Driving Tests

More than 340 highly motivating tests assess students' skills and knowledge with a fun and rewarding game.

Awards

This is where the student certificates are located. Students can print their certificates to take home or display in the classroom.

Lessons

This is the heart of the program, the mathematics lessons. Students progress through lessons as their mathematics skills develop, earning Golden Acorns and pets as rewards!



Shop

Students can buy items from the shop using their Golden Acorns earned by completing lessons. These items can be used to decorate their Treehouse.

Arcade

Students can reward themselves by playing an arcade game. Each game costs 10 acorns.

Play

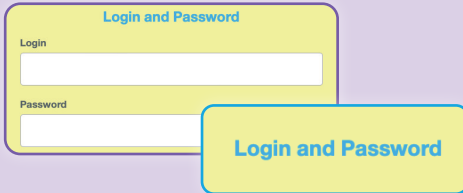
The Play area consists of seven sections with more than 120 activities. Students can access this area at any time by clicking on the Play icon.

Treehouse

Students can visit their Treehouse and find rewards earned or items bought from the shop. Students use these items to decorate their Treehouse.

Top 7 tips for using Mathseeds at home this summer

1



Make sure you have your child's Mathseeds username and password.



2

Mathseeds can be accessed on PC/Mac, iOS and Android devices as well as Windows tablets



android



iOS



Windows

3



Your child has the ability to explore independently. Each lesson contains engaging characters, songs, activities, and books to help them through each concept.

4

Encourage your child to earn acorns by completing their lessons. They can use their acorns to shop for their Treehouse or Avatar.



5



Mathseeds is full of great additional activities that make learning fun. In the Play, Shop, Awards, Arcade, and Treehouse area, children will enjoy using their rewards for to shop and play!

6

Practicing mathematics off-line is important too! Don't forget to print off the worksheets at the end of this package.



7



Celebrate achievements and effort! Certificates can be found in 'My Awards'. If you have access to a printer, print them off and display throughout the house.

How Mathseeds Works



1



Mathseeds characters

The Mathseeds characters explain the concept and discuss how to solve a problem.

2

Student Practice

Interactive screens give students the opportunity to practice new skills.



3



Mathseeds Songs

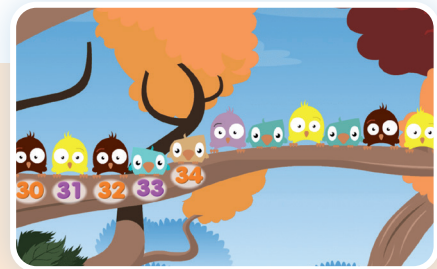
Many lessons include a memorable song that reinforces the new concept.



4

Mathseeds Activities

Every Mathseeds lesson includes a set of nine interactive activities, with more than 350 different activities within the program.



5



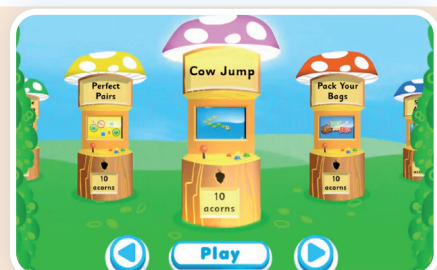
The E-book

Every lesson ends with a book that includes full audio support. These books restate the main lesson points and are designed to consolidate new concepts and skills.

6














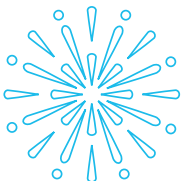

Earning a Reward

Students earn golden acorns for all activities completed. As a bonus, a cute pet hatches at the end of every lesson. This pet appears on their map, and they progress to the next lesson.



Incentive chart for:














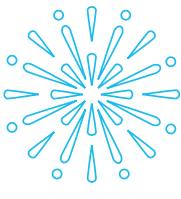

Color each one when you have completed work.

Week	Day 1	Day 2	Day 3	Day 4	Day 5
Online Lesson					
Worksheets					
Done!					

Notes/thoughts/ideas

Incentive chart for:














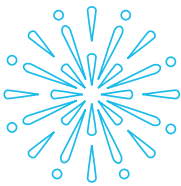

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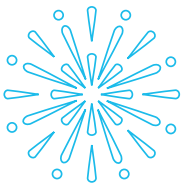

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Week	Day 1	Day 2	Day 3	Day 4	Day 5
Online Lesson					
Worksheets					
Done!					

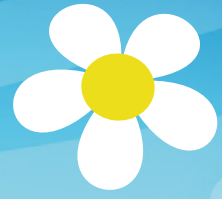
Notes/thoughts/ideas

Incentive chart for:

Color each one when you have completed work.

Week	Day 1	Day 2	Day 3	Day 4	Day 5
Online Lesson					
Worksheets					
Done!					

Notes/thoughts/ideas



Congratulations



**You're
doing
great!**





Woohoo

Way to go!

Get Ready for Grade 1

Numbers to 10

Online lesson: Lesson 20 – Numbers 1-10

Worksheets: Number Sequence, Counting Items

Counting Back

Online lesson: Lesson 21 – Counting Back from 10

Worksheets: Count and Match, Number Sequence

Compare Numbers

Online lesson: Lesson 22 – More, Less, the Same

Worksheets: More and Less, The Same

2D Shape Attributes

Online lesson: Lesson 23 – 2D Shapes

Worksheets: Curved and Straight, Shape Sides

Add to 5

Online lesson: Lesson 24 – Adding to 5

Worksheets: Count to Add, Draw and Add

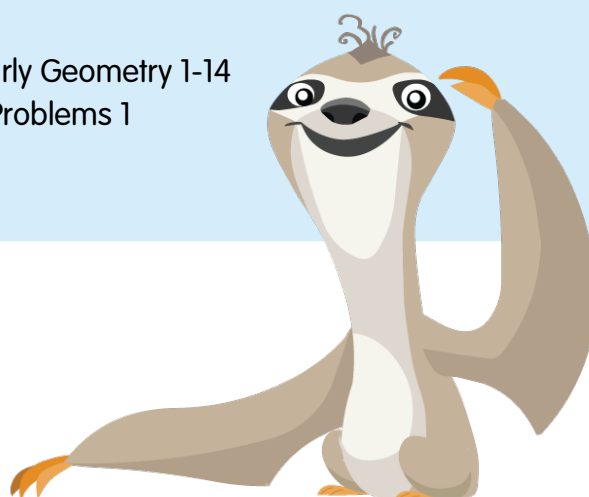
Bonus

Poster: Greater Than, Less Than

Online: Driving Tests Early Number 1-8 and Early Geometry 1-14

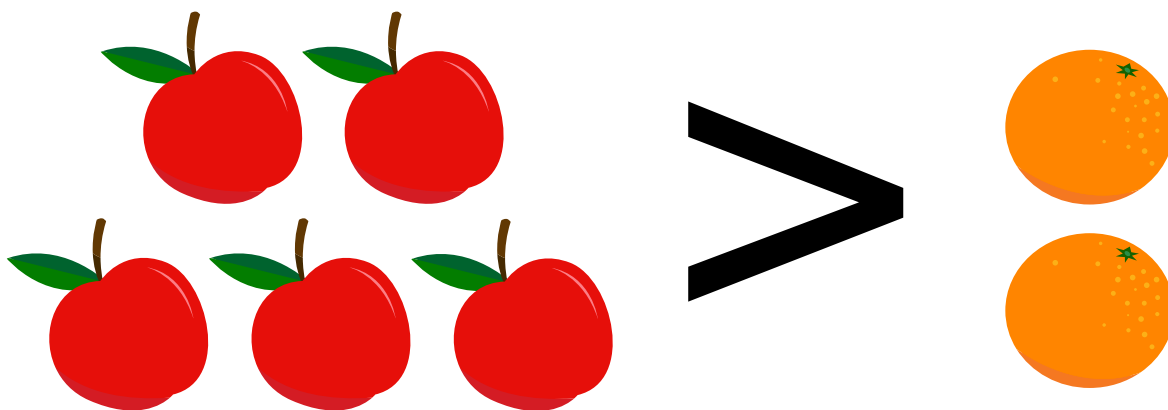
Sheets: Pick a Number, Doc's Shapes, Word Problems 1

Game: Pitstop Addition

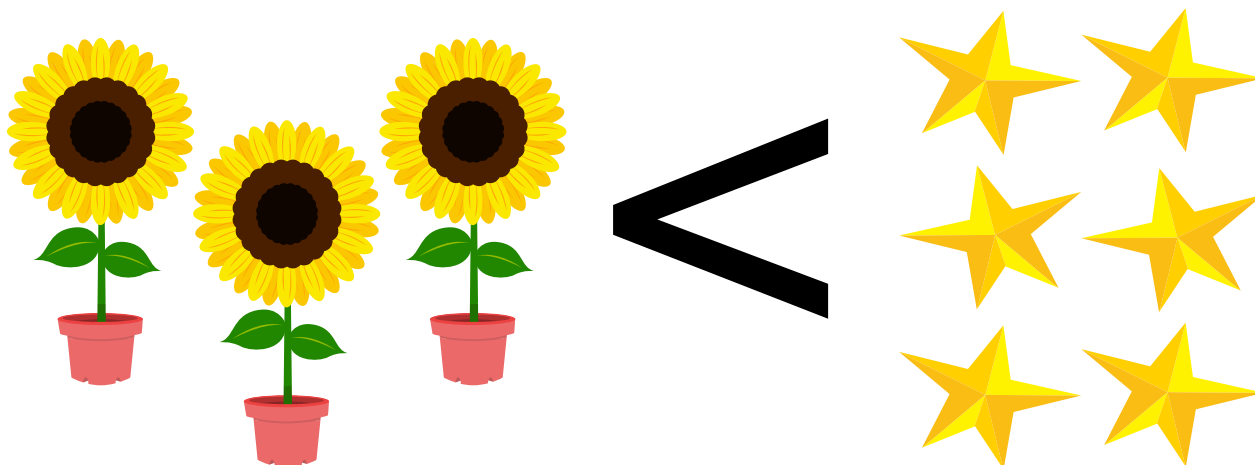


Greater Than, Less Than

There are **more** apples **than** oranges.



There are **less** flowers **than** stars.



$$10 > 5$$

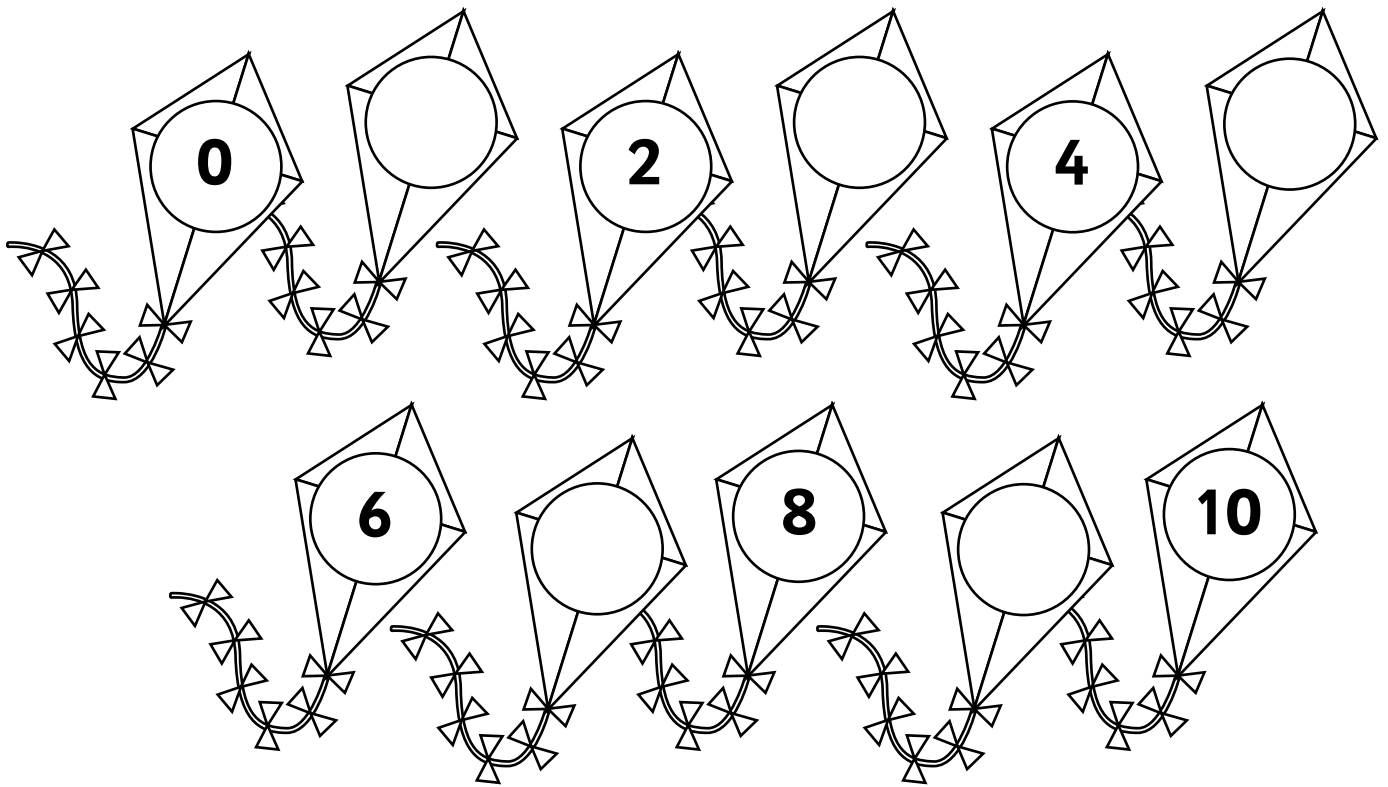
10 is **greater than** 5.

