

Let's Play Waltes! Line Master 1 (Assessment Master)

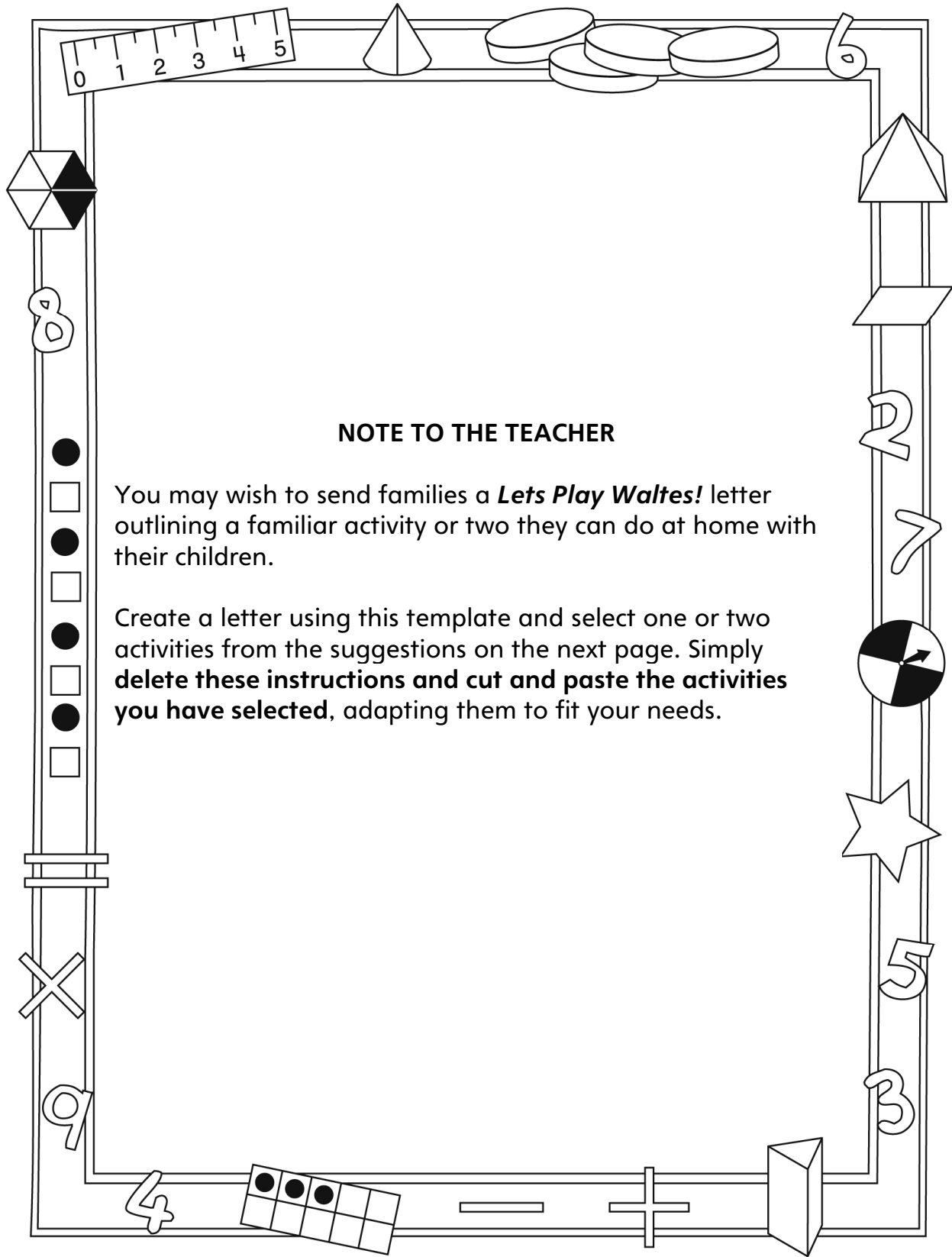
Name: _____

Count and Compare to 10	Not observed	Sometimes	Consistently
Says number name sequence in correct order when counting forward from 1 (stable order)			
Says one word for each object counted (one-to-one correspondence)			
Knows that the last number spoken tells how many objects are in the set (cardinality)			
Compares quantities by matching or counting to determine more/less or equal quantities			
Determines how many more/less one set is compared to another			
Compose and Decompose to 10			
Decomposes quantities to 10 into parts			

Strengths:

Next Steps:

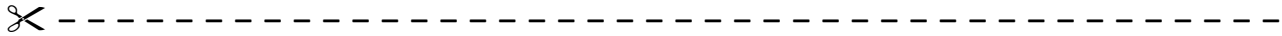
Connecting Home and School Line Master 2-1



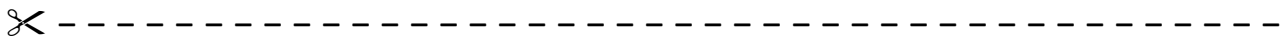
Connecting Home and School Line Master 2–2

Dear Family:

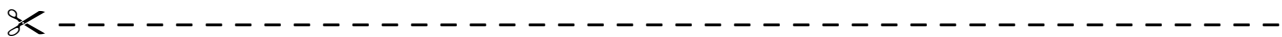
We have been working on *Lets Play Waltes!* which engages children in conversations, investigations, and activities that help to develop their understanding of the big math idea that “Numbers are related in many ways.” Particular focus is placed on counting and comparing to 10. Try this activity at home with your child.



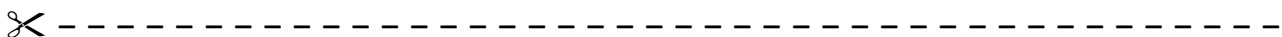
Reading the Story: As you read the story, enjoy counting the dice and the points won, pay attention to all the different ways to get 6, and notice the different ways in which 10 is depicted (e.g., Grandpa had 10 but gave 1 point to Callie and now he has 9). After you read, you might gather 10 small objects and use the Math Mat on the inside back cover to re-create some of the different situations that Grandpa or Callie encounter each time they have a turn.



Play Waltes: Get a plate or bowl, 6 Waltes dice (e.g., counters with different sides or coins), and at least 20 counting sticks. Use the instructions from page 16 to play head-to-head as in the story. Or, for a three-player version, give all the counting sticks to a **scorekeeper**. Players take turns, and the **scorekeeper** determines whether points will be given based on how the dice land. Play until all the sticks are gone. The player with more sticks at the end wins.



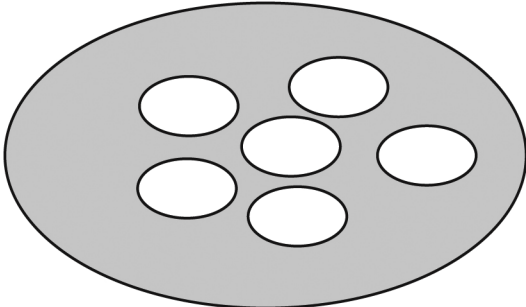
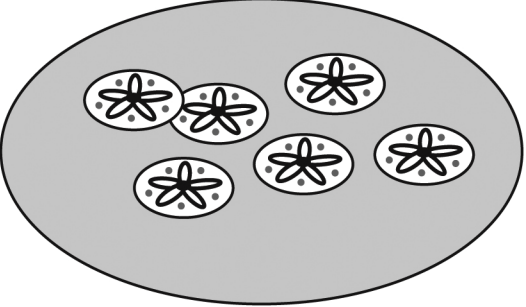
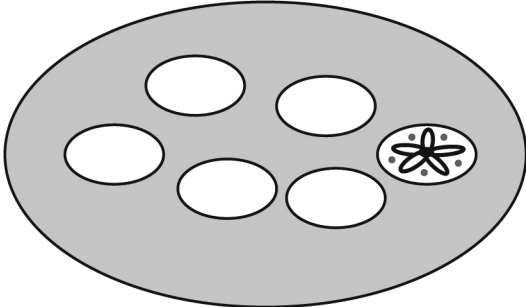
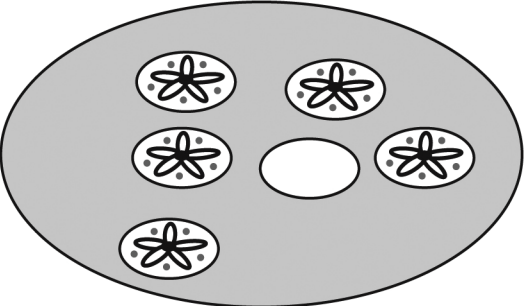
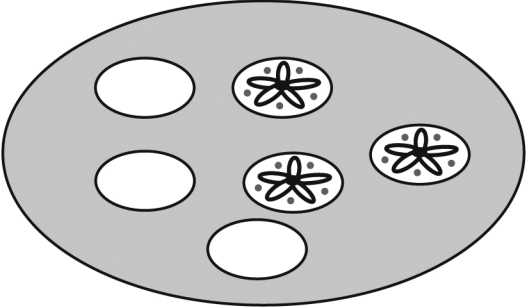
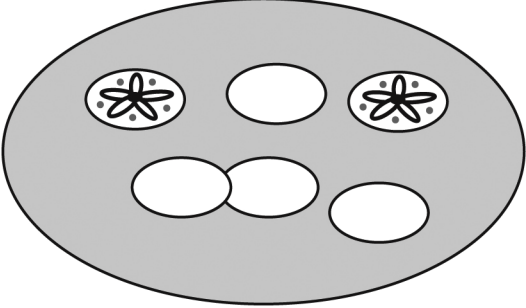
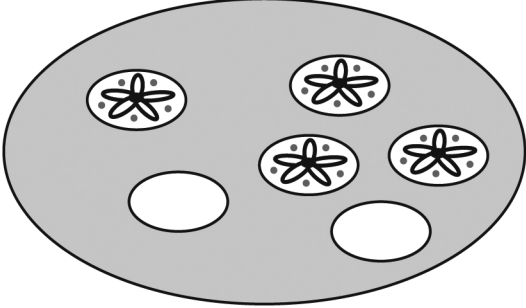
Team Up and Team Down: Play a different version of Waltes in which each player is assigned a different side of the Waltes dice (e.g., facing up or down on the Waltes dice in the book, or red and yellow when playing with 2-colour counters). Players take turns tossing the dice. After each turn, separate the dice into the two categories. Whoever gets all 5 or 6 dice scores the same points as in the story.

