

# Buy 1—Get 1

# Line Master 1 (Assessment Master)

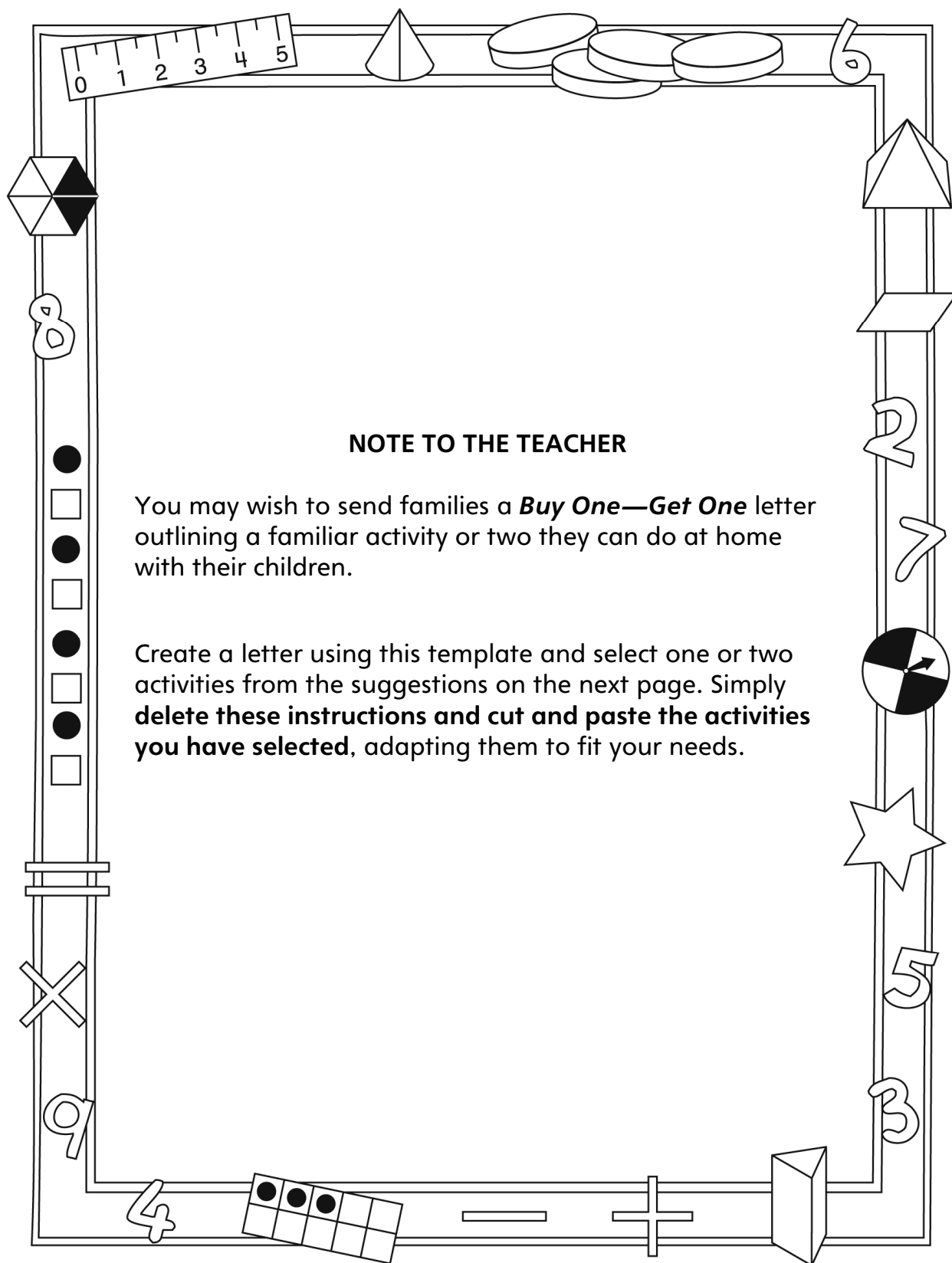
Name: \_\_\_\_\_

<b>Add and subtract to 20</b>	<b>Not observed</b>	<b>Sometimes</b>	<b>Consistently</b>
Models and describes addition situations			
Uses + and = appropriately			
Models and describes subtraction situations			
Uses – and = appropriately			
<b>Develop addition and subtraction strategies</b>			
Knows double facts			
Uses doubles to find other facts			
Counts on to find sums			
Counts back to find differences			