$$4 < 8$$

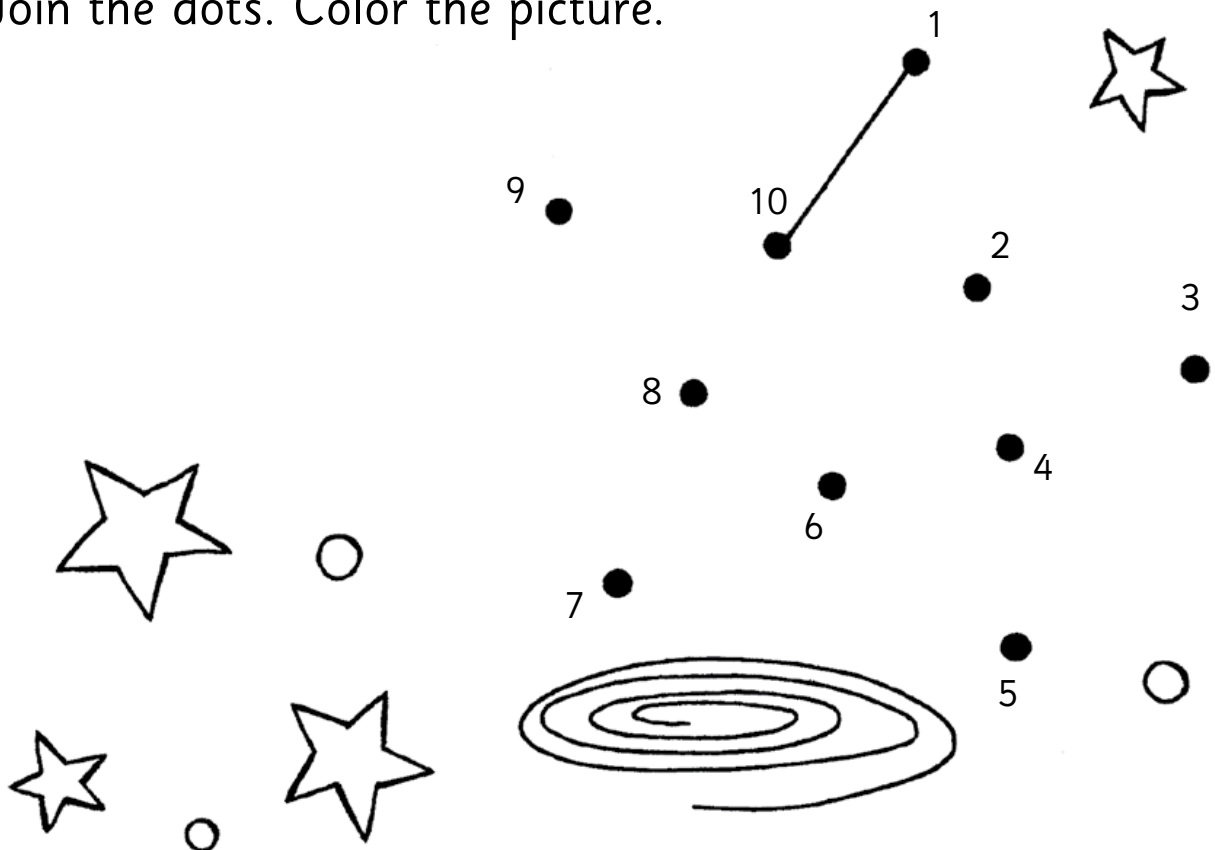
4 is **greater than** 8.

NUMBER SEQUENCE

1 Write the missing numbers. Color the kites.

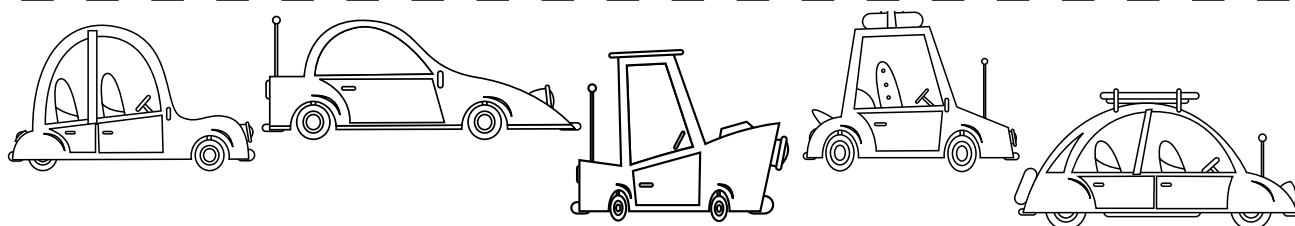
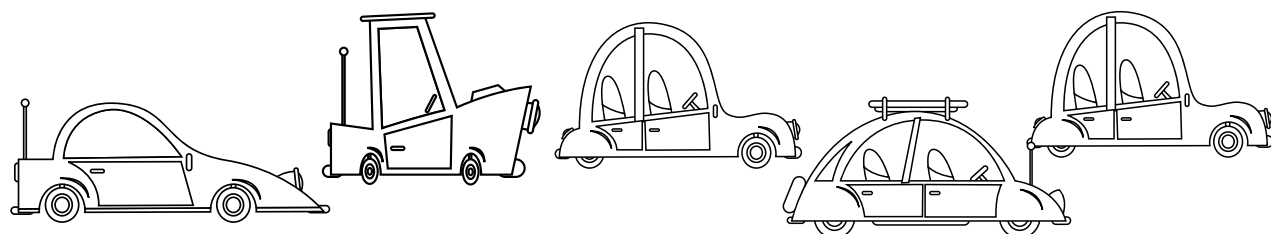
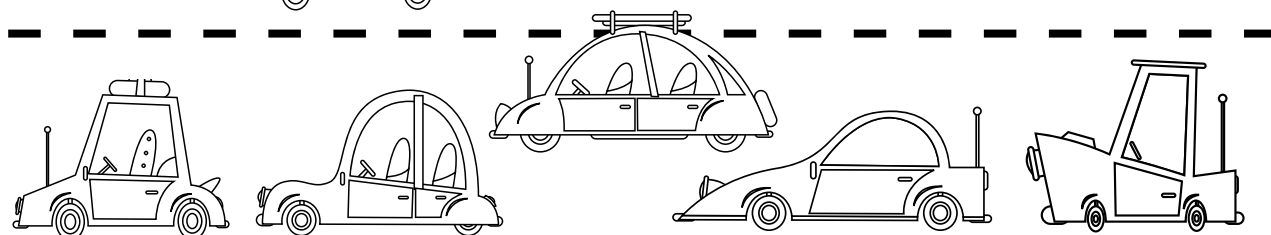
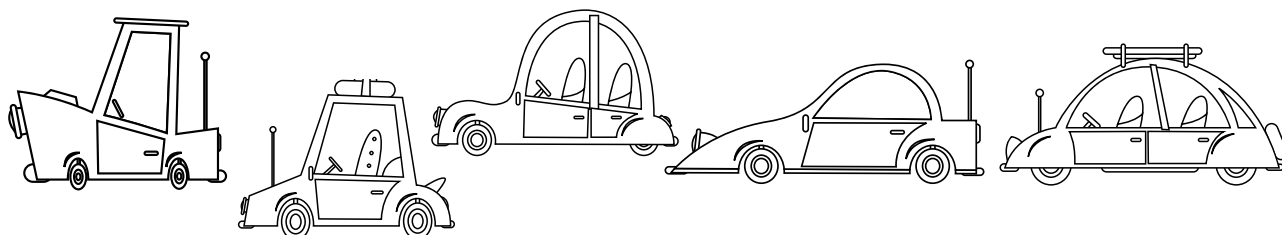


2 Join the dots. Color the picture.



COUNTING ITEMS

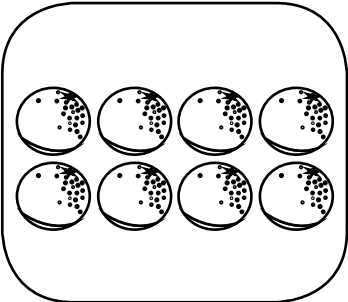
1 Color the cars. 10 = red, 6 = blue, 3 = yellow and 1 = green.



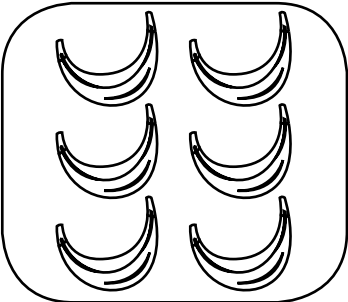
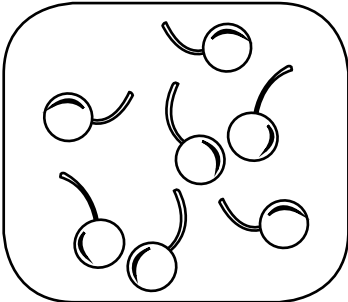
2 Draw 7 purple cars and 5 black cars.

COUNT AND MATCH

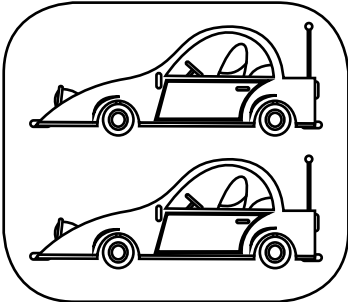
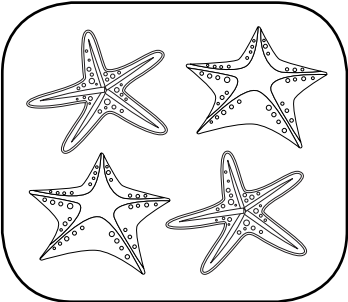
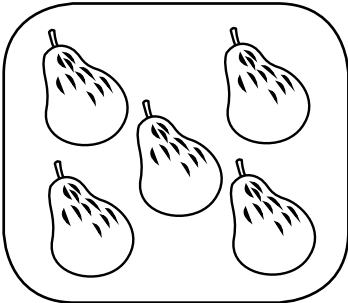
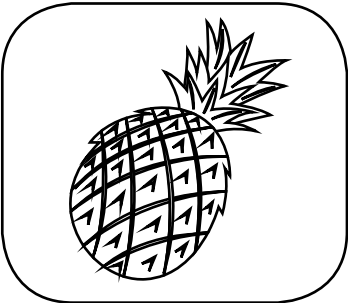
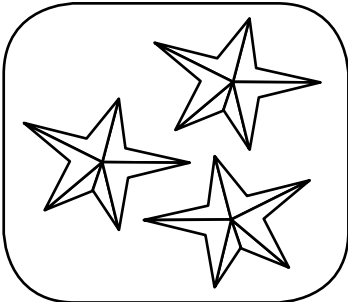
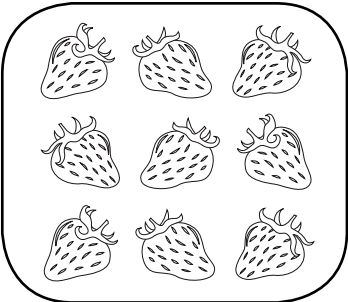
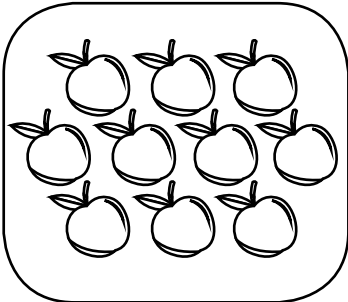
Write the missing numbers. Match to the pictures.



