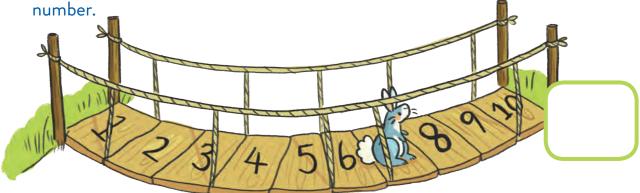


A grasshopper is on 5 and takes 3 steps. Where will she land? Write the number.

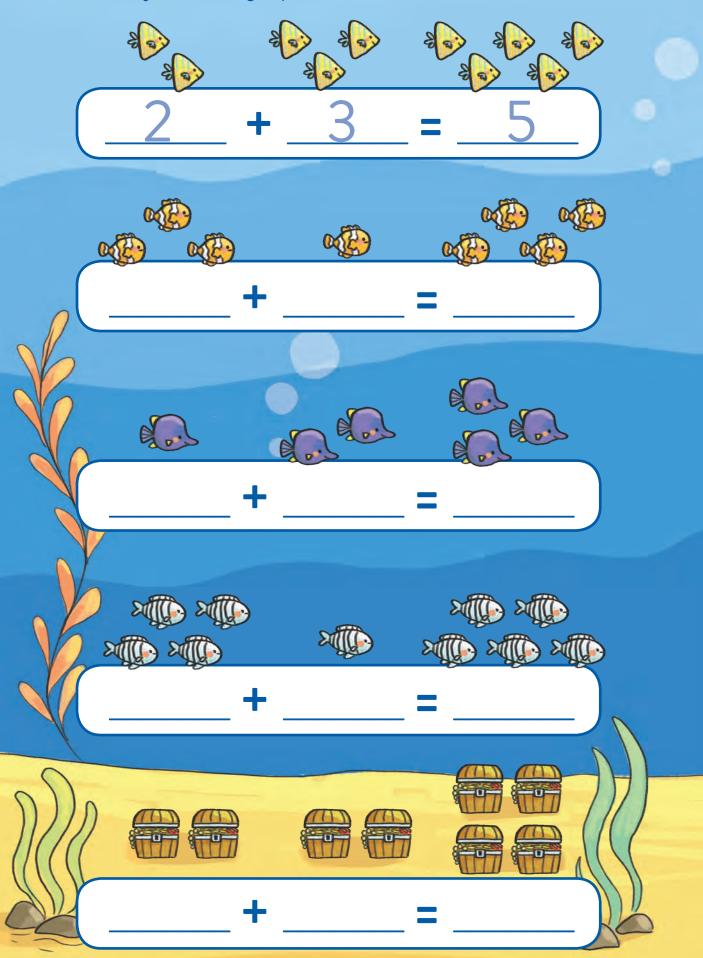


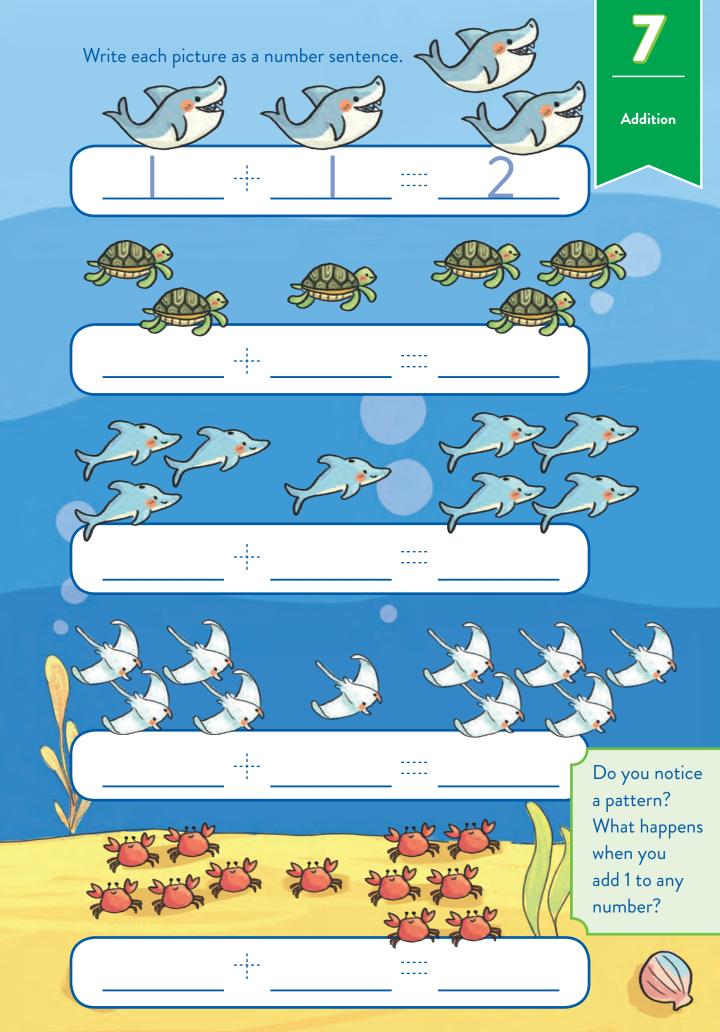
A rabbit is on 7 and takes 2 steps. Where will he land? Write the



