

# Kindergarten NUMBER SENSE Math Centers

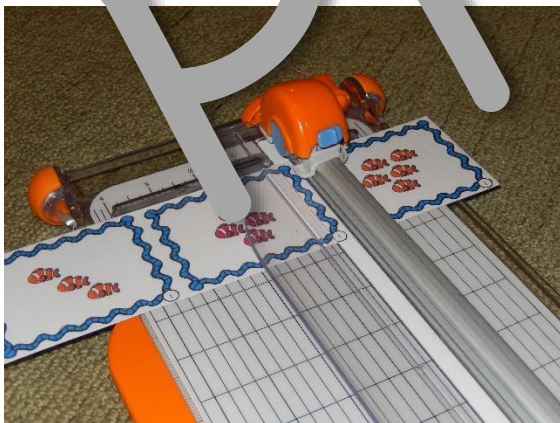
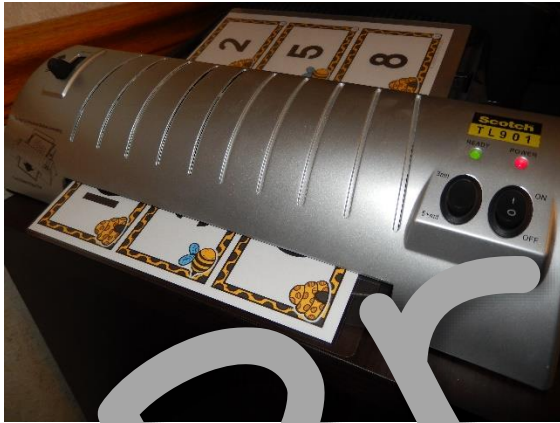
20 differentiated centers  
for all 7 Kindergarten  
Counting & Cardinality CCSS



# table of contents

Center Prep/Organization Tips.....	pgs. 3-4
How to Use this Product.....	pgs. 5-7
Center Rotation Labels.....	pgs. 8-14
1. Mousey Memory Match (K.CC.A.1, K.CC.B.4, K.CC.B.5).....	pgs. 15-22
2. Here Fishy Fishy (K.CC.A.1, K.CC.B.4, K.CC.B.5).....	pgs. 23-33
3. Super Sticker Number Lines (K.CC.A.1, K.CC.A.3, K.CC.B.4, K.CC.B.5).....	pgs. 34-38
4. Roaring Roll & Write (K.CC.A.1, K.CC.A.3).....	pgs. 39-44
5. Sundae Sorting (K.CC.A.1, K.CC.A.3, K.CC.B.4, K.CC.B.5).....	pgs. 45-58
6. Climb to the Top (K.CC.A.1, K.CC.B.4, K.CC.B.5).....	pgs. 59-63
7. Race to Trace (K.CC.A.1, K.CC.A.3).....	pgs. 64-69
8. Animal Actions (K.CC.A.1, K.CC.B.4, K.CC.B.5).....	pgs. 70-74
9. Carnival Counting (K.CC.A.1, K.CC.A.3, K.CC.B.4, K.CC.B.5).....	pgs. 75-110
10. Buzzing Before & After (K.CC.A.1, K.CC.A.2, K.CC.A.3).....	pgs. 111-121
11. Picnic Puzzles (K.CC.A.1, K.CC.A.2, K.CC.A.3).....	pgs. 122-140
12. Order Up! (K.CC.A.1, K.CC.A.3, K.CC.C.7).....	pgs. 141-147
13. Monkey Mysteries (K.CC.A.1, K.CC.A.2, K.CC.A.3).....	pgs. 148-158
14. Clever Comparisons (K.CC.A.1, K.CC.A.3, K.CC.C.6, K.CC.C.7).....	pgs. 159-163
15. Surfing Sort & Compare (K.CC.A.1, K.CC.A.3, K.CC.C.7).....	pgs. 164-174
16. Spiders Spin to Win (K.CC.A.1, K.CC.C.6, K.CC.C.7).....	pgs. 175-185
17. Royal Numberland (K.CC.A.1, K.CC.B.4, K.CC.B.5).....	pgs. 186-192
18. Dragon Dump (K.CC.A.1, K.CC.A.3, K.CC.B.4, K.CC.B.5).....	pgs. 193-196
19. Ninja Number Toss (K.CC.A.1, K.CC.A.3, K.CC.C.7).....	pgs. 197-200
20. Build a Picture (K.CC.A.1, K.CC.B.4, K.CC.B.5).....	pgs. 201-207

