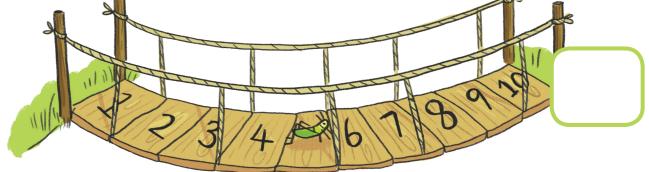


A grasshopper is on 5 and takes 3 steps. Where will she land? Write the number.

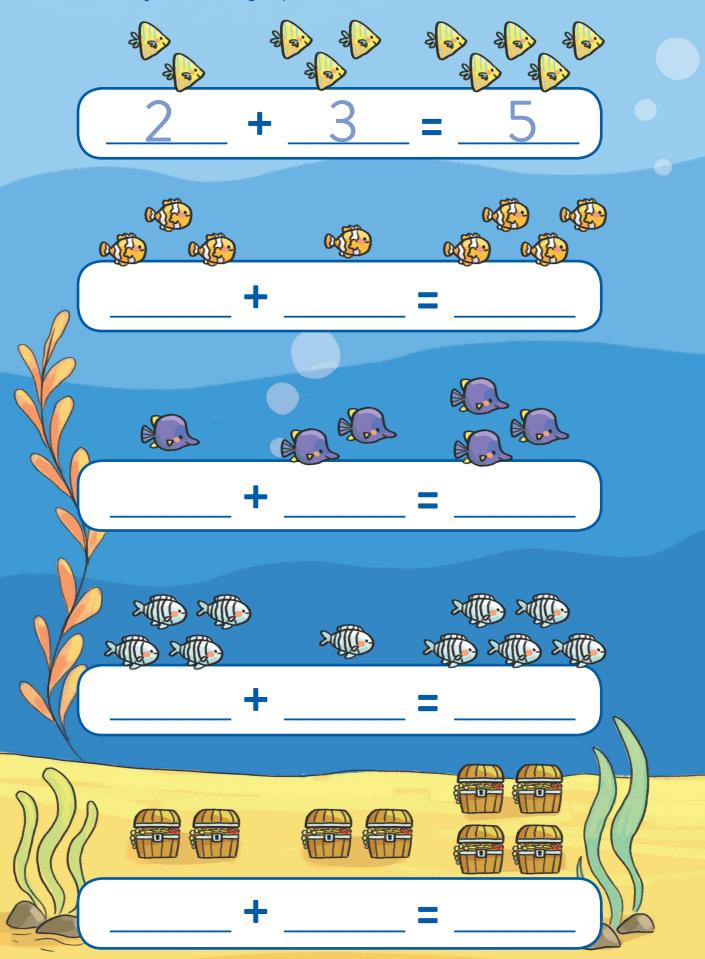


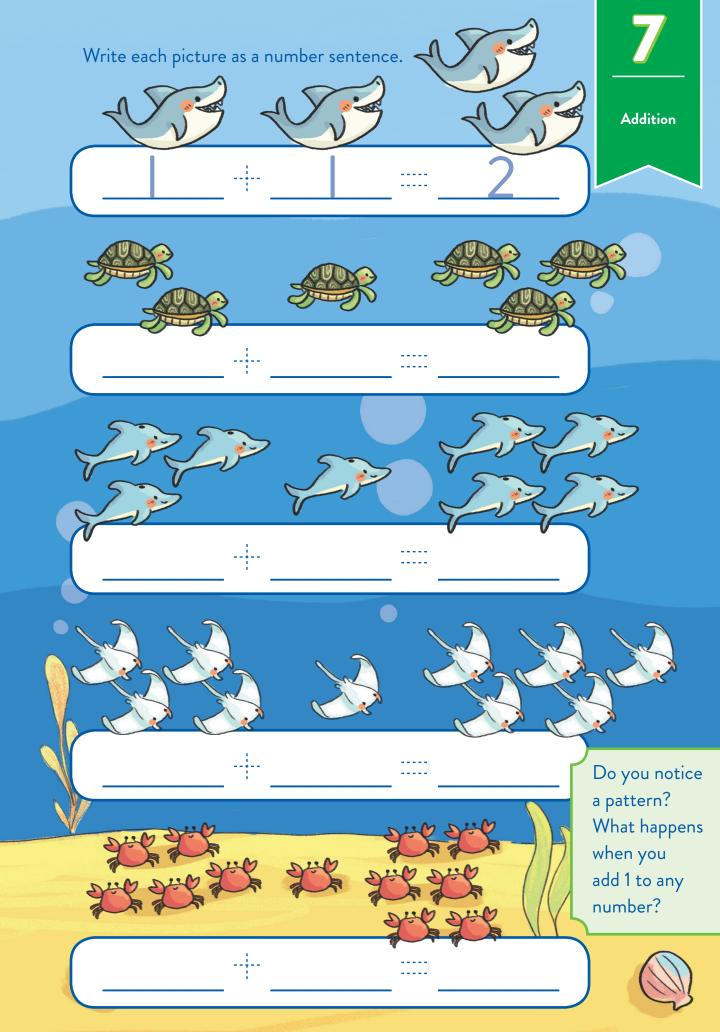
A rabbit is on 7 and takes 2 steps. Where will he land? Write the



