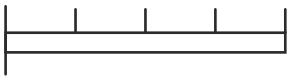
The notebook

The Key: one mark for each action. Every grade draws an action the same way, so an old page can always be read again.

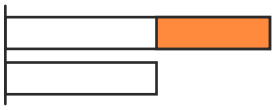
1



Laying the unit

A tick for each laying.

2



Comparing

Two strips drawn from one line, the extra part in orange.

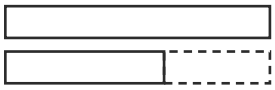
3



A whole and its parts

The whole in pencil, one part in blue, the other in orange.

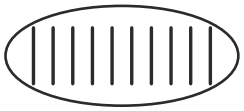
4



A hidden part

Drawn dashed.

5



Ten sticks in a band

Ten strokes, ringed.

6



Sharing equally

Equal rings of dots.

7



A leftover

A small orange piece.

8



An IOU stick

A stroke crossed in orange.

Three rules to start

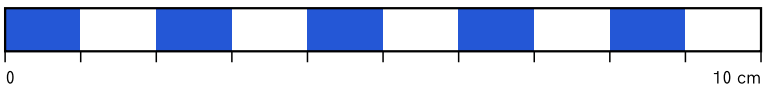
1. **The date** in the margin. In the top corner, the page number and the numbers of the problems, such as 417–421. Through grade 1 you write these for the child.
2. **One drawing** heads the page: the sitting's picture, which serves its problems. Each answer is a whole sentence with the number found ringed, such as $9 = 5 + \textcircled{4}$. Write the whole first at least half the time.
3. **Below a ruled line** at the foot of the page go the *Which picture?* problems, each with the chosen picture drawn.

Squares of 1 cm through grade 2, then 5 mm squares, or five to the inch.

Then one more with each grade

Grade 1	Erase a wobble; cross out a change of mind.
Grade 2	Name the unit, and check.
Grades 3 and 4	Number the unknowns ①, ②, and say the plan aloud.
Grade 4	A "?" in the margin marks something for the child to find and fix.

Reading it takes two minutes. Ask, "Which one do you want to show me?" Answer with a question, never with a tick, a cross or a grade. If an answer is wrong, take it back to the objects.



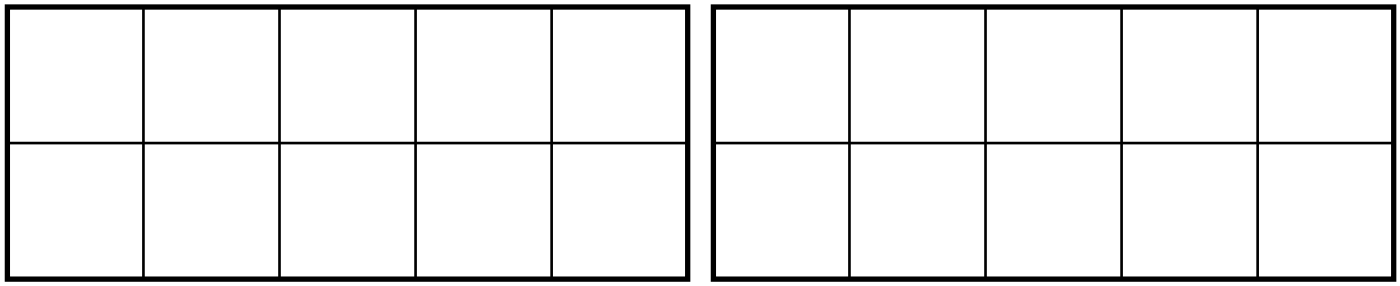
If this bar does not measure 10 cm, print at 100%. Choose "Actual size", not "Fit to page". The cards on page 2 are sized for the cubes and the coins.

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Cards to cut out

For when the materials list asks for them. Print on card stock if you can, and print the page again for more. You can also draw them all by hand.

TWO TEN-FRAMES grade 1: a row of five above a row of five



TEN HUNDRED CARDS grade 2: a hundred card stands in for a hundred-bundle

100 A HUNDRED	100 A HUNDRED	100 A HUNDRED	100 A HUNDRED	100 A HUNDRED
100 A HUNDRED	100 A HUNDRED	100 A HUNDRED	100 A HUNDRED	100 A HUNDRED

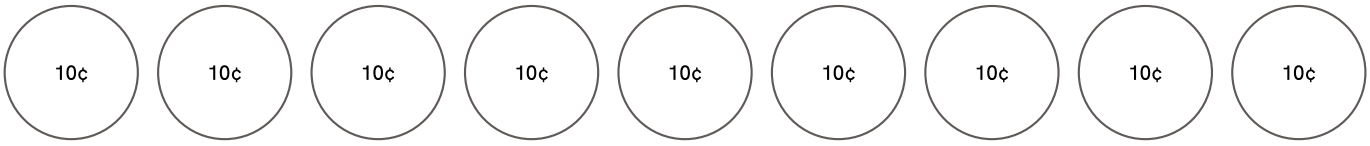
THIRTEEN DIGIT CARDS grade 3: 0 to 9, and three more 0s

0	1	2	3	4	5	6	7	8
9	0	0	0					

PLAY MONEY grades 4 and 6: print the page again for more ones

1 ONE DOLLAR PLAY MONEY	1 ONE DOLLAR PLAY MONEY	1 ONE DOLLAR PLAY MONEY	1 ONE DOLLAR PLAY MONEY
1 ONE DOLLAR PLAY MONEY	5 FIVE DOLLARS PLAY MONEY	10 TEN DOLLARS PLAY MONEY	20 TWENTY DOLLARS PLAY MONEY

DIMES grade 6



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