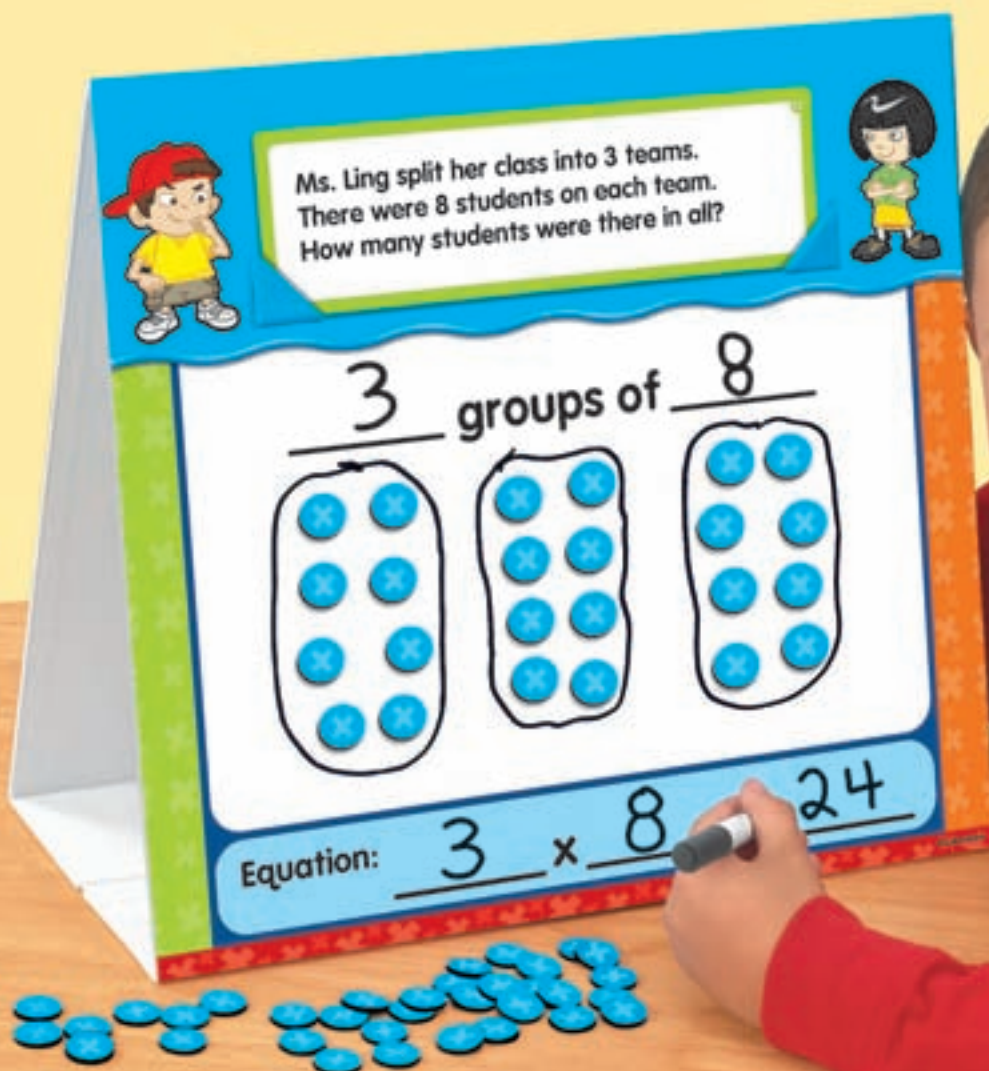


Materials Correlated to
COMMON CORE
State Standards for
MATHEMATICS



About This Catalog

In an effort to assist educators and administrators alike, we have filled this catalog with a targeted selection of materials correlated to Common Core State Standards for K-6 Mathematics.

We selected each item for its educational value in teaching specific skills and concepts in the short term—as well as its ability to promote college and career readiness in the long term. Plus, we aligned each product with the specific standards it reinforces—so you don't have to!

To view the complete Common Core Standards, visit www.corestandards.org



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LAKESHORE SAFETY KEY

Some items in our catalog have important safety notices. To find them, just look for the number keys below, which are located with the product descriptions.

- 1** ⚠ WARNING: CHOKING HAZARD — Small parts. Not for children under 3 yrs.
- 2** ⚠ WARNING: CHOKING HAZARD — This toy is or contains a small ball. Not for children under 3 yrs.
- 3** ⚠ WARNING: CHOKING HAZARD — This toy is or contains a marble. Not for children under 3 yrs.

