

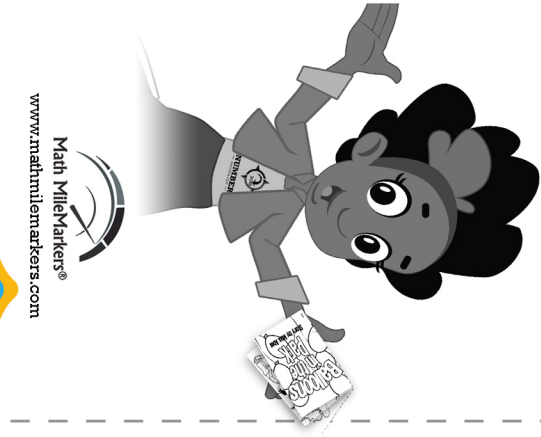


Math MileMarkers®
Math-Infused Stories

FOLDABLE STORIES

A collection of math-infused mini-books

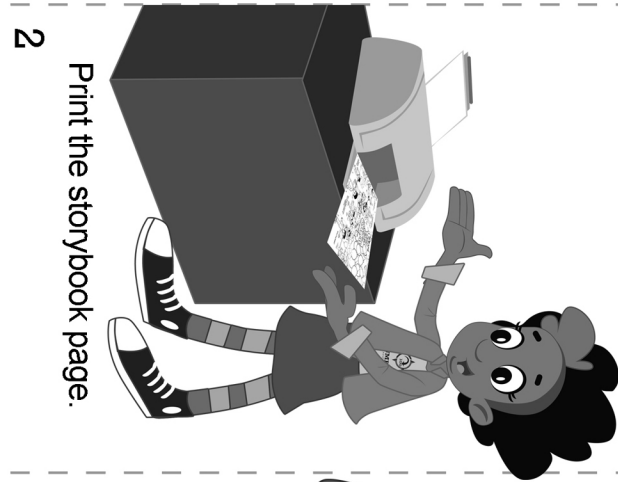




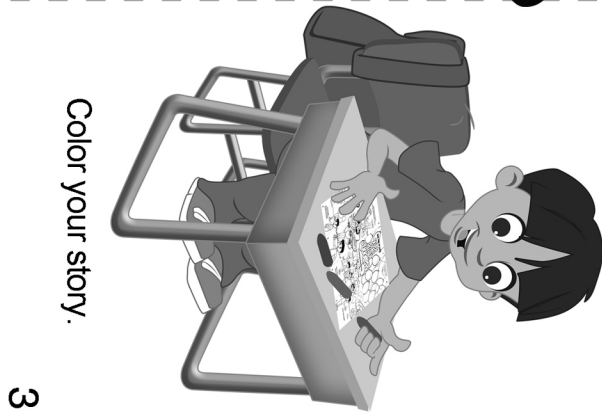
Read and Enjoy!

How To Make A Foldable Storybook

Math MileMarkers®



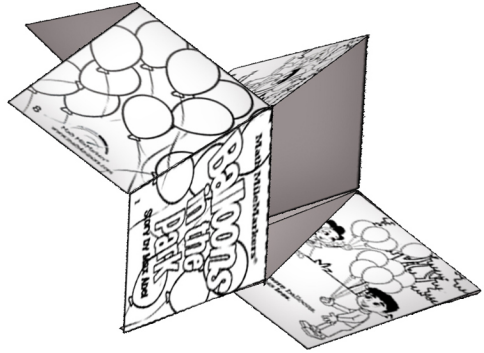
Print the storybook page.



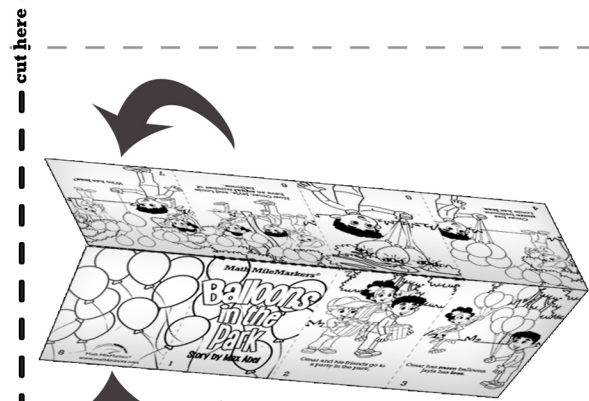
Color your story.