# CENTER PREP TIPS

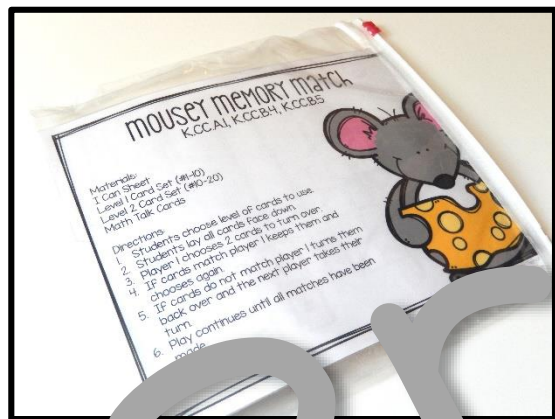


1. Print the center rotation labels, teacher info sheets, "I can..." pages, math talk cards and response sheets on regular white paper.
2. Print all game cards, boards, and spinners on white cardstock.
3. Laminate center rotation labels, teacher info sheets, "I can..." pages, center pieces, and math talk cards.
4. Cut out all center rotation labels, cards, spinners, game pieces, and math talk cards.



# ORGANIZATION TIPS

1. Use large binder clips to keep each set of game cards separated by level.
2. Use gallon storage bags to store all of the pages and parts for each center.
3. Use a 15 qt storage container to hold all of the centers.
4. Print the cover image (shrink to size you need) and tape inside front of the storage container.



# how to use this product

## mousey memory match

K.CC.A.1, K.CC.B.4, K.CC.B.5

### Materials:

1 Can Sheet  
Level 1 Card Set (#1-10)  
Level 2 Card Set (#10-20)  
Math Talk Cards

### Directions:

1. Students choose level of cards to use.
2. Students lay all cards face down.
3. Player 1 chooses 2 cards to turn over.
4. IF cards match player 1 keeps them and chooses again.
5. IF cards do not match player 1 turns them back over and the next player takes their turn.
6. Play continues until all matches have been made.



## Teacher Info Sheet:

This page serves as a label for organizing centers as well as lists all information for center set up. It includes the Common Core State Standards addressed, a list of necessary materials, and directions to reference when introducing the center to students.

## "I Can..." Student Direction Page

This page serves as a direction page for students. Include this with all center materials for students to reference. It is a helpful visual reminder as well as a great tool for any parent helpers, aides, or other volunteers in your classroom that may work with students during center time. Common Core State Standards addressed are also listed in light gray in the bottom corner.

## I CAN... mousey memory match

Choose level of cards to use. LEVEL 1 OR LEVEL 2

Lay all cards face down.

Player 1 chooses 2 cards to turn over: ? ?

IF cards match, keep them and choose again.

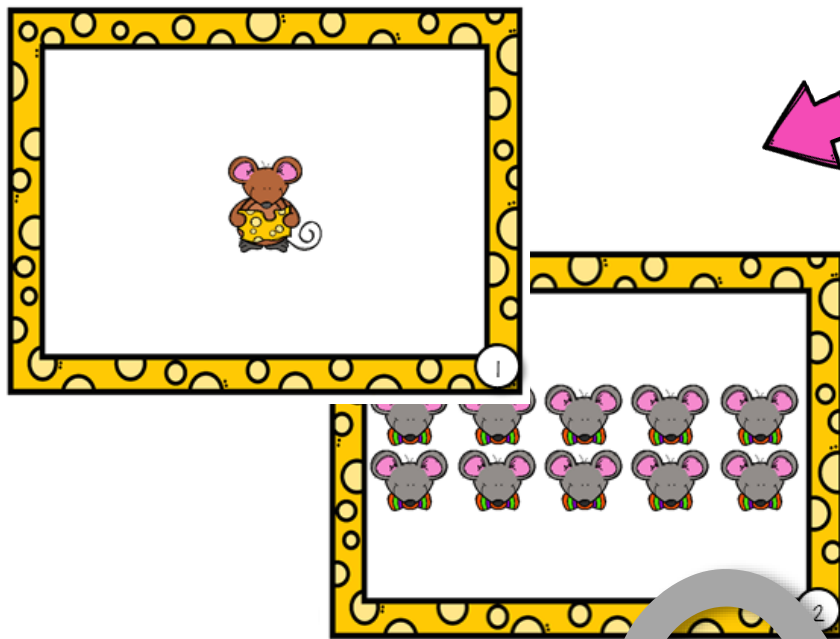
IF cards do not match turn them back over for next player to take their turn.

