



# FAMILY LETTERS



Family Letters keep the home-school connection strong by involving parents in their student's learning. Parents can easily stay up-to-date on their child's education, giving them the ability to understand concepts in a whole new way and better assist their child with practice and review for assessments.

Click [HERE](#) to  
Access All  
Kindergarten  
Family Letters

## Chapter 1 Count and Write Numbers 0 to 5 (continued)

	Learning Target	Success Criteria
Chapter 1 Count and Write Numbers 0 to 5	Understand counting:	<ul style="list-style-type: none"> <li>I can identify numbers.</li> <li>I can name numbers.</li> <li>I can order numbers.</li> <li>I can write numbers.</li> </ul>

1.1 Model and Count 1 and 2
1.2 Understand and Write 1 and 2
1.3 Model and Count 3 and 4
1.4 Understand and Write 3 and 4
1.5 Model and Count 5
1.6 Understand and Write 5
1.7 The Concept of Zero
1.8 Count and Order Numbers to 5

Name \_\_\_\_\_

## Chapter 1 Count and Write Numbers 0 to 5

Dear Family,

In this chapter, your student learns that the numbers zero through five can describe amounts. Your student counts objects, one at a time, and describes amounts in a group. Also, your student represents the number of objects in a group, called five frames, and by writing numbers your student writes the numbers 1 to 5 in order.

This chapter's vocabulary includes exposure to the written number words one, two, three, four, and five. In speaking and listening, your student uses number, count, five frame, and order.

Use the following activities to model, count, and write number student.

- Use objects in your home to talk about numbers. How many do I have? May I please have four grapes? How many wearing?
- Toss coins on a table so that the coins fall in a row. Ask your student to count the coins and say the number of times to give your student practice counting in different ways. For example, your student can name the number of coins in a row as well as that resemble two eyes and a nose.
- Play a game using fingers on one hand to count. One player holds up one or more fingers, or the other player says the number. Take turns.
- Help your student form groups of 1, 2, 3, 4, 5. student to use pieces of paper to write or draw a group. Then challenge your student to order the pieces of paper in a row.

By the end of this chapter, your student should be able to learn learning targets and success criteria on the next page to look for interesting objects, animals, or people. Where there are objects, there are opportunities to have fun!

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Resources by Chapter

## Chapter 3 Count and Write Numbers 6 to 10 (continued)

	Learning Target	Success Criteria
Chapter 3 Count and Write Numbers 6 to 10	Understand numbers:	<ul style="list-style-type: none"> <li>I can identify numbers.</li> <li>I can name numbers.</li> <li>I can order numbers.</li> <li>I can write numbers.</li> </ul>

3.1 Model and Count 6
3.2 Understand and Write 6
3.3 Model and Count 7
3.4 Understand and Write 7
3.5 Model and Count 8
3.6 Understand and Write 8
3.7 Model and Count 9
3.8 Understand and Write 9
3.9 Model and Count 10
3.10 Understand and Write 10
3.11 Count and Order Numbers to 10

Name \_\_\_\_\_

## Chapter 3 Count and Write Numbers 6 to 10

Dear Family,

In this chapter, your student learns about the numbers 6 through 10. Your student will count a number of objects, then color the same number of boxes in a ten frame.



After learning about each quantity, your student will learn to write the numeral forward and backward. At the end of the chapter, your student writes the numbers in order both forward and backward.

This chapter's vocabulary includes exposure to the written number words six, seven, eight, nine, and ten. Your student uses the words in conversation but is not expected to write the words.

Here are a few activities you can use with your student to practice numbers to ten.

- Make a ten frame by cutting the last two egg cups off an empty egg carton. Have your student count up to ten small objects (such as beans, coins, or buttons) as they drop each object into a cup of the ten-frame carton. Change the activity by starting with up to ten objects in cups of the ten-frame carton. Have your student name and write the number of objects.
- Play a game using fingers on both hands to count and to name numbers. Take turns. One player holds up six or more fingers, and the other player names the number.
- Make a poster together showing objects that are commonly found in groups of six, seven, eight, nine, or ten, such as six juice boxes in a package, seven days in a week, eight legs on a spider, nine squares in tic-tac-toe, and ten pins in bowling.
- Show your student page numbers in a book. Have your student count up to page 10 and back to page 1 by flipping pages.

For detailed information about this chapter's topics, see the learning targets and success criteria on the next page.

Have fun with numbers!

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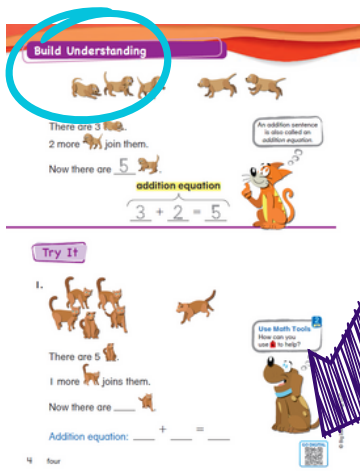
Florida Grade K  
Resources by Chapter 87



# Using Big Ideas Learning Homework & Practice QR Codes in Kindergarten

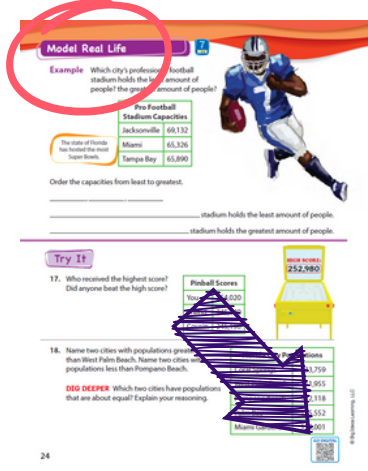
Each Homework and Practice page has a QR Code® to link students and parents to at-home videos for each lesson. This provides access to the videos that align to the lessons, including click-through example videos.