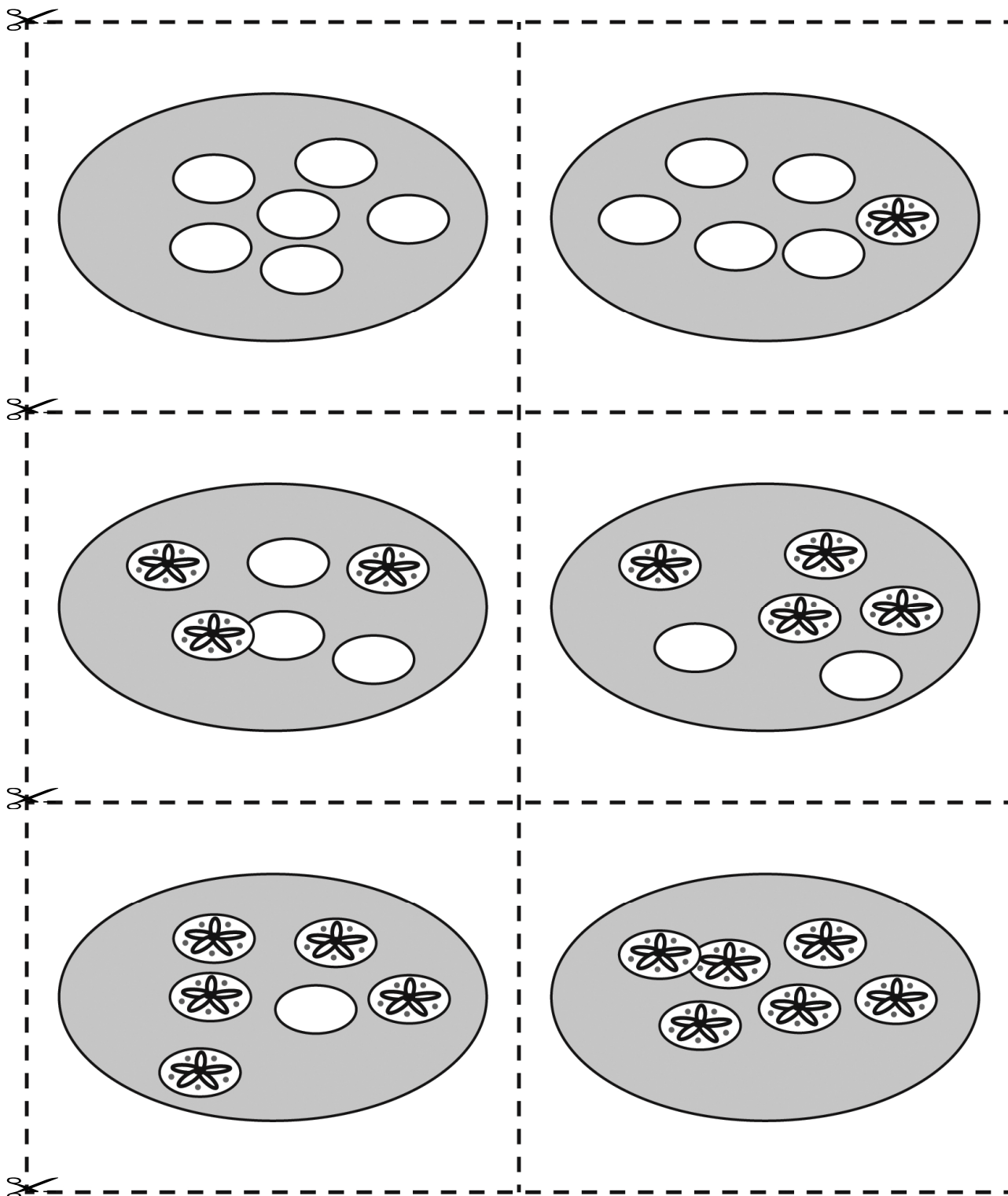


Sincerely,

Walters Scoring Guide

Line Master 3

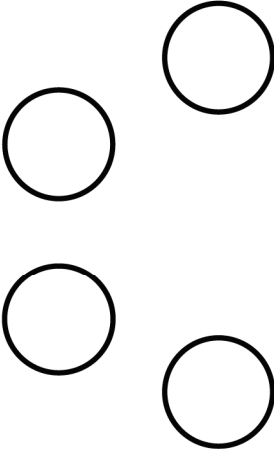
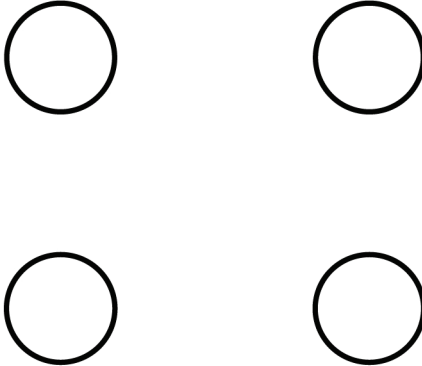
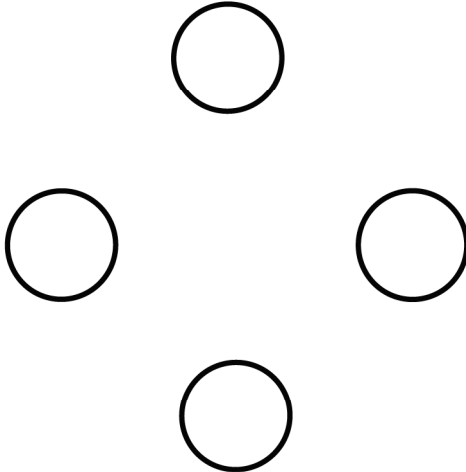
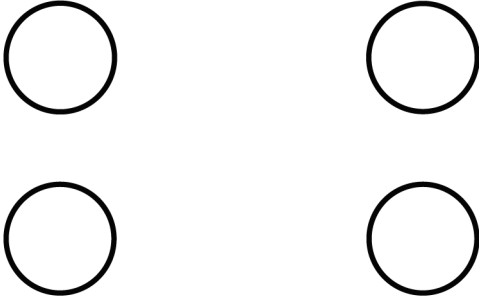
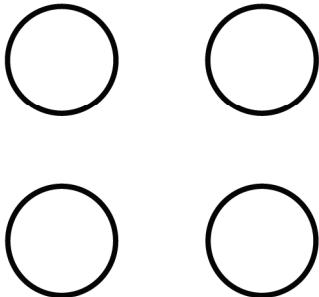
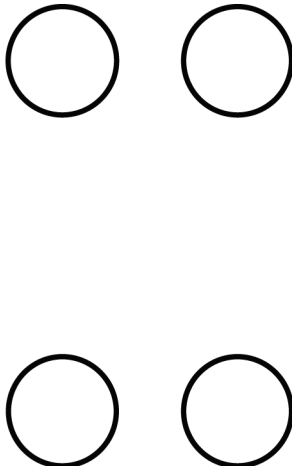
5 points	
	
1 point	
	
0 points	
	
	



How Can 4 Land?

