

Activities Needing Recording Paper (Check with instructor before cutting)

QTY.	SIZE	ACTIVITY NAME	TOPICS
White Construction Paper			
1 class set	1" x 6"	Birthday Candles	Graphing
1 class set	3" x 3"	Picture of Fruit	Graphing
2 class sets	3" x 9"	Junk	Pattern Stations
	3" x 9"	Pattern Block Walls	Pattern Stations
1 class set	4" x 18"	Ordering 3 Objects (weight)	Measurement
4 class sets	6" x 9"	Mark the Scoops (quantity)	Measurement
	6" x 9"	Junk Boxes	Number Stations
	6" x 9"	Tiles*	Free Exploration Stations
	6" x 9"	Tiles*	Number Stations
1 class set	6" x 12"	Materials Scraps	Pattern Stations
Black Construction Paper			
4 class sets	6" x 9"	Toothpicks	Free Exploration Stations
	6" x 9"	Pattern Blocks	Free Exploration Stations
	6" x 9"	Toothpicks	Number Stations
	6" x 9"	Pattern Blocks	Number Stations
Multi-Colored Construction Paper			
4 pieces	6" x 9"	Juice Graph (to match 4 juices)	Graphing
12 pieces	6" x 9"	Fruit Graph (to write fruit names)	Graphing
1 class set	6" x 9"	Word Problems (work space)	Number
1 small baggie	(depends)	Geoboard Squares**	Number Stations
1 small baggie	1" x 1"	Tile Squares*	Number Stations
Newsprint			
4 small baggies	2" x 6"	Junk Box Sorting	Sorting
	2" x 6"	Equation Paper	Number
	2" x 6"	Magic Box Equations	Number
	2" x 6"	Sugar Cube Equations	Number
1 class set	9" x 12"	Pattern Block Designs	Pattern Stations (optional)
1 class set	12" x 18"	Rebuilding @ Num. Stations	Number
Tagboard			
378 pieces	3" x 9"	Pattern Block Walls (9 per person)	Pattern Stations
1 class set	3" x 9"	Magic Box (tongue or slide) (1 per person)	Number Activity

* The background recording paper for tiles may be either black or white depending on the actual color of the tiles. Choose a color for the 1" x 1" tile squares that is similar to the color of the tiles.

** The geoboard squares must be cut to fit exactly between the nails on the geoboard. Choose a color other than black or white. Geoboard squares needs to contrast on the actual geoboard as well as on the white geoboard recording sheet.

Notes