**Strengths:**

**Next Steps:**

# Connecting Home and School Line Master 2-1



## NOTE TO THE TEACHER

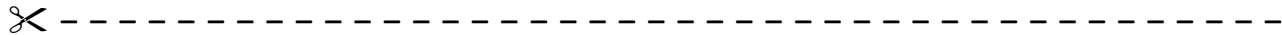
You may wish to send families a **Buy One—Get One** letter outlining a familiar activity or two they can do at home with their children.

Create a letter using this template and select one or two activities from the suggestions on the next page. Simply **delete these instructions and cut and paste the activities you have selected**, adapting them to fit your needs.

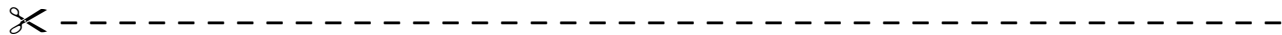
# Connecting Home and School Line Master 2–2

Dear Family:

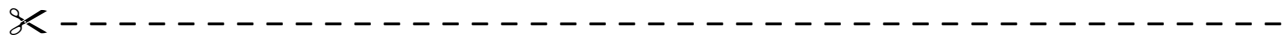
We have been working on **Buy One—Get One**, which focuses on Adding and Subtracting and Developing Addition and Subtraction Strategies. Try this activity at home with your child.



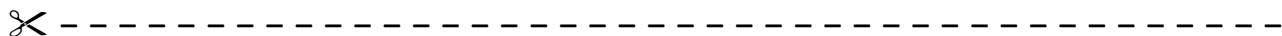
**Reading the Story:** As you read the story, enjoy discussing and counting what Sofia and Adam choose to buy. Before turning the page, encourage your child to predict the number of items in the cart. Also, discuss the cost of items and work out the amount of money left after each purchase. Encourage your child to explain how he/she arrives at each answer. After you read, you might use small objects and the shopping cart on the inside back cover to re-create the shopping trip.



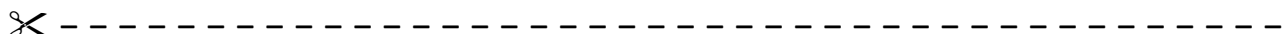
**You Are Bumped!** We have played this game in class and your child can now teach you the rules. Your child has brought the game board home. All you need to add are some small objects to use as counters. You and your child can make a set of cards for the numbers 1–10, or you can use a deck of cards with the face cards removed.



**Double the Card:** Remove the face cards from a deck of cards and place them in a pile, face down. Write the numbers 2, 4, 6, 8, 10, 12, 14, 16, 18, 20 on a sheet of paper, and have your child do the same. Take turns flipping the cards over. Each time, state the number and double it. For example, if you turn over 8, say, “8; 8 plus 8 equals 16.” Cross out the double (16). The goal is to be the first to cross out all the numbers.



**Shopping Together:** When shopping, engage your child in thinking about how many there would be if you doubled what you are buying. “How many oranges would we have if we doubled what we just put in our cart?” You might also offer opportunities for your child to work with money amounts. “Suppose we have 20 dollars. About how much would we have left if we buy this box of cereal?”