10



9

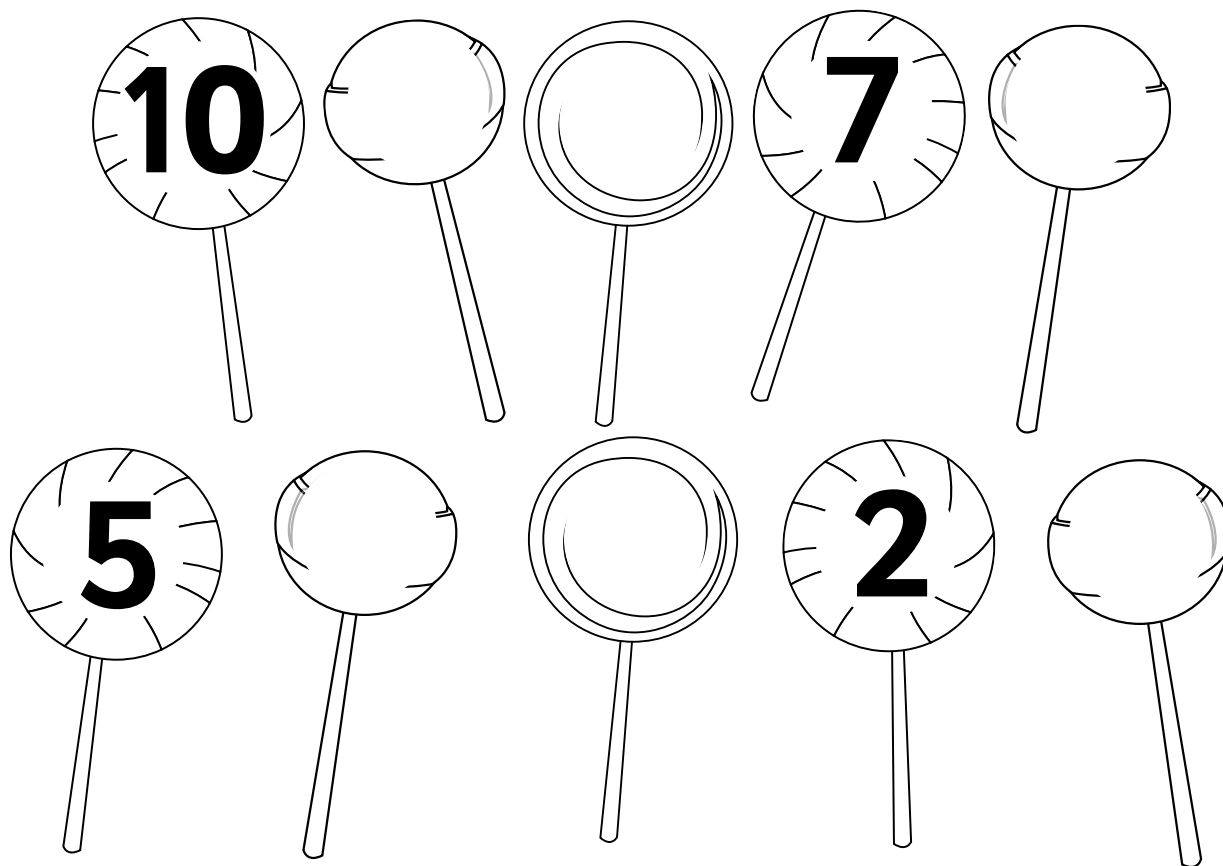


4

1

NUMBER SEQUENCE

1 Write the missing numbers.

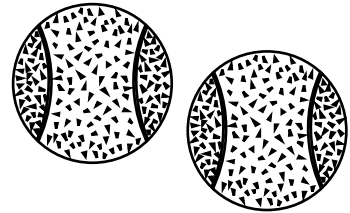
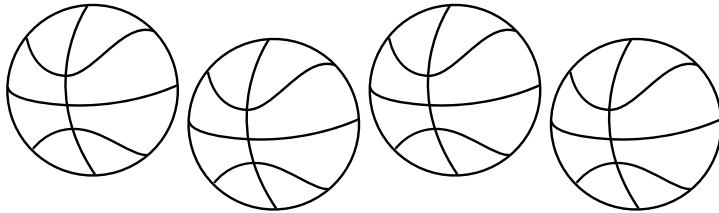
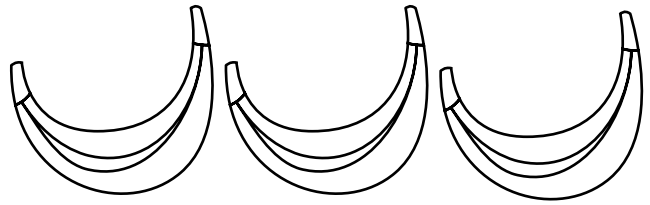
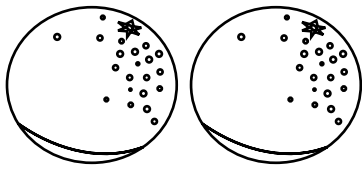


2 Join the dots.

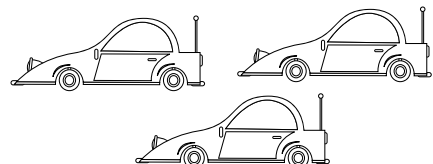
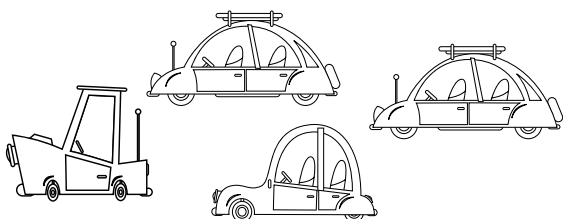
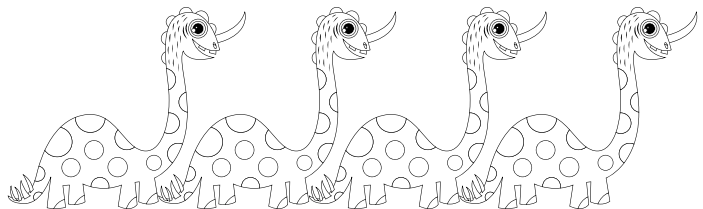
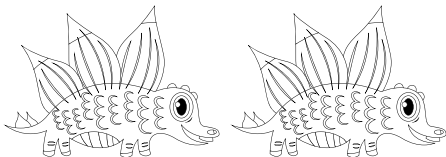
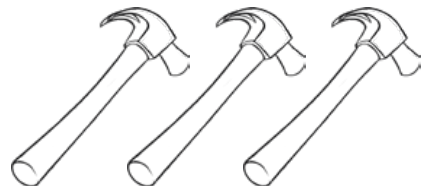
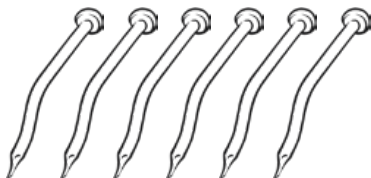


MORE AND LESS

1 Color the group that has **more** in each row.

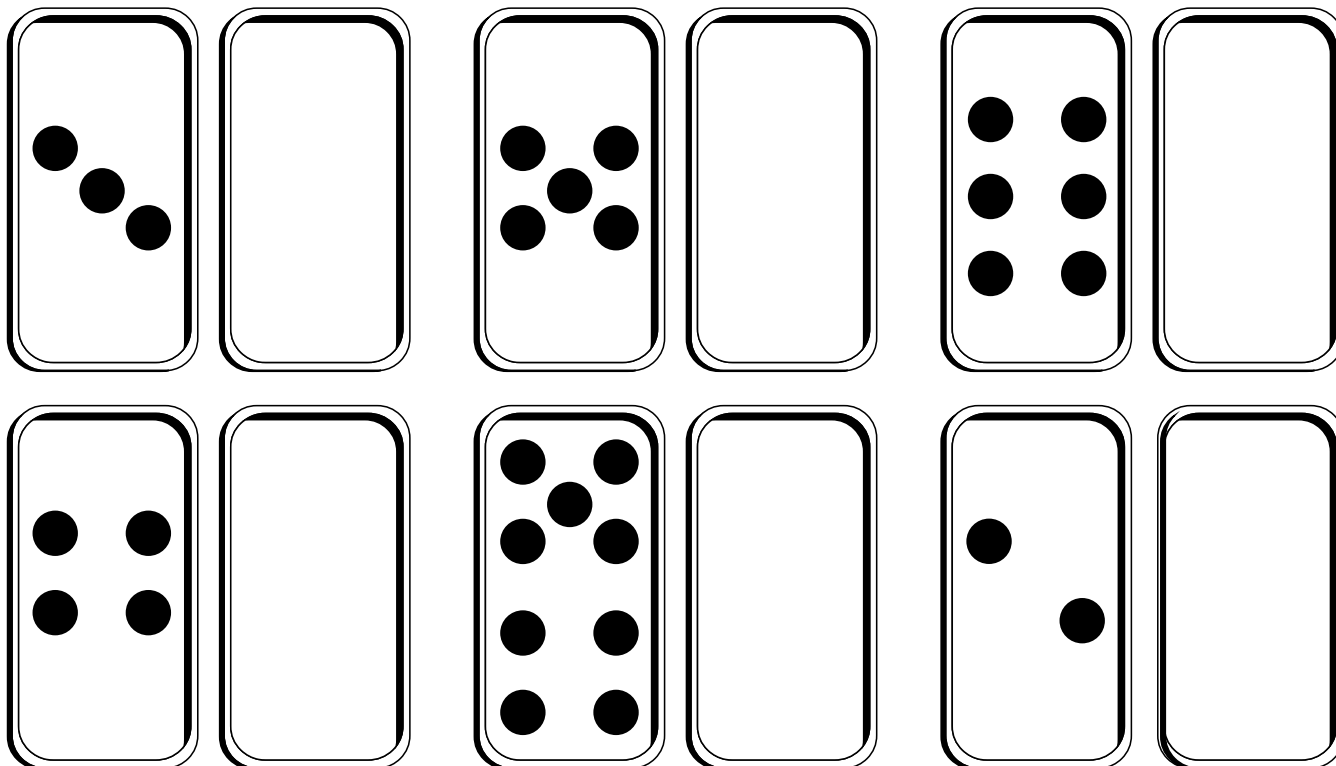


2 Circle the group that has **less** in each row.

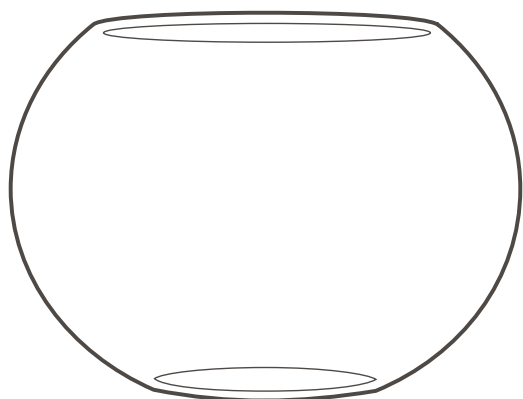
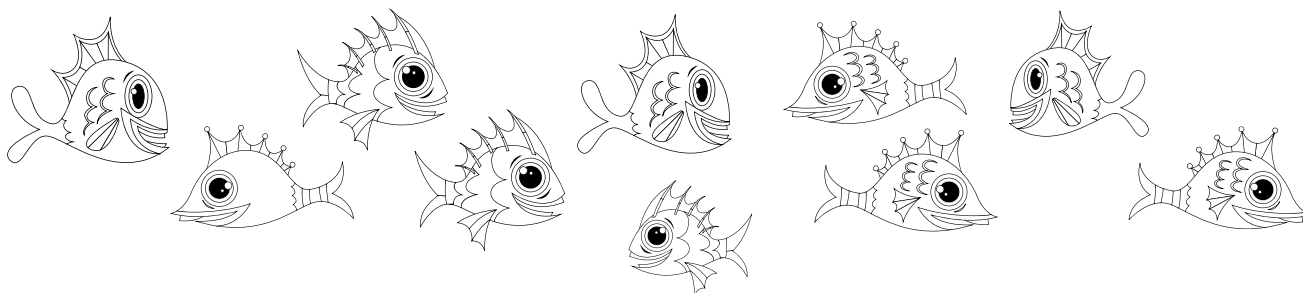


THE SAME

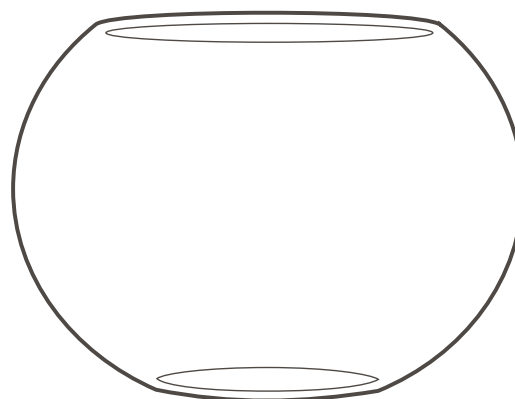
1 Draw the same number of dots.



2 Put the same number of fish in each bowl.



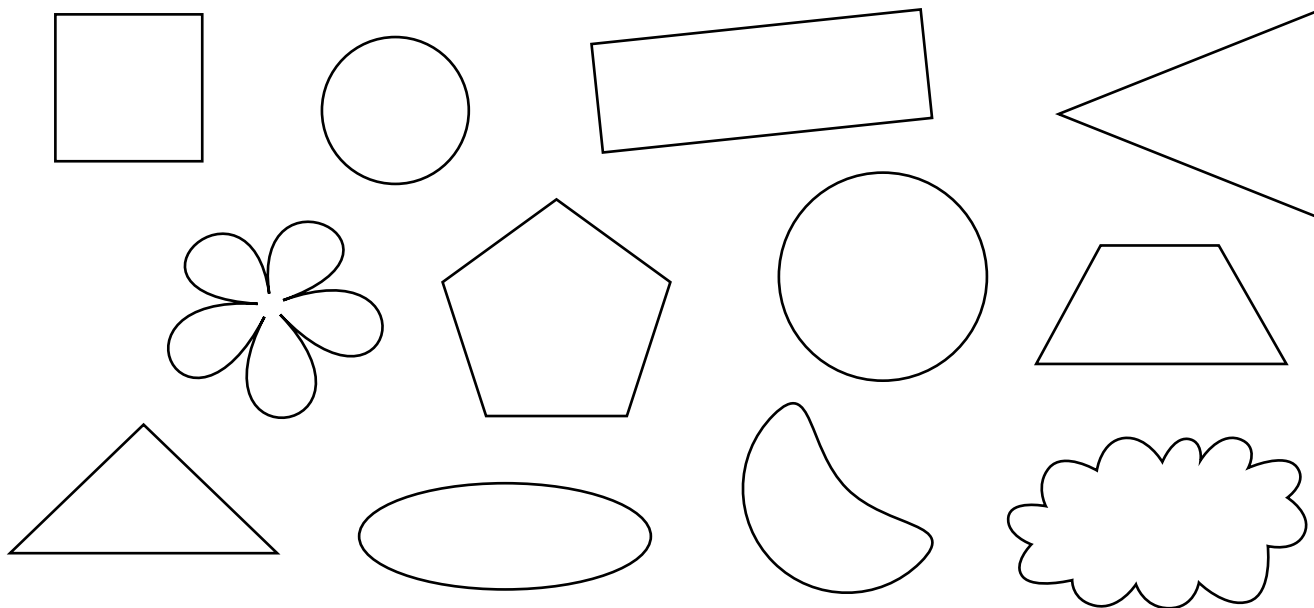
How many fish?