Play continues until all matches have been made. Player with the most matches wins!

K.CC.A.1, K.CC.B.4, K.CC.B.5

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# how to use this product



## Differentiated Materials:

Each center includes 2 or 3 options for differentiation. For the centers that include cards and/or game boards these cards are labeled with a 1, 2 or 3 to easily identify the level of difficulty, with 1 being the easiest, and 3 being the hardest.

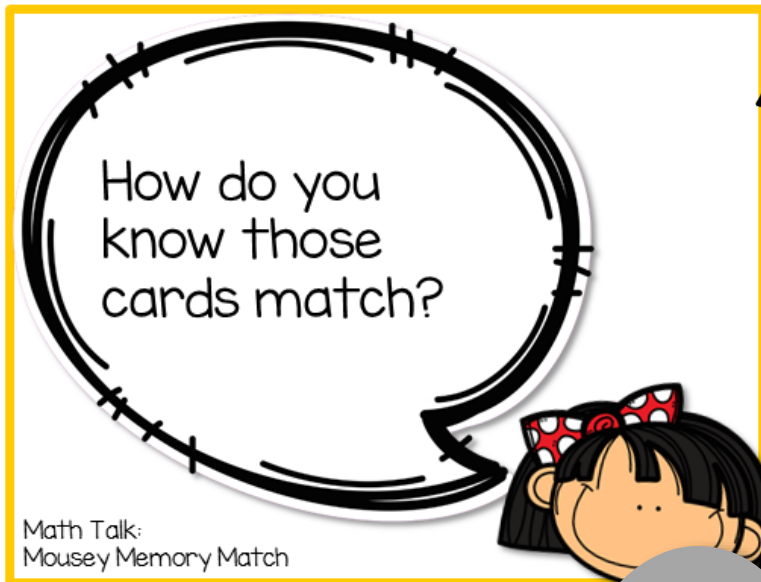
# Differentiated Response Pages

Many of the centers include response pages that can be used to record student work. These pages are black and white for easy copying. The response sheets are open ended to use for each level of differentiation, or there are separate sheets for each level. If there are multiple response sheets, they are labeled with 1, 2, or 3 just like the other center materials for easy identification.

[illegible]