Sincerely,

---



# Double Ten-Frame

# Line Master 4



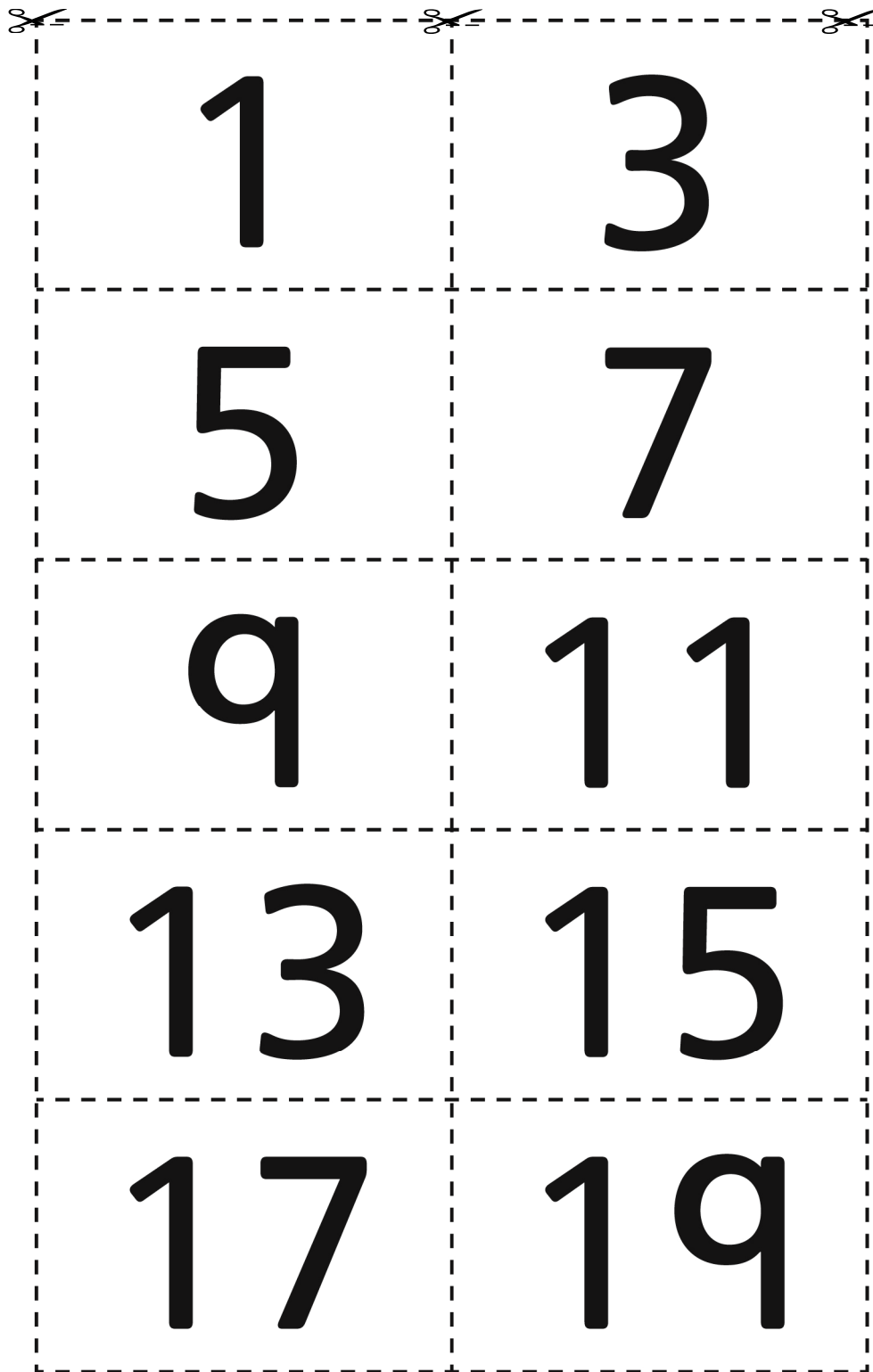
# Numeral Cards (Even)