Line Master 5-1

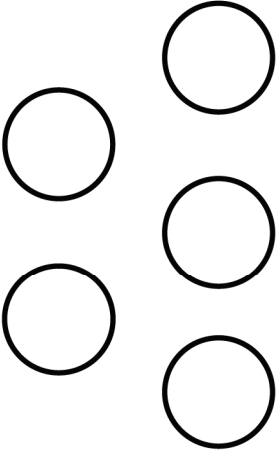
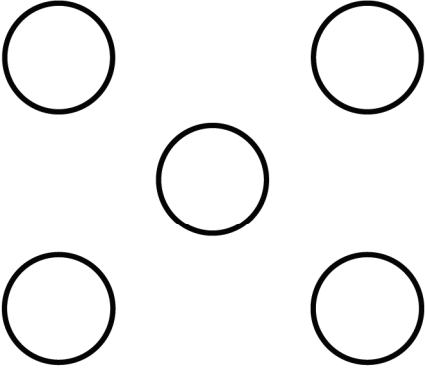
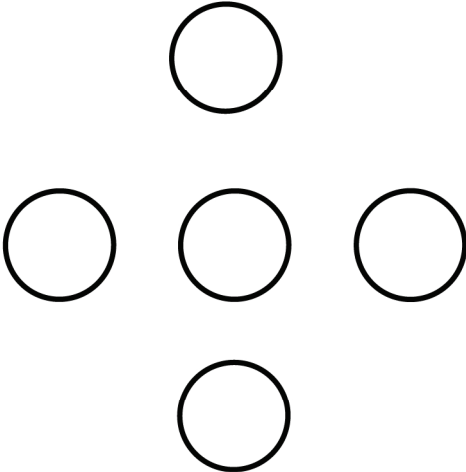
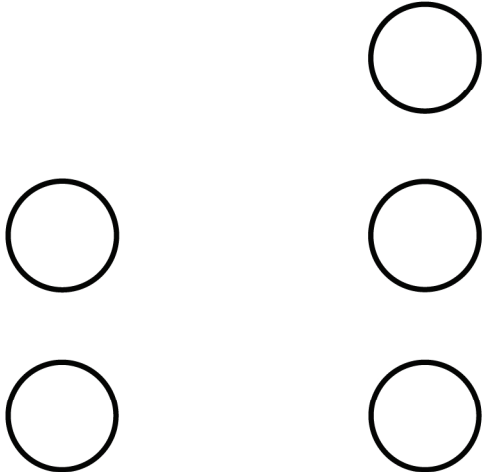
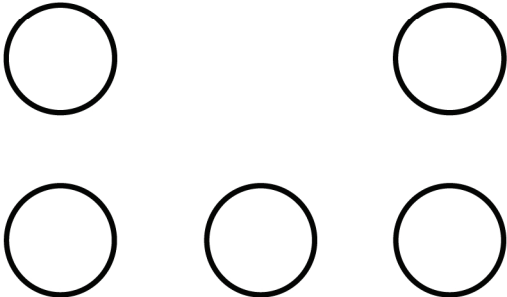
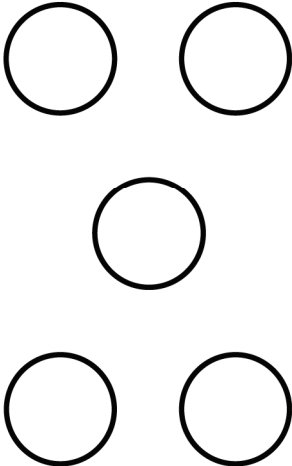
Name: _____

How Can 5 Land?

Line Master 5-2

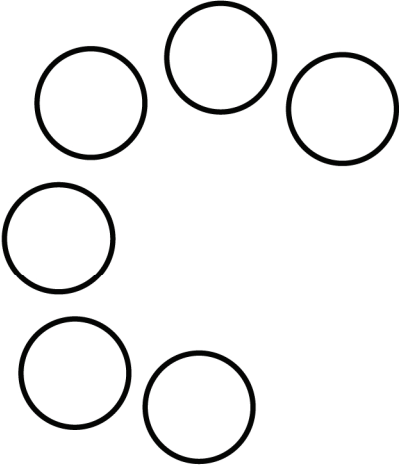
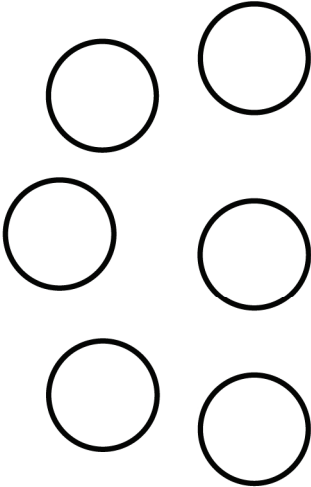
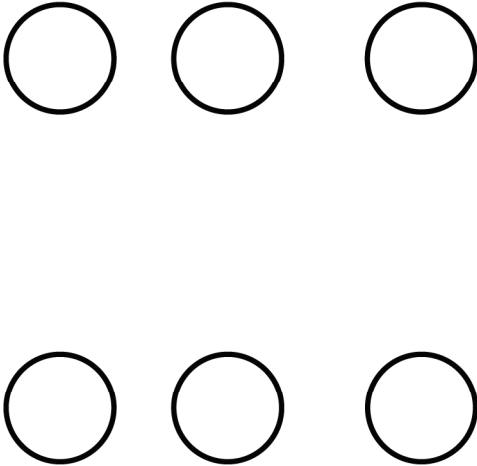
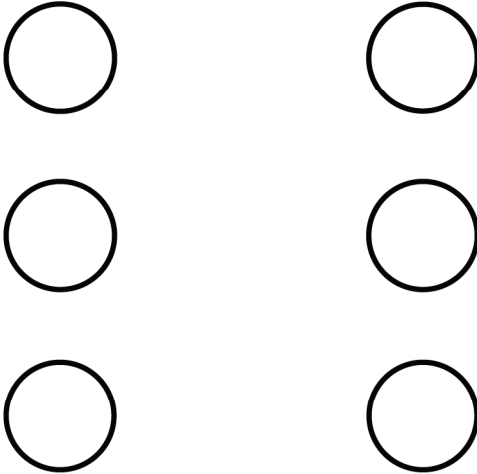
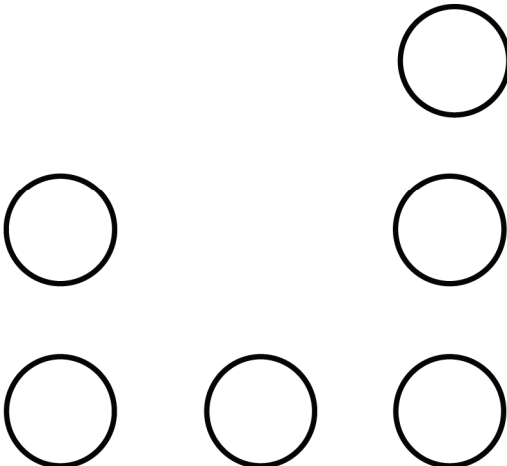
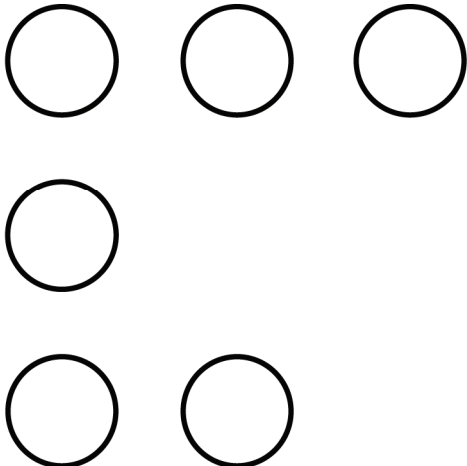
Name: _____

How Can 6 Land?