Current pricing in effect until January 2013.

Grade-appropriate learning centers that target *all* the Common Core math standards for grades 1-5!



Grade 1

Grade Level **1 2 3 4 5**

MEET THE COMMON CORE MATH STANDARDS LEARNING CENTERS Here's everything students need to master Common Core math standards...in grade-appropriate learning centers that come ready to use! Each center is designed to provide hands-on practice with every Common Core math standard for a specific grade...and comes with enough materials for up to 4 students to work at once. In each center, you get 4 sets of hands-on materials, plus 40-50 activity cards that are each aligned to a specific standard. We've even included tabbed dividers for each math strand—complete with a list that shows each activity and the Common Core standard it targets. After teaching a skill you want children to practice, place the corresponding materials in your math center...then students follow the simple instructions to master everything from operations to geometry! The activity cards are write & wipe *and* reproducible, and the materials come in a 12" cabinet with handy labeled drawers.



Activity cards are aligned to specific Common Core standards... and come with enough materials for 4 students to work at once!



Tabbed dividers list the Common Core standards that the activities target!

HH901	▪ Gr. 1	40 activities.	99.50
HH902	▪ Gr. 2	40 activities.	99.50
HH903	▪ Gr. 3	40 activities.	99.50
HH904	▪ Gr. 4	50 activities.	119.50
HH905	▪ Gr. 5	50 activities.	119.50



Grade 2



Grade 3



Grade 4



Grade 5

Counting and Cardinality



Shown: Ladybugs Box

Grade Level **K 1**

RR945 • LAKESHORE COUNTING BOXES - COMPLETE SET

⚠ CHOKING HAZARD (1). Not for under 3 yrs.* Our activity-filled boxes each have 10 picture mats labeled with numbers 1-10, plus tons of irresistible manipulatives that belong in each picture. Children just count out manipulatives to match the number printed on the mat—and instantly complete each fun-filled scene! 10 boxes—each with 10 mats, over 55 manipulatives & a guide—all in a 20" metal rack.

179.00

(K.CC.4, K.CC.5, K.CC.6, 1.OA.5)



Each box is also available sep.

Each **19.95**

RR937 • Apple Tree

RR916 • Treasure Chest

RR939 • Airplanes

RR938 • Candy Jar

RR971 • Frogs

RR915 • Picnic

RR928 • Ladybugs (Shown.)

RR917 • Fish Tank

RR935 • Spider Web

RR927 • Flowers



Grade Level **K 1**

TT625 • PEG NUMBER BOARDS

⚠ CHOKING HAZARD (1). Not for under 3 yrs.* As children fit 9 pegs into the "9" board and 3 pegs into the "3" board, they get tons of hands-on counting practice—and learn to associate numbers with quantities. Set includes ten 4" x 8" foam rubber boards and 60 big, easy-grip plastic pegs.

34.95

(K.CC.4, K.CC.5, K.CC.6, 1.OA.5)



Grade Level **K**

LA1756 • HANDS-ON MATH CENTER - COUNTING

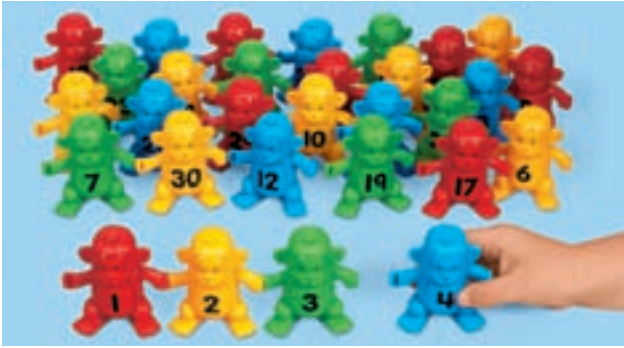
⚠ CHOKING HAZARD (1). Not for under 3 yrs.*

Children practice counting pretty flower petals...with fun, stackable counters kids will love to use! Our center features 4 different activity mats and 200 stackable plastic counters. Kids just stack the counters onto each numbered flower printed on their mat...counting from 1 through 10 as they go! Laminated activity mats are 6 1/4" x 9".

