## LET'S LEARN ABOUT <br> Addition

Circle the hands that make 5 . Then fill in the missing numbers in the number bond.


Circle the hands that make $\mathbf{3}$. Then fill in the missing numbers in the number bond.


Circle the hands that make 8. Then fill in the missing numbers in the number bond.


Circle the hands that make 10. Then fill in the missing numbers in the number bond.


Add by using the number path. Draw where the animal will be next.
A kangaroo is on 1 and takes 2 steps. Where will he land? Write


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


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

$\qquad$

$$
\begin{aligned}
& 2+3=3 \\
& 2+3=10
\end{aligned}
$$

$$
{ }^{+}+
$$

Write each picture as a number sentence.
(20)



Do you notice a pattern?
What happens when you add 1 to any number?

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

Brian found $\mathbf{3}$ pink seashells and $\mathbf{1}$ orange seashell. He found $\mathbf{4}$ seashells altogether.

Amelia is making lunch. She makes $\mathbf{3}$ ham sandwiches and 2 cheese sandwiches. She has $\mathbf{5}$ sandwiches altogether.


Callie loves to dig. She has 1 green shovel and 1 blue shovel. She has 2 shovels altogether.

Frank is flying his kites. He flies $\mathbf{2}$ purple kites and $\mathbf{1}$ green kite. He has 3 kites altogether.

Tell a story to match each number sentence. Then draw it.

## $6+1=7$

## $7+1=8$

## $8+1=9$

## $9+1=10$

## LET'S START!



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: ADOTITON MACHINE!

1. 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.


## Cosers)

3. Tape a paper cup at the bottom.

4. Draw an equal sign on the paper cup.


7

Addition
5. 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 ENGNEER!

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.

For example, if your number sentence is $3+3=6$, then your story might be: "It's Frank's alligator's birthday! He is turning 6! His dear friend Brian baked him a cake, but they had only 3 candles. How could they get another 3 candles?"

## TWKER




## 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 ABC s and 123s. But the future belongs to the children who learn to think beyond the basics.


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!

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THETMNERAGTIVE TEAM

## dISCOVER ALL THE TinkerAclive!







[^0]:    Visit TinkerActiveWorkbooks.com to learn more about the workbook series and share your workbook fun with \#TinkerActive.

