

# Mouse Math, a Mousey Mess

Grade K

4 skill lessons · 2 math-through-reading

## Skill lessons

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

### 1. Four Bins and No Others

Application · Sorting a mixed set into exactly four given categories by kind

### 2. One Rule, One Pile

Representation · Sorting a mixed set into piles by one attribute the child names

### 3. Sort It Again a Different Way

Concept · Sorting one set of objects two different ways and comparing the two results

### 4. The Blue Ball Problem

Reasoning · Deciding where an object belongs when it fits more than one pile, and saying the rule that decides

## 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.

### 5. All of Them, or Only Some

Integrated · Children carry out Wanda's tidying twice, once under the word all and once under the word some, and say which floor the book's sentence describes.

### 6. Three Piles Want the Same Ball

Integrated · Children count how many of Albert's three piles a blue ball could go in, then each place it and say aloud the one rule that decided them.

## 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.

### 7. Why the mice have to put it all back

Concept · Saying why a character wants what they want

### 8. Zipped, darted, dove

Application · Choosing the word that says how something moved

### 9. The moment Albert stops and wonders

Concept · Hearing a character stop and think inside a story

### 10. The way Wanda tells them they got it wrong

Application · Hearing how somebody gives an instruction and softens a correction

### 11. One bin falls and everything follows

Application · Retelling a story by what caused what