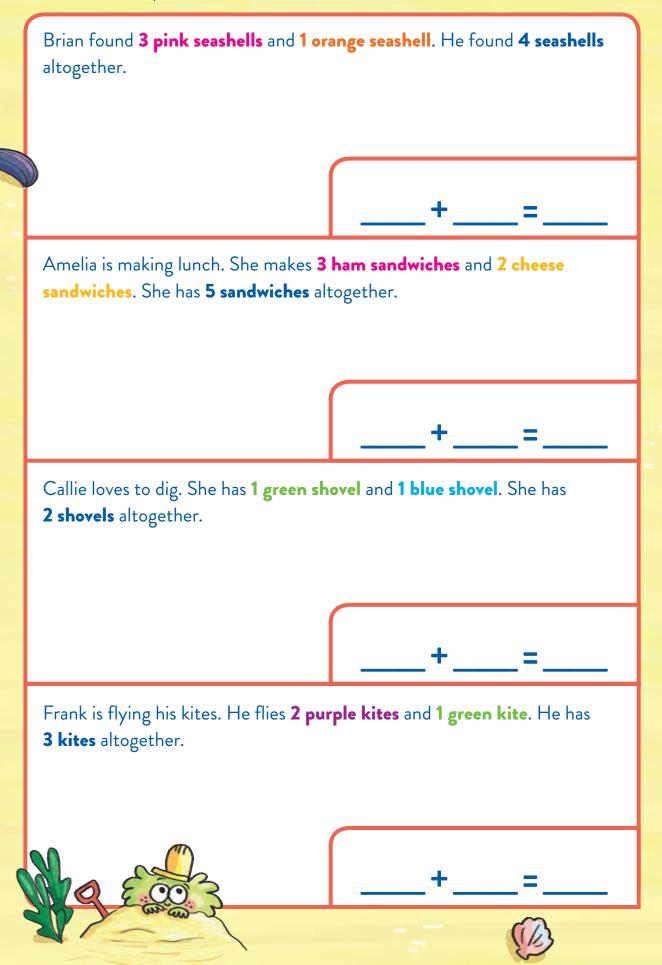
A frog is on 9 and takes 1 step. Where will she land? Write the

Count the objects in each group. Then fill in the number sentence.





Read each word problem aloud. Then draw it. Last, write the number sentence.

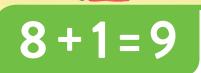




6+1=7

Addition





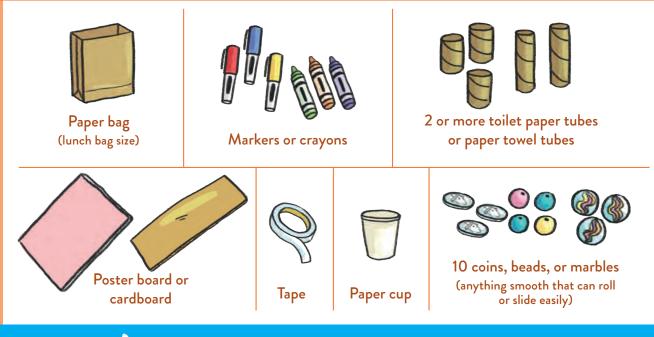
B

9 + 1 = 10



LET'S START!