24.95

(K.CC.4, K.CC.5, K.CC.6, 1.OA.5)

Counting and Cardinality



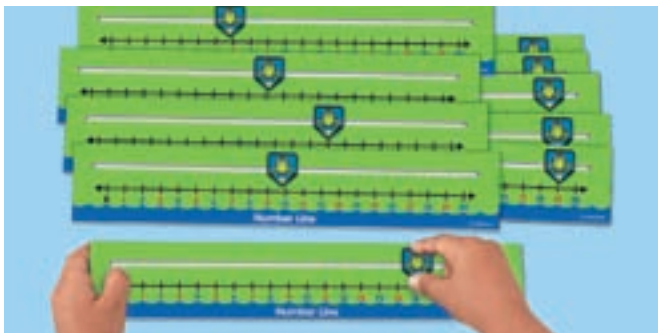
Grade Level K

HH765 • LINKING NUMBER MONKEYS

Building early math skills is a snap when children get their hands on our cute linking monkeys! Each brightly colored monkey has a big, bold number from 1 to 30 printed right on its belly. Children just link the monkeys' hands together to build number recognition, practice counting, boost sequencing skills & more! Each monkey is 2½" tall.

29.95

(K.CC.2, K.CC.4, K.CC.5)



Grade Level 1 2

LL696 • NUMBER LINE SLIDER BOARDS - SET OF 10

Perfect for desktop use or in learning centers, these easy-to-use number lines provide hands-on practice with skip-counting, addition & subtraction, mental math, and more! Each board features numbers 0 to 20, plus a sliding pointer. We've even included 48 practice equations with answers on back for convenient self-checking. Set includes 10 slider boards; each measures 2" x 11".

29.95

(K.CC.2, K.OA.1, K.OA.5, 1.OA.6)



Grade Level K 1

HH516 • FIND THE NUMBER COUNTING KIT

Students learn to associate numbers with quantities...as they count slices of pizza, chocolate chips on a cupcake, a dozen eggs & more! Our hands-on kit includes number magnets from 1-12, plus 48 picture magnets that represent each number 4 different ways. Students just place a number on the 8" x 10½" magnetic board...then find 4 corresponding picture magnets that show real-life representations of that number! Comes with an activity guide.

29.95

(K.CC.5)



Grade Level K 1

FF608 • GIANT TRACING NUMBERS

Children just trace along the dotted lines of our giant hardwood numbers... and get tons of hands-on printing practice with every stroke! Each number has colored dots that show students exactly where to start & stop, and numbered arrows to encourage proper formation. Plus, the numbers are write & wipe, so children simply erase their marks to practice again & again! Set includes numbers 1-20; largest measures 5" wide.

24.95

DD105 • Write & Wipe Markers

△CHOKING HAZARD (1).

Not for under 3 yrs.* Set of 4 black, thin-line markers.

3.99

(K.CC.3)



With 20 picture cards & 20 tactile number cards!

Grade Level K 1

LL707 • MATCH-THE-NUMBER COUNTING CHART

△CHOKING HAZARD (1). Not for under 3 yrs.* Children master counting & one-to-one correspondence—as they count & match colorful fish! Our free-standing chart comes with 20 tactile number cards that let children touch and explore numbers 1-20, plus 20 picture cards with fish for students to count. Children place 2 matching cards onto the chart...then count out the number using stick-on chipboard fish! 12" x 13" chart has a hook & loop-receptive surface that all 20 fish easily adhere to; with a guide.

29.95

(K.CC.3, K.CC.4, K.CC.5)



Grade Level K 1

HH461 • NUMBERS & COUNTING FOLDER GAME LIBRARY

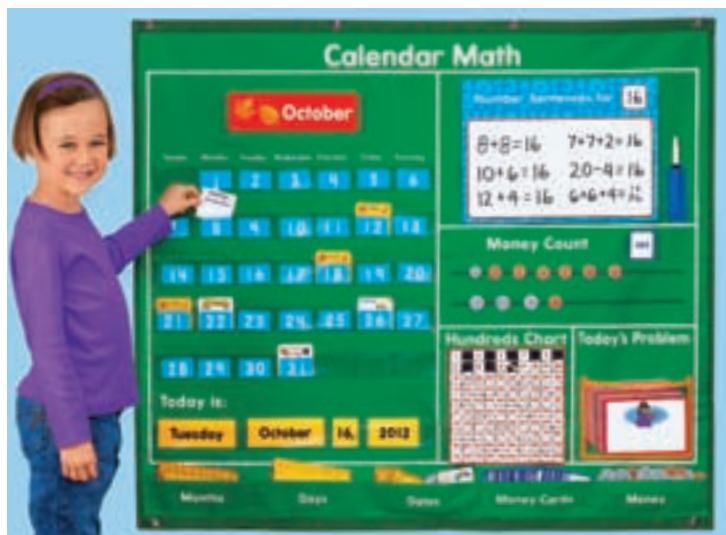
△CHOKING HAZARD (1). Not for under 3 yrs.* Boosting math skills is a blast—with super-fun folder games children can play on their own! Our ready-to-use library comes with everything students need to play each game—no prep work required. Children simply grab a color-coded folder & corresponding pouch of game tiles...follow the simple, 3-step instructions to complete the activity... then check their own answers for instant reinforcement! Library includes 10 games covering number sense, quantities, counting, sequencing, greater than/less than and more—all in a storage box. Folders measure 9¼" x 11½".