How many fish?

CURVED AND STRAIGHT

1 Color the shapes with straight sides pink, curved sides green.



2 Draw a shape

with straight lines.

with curved lines.

3 Trace.

curved straight

SHAPE SIDES

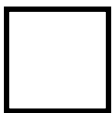
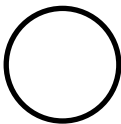


1 Complete. ✓ = yes ✗ = no

rectangle

triangle

circle

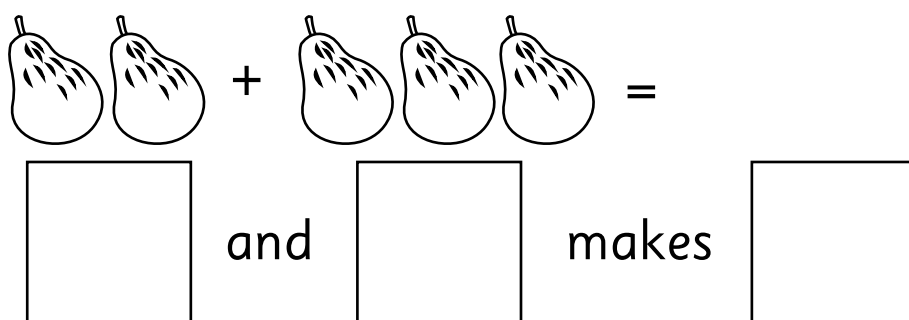
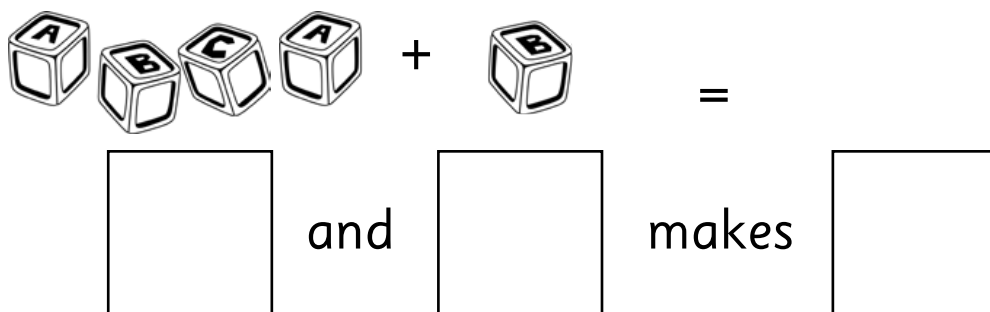
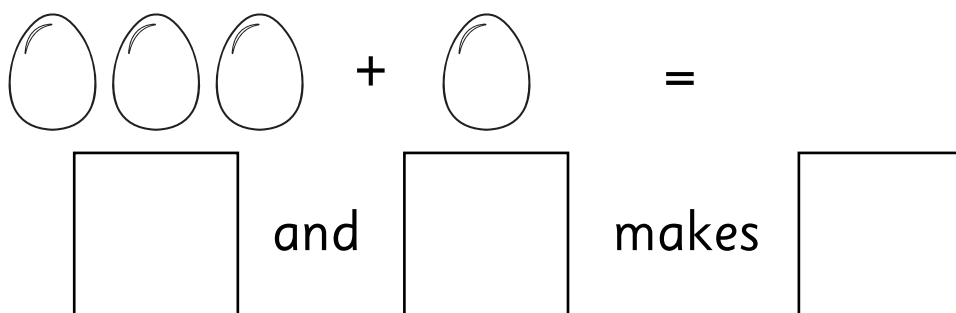
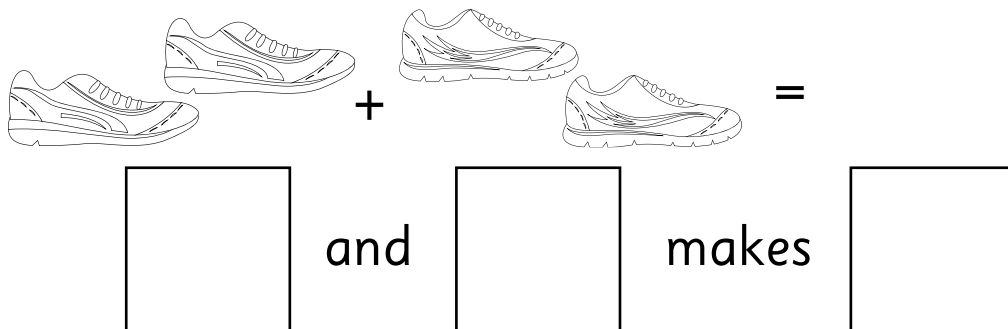
square

shape	name	<u>straight sides?</u>	<u>curved sides?</u>
	square	✓	✗
			
			
			

2 Draw a shape with 3 straight sides and 1 curved side.

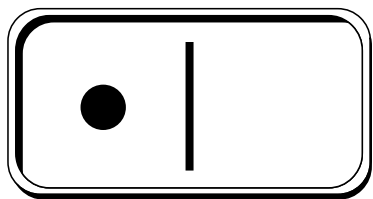
COUNT TO ADD

Count and add.

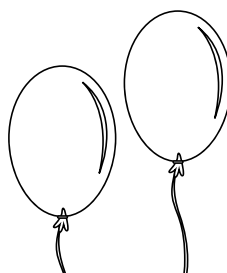


DRAW AND ADD

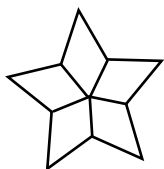
1 Draw, count, and find the total.



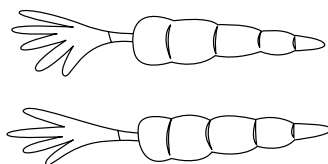
$$1 + 4 = \square$$



$$2 + 2 = \square$$

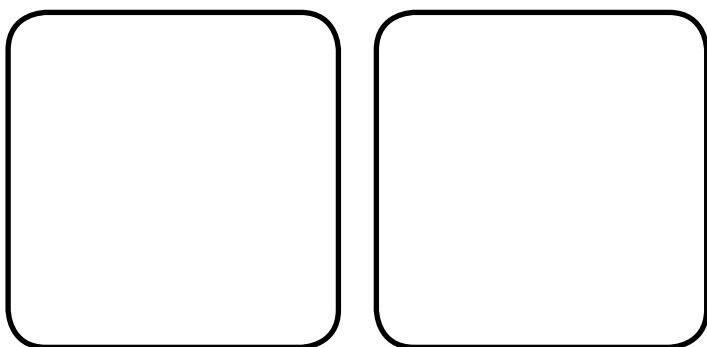


$$1 + 1 = \square$$

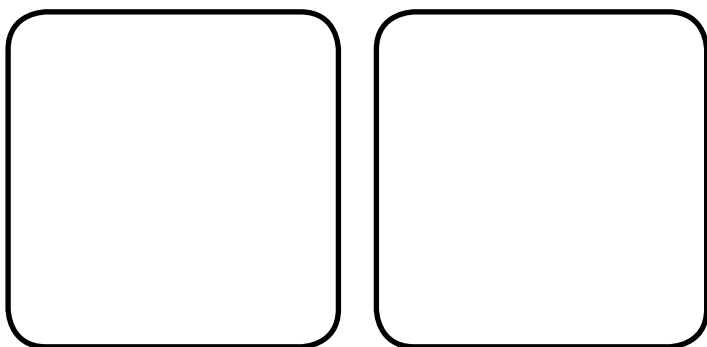


$$2 + 1 = \square$$

2 Draw two groups to make the total.



$$\square + \square = 5$$

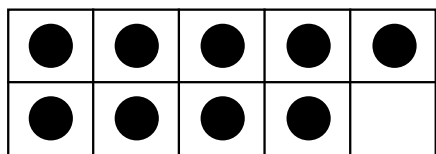


$$\square + \square = 4$$

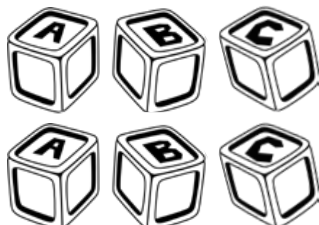
PICK A NUMBER

1 Pick a number between 6 and 10. Write it.

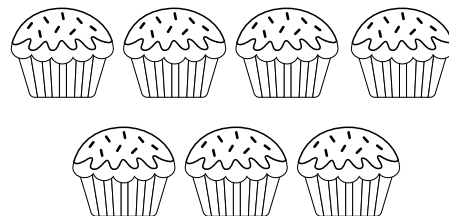
2 Is this your number? Circle yes or no.



yes no



yes no

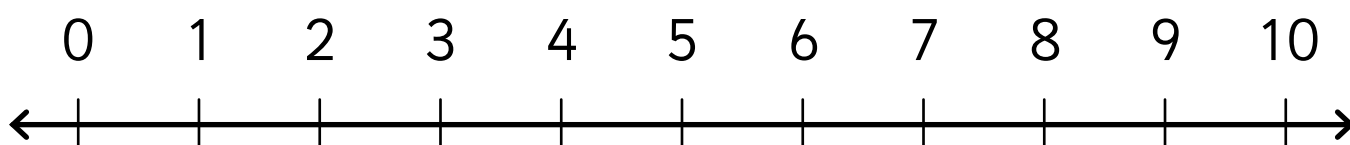


yes no

3 Draw your number in 3 ways.

4 Write your number word.

5 Circle your number.



DOC'S SHAPES

1 Read.

Doc has a box with lots of circles and lots of squares.
He picks out 3 shapes and puts them down in a line.
What 3 shapes could they be?



2 Underline the question.

3 Circle the shapes and numbers.

4 Make patterns. Draw the pictures.

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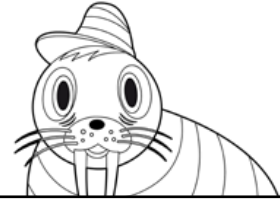
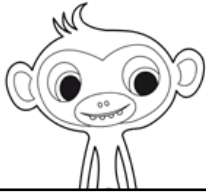
5 I found _____ different ways to solve the problem.


WORD PROBLEMS 1



1 Mango has 3 bananas. Waldo has 2 bananas.

Draw.



How many  altogether?






2 Doc has 2 pencils. Dizzy has 1 pencil.

Draw.



How many  altogether?

PITSTOP ADDITION

You will need a die , counters , and a partner .



$$2 + 2 = \longrightarrow 4 + 0 =$$

$$3 + 2 =$$

$$1 + 3 =$$

$$1 + 4 =$$

$$3 + 0 =$$

$$5 + 0 =$$



$$1 + 1 =$$



$$3 + 1 =$$

$$2 + 1 =$$

$$1 + 2 =$$

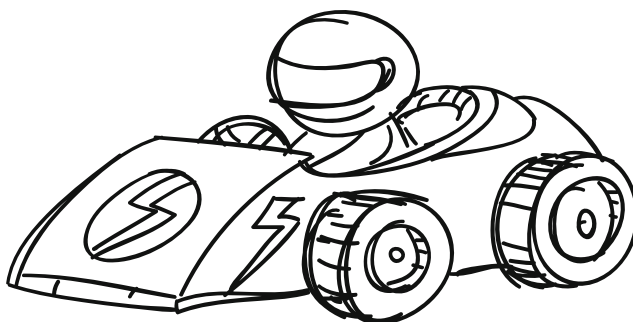
$$1 + 0 =$$

$$4 + 1 =$$

$$2 + 3 = \longleftarrow 2 + 0 =$$

HOW TO PLAY

- 1 Both players put their markers on the 'Start'.
- 2 Take it in turns.
- 3 Each player solves the addition sum on the 'pitstop' they land on.
- 4 Check other's answers. Move back one place if you get it wrong.
- 5 The winner is the first to reach the 'Finish' line.