Line Master 5-3

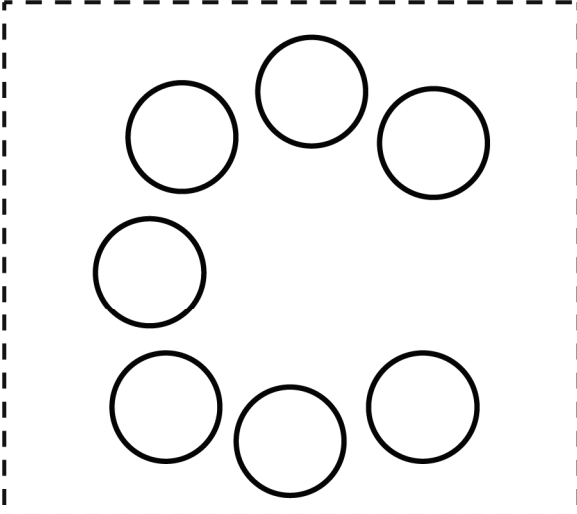
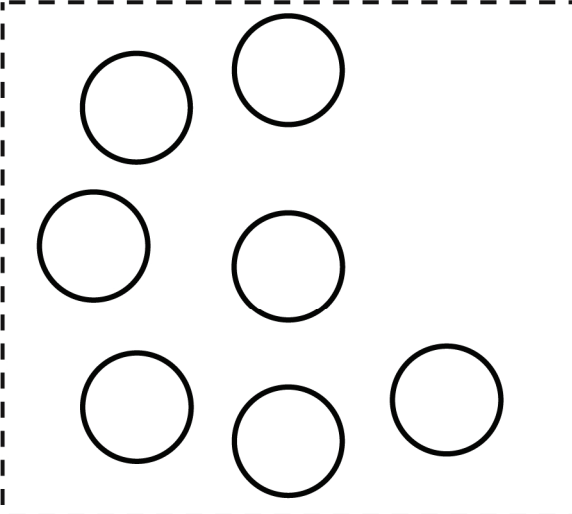
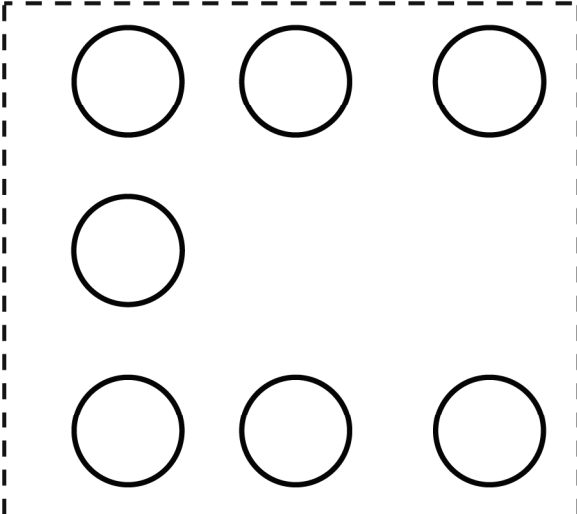
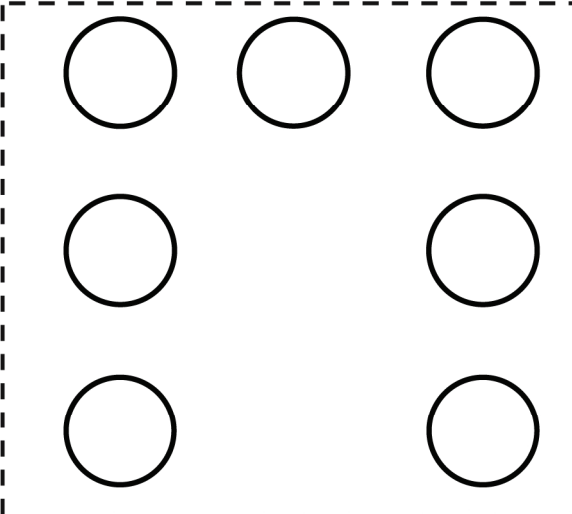
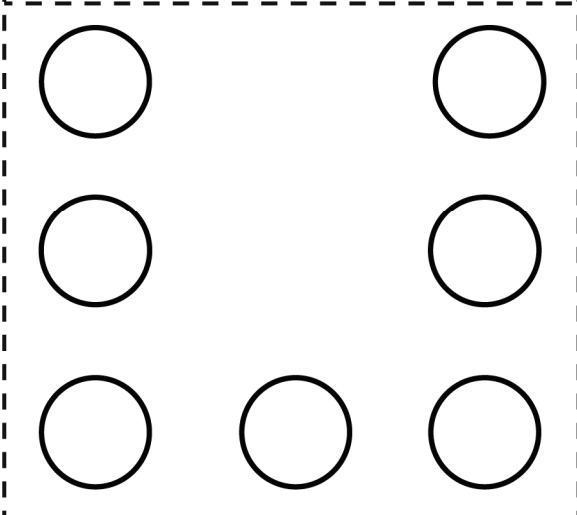
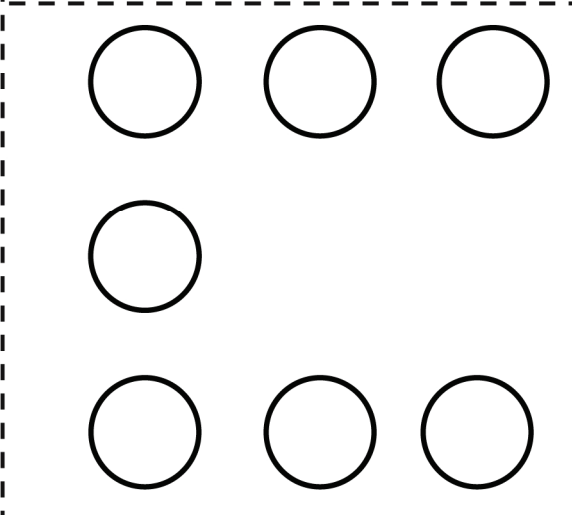
Name: _____

How Can 7 Land?