34.95

(K.CC.2, K.CC.4, K.CC.5, K.CC.6, K.CC.7)

Operations & Algebraic Thinking

Represent and Solve Problems



Grade Level **1 2**

JJ664 • CALENDAR MATH CENTER Everything you need for daily practice with a variety of essential math skills—in one complete center! Our chart features a hands-on calendar you can customize any way you like, plus 4 separate areas that make it easy to add math practice to your daily schedule. Simply choose a different activity each day to provide targeted practice with important skills, from solving word problems to creating money combinations! The 39" x 44" nylon chart comes with a write & wipe number sentences board, a write & wipe hundreds chart, and a total of over 350 cards—including 50 double-sided problem cards, more than 150 calendar cards and more. Includes an activity guide.

89.95

(1.OA.1, 1.OA.6, 2.OA.1, 2.OA.2, 2.OA.3, 2.MD.8)



Grade Level **1 2**

HH764 • CALENDAR MATH INTERACTIVE CD-ROM Reinforce math skills every day...with an interactive activity chart that keeps students involved and engaged! Simply click the screen to load one of 5 different open-ended activities. Then students can explore calendar concepts on the fully customizable classroom calendar...practice counting money as they "drop" coins into the talking piggy bank...master skip-counting with the interactive hundreds chart...write & solve their own number sentences...even answer a daily math problem—all right on the screen! For Mac/Win.

19.95

Downloadable version available online! Visit lakeshorelearning.com.

(1.OA.1, 1.OA.6, 2.OA.1, 2.OA.2, 2.OA.3, 2.MD.8)



Grade Level **1 2 3**

RR292 • SELF-CHECKING PROBLEM SOLVING MATCH-UPS

Sharpen logical thinking and problem solving skills—with fun-to-use puzzles that provide hands-on practice with tough concepts! You get 30 two-piece puzzles with word problems on one side and answers on the other...children just match up the pieces to see question and answer side by side! Self-correcting puzzles are 3" x 6".

9.99

(1.OA.1, 2.OA.1)



Each center includes materials for up to 4 students!

Grade Level **K 1 2**

HH740X • HANDS-ON PROBLEM SOLVING CENTERS - COMPLETE SET

COMPLETE SET ⚠️CHOKING HAZARD (1). Not for under 3 yrs.*

Our ready-to-use centers give students the hands-on practice they need to solve math problems with confidence! Each center includes 4 themed activity mats & hands-on manipulatives for up to 4 students at once, plus 30 problems that gradually increase in difficulty. Simply choose a problem and display it on the easel box...then students use the mats and manipulatives to solve the problem in a concrete way—from adding & subtracting ladybugs to counting coins & comparing amounts of candy! You get all 3 centers, each with 80-90 manipulatives, 4 mats & 15 double-sided problem cards—all in a handy storage box with a built-in easel. Cards measure 8" x 10".

79.95

(K.OA.1-2, 1.OA.1-2, 2.OA.1, 2.MD.5, 2.MD.8)

Grade Level **1 2 3****FF801 ■ MATH ACTIVITY STATION - OPERATIONS**

Students master operations—with a skill-building activity station that lets them work at their own pace! Our station features 4 engaging activities, each designed for up to 4 children to work at once—with 4 sets of hands-on materials for each activity, plus a double-sided, tent-based flip book with simple, step-by-step instructions. Just set out the materials, introduce the activity...then let students work independently to explore addition, subtraction, number concepts & more! We've even included a reproducible assessment to track students' progress, plus an answer key and a guide with reproducibles—all in a handy storage box.