# how to use this PRODUCT

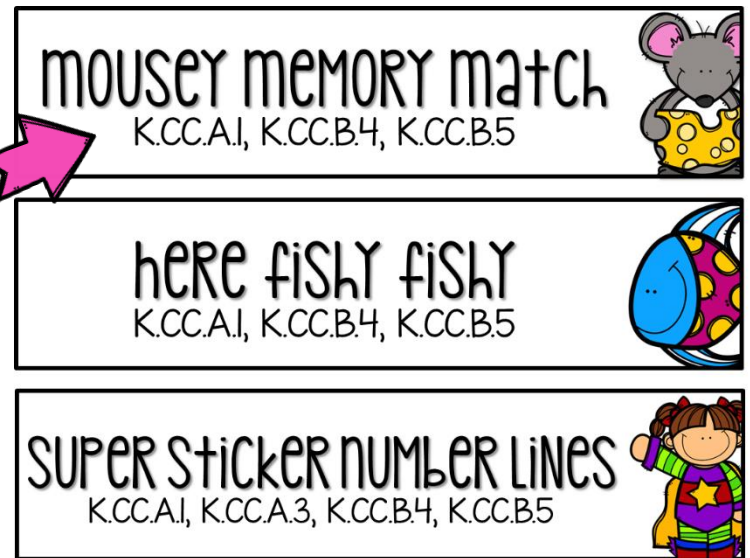


## Math Talk Cards:

These cards serve as a prompt for student discussion during center time. Each center has a prompt card specific to that center. Each card is labeled with the center it belongs to. These cards are also a great tool for any parent helpers, aides, or other volunteers in your classroom that may work with students during center time.

## Pocket Chart Rotation Labels

If you post a visual for students during center rotations, use these cards as labels for each center. Post in pocket chart or on a board. You can then add cards with student names next to each center. If students choose their own centers they can easily see what each center is.



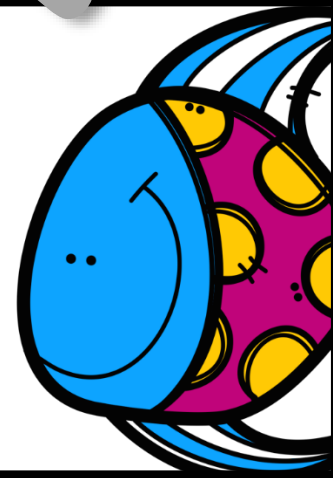
# mousey memory match

K.CC.A.1, K.CC.B.4, K.CC.B.5



# here fishy fishy

K.CC.A.1, K.CC.B.4, K.CC.B.5



# SUPER STICKER NUMBER LINES

K.CC.A.1, K.CC.A.3, K.CC.B.4, K.CC.B.5





# ROARING ROLL & WRITE

K.CC.A.1, K.CC.A.3

## Materials:

I Can Sheet

Level 1 Response Sheet (#1-6)

Level 2 Response Sheet (#1-12)

Level 3 Response Sheet (#1-20)

#1-6 Die (with dots or numbers)

#1-12 Die (or 2 dot dice)

#1-20 Die

Math Talk Cards

## Directions:

1. Students choose a graph and matching die.
2. Player 1 rolls the die and writes the number on their graph.
3. Player 2 rolls the die and writes the number on their graph.
4. Continue until one number reaches the top.
5. Color that number in and write I at the top.
6. Continue until all numbers reach the top.



# I can...!

## LEVEL 3

Choose level of graph/dive to use.

[illegible]

**OR**

**ROARING ROLL & WRITE**

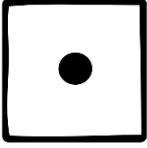


1	2	3	4	5	6	7	8	9	10	11
---	---	---	---	---	---	---	---	---	----	----

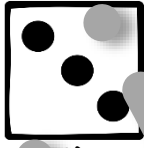
**OR**

[illegible]

Player I rolls the die and writes the number on their graph.



Player 2 rolls the die and



Continue taking turns until one number reaches the top.

[illegible]

Color that number in and write 1 at the top (next time write 2, then 3, etc.).

Continue playing until all numbers reach the top.