Get Ready for Grade 1

Number Lines

Online lesson: Lesson 25 – Number Lines 1-10

Worksheets: Number Line Match, Number Line Work

Length

Online lesson: Lesson 26 – Long and Short

Worksheets: Length Words, Match and Draw

Patterns

Online lesson: Lesson 27 – Patterns

Worksheets: Continue Patterns, Complete Patterns

Number Lines 2

Online lesson: Lesson 28 – Number lines 2

Worksheets: Count Forward and Back, Before and After

Weight

Online lesson: Lesson 29 – Heavy and Light

Worksheets: Weight Words, Compare Weights

Bonus

Poster: Measurement

Online: Driving Tests Early Number 9, Early Measurement 1-12, Early Patterns 1-3

Sheets: Scavenger Hunt, Bead Necklaces, Hefting

Game: Tall Towers



Measurement

big



small



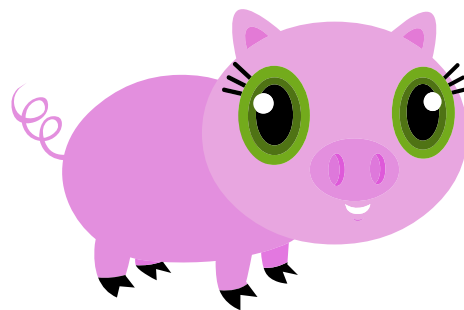
tall



short



light



heavy



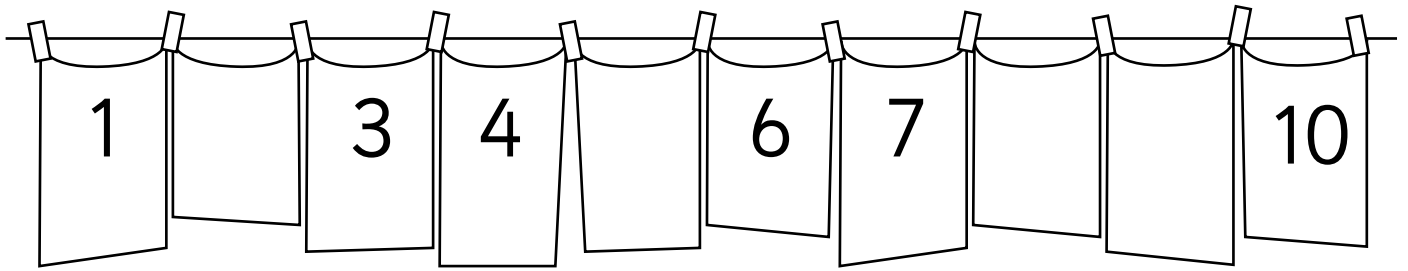
long



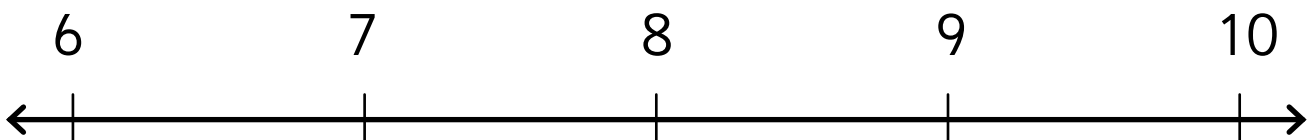
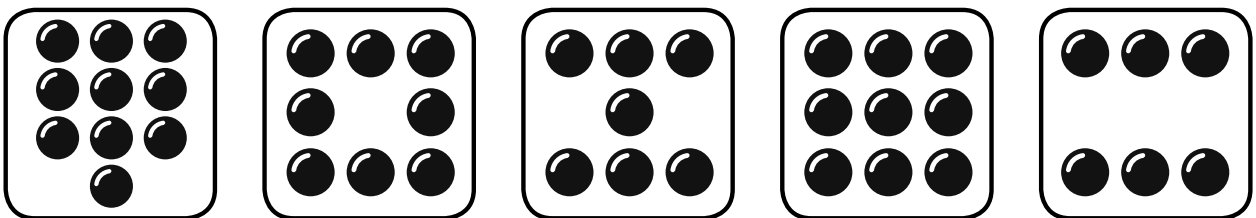
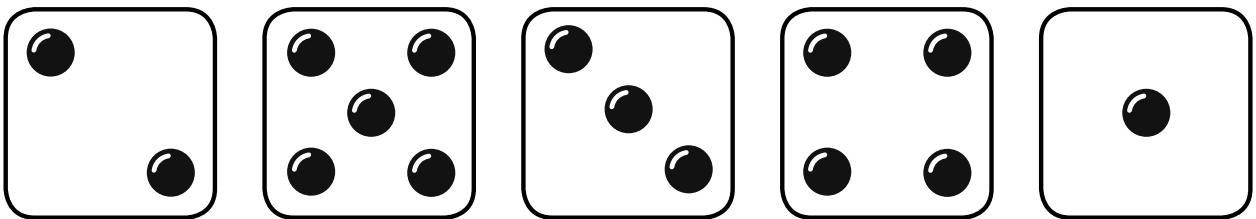
short

NUMBER LINE MATCH

1 Complete the number line.

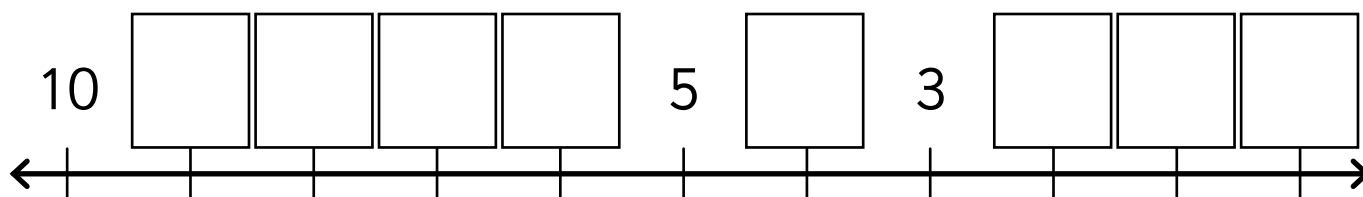


2 Count the dots. Join to the number line.

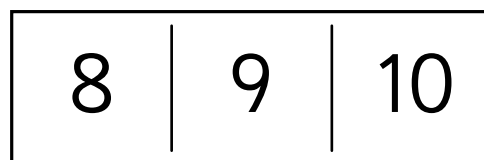
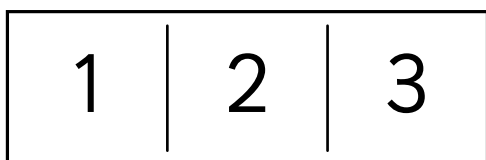
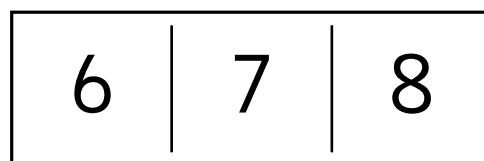
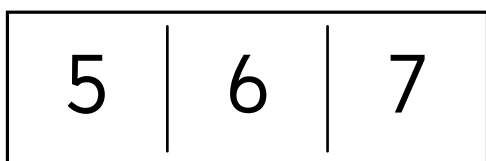


NUMBER LINE WORK

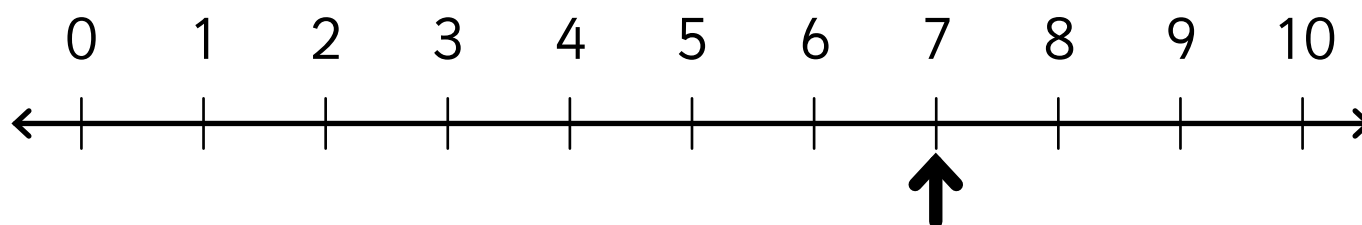
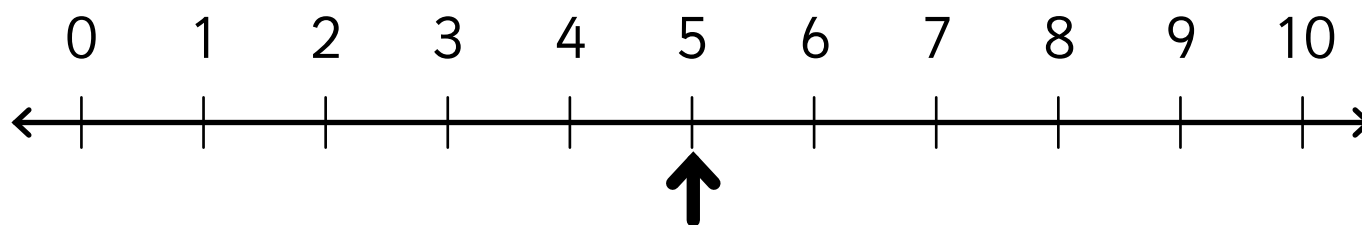
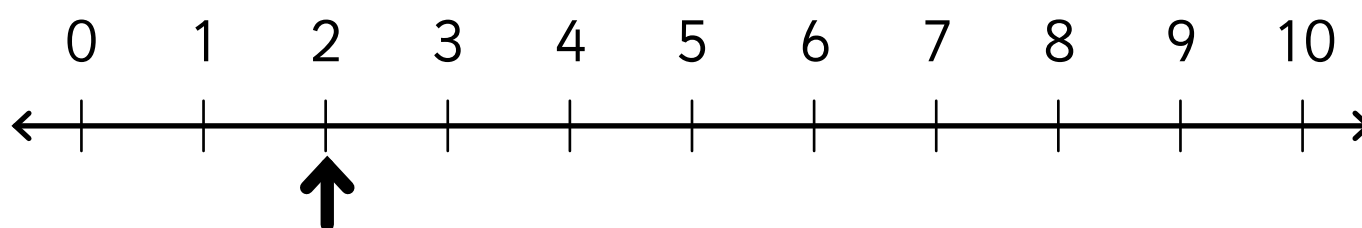
1 Complete the number line.



2 Join the pieces together.



3 Count forward 3 places. Circle the number.



LENGTH WORDS

1 Trace and write.

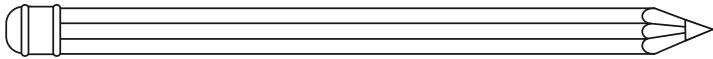
short

long

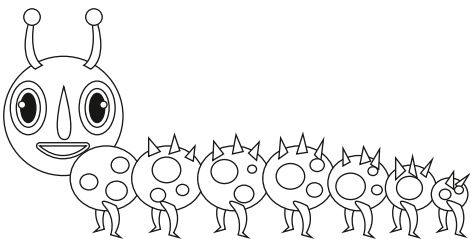
2 Match each picture to a word.



