

## *Arickaree School Parent/Student Resources For Homework Assistance First Grade*

The following websites can be used as an additional resource for you and your child throughout the school year. Preschool links encompass all subject matter. The Kindergarten through 5<sup>th</sup> grade are divided by subject and unit where possible. If you have additional questions, please contact your child's teacher. Please submit any and all bad links to [leeh@arickaree.org](mailto:leeh@arickaree.org).

### *First Grade*

[www.kidsknowit.com](http://www.kidsknowit.com)

[www.pbskids.org](http://www.pbskids.org)

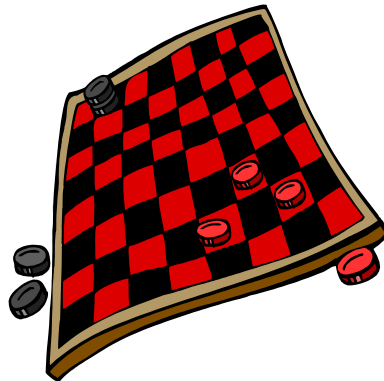


#### First Grade Math

For each unit are links to websites that support math instruction for the major ideas of the unit. The websites vary in difficulty, and many permit the teacher and/or parent to select a level. After being introduced to the sites, students should be able to work independently or in pairs on each activity unless the annotation states differently. Please click the UNDERLINED link in the left column to be taken to the webpage described in the right hand column.

### *Establishing Routines*

<u>Counting Patterns</u>	Choose counting by 2s or 5s -- drill practice
<u>Wash on the Line</u>	Hang t-shirts in numeric order; several levels
<u>Count the Squares</u>	Fill in the missing numbers on a 100s chart
<u>Count Us In-Game 1</u>	Move half the sheep to the other paddock
<u>Guess the Number</u>	Five guesses to get a number between 1 & 10.
<u>Snakes and Ladders</u>	1 or 2-player game like the board game
<u>One False Move</u>	Order numbers from lowest to highest or vice versa.
<u>Dot to Dot picture</u>	Complete a dot to dot picture by counting backwards from 20
<u>Connect the Numbers</u>	Draw a figure by connecting the numbers in the right order; can be printed



### *Everyday Uses of Numbers*

<u>Identify one type of coin</u>	Must count the coins: choices are pennies through quarters
<u>Count by 10s</u>	Two activities for counting by 10s
<u>Add the Bugs</u>	Basic introduction to addition with bugs
<u>Addition fun</u>	Find the answer to a simple addition sentence made with pictures.
<u>One False Move</u>	Order numbers from lowest to highest or vice versa.
<u>Mend the Number Square</u>	Place numbers back on the 1-100 number grid in the correct order

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<u>What Comes Next? 1-2-3 Order</u>	What comes next on the number line
<u>Time to hours</u>	No audio; requires students to recognize time on an analog clock that matches digital time.
<u>Make a Dollar</u>	Drag the coins to make a dollar
<u>Pennies and Nickels</u>	Math drill counting up pennies and nickels
<u>Learning Coins</u>	Click on the coins requested by value; audio support
<u>Counting Patterns</u>	Choose counting by 2s or by 5s

### **Patterns & Counting**

<u>100s Chart; Splat Squares</u>	Good for showing patterns; needs teacher involvement
<u>Pattern Video</u>	Video on patterns illustrates the concepts and then has an activity
<u>Guess the Pattern</u>	Patterns may repeat after 3, 4, 5, or 6. Advanced patterns.
<u>Mend the Number Square</u>	Place numbers back on the 1-100 number grid in the correct order
<u>Find the Dog's Bone</u>	Choose the number chart square that matches the bone's number; 10 problems in a minute
<u>Number Cracker</u>	Guess the number that comes next in a pattern; may go forward or backward
<u>Frog Ladder</u>	Place three numbers in order, but you know only one at a time
<u>One False Move</u>	Order numbers from lowest to highest or vice versa.
<u>Line Jumper</u>	Use a number line to solve problems between 1 and 10 or 1 and 20
<u>Subtraction Bowling</u>	Subtract from 10; type the answer to a subtraction problem and the bowling ball takes out that number of pins
<u>Balance the Equation</u>	Add blocks to one side to balance the scale; student then sees the equivalent equations
<u>Even or Odd</u>	Choices of numbers to 10, 30, or 100
<u>Build Even or Odd Houses</u>	Choose puzzles pieces by even or odd to build two houses
<u>Number Jumbler</u>	Choose even or odd
<u>Adding Pennies, Nickels &amp; Dimes</u>	Given the number of each, calculate the total
<u>Make an Amount</u>	Drag coins to make an amount less than \$1
<u>Set the Time</u>	Gives a time; students click on hands to move by hours; digital clock tells time as well
<u>Addition Magician</u>	Students drill on math facts -- 20 problems in 1 minute . Choose addend or mixed practice
<u>Addition Balloons</u>	Click on the green balloon that matches the sum of the red balloons
<u>Subtraction Balloons</u>	Subtract the numbers on the red balloons and choose the green balloon that matches