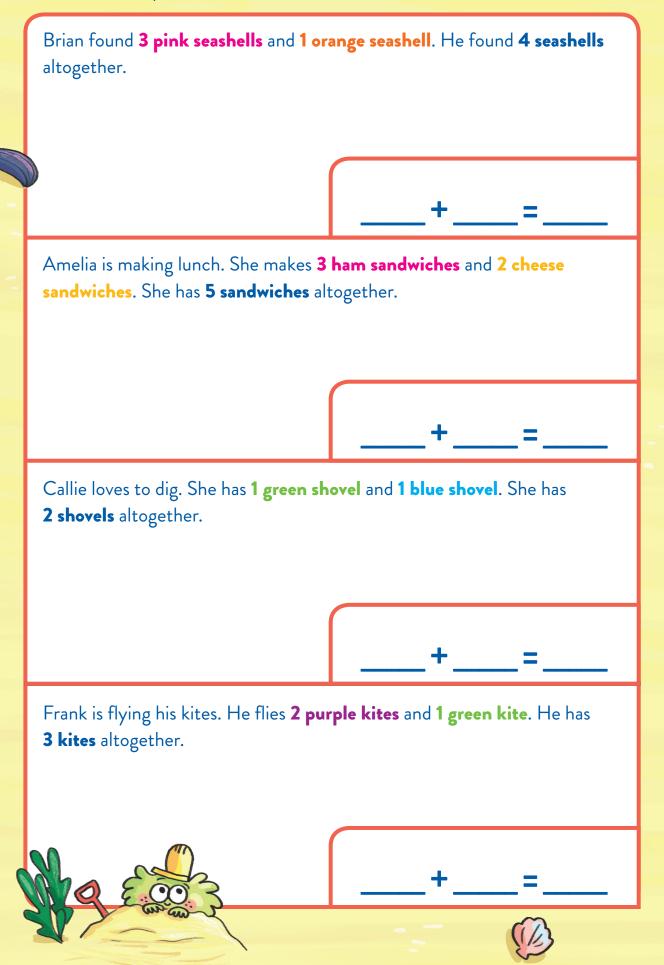
A frog is on 9 and takes 1 step. Where will she land? Write the

Count the objects in each group. Then fill in the number sentence.





Read each word problem aloud. Then draw it. Last, write the number sentence.

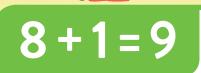




6+1=7

Addition





B

9 + 1 = 10



LET'S START!

GATHER THESE TOOLS AND MATERIALS.



LET'S TINKER!

Create a puppet by adding 1 feature at a time.

Take the paper bag, and draw and use the stickers on page 129 to add 1 feature to it, like a mouth.

Add 1 more feature to your creation, like a nose. **Keep** adding until you get to 10 features. What did your puppet start as? What did your puppet end up becoming? What happened each time you added something?



LET'S MAKE: ADDITION MACHINE!

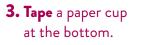
 Tape the sides of the paper tubes to the poster board so that they are angled toward each other.



2. Draw a plus sign between the 2 paths.









4. Draw an equal sign on the paper cup.





 Now, count some coins and drop them into one side. Then count some more and drop them into the other. Predict how many coins are in the cup.

How many coins ended up in the cup? Was it the number you predicted? Could you get everything into the cup? Keep adjusting your materials until your addition machine works correctly!

LET'S ENGINEER!

There is a new theater being built in Tinker Town! The MotMots want to put on a play for its opening day, but they don't know what should happen in the play. All they know is that they want the story to be about the number 6—their favorite number.

How can the MotMots come up with a story about the number 6?

Make an addition number sentence. Then **think** of a story based on your number sentence, and act it out.