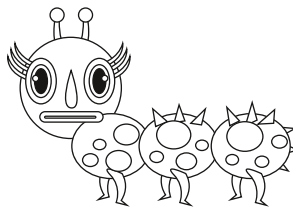
longer



shorter



longer



shorter

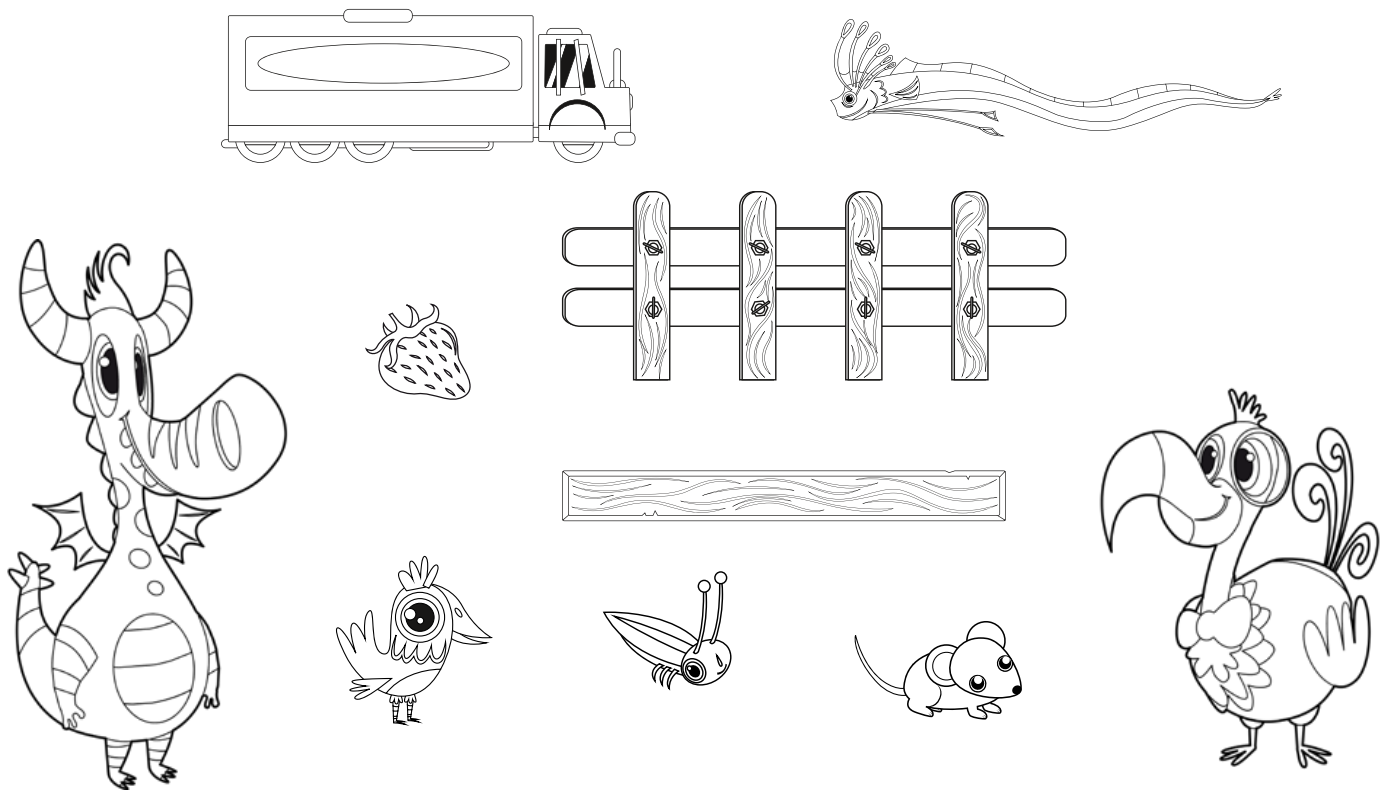


longer

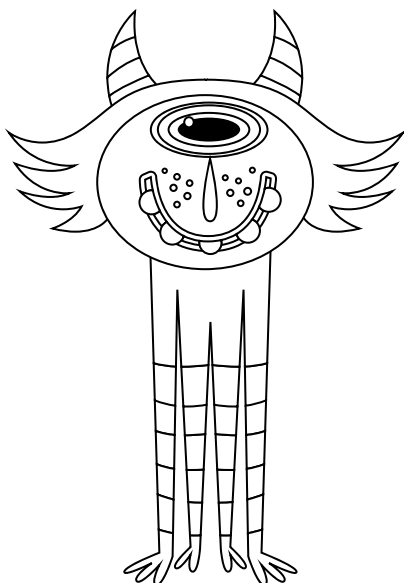


shorter

1 Join **long** things to Dizzy and **short** things to Doc.



2 Draw.



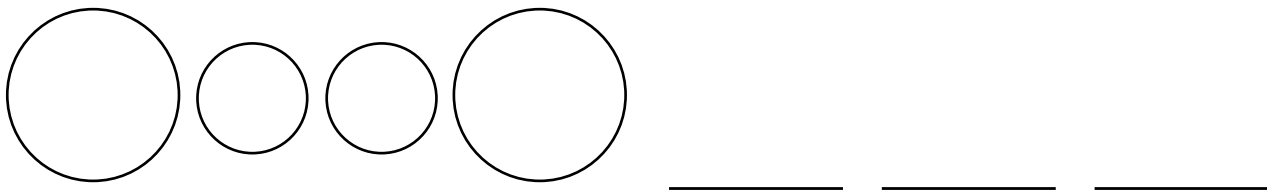
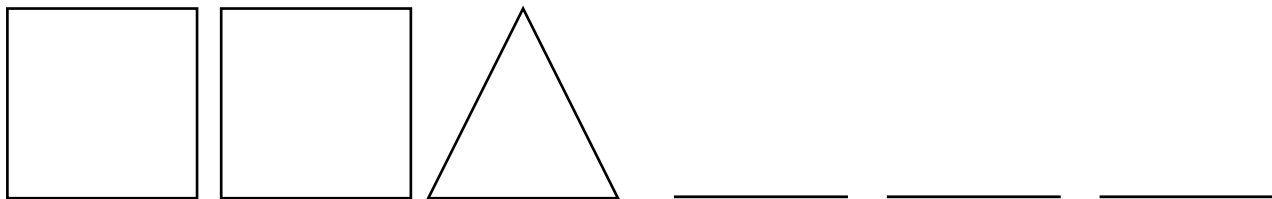
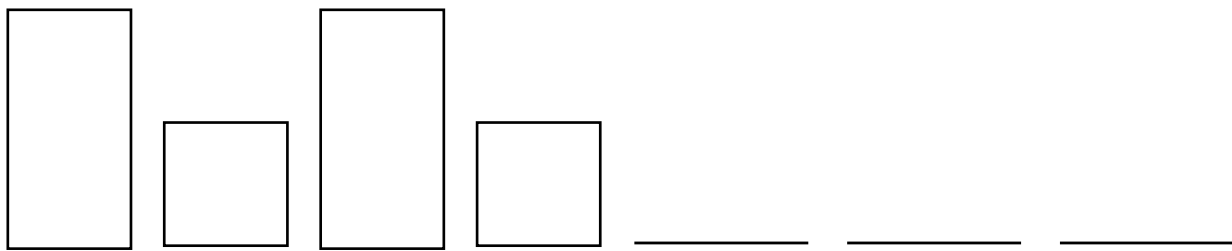
a shorter monster



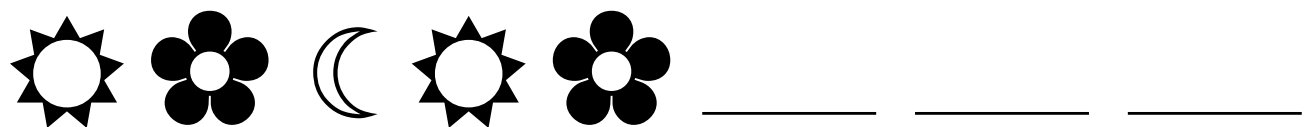
a longer worm

CONTINUE PATTERNS

1 Draw the next three shapes in each row.

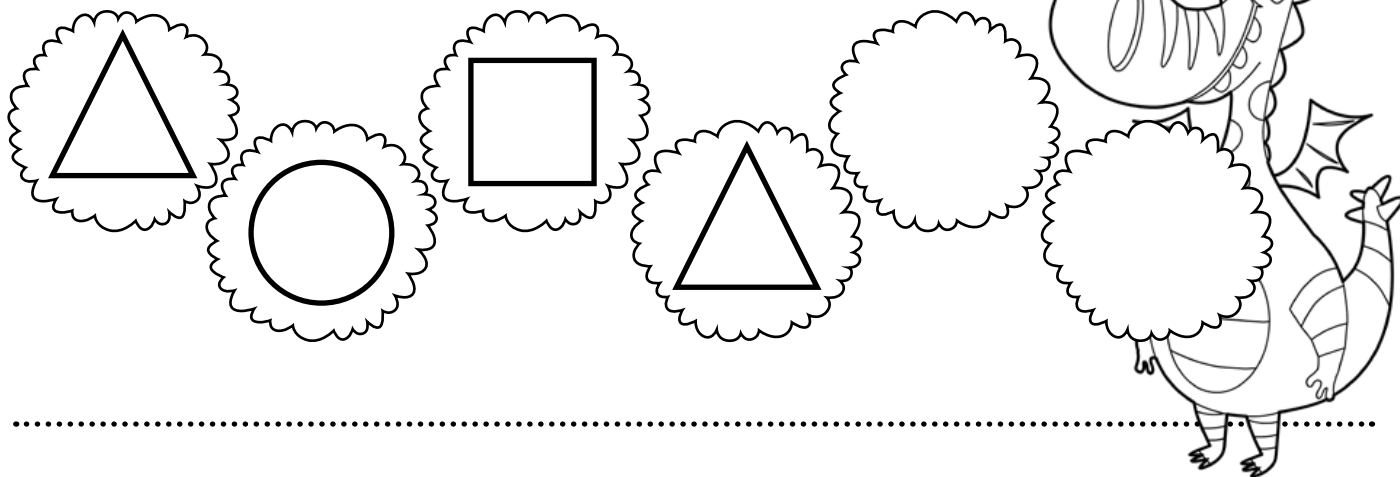


2 Draw the next three things in each pattern.

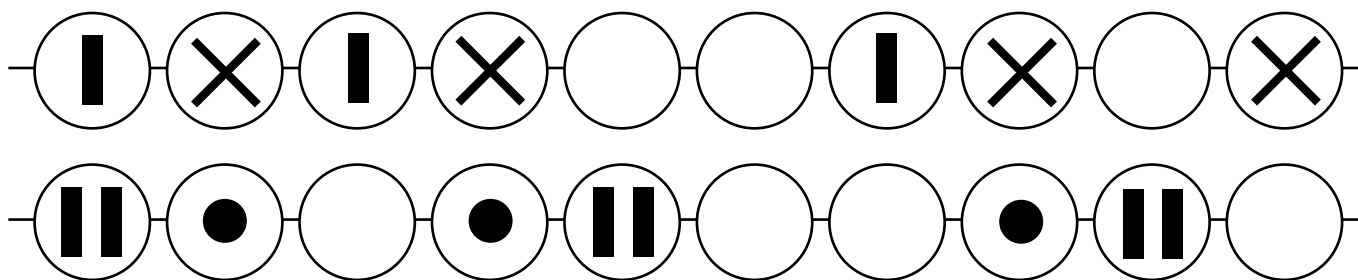


COMPLETE PATTERNS

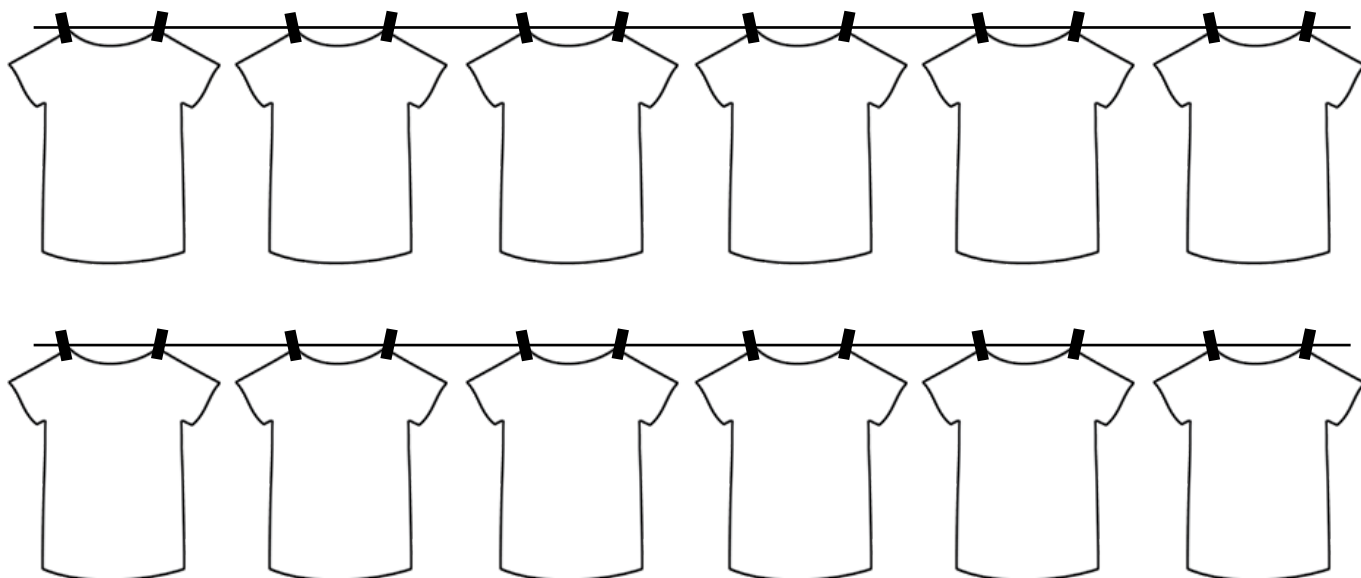
1 Complete Dizzy's pattern.



2 Draw in the missing beads.

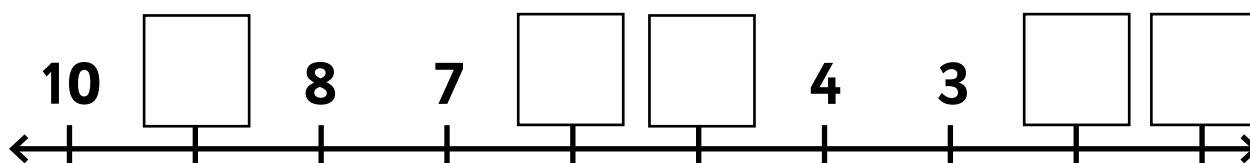
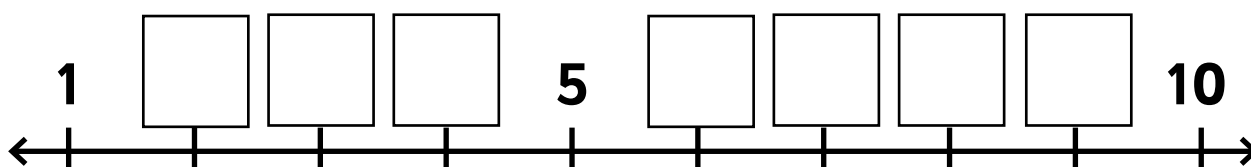
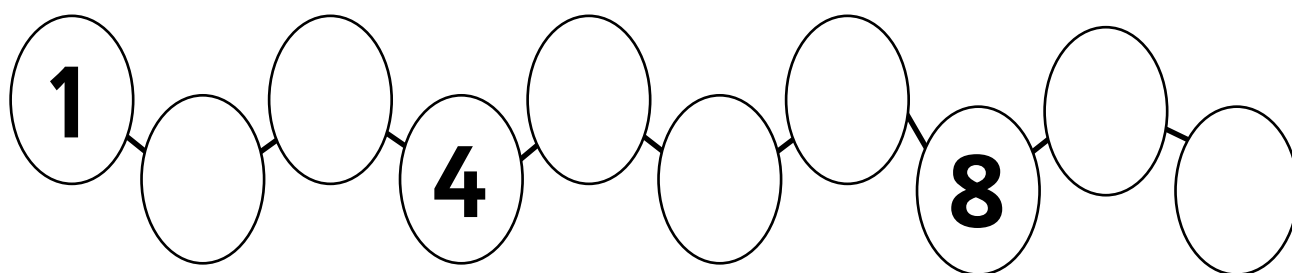