Name: \_\_\_\_\_

# ROARING ROLL & WRITE

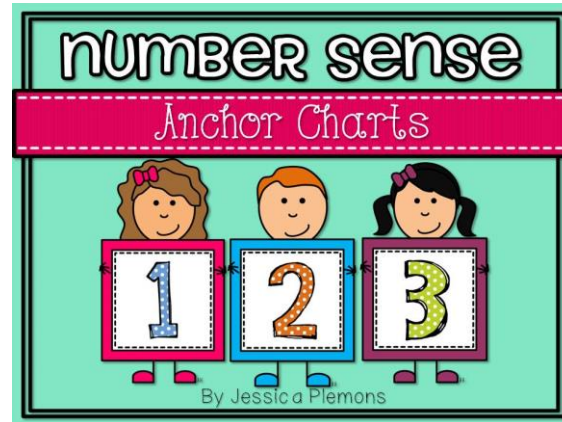
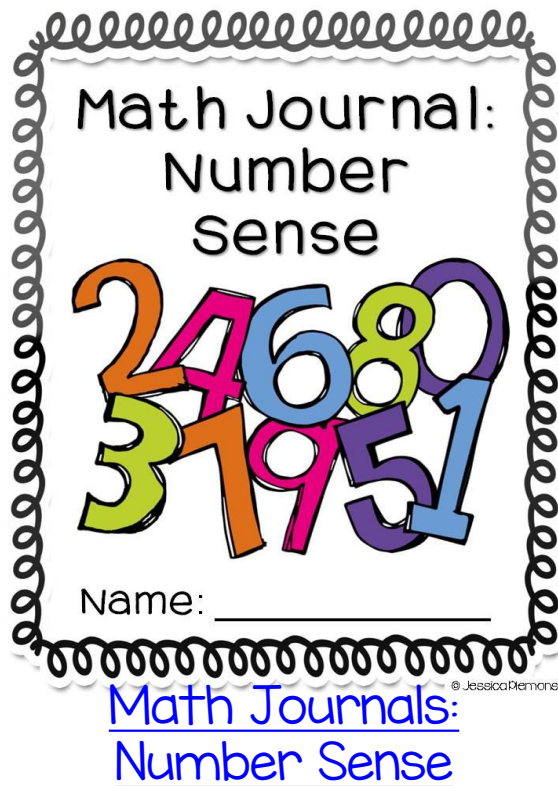


1	2	3	4	5	6



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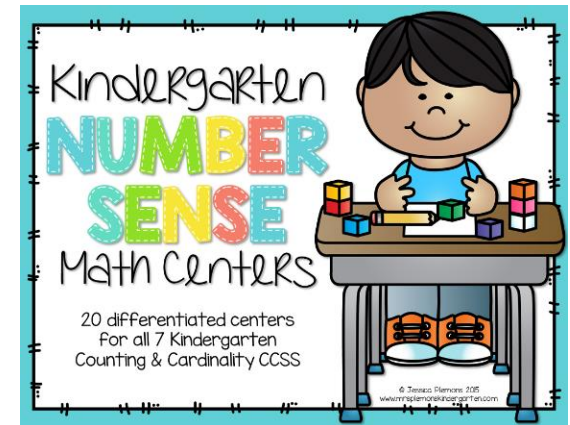
## Number Sense Resources