Line Master 5-4

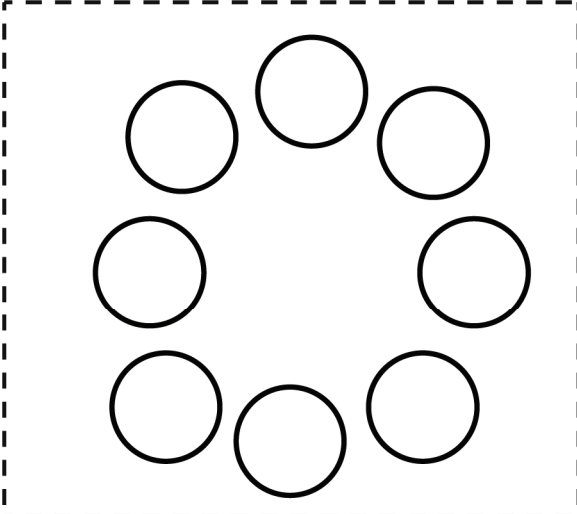
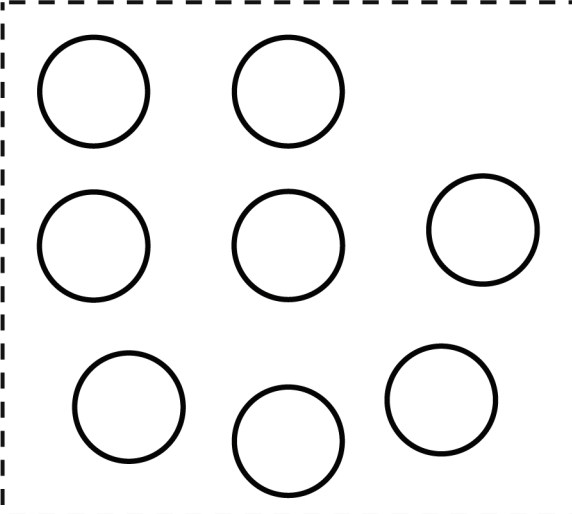
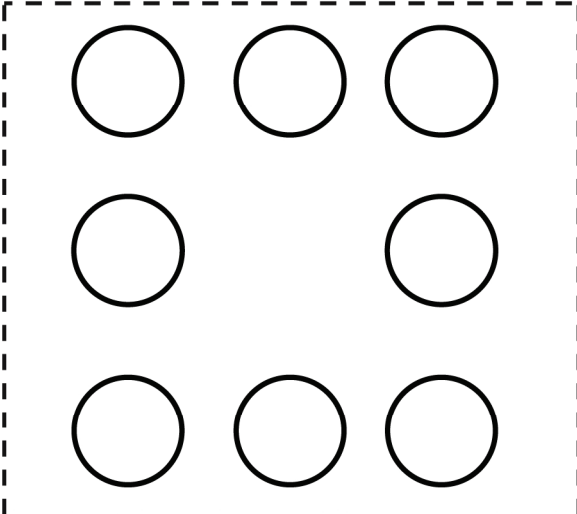
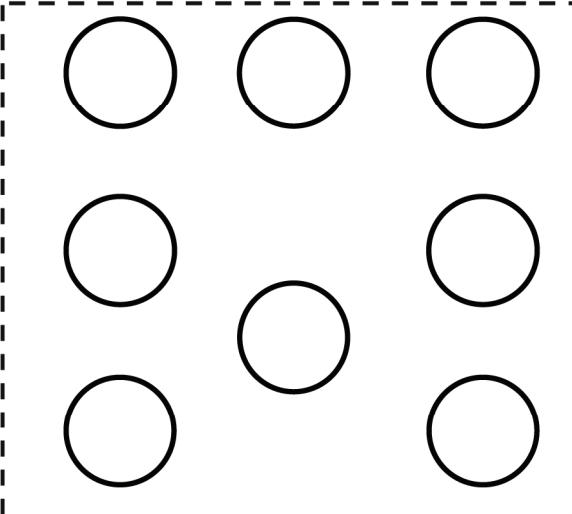
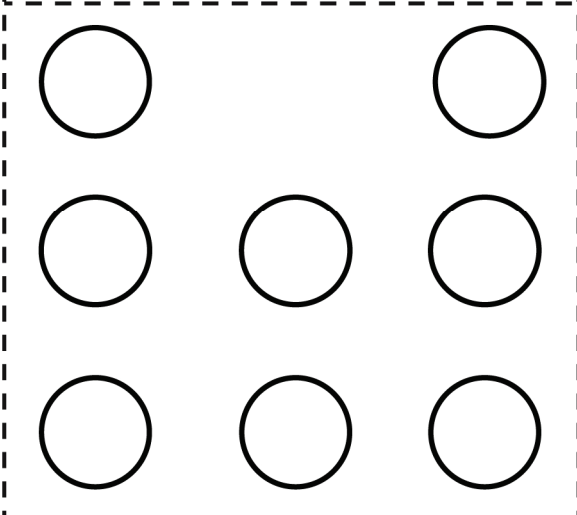
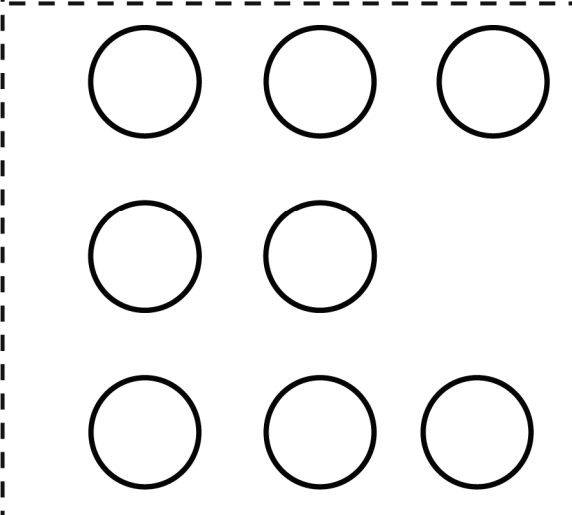
Name: _____

How Can 8 Land?

Line Master 5-5

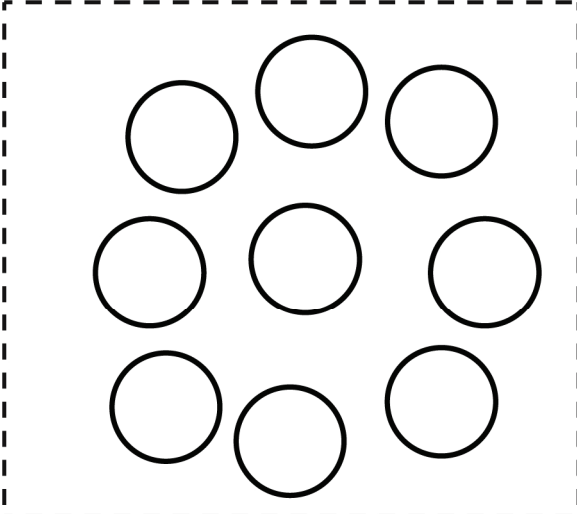
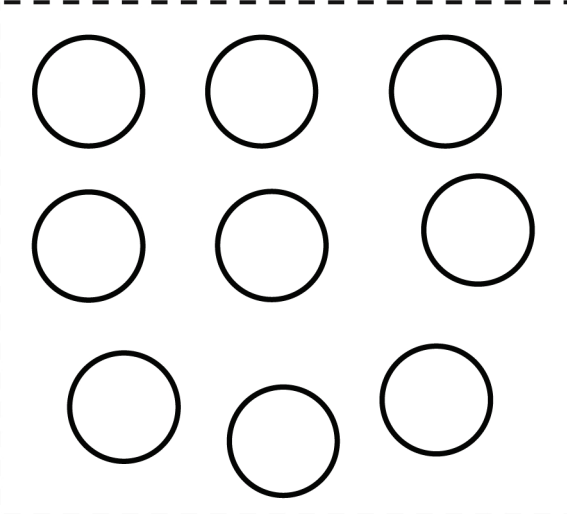
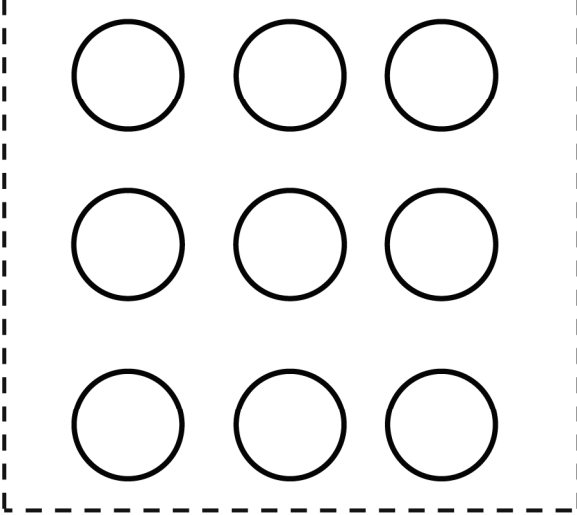
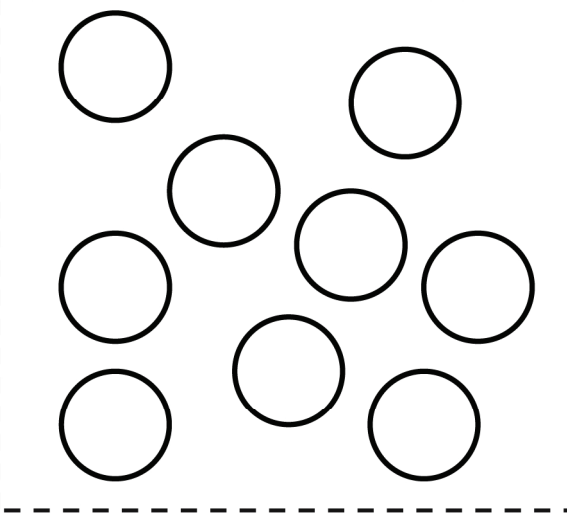
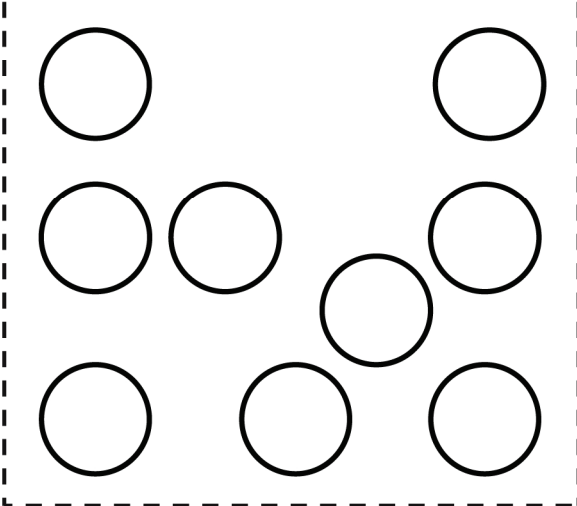
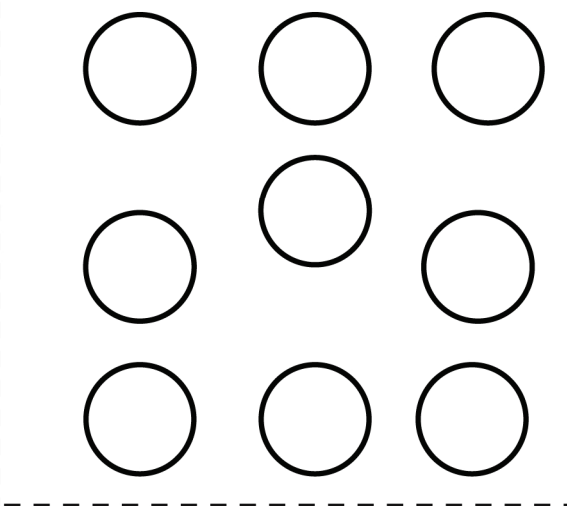
Name: _____

How Can 9 Land?

