

Mousier the Merrier!

Grade K

3 skill lessons · 4 math-through-reading

Skill lessons

3 lessons on the mathematics the book carries. Printable workbook pages and teacher keys are not available for this book yet.

1. The Train That Never Starts Over

Concept · Counting on from a running total as each new group joins

2. How Many Triplets Came

Reasoning · Finding a group size the text never states, from where a count stops and starts

3. The Last Word Is How Many

Fluency · Answering how many with the last number said, and holding it when the objects move

Math through the reading

The mathematics is reached through a sentence the book prints: change one word in the reading and the numbers change with it. These carry their own standards, matched against these lessons rather than inherited from the skill ones.

4. One Word, Four More Mice

Integrated · Children push cubes onto a growing train according to what one word in the sentence says, then swap that word and build the other train beside it.

5. Put the Mice Back in Order

Integrated · Children receive the six arrival cards shuffled, restore the order by making the running total work, and say the number at every stage.

6. The Group the Book Never Counts

Integrated · Children rebuild the count to seven, hear where it starts again, and work out how many triplets came from the gap between the two counts.

7. What Would Mom Say?

Integrated · Children take Wanda's side or Albert's, and say it to a partner playing Mom with a number in the sentence.

Reading and language lessons

5 lessons on the reading and language the book carries - what a word means in its sentence, how a character is shown, how a text is built. No mathematics: these are matched against the English language arts curricula, which are a different and smaller set than the mathematics ones.

8. Cheese Tag and Hide and Go Squeak: Games Named the Mouse Way

Language · Hearing how a made-up name is built from a real one

9. Crash! Bang! Howl! Words That Are Really Noises

Language · Reading words that stand for a sound

10. Albert Shrugged Cheerfully: What Inviting Everybody Tells You

Language · Naming what a character is like from what he does

11. Want to Come Over? Asking, Answering and Saying Not Yet

Language · The words people use to invite, ask and set a condition

12. And Then More Came: A Story That Piles Up

Language · Hearing a story that grows bigger every time