Homework & Practice videos are available for **Build Understanding** and **Model Real Life** sections of each lesson.



## STEP 1:

To access videos, scan the QR Code at the bottom of your child's Student Edition book.



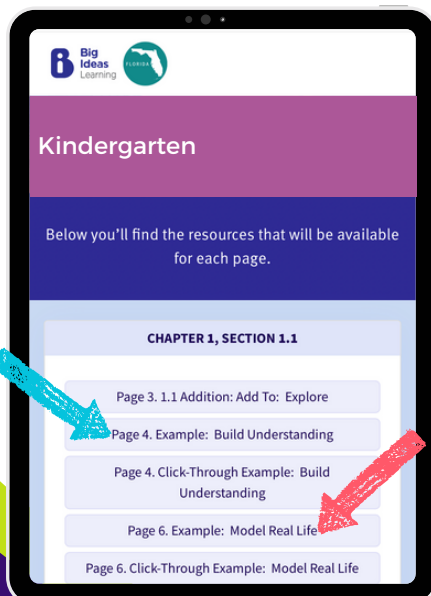
## STEP 2:

Open your cell phone camera or a QR Code scanner app. Scan QR Code at the bottom of the page.



## STEP 3:

Select **Build Understanding** or **Model Real Life** to access the videos that provide the examples from your child's class instruction. Use the remaining links should you need additional support or further math skills assistance.





# COUNTING STORIES

Counting Stories are designed to help your **Kindergartner** learn about fundamental numbers through stories. [Click each title below](#) to read and listen to storybooks 0-20 or download each storybook book.  
Have even more fun with interactive games to review number 0-20 below.



## Counting Stories (0-20)

All Storybooks with Audio

- ▶ **My Toys (0)**  
Download Storybook
- ▶ **My Pets (1 and 2)**  
Download Storybook
- ▶ **We Go Camping (3-4)**  
Download Storybook
- ▶ **At the Pond (5)**  
Download Storybook
- ▶ **Music Class (6)**  
Download Storybook
- ▶ **Rainy Day (7)**  
Download Storybook
- ▶ **Bugs, Bug, Bugs (8)**  
Download Storybook
- ▶ **My Baseball Game (9)**  
Download Storybook
- ▶ **In the Water (10)**  
Download Storybook
- ▶ **At the Fruit Farm (11 and 12)**  
Download Storybook
- ▶ **Our Vegetable Garden (13 and 14)**  
Download Storybook
- ▶ **At the Aquarium (15)**  
Download Storybook
- ▶ **In Gym Class (16 and 17)**  
Download Storybook
- ▶ **My Leaf Book (18 and 19)**  
Download Storybook
- ▶ **Ants at the Picnic (20)**  
Download Storybook



## GAMES

**Number LAND (0-5)**

[Click to Play](#)

**Toss and Compare (0-5)**

[Click to Play](#)

**Number LAND (6-10)**

[Click to Play](#)

**Toss and Compare (0-10)**

[Click to Play](#)

**Number Boss (0-20)**

[Click to Play](#)



# K

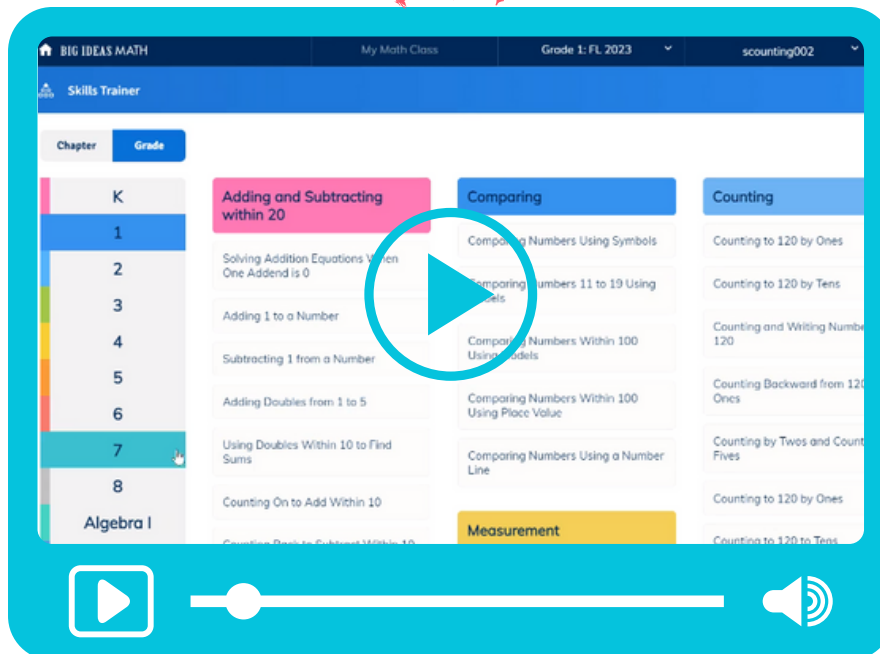
# SKILLS TRAINER

Skills Trainer is a built-in program that provides ample opportunities for students to practice and achieve fluency in skills from prior grades.

Ready for the bonus? Skills Trainer does not have to be assigned by a teacher because students have full access to every skill along with unlimited practice opportunities.

## Learn how to access Skills Trainer from the Student Account.

Click Below to Access Video



SCAN ME