Line Master 5-6

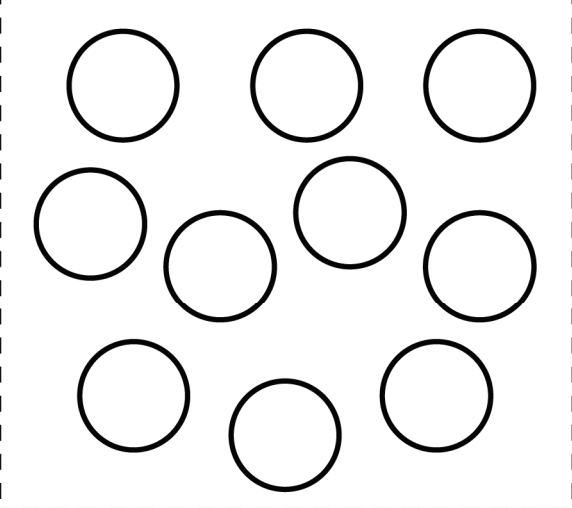
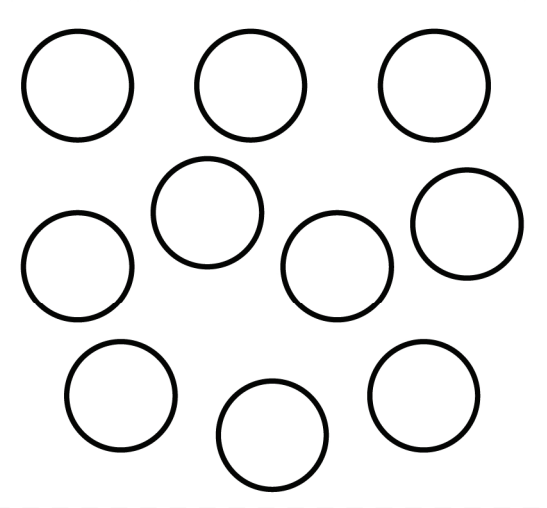
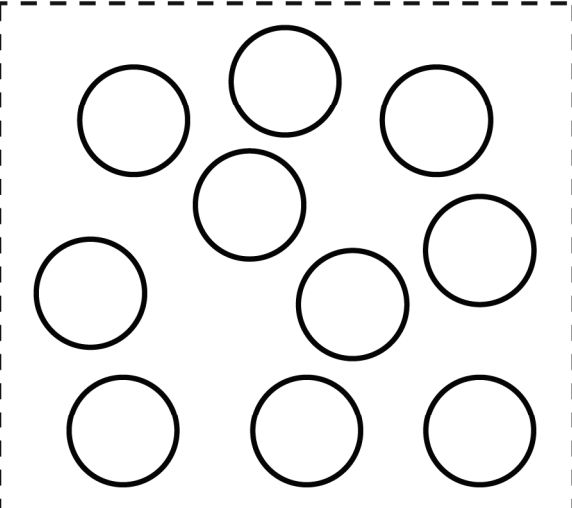
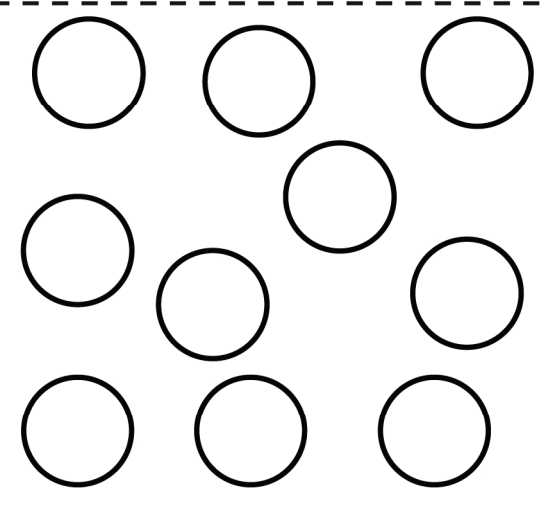
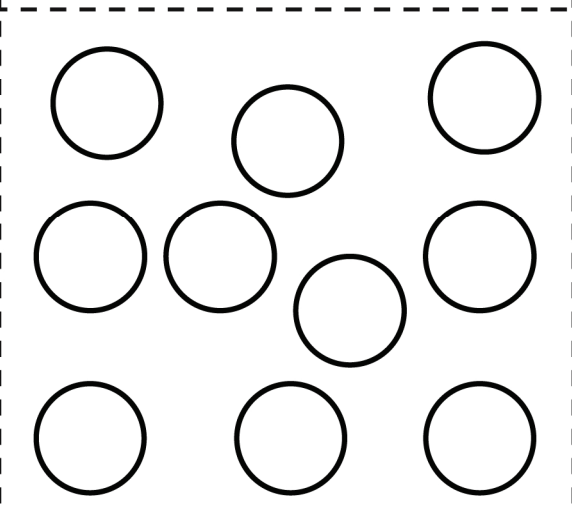
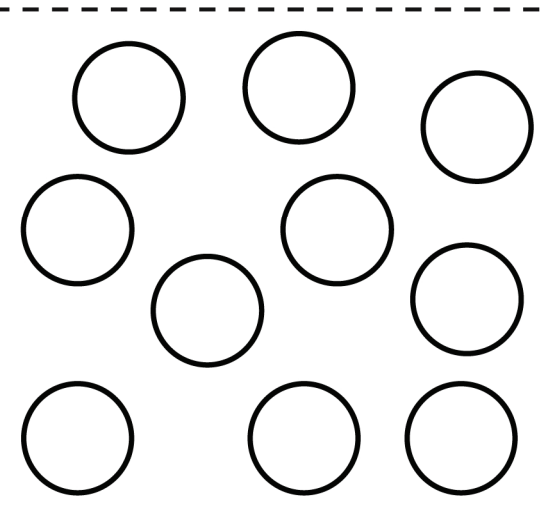
Name: _____

How Can 10 Land?