49.95

(1.OA.1-2, 1.OA.4-6, 1.NBT.4, 2.OA.1-2, 2.NBT.5, 3.OA.8)



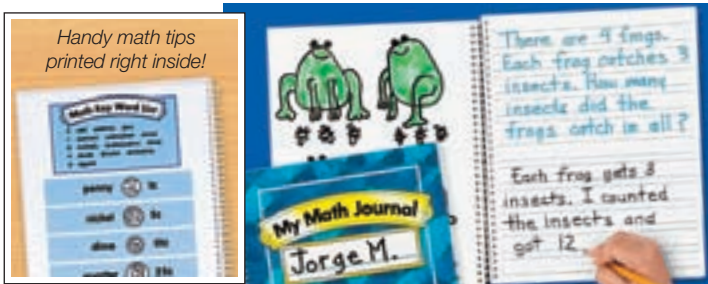
Includes 10 activity cards covering place value, money & operations.

Grade Level **1 2 3 4****FF441 ■ MOVE & LEARN MATH ACTIVITY MATS**

Our fun-to-use mats get the whole class moving—and building essential math skills! The no-slip vinyl mats feature bold, easy-to-see numbers...and come with 10 activity cards that cover place value, money & operations. Just choose an activity, then students follow step-by-step instructions to order and compare numbers, identify coin values, complete addition problems, and more! You get 20 mats—2 each of numbers 0-9. Mats are 9".

39.95

(1.OA.4, 1.OA.6, 1.OA.8, 1.NBT.2-4, 2.OA.2, 2.NBT.4-6, 3.OA.4)



Handy math tips printed right inside!

Grade Level **1 2 3****RR969 ■ MATH JOURNAL - GR. 1-3**

Students' skills progress day by day...with a personal journal for problem solving! 100-page journal has blank pages for illustrating problems & lined pages for explaining answers. Measures 6 3/4" x 8 1/2".

Each **3.29****RR968 ■ Math Journal - Gr. 1-3 - Set of 10****29.95**

(MP.2, MP.4, 1.OA.1-2, 2.OA.1, 3.OA.3)

Grade Level **1 2 3****GG236 ■ MAGIC BOARD PROBLEM SOLVING PRACTICE CARDS**

Help students master problem solving—with fun-to-use cards that provide plenty of skill-building practice! You get 25 practice cards designed for use with our *Lakeshore Magic Board* (sold sep.). Students just place a card on a *Magic Board*, read each word problem...then write in the answer! Plus, the answers are right on back of each card for easy self-checking! Set of 25 self-checking cards in a sturdy storage folder.

24.95

(1.OA.1, 1.OA.2, 2.OA.1, 3.OA.3)

Operations & Algebraic Thinking

Represent and Solve Problems



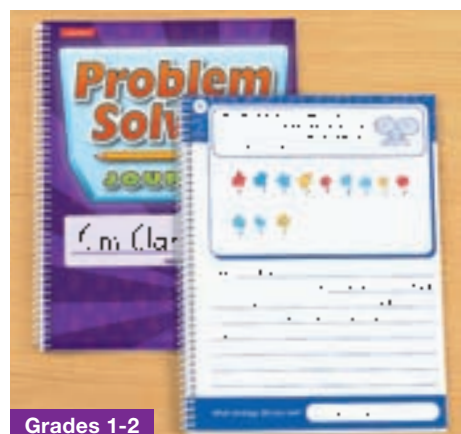
Grade Level **2 3**

HH498 • ELEMENTARY MATH INSTANT LEARNING CENTER - PROBLEM SOLVING

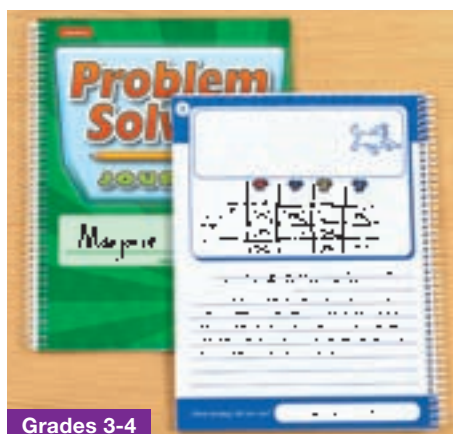
Students get problem solving practice—with an independent learning center that builds skills at just the right pace! Our ready-to-use center comes with everything you need for up to 4 students to work at once, including 4 reusable write & wipe activity mats, 4 problem solving wheels and a double-sided chart with simple, step-by-step instructions. The center even includes an activity guide, an answer key for easy self-checking, plus a reproducible write & wipe assessment card to track students' work!