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Rabbit Takeaway Gives picture problems to solve subtraction from up to 20

## **Measurement & Basic Facts**

Measure It! A line is measured by a ruler; multiple choice

Measure the Bear Measure ten teddy bears with a ruler -- units are 1/2 to 4 1/2

Create a Graph Free, government sponsored site for making a graph with own data

Interactive Geoboard Bands can be stretched to create shapes and calculate size

Measure the Trolls Put the trolls in order by height. Learn about measuring sizes

Balance the Scale Use balls and squares to balance a weight

Base 10 Addition Problems get difficult quickly. Change counter to 2 columns to keep problems doable.

Test my Addition Type the answer to an addition problem. Three levels.

Make an Amount Drag the coins to make a dollar

Math Car Racing Choose the addition expression with the highest total to win

Around the World Solve simple addition problems to go around the world; timed

Dynamo Clock Set the clock to the time shown; level 2 is half and quarter hours

## **Place Value, Number Sense, Facts**

Function Machine Choose a level of problem; when you enter a value, it gives a corresponding number. Identify the function.

Dino Values Click on the number of tens and units to create the number

Place Value Circles Enter the place value of the tens and ones in a picture graph.

Comparing 3 Numbers Use < and > to compare three numbers

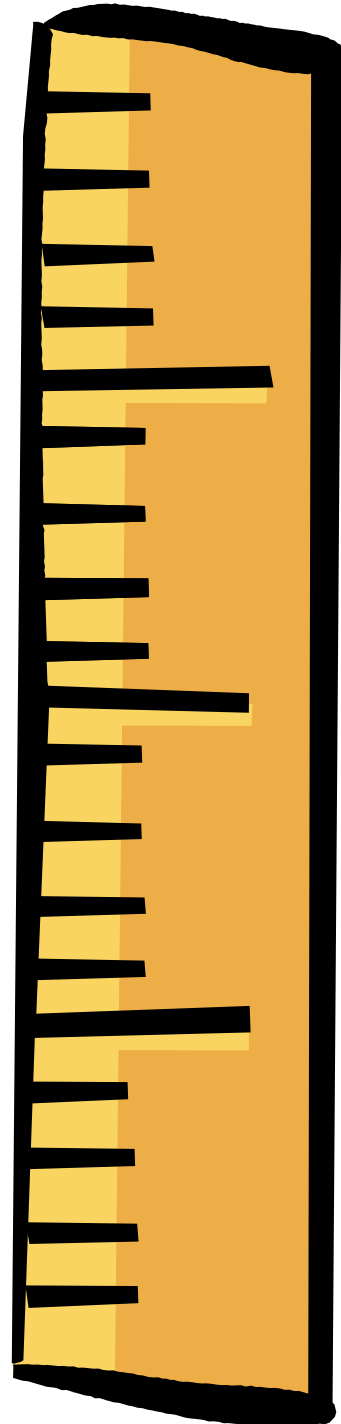
Which is More? Students are given two numbers and have to choose the correct symbol (<, >, =)

Doubles Dartboard Place the dart on a target number that is a double. (Use control panel for levels)

Addition to 10 Add the numbers and choose an answer - totals only to 10

Addition Magician Students drill on math facts -- 20 problems in 1 minute . Choose addend or mixed practice

Addition Balloons Click on the green balloon that matches the sum of the red balloons