GATHER THESE TOOLS AND MATERIALS.

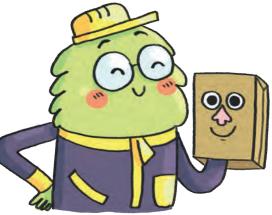


LET'S TINKER!

Create a puppet by adding 1 feature at a time.

Take the paper bag, and draw and use the stickers on page 129 to add 1 feature to it, like a mouth.

Add 1 more feature to your creation, like a nose. **Keep** adding until you get to 10 features. What did your puppet start as? What did your puppet end up becoming? What happened each time you added something?



LET'S MAKE: ADDITION MACHINE!

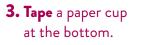
 Tape the sides of the paper tubes to the poster board so that they are angled toward each other.



2. Draw a plus sign between the 2 paths.









4. Draw an equal sign on the paper cup.





 Now, count some coins and drop them into one side. Then count some more and drop them into the other. Predict how many coins are in the cup.

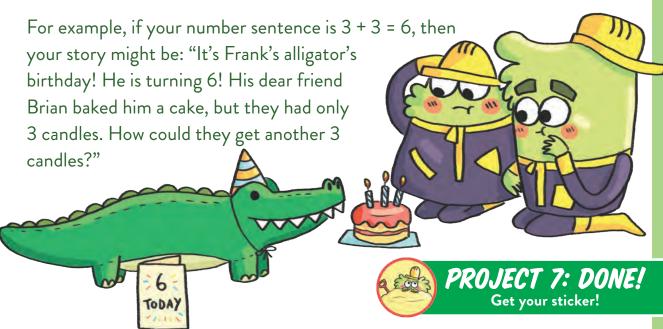
How many coins ended up in the cup? Was it the number you predicted? Could you get everything into the cup? Keep adjusting your materials until your addition machine works correctly!

LET'S ENGINEER!

There is a new theater being built in Tinker Town! The MotMots want to put on a play for its opening day, but they don't know what should happen in the play. All they know is that they want the story to be about the number 6—their favorite number.

How can the MotMots come up with a story about the number 6?

Make an addition number sentence. Then **think** of a story based on your number sentence, and act it out.





TinkerActiveWorkbooks.com

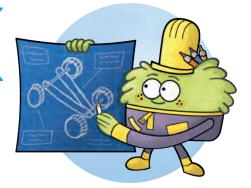


Discover a New Way to Learn Through Play with TinkerActive!

DEAR READER,

At the TinkerActive workshop, our mission is to inspire a generation of fearless **learners**, **makers**, and **problem solvers**. We all know that kids have to learn the ABCs and 123s. But the future belongs to the children who learn to think beyond the basics.

Inker



So we designed **TINKERACTIVE WORKBOOKS** to do both: build children's foundational knowledge *and* encourage them to try new things, discover new skills, and imagine new possibilities. That's what "Tinker, Make, and Engineer" means to us, and we believe that it can lead to lifelong learners who create a better world.





SO HOW DO WE DO IT?

Each chapter includes **curriculum-based activities** as well as tinkering, making, and engineering projects, where kids can actually use the concepts they just learned to solve problems hands-on.

Every TinkerActive Workbook has been created in consultation with an **award-winning teacher** to ensure that we cover the core competencies and align with Common Core State Standards and Next Generation Science Standards.

We also include **achievement stickers** for each project, and a **secret magnetic merit badge** so kids can celebrate their accomplishments!

Our goals are to cheer on your child, to ask, "Why do you think that?" and to help them explore all the possible answers. By supporting your child's innate curiosity, who knows what we might learn together!

Visit **TinkerActiveWorkbooks.com** to learn more about the workbook series and share your workbook fun with **#TinkerActive**.







Yours in discovery, THE TINKERACTIVE TEAM

DISCOVER ALL THE TinkerActive!

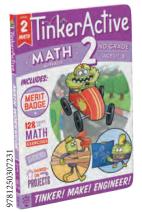


Perfect for grades **K-2**, each **TinkerActive** workbook comes with 128 pages of interactive **curriculumbased exercises** and exciting **hands-on projects** that utilize common household materials and encourage children to **learn through play**.





















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