24.95

(2.OA.1, 2.OA.2, 2.NBT.6, 2.NBT.7)



Grades 1-2



Grades 3-4

Grade Level **1 2 3 4**

PROBLEM SOLVING JOURNALS Give students their own space to solve problems and explain their mathematical thinking—with self-checking journals that provide lots of independent practice! Each 8" x 10 1/2" journal has helpful problem solving strategies in front—with 50 illustrated word problems that let students put each strategy into practice. Plus, each journal comes with a removable answer key...and a guide with differentiated instruction strategies. Each is over 50 pp.

(1.OA.1, 2.OA.1, 3.OA.3, 3.OA.8, 3.MD.1-2, 4.OA.2-3, 4.OA.5)

Level	Each	Set of 10
Grades 1-2	LL114 3.49	LL115 32.95
Grades 3-4	LL124 3.49	LL125 32.95



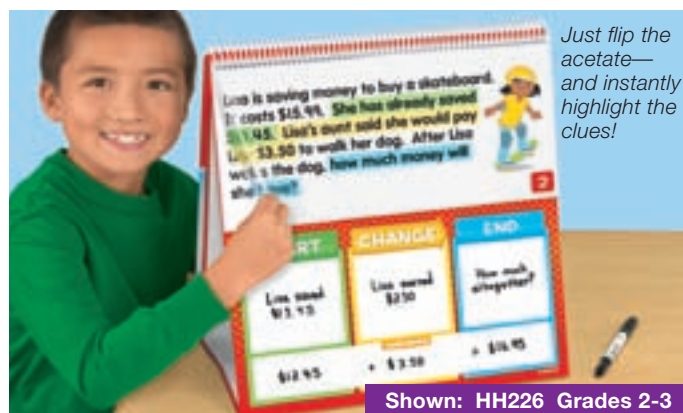
Grade Level **2 3 4**

DD821 • SOLVE & CHECK PROBLEM SOLVING SLIDERS

Our fun-to-use sliders help students practice problem solving—with instant reinforcement! Students slide problem cards through illustrated slider pockets to solve one math problem at a time...then flip the cards over to check their answers on back. You get 20 different sliders, each with 9 different problems that gradually increase in difficulty. Sliders are 11 1/4".

19.95

(2.OA.1, 2.MD.5, 2.MD.8, 3.OA.8, 3.NF.1, 3.NF.3, 4.OA.3, 4.OA.5)



Just flip the acetate—and instantly highlight the clues!

Grade Level **2 3 4 5**

HIGHLIGHT THE CLUES PROBLEM SOLVING FLIP CHARTS

Students learn how to find important information in math problems—with innovative flip charts that highlight the clues! Each level-appropriate problem solving chart includes 15 story problem flips, 15 acetate flips and a write & wipe space to work out the answers. Students just read through a problem...identify the numbers needed to solve it...then fill in the information in the write & wipe space below. For extra help, students can flip the acetate to highlight the clues—and use the color-coded information to solve the problem! The charts are 15" x 15 1/4"; with answers on the back of each flip for easy self-checking.

HH226 • Grades 2-3 (Shown.)

29.95

HH227 • Grades 4-5

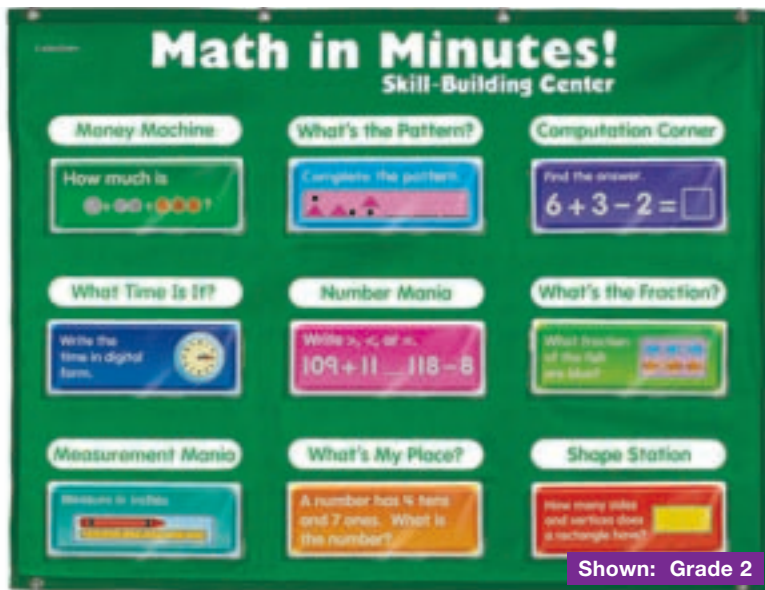
29.95

DD105 • Write & Wipe Markers ⚠️ CHOKING HAZARD (1). Not for under 3 yrs. * Set of 4 black, dry-erase markers.