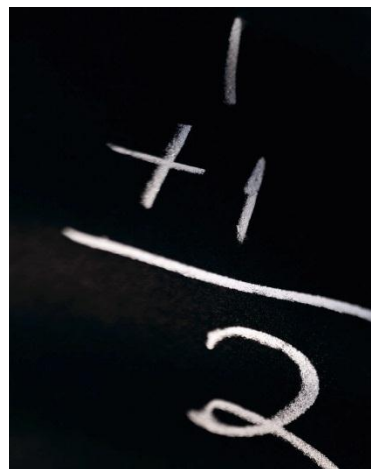


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<u>Subtraction Balloons</u>	Subtract the numbers on the red balloons and choose the green balloon that matches
<u>Rabbit Takeaway</u>	Gives picture problems to solve subtraction from up to 20
<u>Target Takeaway</u>	Pictures to practice subtraction from up to 20
<u>Five &amp; A Bit</u>	Addition with friendly numbers (grouping by 5s)

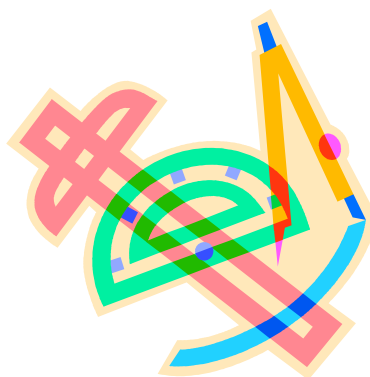
### *Fact Power*

<u>Math Car Racing</u>	Choose the addition expression with the highest total to win
<u>Rescue The Dog</u>	Fact practice against the clock
<u>That's A Fact</u>	Choose the level, number of problems, timed or not timed
<u>Animated Number Stories</u>	Movies show how to add
<u>How Many were Taken?</u>	Out of 10, how many were taken?
<u>Fact Drill 2</u>	Fact Drill against the clock; 50 facts in 2.5 minutes
<u>Money Practice</u>	Tutorials to practice coin recognition and addition
<u>Name the Number</u>	Choose the two words that name a number between 10-99
<u>Words and Numbers</u>	Choose from multiple activities on counting with words and numbers



### *Geometry and Attributes*

<u>Beehive Tic Tac Toe</u>	Spin to get a number of sides, choose the right block, be the first to fill in a row or column
<u>Incredible Symmetry Pictures</u>	Many pictures of symmetry
<u>Interactive Pattern Blocks</u>	Students manipulate blocks to make figures or patterns. Needs teacher lesson planning.
<u>Shape Cave</u>	Click on shapes to complete the figures -- no audio support
<u>Fact Drill</u>	Choose the level, number of problems, timed or not timed



### *Money & Fractions*

<u>Make an Amount</u>	Put coins on the slider to make an amount -- may be over \$1
<u>Change Maker</u>	Given the purchase price & amount paid, students determine the right amount of change; can set levels
<u>Counting Change</u>	The matching activity requires matching the list of coins to the amount

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<u>Fractions</u>	Only mixed fractions is free
<u>Identifying Fractions</u>	Instruction and quiz
<u>Money Practice</u>	Tutorials to practice coin recognition and addition
<u>Cross the Swamp</u>	Solve problems to get the monkey across the swamp
<u>Place Value Practice</u>	Students use rods and units to make the number
<u>Mathcar Racing</u>	Choose the addition expression with the highest total to win
<u>Rescue the Dog</u>	Fact practice against the clock



**Place Value & Fractions**

<u>Turtle Number Line</u>	Add 2-digit numbers by moving the turtle along a number line
<u>Addition Practice</u>	Flashcard drill where teacher sets the level of addition problems
<u>Save the Dog</u>	Solve problems to save the dog; practice in addition or subtraction, three levels
<u>Adding Without Renaming</u>	Math drill on adding two-digit numbers without renaming
<u>Name that Fraction</u>	Students are given a fraction and have to label it
<u>Fraction Frenzy</u>	Match the equivalent fractions; timed
<u>Find Grampy!</u>	Grampy is hiding behind a hedge; type the fraction to locate him



**Review**

<u>Change Maker</u>	Given the purchase price and amount paid, students determine the right amount of change; can set levels
<u>Sum Sense</u>	Gives students a group of numbers to make an addition sentence. Race against the clock.
<u>Interactive 100's Chart</u>	Splat square: splat on squares in the 100s chart to make patterns; needs teachers planning
<u>Go Figure</u>	Given one number and the answer, must choose two additional numbers to complete the equations
<u>Guess the Number</u>	Try to guess the number the computer has chosen
<u>Can You Fill It?</u>	Judging volume; fill the containers with water without overflow
<u>Cyber Zoo</u>	Sort cyber animals by characteristics; requires simple reading
<u>Challenge Shapes</u>	Click on the matching shape; challenging and fast