3 Color these shirts to make a pattern.

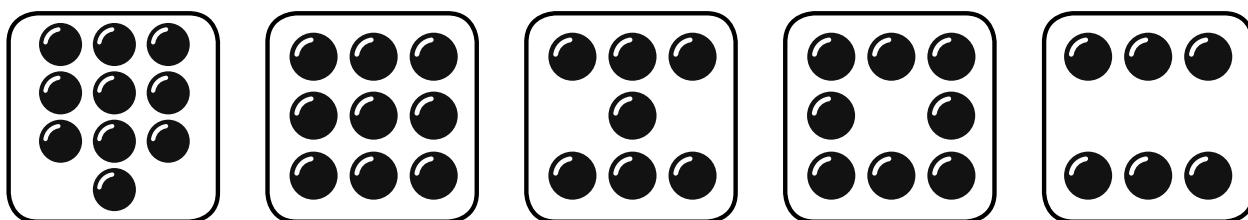
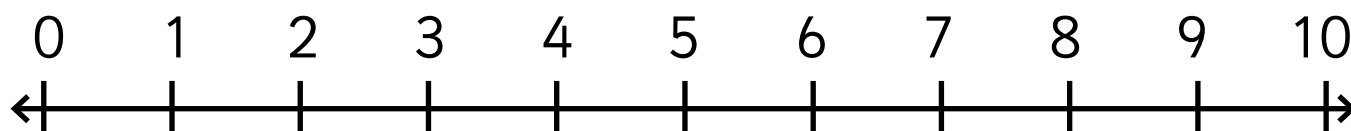
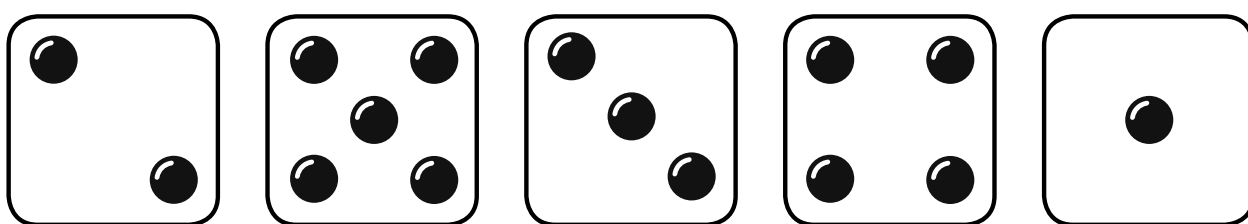


COUNT FORWARD AND BACK

1 Complete each number line.



2 Join each dot pattern to its number.

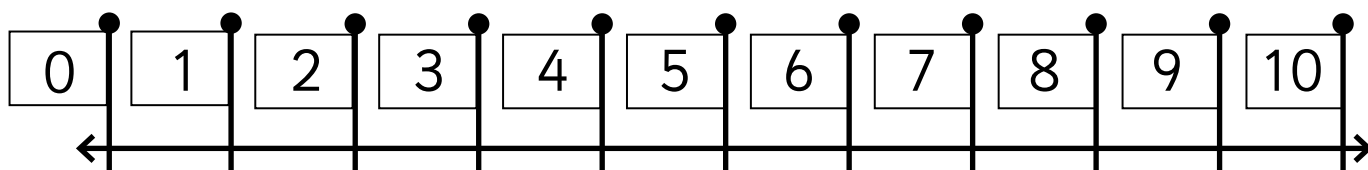


BEFORE AND AFTER

1 Color the number.

before 3.

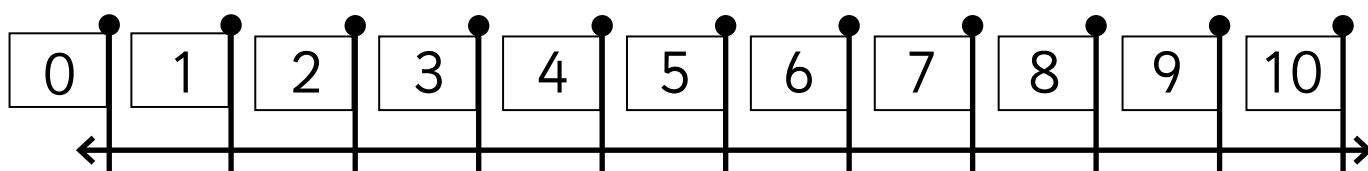
after 7.



2

before 7.

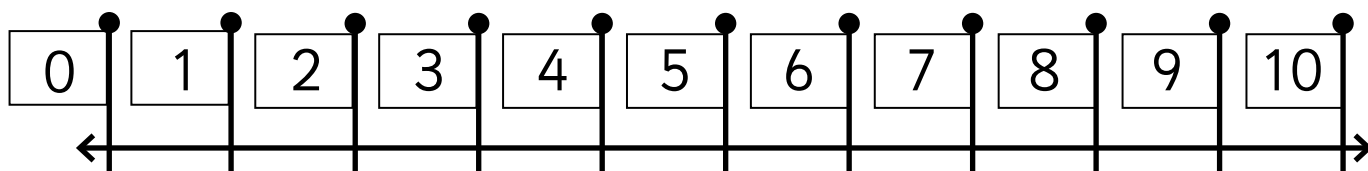
after 9.



3

before 10.

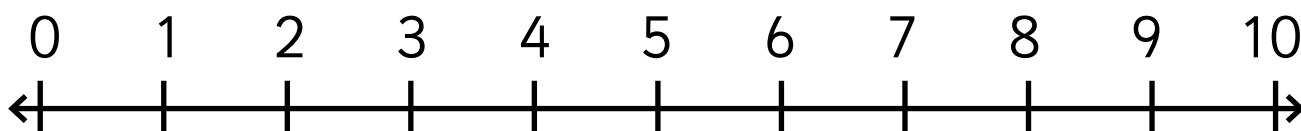
after 2.



4 Circle the number.

before 5.

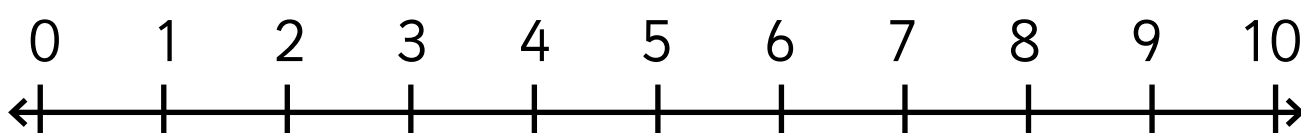
after 9



5

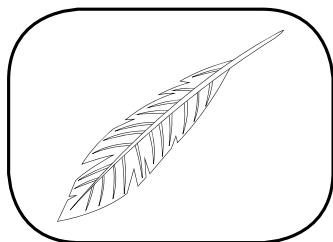
before 9.

after 4

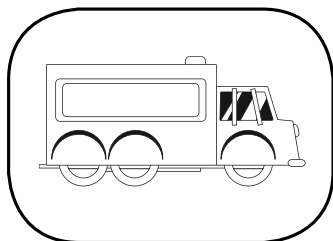
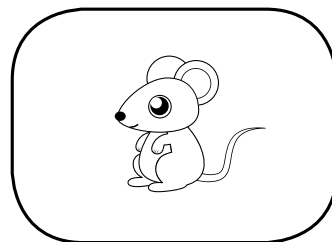


WEIGHT WORDS

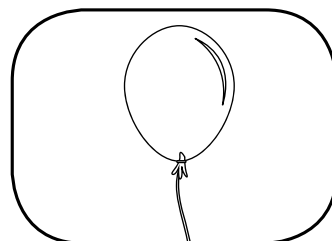
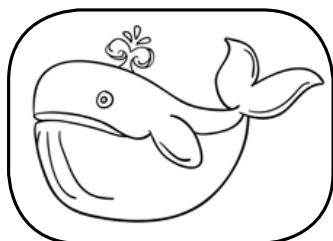
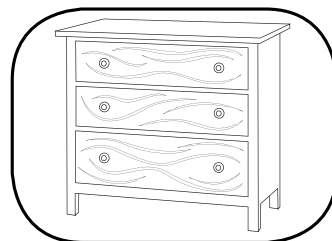
1 Match each picture to a word.



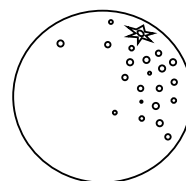
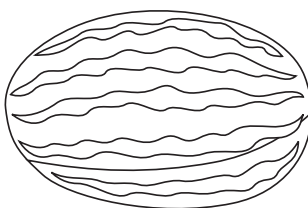
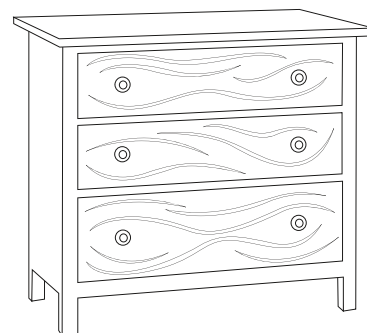
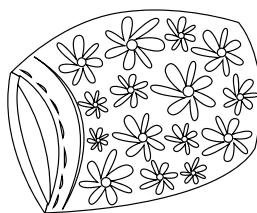
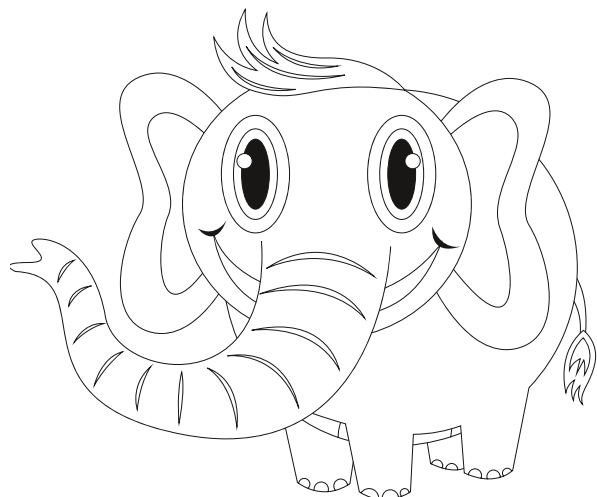
heavy



light



2 Match each picture to a word.



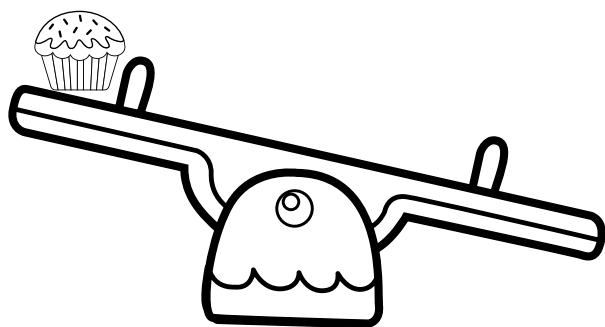
lightest

heavier

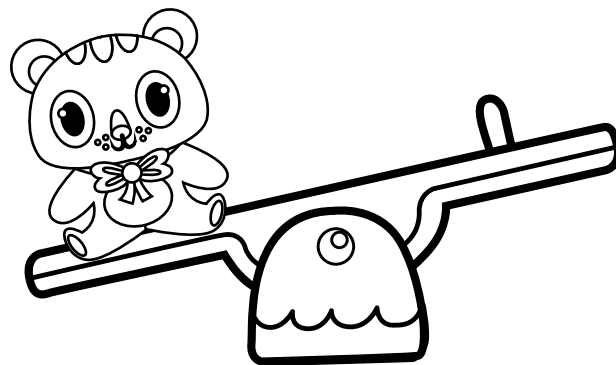
heaviest

COMPARE WEIGHTS

1 Draw.

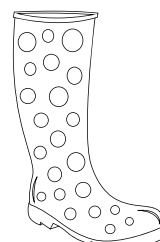
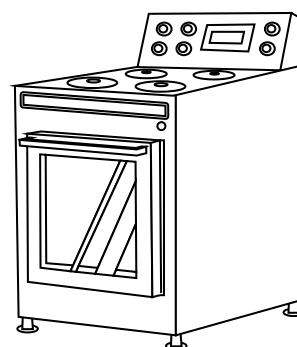
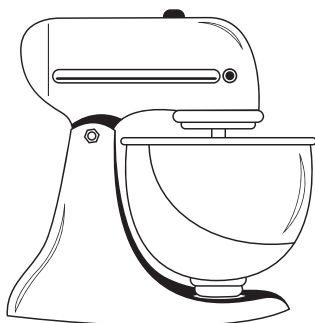
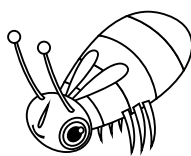
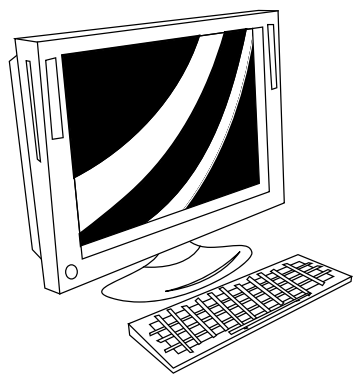


a heavier thing



a lighter thing

2 Circle the **heavier** thing in each pair.
Color the **lighter** thing.



SCAVENGER HUNT

Find 3 things that are taller than you.

Find 3 things that are shorter than you.

Complete. Draw or write.

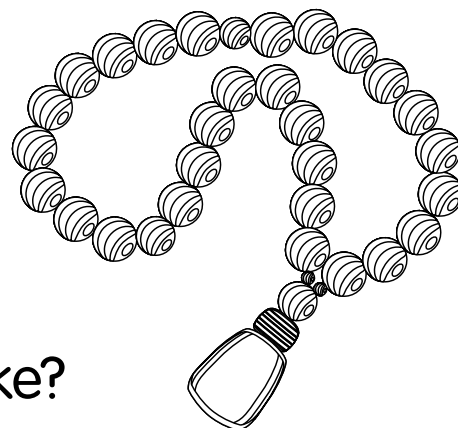


taller	shorter

1 Read.

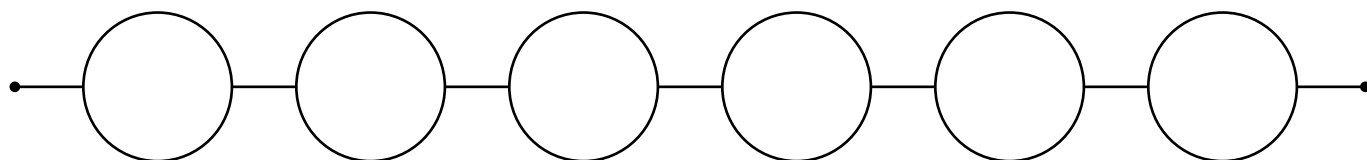
Ruby is making a bead necklace.
Some beads are red, some are
green, and some are yellow.