# Line Master 5-1

2	4
6	8
10	12
14	16
18	20

# Numeral Cards (Odd)

## Line Master 5-2



# Bingo!

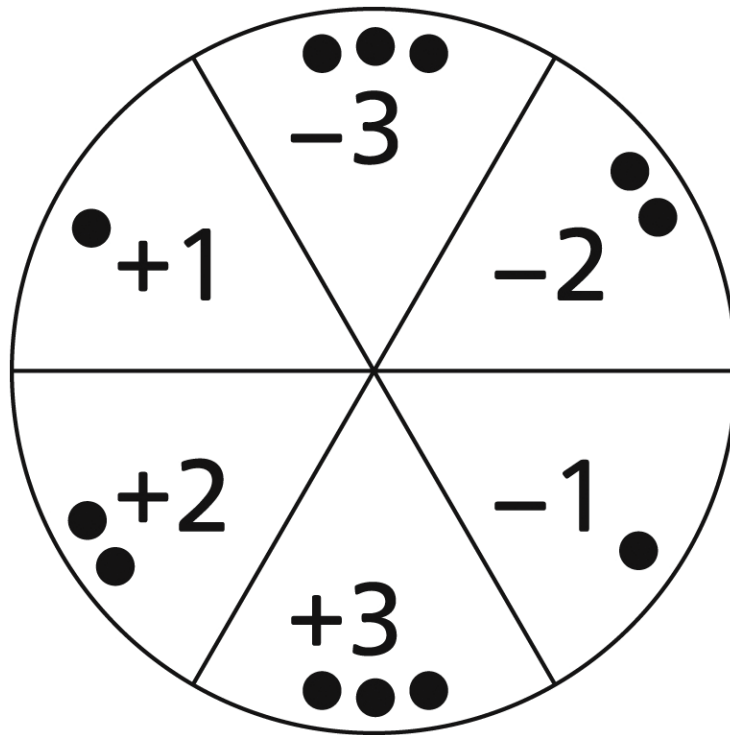
## Line Master 6

		FREE		



# Counting On or Back Game Board

Line Master 7



## What you need:

- 1 counter for each player
- pencil and paper clip to make the spinner work

## How to Play:

- Each player puts a counter on 10.
- In turn, players spin.
- When you spin a +, you move toward the 20.
- When you spin a -, you move toward 1.
- The first player to reach 1 or 20 scores a point.

