

Sort it Out!

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. All Things That Are Green

Concept · Sorting a set into a pile that obeys one stated attribute rule

2. The Turtle Is In Two Piles

Reasoning · Recognising that one object can satisfy two attribute rules at once

3. Three Things In Every Pile

Fluency · Counting a set of three by touching, one number word per object

4. Guess Packrat's Rule

Representation · Naming the attribute rule that a given set of three objects all satisfy

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, Some, and What Goes In The Pile

Integrated · Children build Packrat's piles and discover that the word all is what makes a pile a pile, because a rule that says all has to be true of the last thing as well as the first.

6. Which Pile Does The Turtle Belong In?

Integrated · The book puts the turtle in the green pile and then in the hard-shell pile without ever saying which one is right, and children have to take a side and say why using the rule.

Reading and language lessons

4 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. Words that end the same way

Language · Hearing the two words at the ends of lines that rhyme

8. The words at the end that name the pile

Vocabulary · Naming what the things in a group have in common

9. Every verse is built the same way

Text structure · Recognising a sentence shape the book uses again and again

10. What his mother asked, and what he found

Comprehension · Telling what a character was asked to do and what happened instead