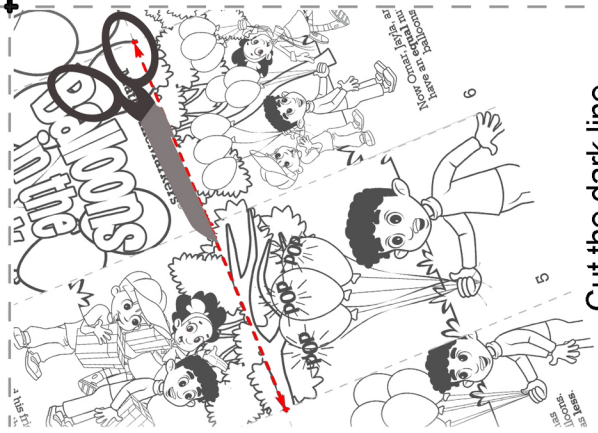
Fold the pages so the book will open in the order from page 1 to 8.



Push the ends together so that the middle pops out and makes an X.

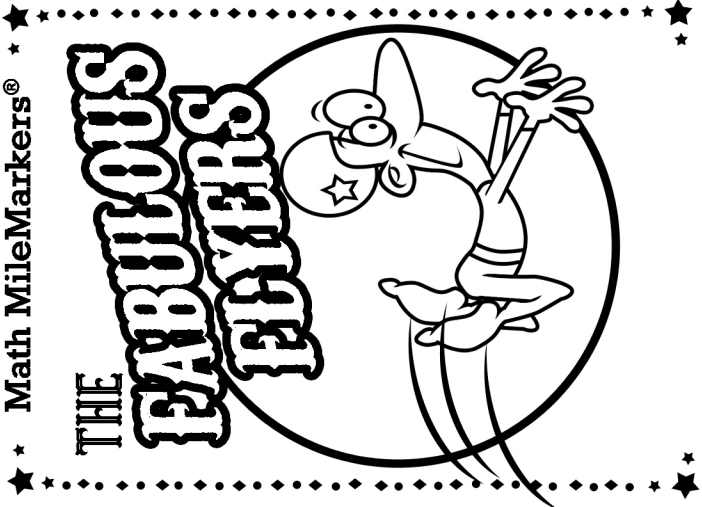


Use the dotted lines to fold your book.



Cut the dark line in the center.

Storyteller



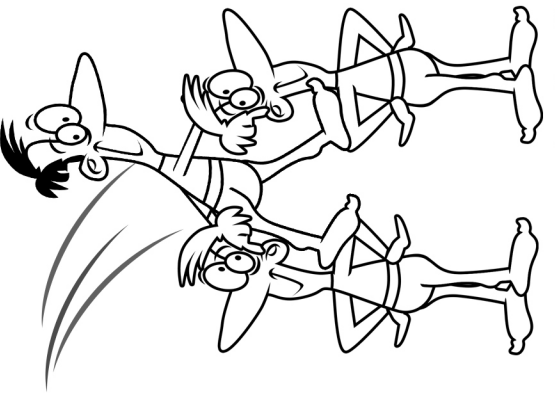
Two Fabulous Flyers take the stage.

2



One more than two is three.

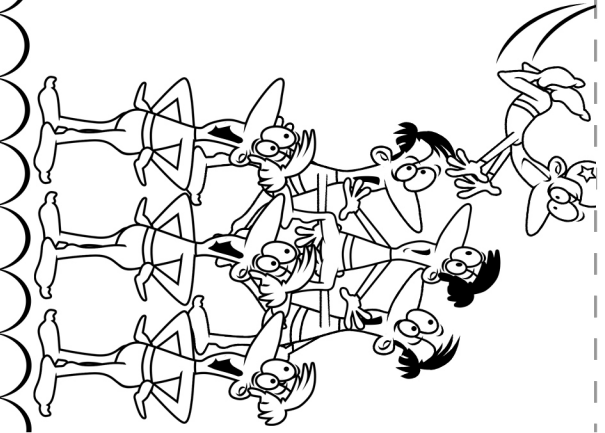
3



cut here

One more than six is...
DANGEROUS!