3.99

Shown: HH226 Grades 2-3

(2.OA.1, 2.MD.5, 2.MD.8, 3.OA.8, 3.MD.1-2, 4.OA.2-3, 5.NF.2)



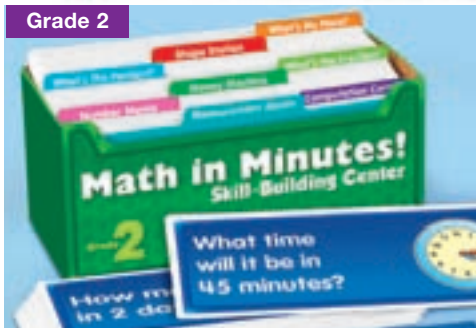
Shown: Grade 2

Grade Level **2 3 4****MATH IN MINUTES! SKILL-BUILDING CENTERS**

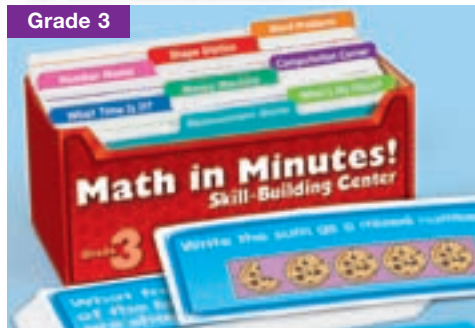
Students master essential math concepts—with daily problems they can complete in just minutes! Each grade-appropriate set includes a 33 1/4" x 43" pocket chart that lets you display 9 math problems at once, plus 270 problem cards that cover 9 different skill areas. Simply place a self-checking problem card from each skill area into the chart...and children work at their own pace to solve each one. When students are done, just flip the cards over...and let children check their own answers! Includes a guide with a reproducible version of the chart for students to record their work.

HH146 ■ Grade 2 (Shown.) **99.50****HH147 ■ Grade 3** **99.50****HH148 ■ Grade 4** **99.50**

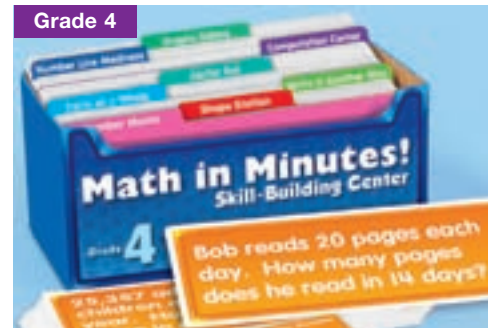
(2.OA.1-2, 3.OA.3, 3.OA.7, 3.OA.8, 4.OA.2-4)



Grade 2



Grade 3



Grade 4

Grade Level **2 3 4**

SHOW YOUR ANSWER! MATH CHALLENGE Here's an exciting way for students to master essential math concepts—and for teachers to assess up to 30 students at once! Each kit includes a roomy storage tote with 30 write & wipe lapboards, plus 96 grade-appropriate question cards organized on 4 handy rings. Students just listen to the question, then solve the problem on their lapboard & raise it up in the air—so you can quickly evaluate each student's understanding! Each 4 1/4" x 6" x 8 1/2" tote comes with 8 answer cards & has built-in pockets for up to 32 markers (sold sep. below).

HH466 ■ Show Your Answer! Math Challenge - Gr. 2 **49.95****HH467 ■ Show Your Answer! Math Challenge - Gr. 3** **49.95****HH468 ■ Show Your Answer! Math Challenge - Gr. 4** **49.95****DD406X ■ Black Write & Wipe Markers - Set of 32**⚠ **CHOKING HAZARD** (1). Not for under 3 yrs.*

Set includes 32 black, dry-erase markers.

29.95(2.OA.1, 3.OA.3-4,
3.OA.6-9, 4.OA.2-3,
4.OA.5)

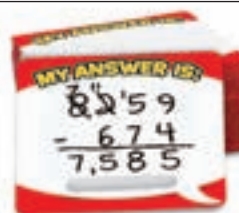
Each kit has 96 questions on 4 handy rings!



Grade 2



Grade 3



Write & wipe!



