



Let's Learn Videos



We would love your feedback! Please follow the link to complete a brief survey.

Survey

English Version

Encuesta de Videos

Spanish Version

Reading/Language Arts

[Make New Words](#)

Students use magnetic letters to spell a word they know and then make changes to the word to make new words. They record all of the words they can make in that word family in their journal.

[My Pile, Your Pile](#)

This game uses the MCPS alphabet cards to practice letter identification. You can also make your own alphabet cards or play the game with sight word cards, numeral cards, or addition and subtraction fact cards.

[Reading Strategies](#)

In this video, we model different ways you can prompt your child when he/she gets stuck on or misreads a word.

[Oh, No!](#)

Oh, No! is a fun game that students can play to practice their sight words.

[Sight Word Games](#)

There are many fun ways for students to practice reading and writing their sight words at home. This video demonstrate some easy games you can play with your child.

[Prompting for Purpose: Reading for Meaning, Structure, & Visual](#)

This video models how to use the 3 cueing systems (meaning, structure, and visual) to prompt students when they come to an unfamiliar word when reading. Prompt Resource [click here](#).

Mathematics

1 More Than and 1 Less Than a Number

Students use a number line to practice finding 1 more than or 1 less than a given number.

Composing Numbers on a Ten-Frame

A ten-frame helps students develop an understanding of numbers by anchoring to 10. After students have a grasp of composing numbers on a ten-frame using concrete objects like counters, they can expand their learning by using a virtual ten-frame by visiting: <http://illuminations.nctm.org/Activity.aspx?id=3565>.

Comparing Numbers Battle Game

This game provides students with practice comparing numbers with greater than and less than.

Shake and Spill to Make 10

This game uses the 2-sided counters to find the different combinations that make 10. It can be adapted so students can practice decomposing other quantities by changing the number of counters used to play.

Modeling Numbers with Base-10 Blocks

This video shows how to use base-10 blocks to model different numbers.

Drawing Base-10 Models

This video demonstrates how to model numbers within 1,000 by drawing pictorial base – 10 representations.

Adding with Base-10 Models

This video shows how students use base-10 blocks and pictorial base-10 models to add within 1000. The problems modeled include one in which no composing is required ($43 + 26$); two that require composing a ten ($56 + 28$ and $238 + 107$); and one that requires both composing a ten and composing a hundred ($345 + 176$).

Subtracting with Base-10 Models

This video shows how students use base-10 blocks and pictorial base-10 models to subtract within 1000. The problems modeled include one in which no decomposing is required ($59-34$); two that require decomposing a ten ($61-34$ and $231-125$); and one that requires both decomposing a ten and decomposing a hundred ($412-136$).

Addition & Subtraction Basic Facts Strategies for Promoting Fluency:

Level 1	<p>Count All (Addition) -- http://viewpure.com/3tSFpt9MIY?start=0&end=0 This video demonstrates how we solve basic addition facts using the Count All strategy. The strategy is modeled with both counters and fingers.</p> <p>Count All (Subtraction) -- http://viewpure.com/my3_LUs0CKc?start=0&end=0 This video demonstrates how we solve basic subtraction facts using the Count All strategy. The strategy is modeled with both counters and fingers.</p>
Level 2	<p>Count On -- http://viewpure.com/saT19Jug8KY?start=0&end=0 This video demonstrates how to use the Count On strategy in order to solve basic addition facts.</p> <p>Count On (Greater Addend) -- http://viewpure.com/aKtu9cMFhH0?start=0&end=0 This video demonstrates how to use the count on strategy by beginning with the greater addend in order to solve basic addition facts.</p> <p>Count Down/Back – http://viewpure.com/pVZaoEHsHJ0?start=0&end=0 This video demonstrates how to use the Count Down, also known as Count Back, strategy in order to solve basic subtraction facts.</p> <p>Count Up (Missing Addend) -- http://viewpure.com/io6USkgRiWw?start=0&end=0 This video demonstrates how to use the Count Up strategy in order to solve basic subtraction facts. This is an alternative to the Count Down strategy.</p>
Level 3	<p>Doubles +1 -- http://viewpure.com/HDflcj2p0cQ?start=0&end=0 This video demonstrates how to use the Doubles +1 strategy in order to solve basic addition facts. Students need to have knowledge of their doubles facts (1+1, 2+2, 3+3, etc.) in order to apply this strategy to addition.</p> <p>Doubles +2 – http://viewpure.com/ewVofZkbE-U?start=0&end=0 This video demonstrates how to use the Doubles +2 strategy in order to solve basic addition facts. Students need to have knowledge of their doubles facts (1+1, 2+2, 3+3, etc.) in order to apply this strategy to addition.</p> <p>Make 10 – http://viewpure.com/BpOWRWK_r6I?start=0&end=0 This video demonstrates how to use the Make 10 strategy to solve basic addition facts. Students should know the facts that make 10 (i.e. 9 + 1; 2 +8; 3+7; etc.) from memory in order to apply this strategy to addition.</p> <p>Lead to 10 – http://viewpure.com/krheBHwmhac?start=0&end=0 This video demonstrates how to use the Lead to 10 strategy in order to solve basic subtraction facts. Lead to 10 involves using 10 as a benchmark when subtracting.</p>

Videos in Espanol

[Modelando con unidades de 10](#)

Este video enseña como usar las unidades de 10 para modelar diferentes números.

[Dibujando numeros usando unidades de 10](#)

Este video enseña como dibujar números hasta 1,000 usando las unidades.

[Shake and Spill \(Spanish Version\)](#)

Este juego usa los contadores con 2 lados para encontrar diferentes combinaciones para hacer 10. Se puede adaptar para practicar sumas y restas usando diferentes cantidades cambiando el numero de contadores para jugar.

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Meaning Prompts

The reader uses their knowledge of the story as well as picture clues, and considers *what would make sense here?*

Teach for meaning:

✓ You said _____. That doesn't make sense with our story.

Prompt for meaning:

✓ Try that again and think about what would make sense here.

✓ Use the picture to help you think about what would make sense here.

Reinforce for meaning:

✓ Good job. You were thinking about what makes sense in our story.

Structure Prompts

The structure of the sentence (up to and including the substitution) maintains the proper syntax of English.

Teach for structure:

✓ You said _____. That doesn't sound right in English.

Prompt for structure:

✓ Do we say it like that?

✓ Does that sound right?

Reinforce for structure:

✓ Good job. You made it sound right in English.

Visual Prompts

The reader uses the visual information derived from the print (also known as *graphophonic*) to help them make **Teach** for visual:

- ✓ You said _____. Does that look right?
- ✓ You said _____. Does that word match the sounds you see?

Prompt for visual:

- ✓ Do you know another word that looks like that?
- ✓ Get your mouth ready and think about what this word could be.

Reinforce for visual:

- ✓ Good job. You paid attention to what the word showed you.

Important to note: This is the most difficult prompt for students to grasp. This should not be your first prompt given until around TL12/13.