Anchor Charts:  
Number Sense



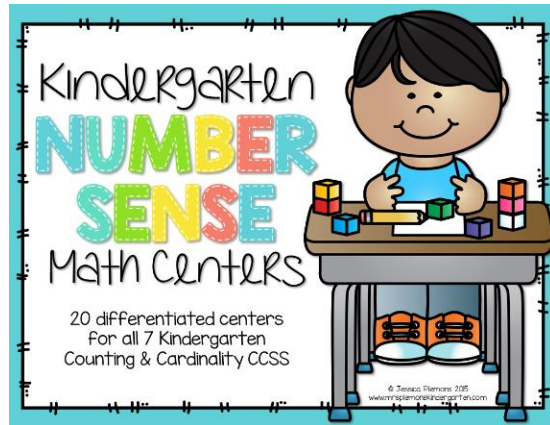
Exit Tickets: Counting  
& Cardinality



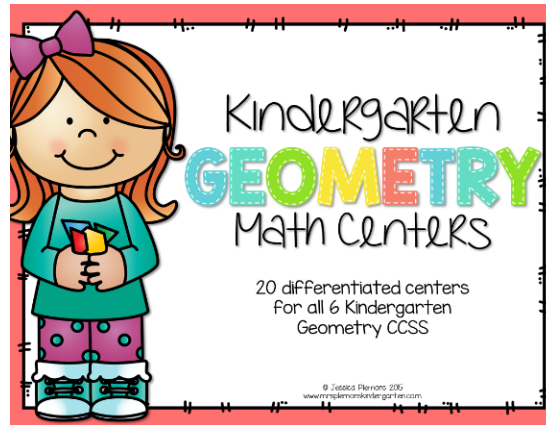
Math Centers:  
Number Sense

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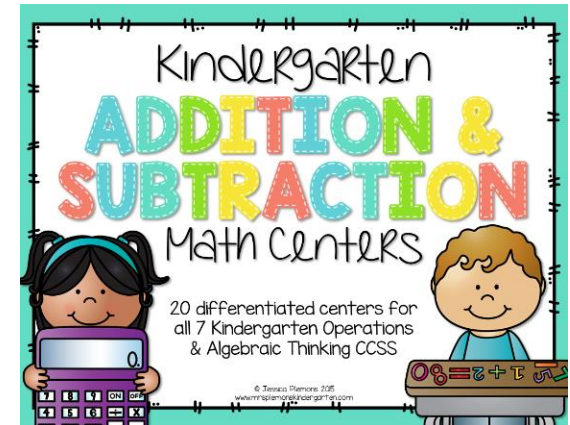
## Math Centers



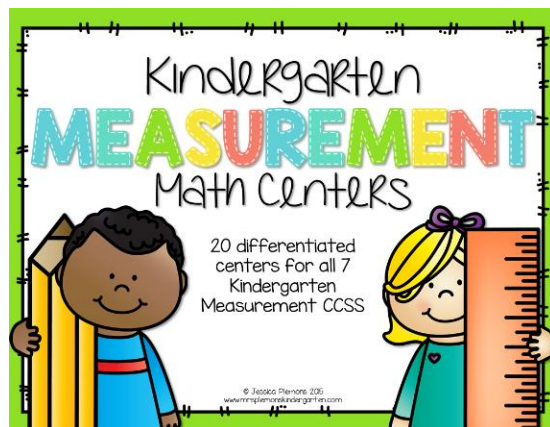
Number Sense



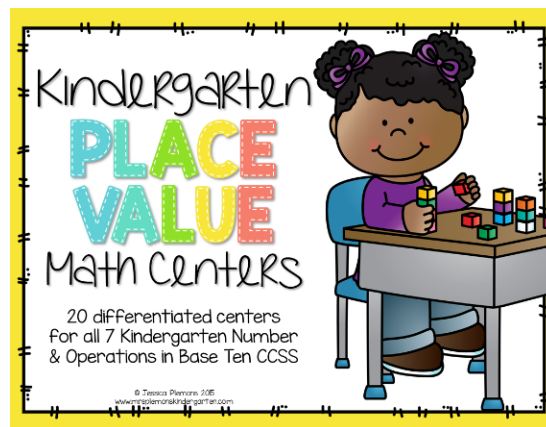
Geometry



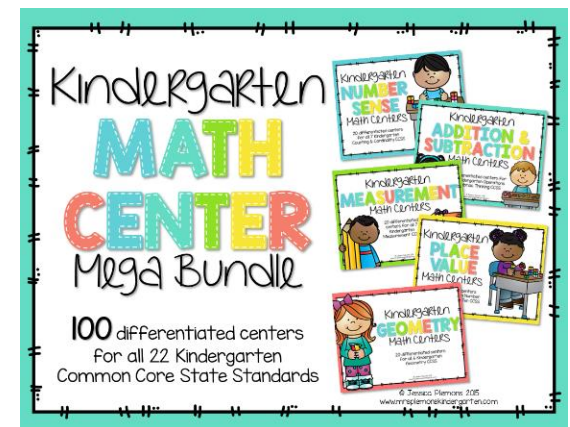
Addition & Subtraction



Measurement



Place Value



MEGA Bundle





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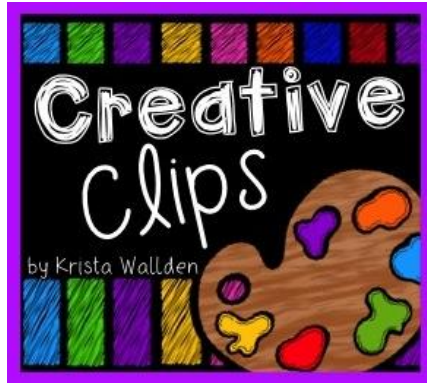
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