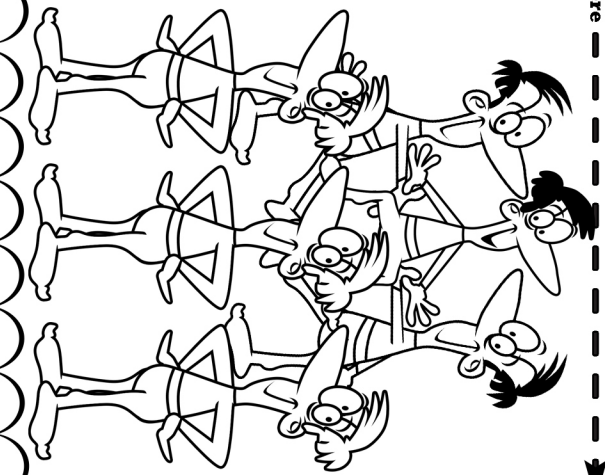
7



One more than five is six.

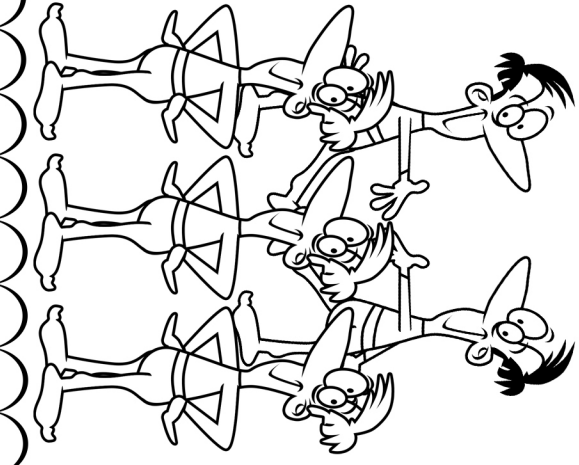
5

6



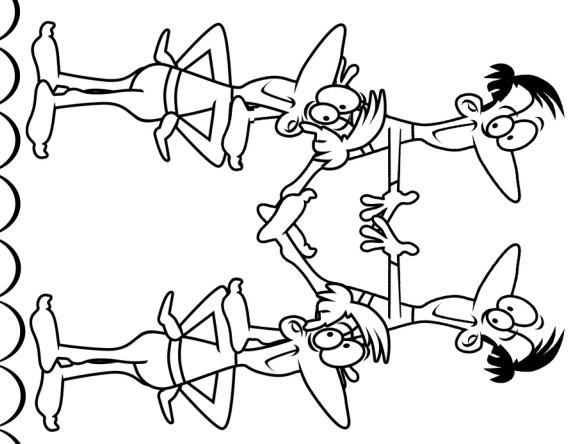
One more than four is five.

5



One more than three is four.

4



Story #4 The Fabulous Flyers

Learning Intention

Counting and Cardinality, One More.

- Understand that each successive number name refers to a quantity that is one larger. K.CC.B.4.C
- Represent addition and subtraction with objects, fingers, mental images, drawings, sounds (e.g., claps), acting out situations, verbal explanations, expressions, or equations. K.OA.A.1
- Represents a number of objects (0-5), with a written numeral 0-5 (with 0 representing a count of no objects). K.CC.7
- Recognizes whether the number of objects in one group is more than, fewer than, or equal to (the same as) the number of objects in another group (e.g., using matching and counting strategies). Note: Include groups with up to five objects. PK.MATH.6
- Counts to tell the number of objects. PK.MATH.2
- Understands the relationship between numbers and quantities to 10, connects counting to cardinality. PK.MATH.3
- When counting objects, says the number names in the standard order, pairing each object with one and only one number name and each number name with one and only one object. (1:1 correspondence) PK.MATH.3a
- Given a number from 1-10, counts out that many objects. Compares numbers. PK.MATH.4b

Retell

Invite your child to reread and retell the story. What do they notice? What do they wonder?

What is the change that occurs as the story continues? K.CC.B.4.C

As your child rereads the text, ask them to record the number symbol above its word form. K.CC.A.3

Recreate

Invite your child to recreate the story using toys or objects to represent the flyers as they add one more to each formation. What would happen if the formation continued to grow?

How many toys can your child pile on top of each other before it becomes “dangerous”?

Record what happened mathematically on each page by writing an equation. K.OA.A.1

Talk About Math

Given the number of flyers on each page, how could you make 10? K.OA.A.4

How many flyers at the start?	How many join? +1	How many now?
6	6+1	7
9		
		12
		100

Extension

Use the template to create additional formations that the flyers could make.

K.CC.B.4.B; K.OA.A.3

$$5 = 2 + 3$$

$$5 = 4 + 1$$

For additional curriculum companion activities and resources visit www.mathmilemarkers.com

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Math Mile

LEVEL
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