

Bellevue Public Schools
Math & Technology Integration Guide



Kindergarten

Rationale

This guide was created as an aid for teachers. It is hoped by the Bellevue Public Schools' Technology Team that teachers will use this as a guide when working with their students in the building computer lab and in the classroom. The team understands that busy teachers find it difficult to find time to work with programs. This guide is only a beginning. Teachers may find more activities that integrate with given objectives. It is our hope that these activities will be forwarded to the team for inclusion in this guide. We will put the guide on the district Curriculum, Instruction, and Assessment website. Upgrades will be posted on the site and these can be printed.

Information About Program Use

Math Trek 123

Math Trek 123 is a primary program that can be used by students with or without teachers creating a class and adding student names. The program talks to students. To view directions for a given activity, students click on the mouse head. It shows them how to play the activity.

Math Trek 456 (4th, 5th, 6th Grade)

Math Trek 456 can be used by students with or without teachers adding their names to the program management system. Typing student names into the management system is useful for two reasons. The first reason is so the teacher can obtain a record of student achievement using the program. The second reason is that it allows teachers to hold students accountable for the time spent on the computer. A guide for setting-up the record-keeping component can be found at the back of this guide. Students can select **Guest** to use the program if their names have not been added to the management system.

Cornerstone Math and Language Arts

Cornerstone Level A (for 3rd and 4th Grades) and Level B (5th and 6th Grades) can **only** be used after creating a class and student names have been added to the student management system. The directions for setting up a class can be found at the back of this guide.

Code Used for Programs

MT = Math Trek 456 (Student can enter as Guests or teacher can create a class and add students)

MT 123 = Math Trek 123 (Students can enter as Guests or teacher can create a class and add students)

CS(A) = Cornerstone Level A (Class must be created and students entered)

CS(B) = Cornerstone Level B (Class must be created and students entered)

Kindergarten Correlation Guide

Essential Objective	Computer Program	Math Strand/Shelf Color	Icon	Activity Name and Description
1. The student will identify basic shapes.	MT 123	Measurement (Green Shelf)	Basketball (bottom row)	Flying High Shapes (identify shapes)
		Geometry (Red Shelf)	Globe (bottom row)	Where Does It Go? (identify shapes)
		Geometry (Red Shelf)	Plane (bottom row)	Magic Shapes (recognize patterns)
		Geometry (Red Shelf)	Bear Card (bottom row)	Card Match (compare and sort 2-D shapes)
2. The Student will complete a pattern.	MT 123	Geometry (Red Shelf)	Jet (bottom row)	Magic Shapes (patterns)
		Patterning and Algebra (Lt Brown Shelf)	Baseball (bottom row)	Seeing Patterns (making patterns)
		Patterning and Algebra (Lt Brown Shelf)	Jet (vertical left)	Domino Action (patterns)
		Number Sense and Numeration (Yellow Shelf)	Gray Cookie Jar (bottom row)	Surprise Bags (estimation)
		Patterning and Algebra (Lt Brown Shelf)	Duck (bottom row)	Toy Store Border (recognize similarities and differences, patterns)

3. The student will compare size.	MT 123	Measurement (Green Shelf)	Boy (bottom row)	Big, Small, Tall or Short (comparison)
		Measurement (Green Shelf)	Lizard (bottom row)	Leaping Lizards (comparison)
		Number Sense and Numeration (Yellow Shelf)	Teddy Bear (bottom row)	Teddy Bear Match Up (counting, comparing)
4. The student will group objects by characteristics.	MT 123	Geometry (Red Shelf)	Deck of Cards w/ bear picture (bottom row)	Card Match (compare and sort shapes)
		Geometry (Red Shelf)	Globe (bottom rows)	Where Does It Go? (identify, classify, sort 3-D objects)
		Patterning and Algebra (Lt Brown Shelf)	Lizard (bottom row)	Button, Button (sort objects)
		Patterning and Algebra (Lt Brown Shelf)	Duck (bottom row)	Toy Store Border (recognize similarities and differences)
		Patterning and Algebra (Lt Brown Shelf)	Jet (vertical left)	Domino Action (patterns)
		Patterning and Algebra (Lt Brown Shelf)	Baseball (bottom row)	Seeing Patterns (making patterns)

5. The student will use comparison vocabulary.	MT 123	Data Management and Probability (Blue Shelf)	Lizard (bottom row)	Pick a Toy (comparison)
		Measurement (Green Shelf)	Lizard (bottom row)	Leaping Lizards (comparison)
		Measurement (Green Shelf)	Boy (bottom row)	Big, Small, Tall or Short? (comparison)
		Number Sense and Numeration (Yellow Shelf)	Fish (bottom row)	Let's Go Fishing (comparison)
6. The student will organize information into simple graphs.	MT 123	Data Management and Probability (Blue Shelf)	Pig (bottom row)	Farm Mix Up (make simple graph)
		Data Management and Probability (Blue Shelf)	Green Lizard (bottom row)	Pick A Toy (compare data, make graph)
7. The student will recognize measurement tools.	MT 123	Measurement (Green Shelf)	Balloon (bottom rows)	Zooming Off (measuring)
		Measurement (Green Shelf)	Pencil (bottom rows)	Pencil Prints (measuring)
		Measurement (Green Shelf)	Gumball Machine (2 nd row)	Gumball Drop (est. and compare)
		Measurement (Green Shelf)	Lizard (bottom row)	Leaping Lizards (classify linear attributes)
		Measurement (Green Shelf)	Boy (bottom row)	Big, Small, Tall, or Short? (compare)
		Measurement (Green Shelf)	Basketball (bottom row)	Flying High Shapes (cover a surface with a variety of objects)

8. The student will identify numbers 0-20	MT 123	Number Sense and Numeration (Yellow Shelf)	Gray Dinosaur (bottom row)	Dino-Land (correspondence, count 1-10)
		Number Sense and Numeration (Yellow Shelf)	Fish (bottom row)	Let's Go Fishing (comparison)
		Number Sense and Numeration (Yellow Shelf)	Kitten (bottom row)	Kitten Fun (model numbers 1-9)
9. The student will order numbers 0-20	MT 123	Number Sense and Numeration (Yellow Shelf)	Gray Dinosaur (bottom row)	Dino-Land (correspondence, count 1-10)
		Number Sense and Numeration (Yellow Shelf)	Teddy Bear (bottom row)	Teddy Bear Match Up (count 1-10)
10. The student will write numbers from 0-20	MT 123	Number Sense and Numeration (Yellow Shelf)	Cookie jar (bottom row)	Surprise Bags (estimation)
		Number Sense and Numeration (Yellow Shelf)	Gray Dinosaur (bottom row)	Dino-Land (correspondence, count 1-10)
		Number Sense and Numeration (Yellow Shelf)	Fish (bottom row)	Let's Go Fishing (comparison)
		Number Sense and Numeration (Yellow Shelf)	Kitten (bottom row)	Kitten Fun (model numbers 1-9)
		Patterning and Algebra (Lt Brown Shelf)	Duck (bottom row)	Toy Story Border (sequencing)