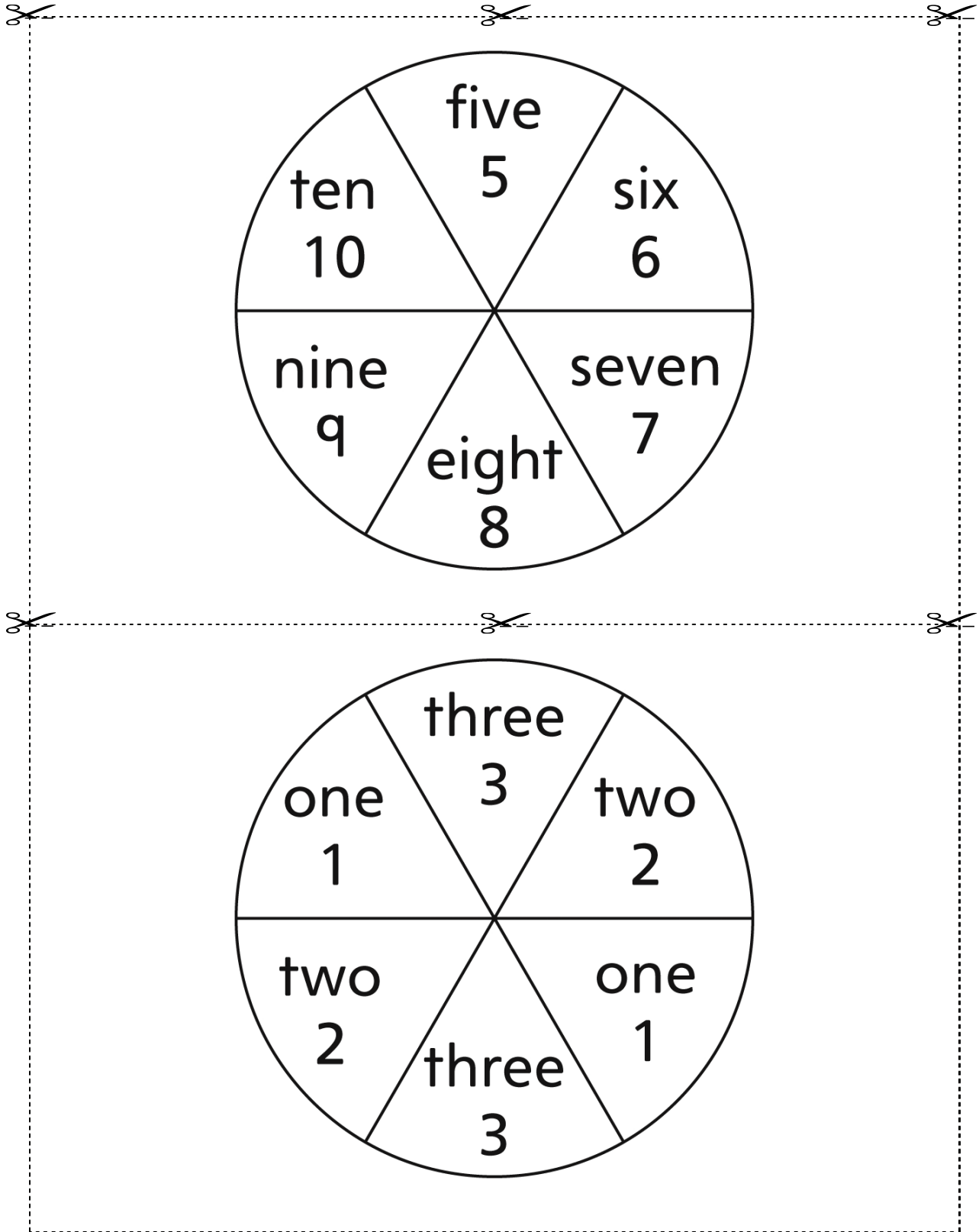
# Seeing Double Recording Sheet

## Line Master 8

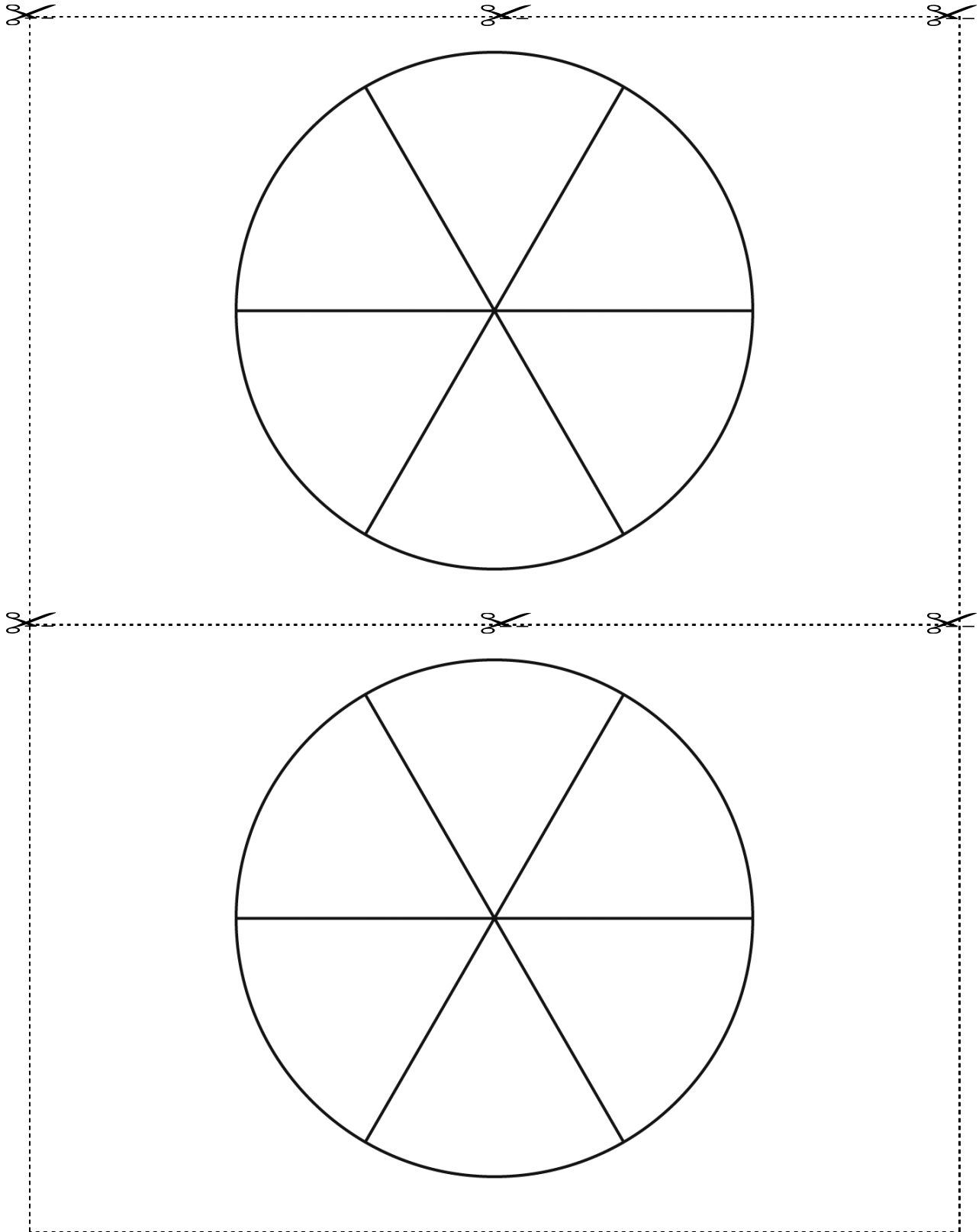
Name: \_\_\_\_\_

Print the number.	Draw the double.	Write the number sentence.

# Count On or Count Back: Line Master 9-1 Spinners



# Count On or Count Back: Line Master 9-2 Spinners



# Count On or Count Back: Line Master 9-3 Recording Sheet I

						13
						12
						11
						10
						9
						8

# Count On or Count Back: Line Master 9-4 Recording Sheet II

						7
						6
						5
						4
						3
						2

# This Is Mine! Game Board: Line Master 10–1 Doubles

2	8	4	16
10	20	16	18
14	6	12	4
6	2	20	18
12	14	8	10

## Each player needs:

- 8 counters (in a different colour than your partner's)
- 1 set of numeral cards for 1 to 10 (or a 10-sided number cube)

## How to Play:

- Place cards face down in a pile. Choose a card.
- Double the number. Place a counter on the sum. If the sum appears more than once, only cover one of the numbers.
- If one of your counters is on the sum, put another counter on it and say, This is mine!
- If the number has one of the other player's counters on it, you can take her/his counter off and put your counter on the number.
- The first player to use up all of their counters wins!

# This Is Mine! Game Board: Line Master 10–2 Near Doubles

3	9	5	15
11	19	17	1
15	7	13	5
7	3	19	17
11	13	9	1

## Each player needs:

- 8 counters (in a different colour than your partner's)
- 1 set of numeral cards for 1 to 10 (or a 10-sided number cube)

## How to Play:

- Place cards face down in a pile. Choose a card.
- Double the number. Add or subtract 1. Place a counter on the sum or difference. If the sum or difference appears more than once, only cover one of the numbers.
- If one of your counters is on the number, put another counter on it and say, This is mine!
- If the number has one of the other player's counters on it, you can take his/her counter off and put your counter on the number.
- The first player to use up all of their counters wins!