What could Ruby's necklace look like?

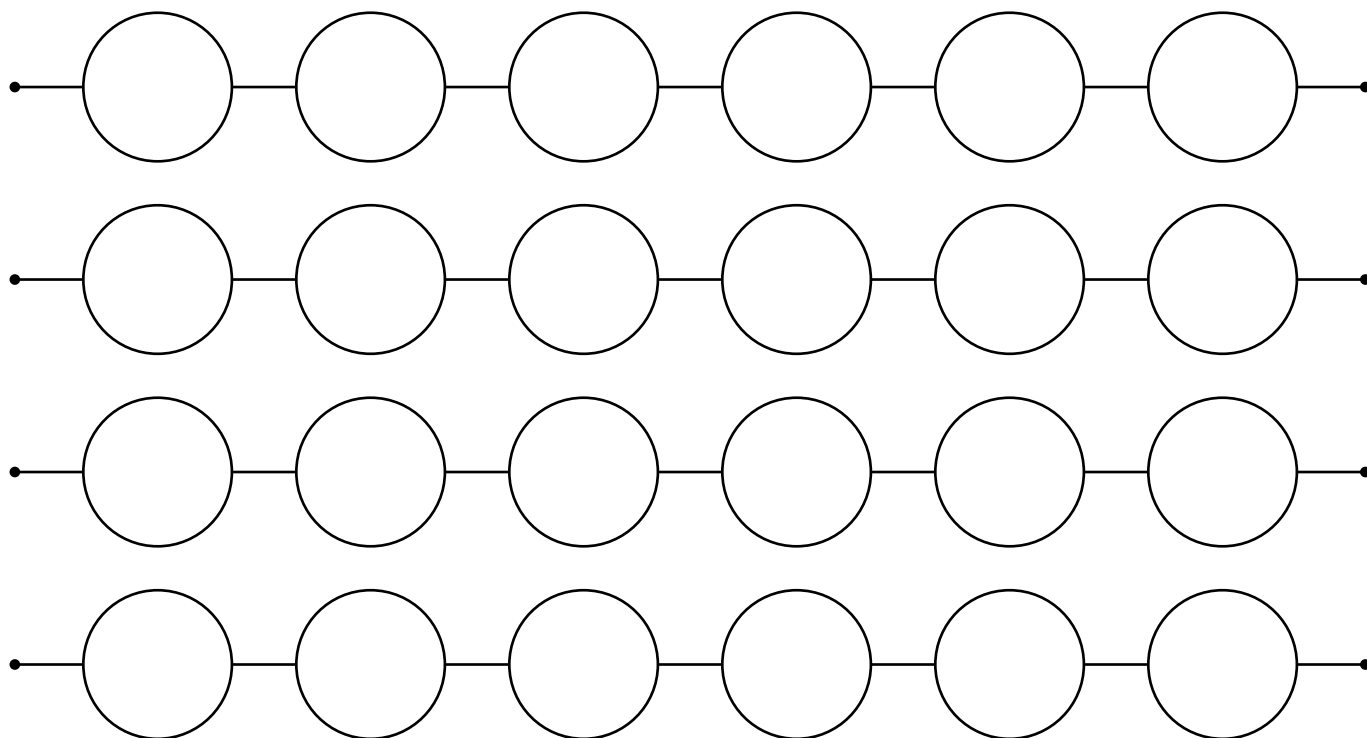


2 Underline the question. **3** Circle the facts.

4 Make patterns. Color the beads.

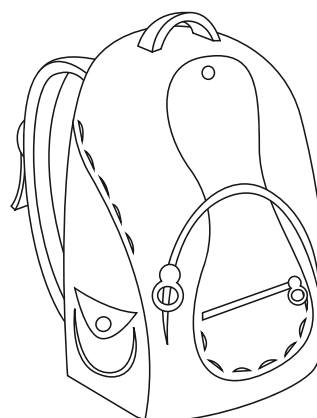
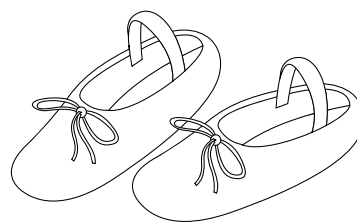
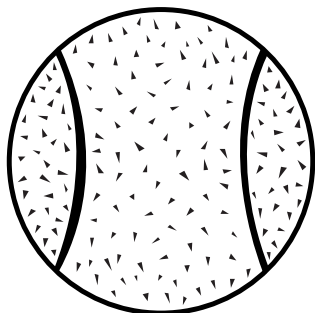
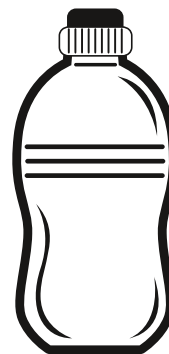
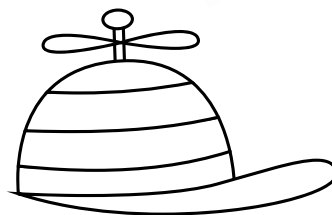
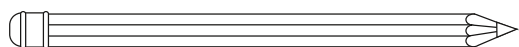
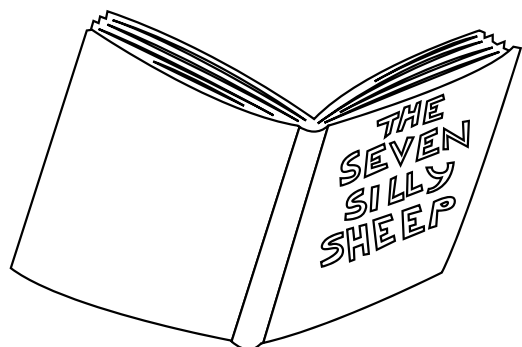




5 Draw some different ways to solve this problem.



6 I found _____ different ways to solve the problem.

Hold each pair of things in your hands.
Can you feel which one is heavier?
Color the heavier object in each pair.



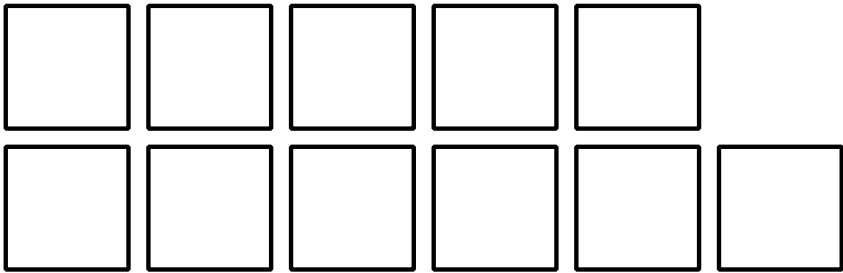
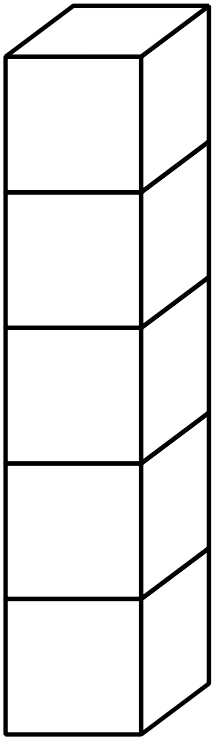
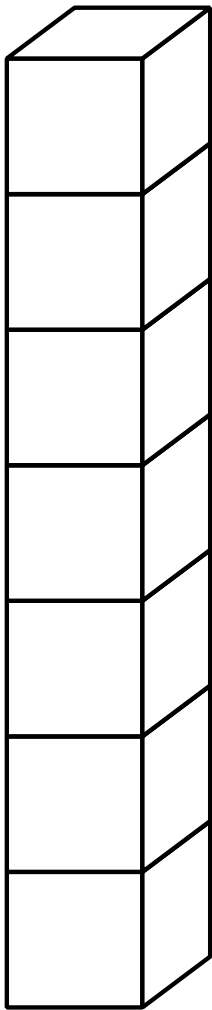
You will need cubes , dice , and a partner 😊.

- 1 Roll the dice and pick up the same number of cubes.
- 2 After 3 turns stack your cubes into a tower.
The tallest tower wins. Play 2 more games.

OR

You can make a line of cubes and compare lengths.
The longest tower wins. Play 2 more games.

	Winner
Game 1	
Game 2	
Game 3	





Dear Parent or Guardian,

Your child has take-home access to Mathseeds, a highly interactive and personalized learning journey that will help your child build mathematic skills at their own pace. They simply sign in with their Mathseeds user-name and password using any compatible computer or mobile device. We have put together a few easy to follow support resources to make using Mathseeds at home as simple as possible for both parents/guardians and your children.

Sign into mathseeds.com with your child to start exploring.

- 1 Student Console Map
- 2 Top 7 tips on using Mathseeds at home
- 3 How Mathseeds Lessons Work



Mathseeds teaches kids core mathematics and problem solving skills needed to be successful with fun, highly interactive and rewarding lessons. Mathseeds combines highly structured lessons with fun motivational elements that keep children engaged and keen to learn.

Student Mathseeds Login:

Fill out your child's login details sent by their teacher.

Username: _____

Password: _____

Sign in at: mathseeds.com



A 3P Learning product

Mathseeds Student Console Map

Mental Minute

The area is designed specifically to build math fact fluency - the ability to recall basic math facts accurately, quickly and with ease.

Lessons

This is the heart of the program, the Math lessons. Students progress through lessons as their math skills increase, earning golden acorns and pets as rewards!

Driving Tests

More than 340 highly motivating tests assess students' skills and knowledge with a fun reward game!

Play

The Playroom consists of seven sections with more than 120 activities. Students can access the playroom at any time simply by clicking on the Playroom icon.

Shop

Students can buy items from the shop using their golden acorns earned by completing lessons. These items can be used to decorate their Treehouse.

Arcade

Students can reward themselves by playing an arcade game. Each game costs 10 acorns.

Treehouse

Each student can visit their Treehouse and find rewards earned or items bought from the shop. Students use these items to decorate their Treehouse.

Awards

This is where the student certificates are located. Students can print their certificates to take home or display in the classroom.

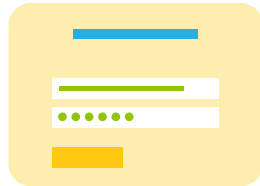


Top 7 Tips for using Mathseeds to support your child's learning at home.



1

Make sure you have your child's Mathseeds username and password.



2

Mathseeds can be accessed on PC / Mac, iOS and Android devices as well as Windows tablets and Chromebooks.



3

Your child's teacher has set them up with the correct curriculum content allowing your child the ability to explore independently, as well as completing any assigned work.



4

Encourage your child to earn acorns by completing their lessons. They can use their acorns to shop for their **Treehouse** or **Avatar**.



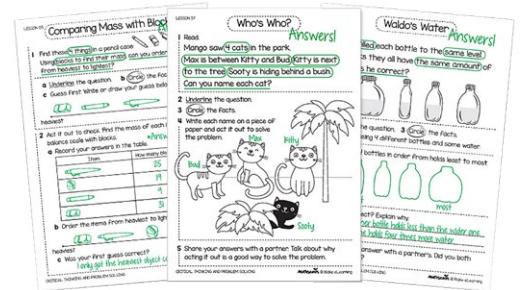
5

Mathseeds is full of great additional activities that make learning fun. In the **Play, Shop, Awards, Arcade**, and **Treehouse** area, children will enjoy using their rewards for to shop and play!



6

Practicing mathematics off-line is important too! Look for an email from your child's teacher with printable worksheets.



7

Celebrate achievements and effort!

Certificates can be found in '**My Awards**'. If you have access to a printer, print them off and display throughout the house.

If not, login with your child to view certificates and Acorns earned each week!



How Mathseeds Lessons Work



1

Mental Minute

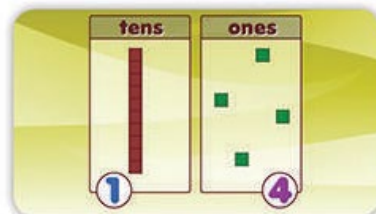
The Mathseeds characters explain the concept and discuss how to solve a problem.



2

Student Practice

Interactive screens give students the opportunity to practice new skills..



3

Mathseeds Songs

Many lessons include a memorable song that reinforces the new concept.



4

Mathseeds Activities

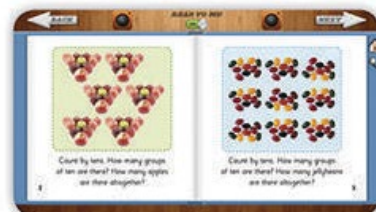
Every Mathseeds lesson includes a set of nine interactive activities, with more than 350 different activities within the program.



5

The E-book

Every lesson ends with a book that includes full audio support. These books restate the main lesson points and are designed to consolidate new concepts and skills.



6

Earning a Reward

Students earn golden acorns for all activities completed. As a bonus, a cute pet hatches at the end of every lesson. This pet appears on their map and they progress to the next lesson.