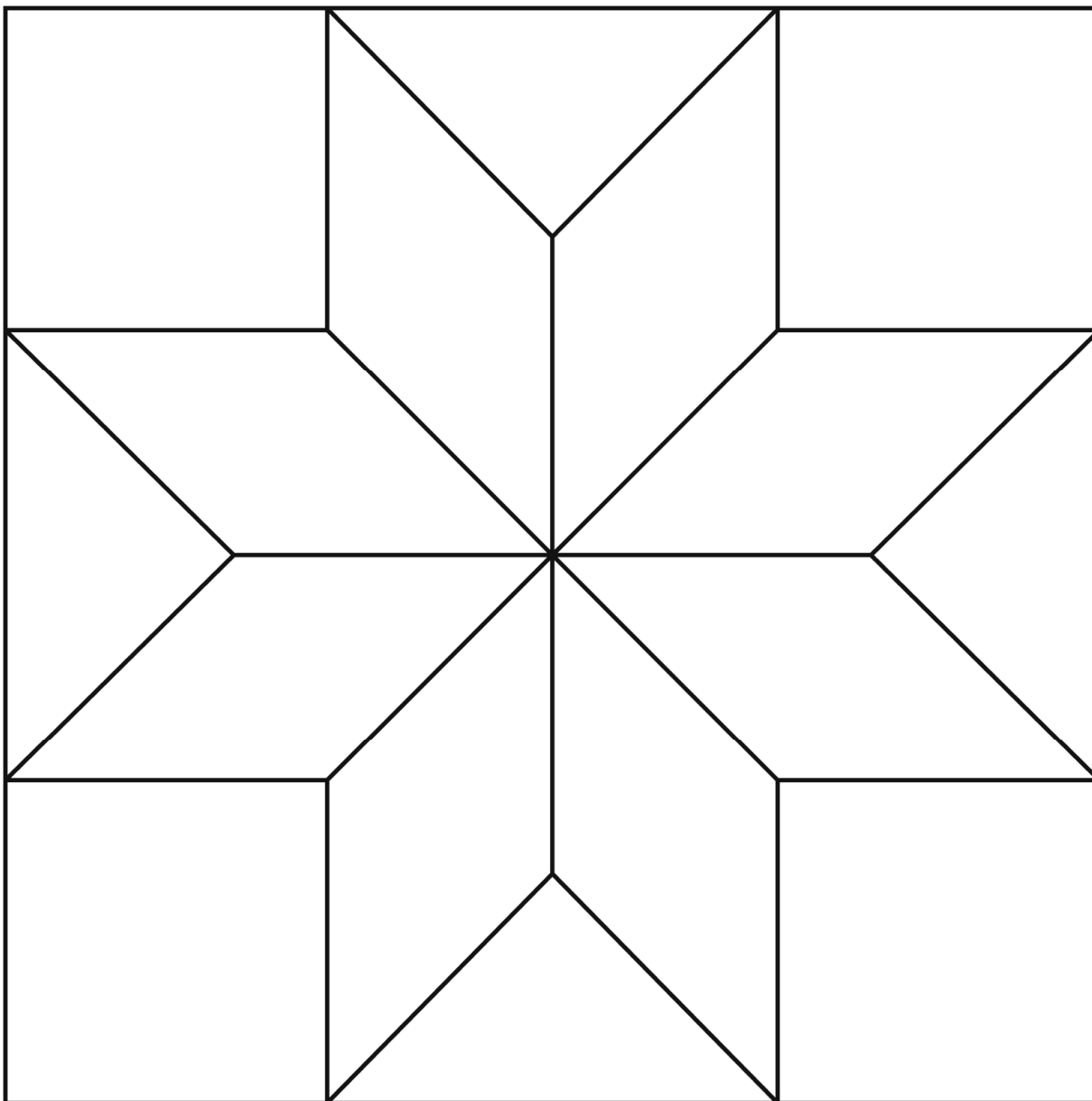
Line Master 5-7

Name: _____

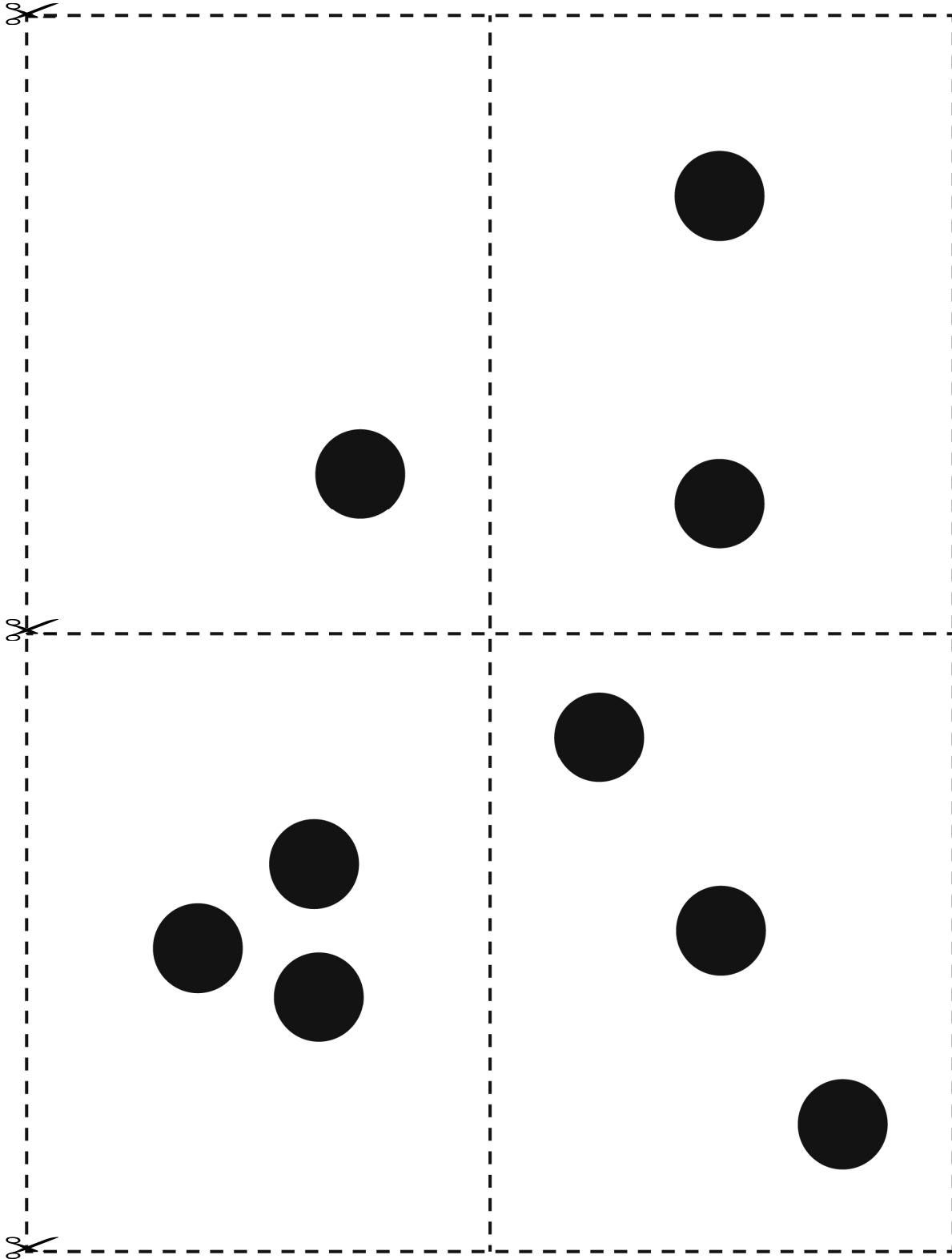
Quilt Star

Line Master 6



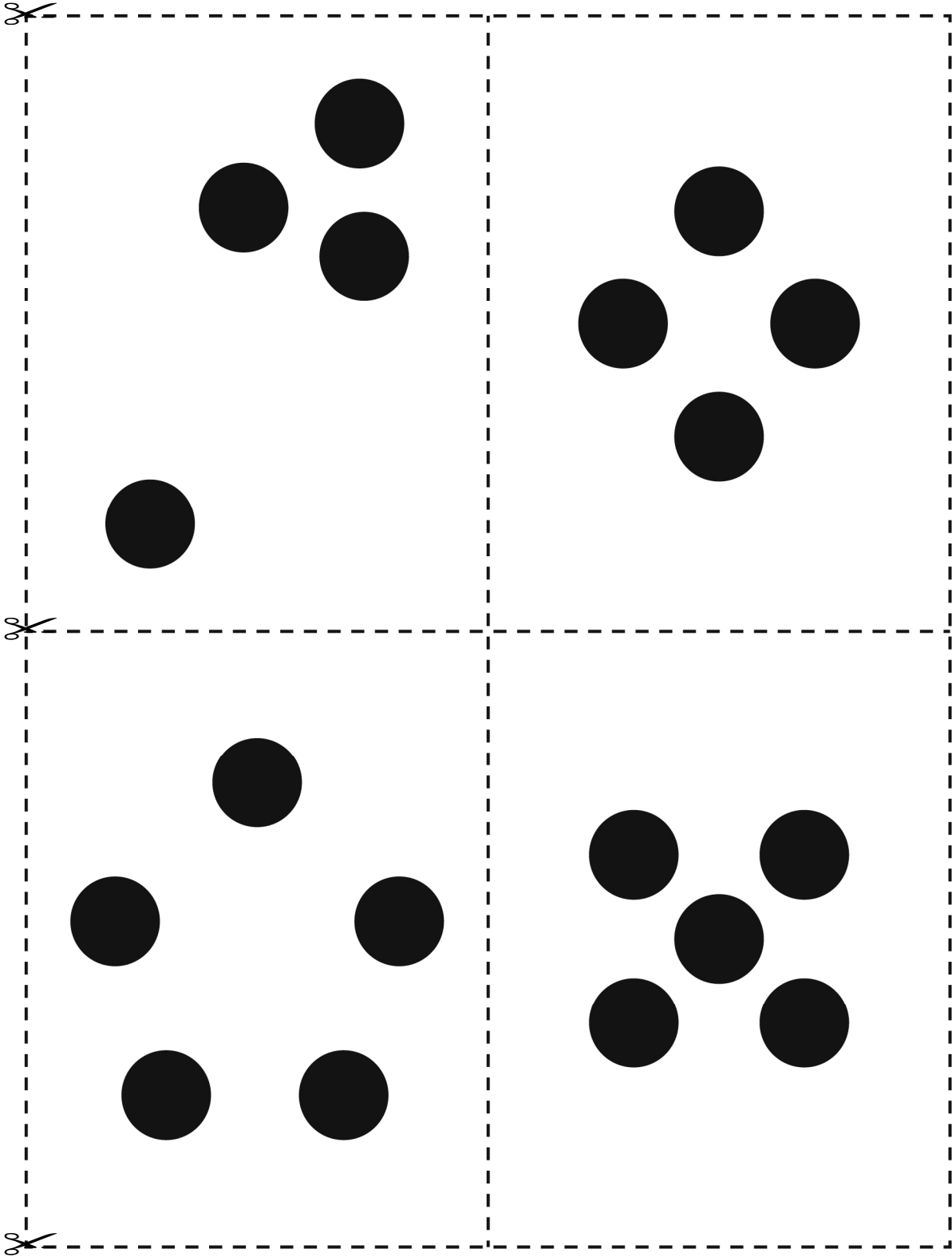
Dot Pattern Cards

Line Master 7-1



Dot Pattern Cards

Line Master 7-2



Dot Pattern Cards

Line Master 7-3

The image contains four dot pattern cards arranged in a 2x2 grid. Each card is defined by a dashed border and has a scissors icon at its top-left corner, indicating where to cut. The patterns are as follows:

- Top-left card:** Two vertical columns of two dots each.
- Top-right card:** Two vertical columns of three dots each.
- Bottom-left card:** A diagonal line of five dots.
- Bottom-right card:** Two vertical columns of three dots each.

Dot Pattern Cards

Line Master 7-4

The image shows four dot pattern cards arranged in a 2x2 grid. Each card is a square with a dashed border and a pair of scissors icon at the top-left corner. The top-left card contains 7 dots in a scattered pattern. The top-right card contains 6 dots in a 2x2 grid at the top and two dots below. The bottom-left card contains 6 dots in a scattered pattern. The bottom-right card contains 8 dots in a 4x2 grid.

Best Score Recording Sheet

Line Master 8



6 the same = 5 points

5 the same = 1 point

Player	Points



6 the same = 5 points

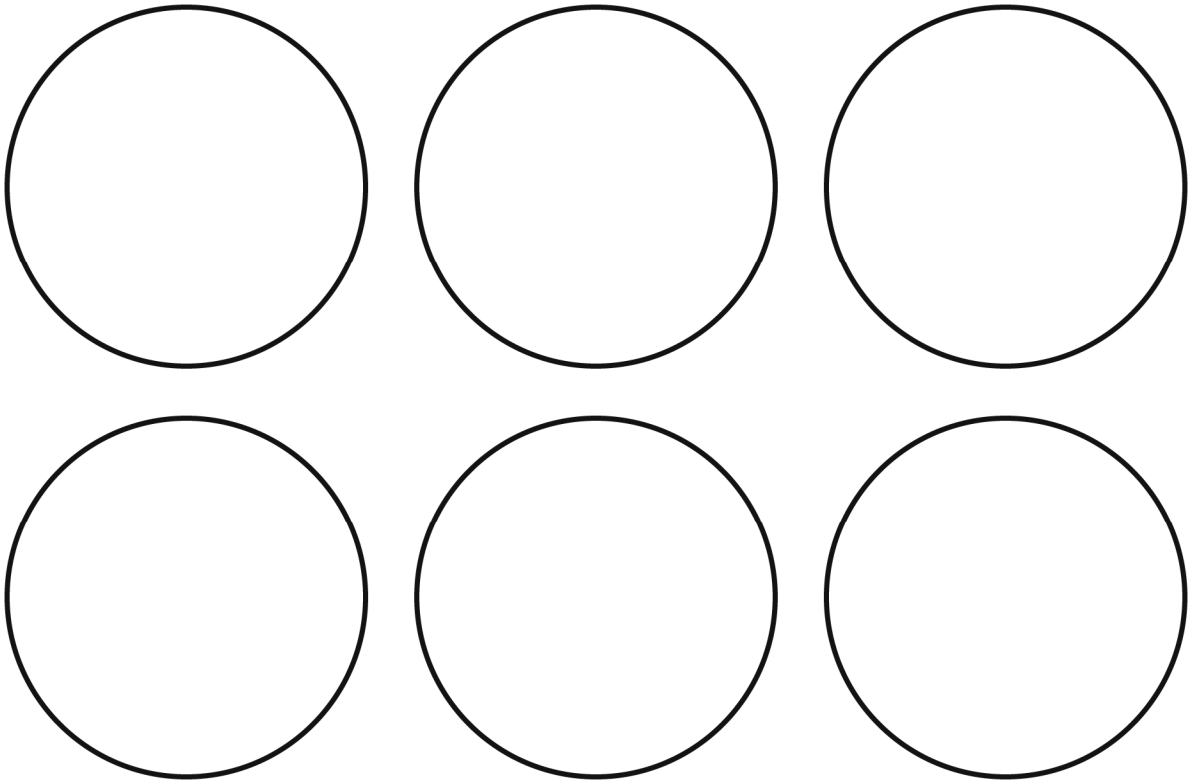
5 the same = 1 point

Player	Points

Making Dice

Line Master 9

Name: _____



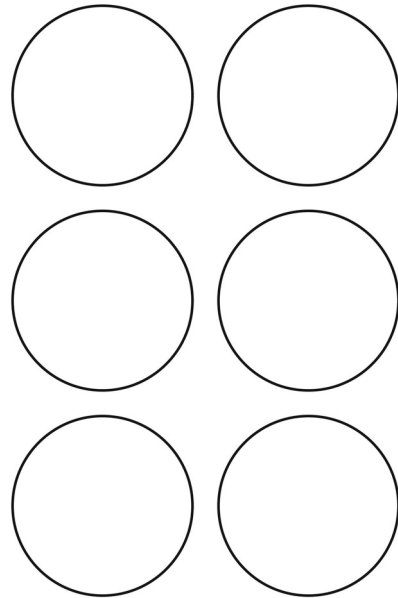
I chose these pictures because

Story Template

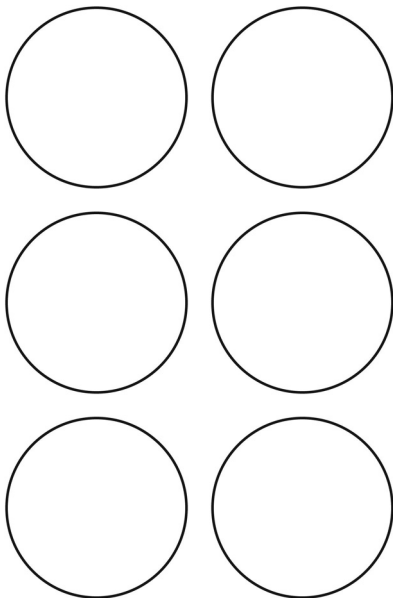
Line Master 10

Playing Waltes

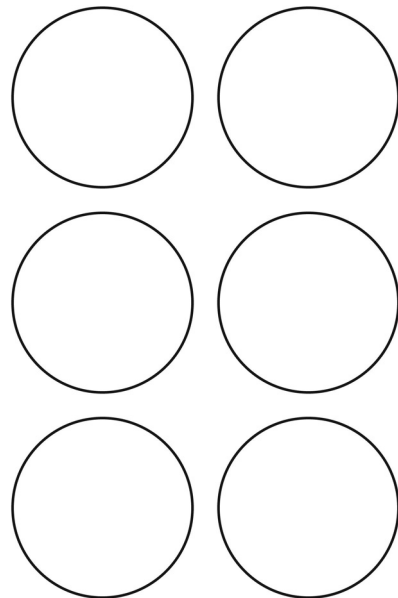
by



I get ____ points.



I get ____ points.

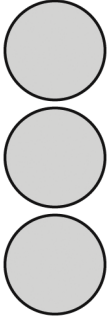
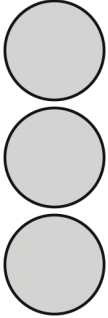

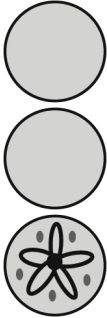


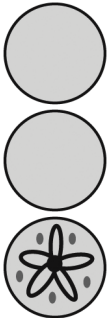




I get ____ points.

Secret Dice

Line Master 11

Name: _____

 <p>?</p> <p>5 points</p>	 <p>?</p> <p>1 point</p>	 <p>?</p> <p>0 points</p>
 <p>?</p> <p>1 point</p>	 <p>?</p> <p>1 point</p>	 <p>?</p> <p>1 point</p>
 <p>?</p> <p>0 points</p>	 <p>?</p> <p>0 points</p>	 <p>?</p> <p>5 points</p>