# Facts I Know!

# Line Master 11

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

+	0	1	2	3	4	5	6	7	8	9	10
0	0 + 0	0 + 1	0 + 2	0 + 3	0 + 4	0 + 5	0 + 6	0 + 7	0 + 8	0 + 9	0 + 10
1	1 + 0	1 + 1	1 + 2	1 + 3	1 + 4	1 + 5	1 + 6	1 + 7	1 + 8	1 + 9	1 + 10
2	2 + 0	2 + 1	2 + 2	2 + 3	2 + 4	2 + 5	2 + 6	2 + 7	2 + 8	2 + 9	2 + 10
3	3 + 0	3 + 1	3 + 2	3 + 3	3 + 4	3 + 5	3 + 6	3 + 7	3 + 8	3 + 9	3 + 10
4	4 + 0	4 + 1	4 + 2	4 + 3	4 + 4	4 + 5	4 + 6	4 + 7	4 + 8	4 + 9	4 + 10
5	5 + 0	5 + 1	5 + 2	5 + 3	5 + 4	5 + 5	5 + 6	5 + 7	5 + 8	5 + 9	5 + 10
6	6 + 0	6 + 1	6 + 2	6 + 3	6 + 4	6 + 5	6 + 6	6 + 7	6 + 8	6 + 9	6 + 10
7	7 + 0	7 + 1	7 + 2	7 + 3	7 + 4	7 + 5	7 + 6	7 + 7	7 + 8	7 + 9	7 + 10
8	8 + 0	8 + 1	8 + 2	8 + 3	8 + 4	8 + 5	8 + 6	8 + 7	8 + 8	8 + 9	8 + 10
9	9 + 0	9 + 1	9 + 2	9 + 3	9 + 4	9 + 5	9 + 6	9 + 7	9 + 8	9 + 9	9 + 10
10	10 + 0	10 + 1	10 + 2	10 + 3	10 + 4	10 + 5	10 + 6	10 + 7	10 + 8	10 + 9	10 + 10

# Magic Machine

# Line Master 12

<p>A whimsical robot-like machine with a lightbulb on its head, a camera-like eye, and various buttons. It has an 'IN' cup on the left and an 'OUT' cup on the right. The central panel says 'Add 2!'. There is a square box above the 'IN' cup and another below the 'OUT' cup.</p>	<p>A whimsical robot-like machine with a lightbulb on its head, a camera-like eye, and various buttons. It has an 'IN' cup on the left and an 'OUT' cup on the right. The central panel says 'Add 3!'. There is a square box above the 'IN' cup and another below the 'OUT' cup.</p>
<p>A whimsical robot-like machine with a lightbulb on its head, a camera-like eye, and various buttons. It has an 'IN' cup on the left and an 'OUT' cup on the right. The central panel says 'Subtract 2!'. There is a square box above the 'IN' cup and another below the 'OUT' cup.</p>	<p>A whimsical robot-like machine with a lightbulb on its head, a camera-like eye, and various buttons. It has an 'IN' cup on the left and an 'OUT' cup on the right. The central panel says 'Subtract 3!'. There is a square box above the 'IN' cup and another below the 'OUT' cup.</p>
<p>A whimsical robot-like machine with a lightbulb on its head, a camera-like eye, and various buttons. It has an 'IN' cup on the left and an 'OUT' cup on the right. The central panel says 'Double It!'. There is a square box above the 'IN' cup and another below the 'OUT' cup.</p>	<p>A whimsical robot-like machine with a lightbulb on its head, a camera-like eye, and various buttons. It has an 'IN' cup on the left and an 'OUT' cup on the right. The central panel says 'Double It and Add 1!'. There is a square box above the 'IN' cup and another below the 'OUT' cup.</p>