Grade 4

Operations & Algebraic Thinking

Represent and Solve Problems



Grade Level 3 4 5 6

DD805 • NEIGHBORHOOD JOBS MATH - MIXED OPERATIONS PROBLEM SOLVING KIT

Students solve real-world math problems—with high-interest activities and super-realistic props that provide hands-on practice with mixed operations! Perfect for independent math centers, our kit comes with 8 different skill-building activities. Students just select an activity card and use the corresponding materials to work out each problem—using neighborhood job flyers and realistic work schedules to perform operations with whole numbers & decimals, determine the duration of time intervals and more! Plus, helpful answer cards let students check their own work when they're done! Kit includes 8 activity cards, 4 service flyers, 8 schedules and an answer card.

19.95

(3.OA.7-8, 4.OA.3, 4.MD.2, 5.NBT.5, 5.NBT.7, MP.5-6)



Grade Level 4 5 6

TT671 • THE MATH STAR WORD PROBLEM GAME

Students solve word problems in a race through space—and fuel their spaceships with each correct answer! In this action-packed math game, players move around the game board by solving word problems covering money, geometry, operations, algebra and more. A correct answer could earn them a chance to collect a power cell for their spaceship...and the first player to collect 4 different power cells wins the game! Includes an 18" x 18" game board, 50 word problem question cards, 16 power cell pieces, 4 pawns and a die. For 2-4 players.

24.95

(4.OA.3, 4.NBT.4-6, 4.MD.2, 5.NBT.5-7)



Grade Level 2 3 4

GG418 • PROBLEM SOLVING CARD BANK - GR. 2-4

Students explore problem solving strategies and practice essential math skills...as they solve 100 different word problems independently! 100 ready-to-use cards cover everything from patterns & place value to time & fractions...and come with an answer key & wooden stand. Cards are 8" x 8".

49.95

(2.OA.1-2, 3.OA.3, 3.OA.7-9, 4.OA.2-3, 4.OA.5)



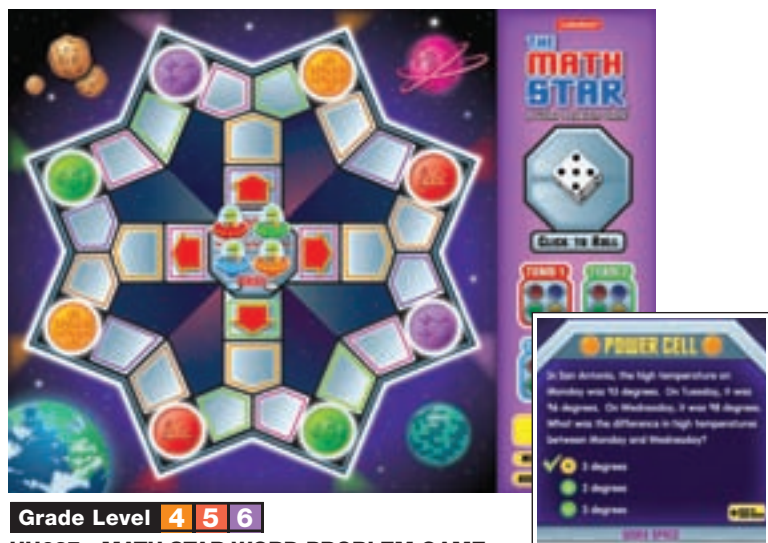
Grade Level 4 5 6

EE389 • PROBLEM SOLVING CARD BANK - GR. 4-6

Provide focused practice with geometry, algebra, operations & more...with level-appropriate word problems students can complete on their own! 100 problem cards are divided into 6 key skill areas...and come complete with an answer key & wooden display stand. Cards are 8" x 8".

49.95

(4.OA.2-3, 4.OA.5, 4.NF.4, 4.MD.1-2, 5.NF.2-3, 5.MD.1, 5.MD.5)



Grade Level 4 5 6

HH637 • MATH STAR WORD PROBLEM GAME

CD-ROM Students solve word problems in a race through outer space—steering clear of comets and asteroids...and fueling up their spaceships with each correct answer! For Mac/Win.

14.95

Downloadable version available online! Visit lakeshorelearning.com.

(4.OA.3, 4.NBT.4-6, 4.MD.2, 5.NBT.5-7)

Grades 1-3



Grade Level 1 2 3

TT258 ■ MATH QUIZ GAME SHOW - GR. 1-3

Children test their math knowledge as they play a fun-filled quiz game—and practice everything from addition and subtraction to geometry and money skills! Students call out a category, answer one of 210 different questions, then flip the question card over to check their answer. The game includes a pocket chart that lets every student get involved, plus over 200 game cards in 12 categories. The pocket chart measures 28½" x 36½".

49.95

(1.OA.1, 1.OA.4, 1.OA.8, 2.OA.1, 2.NBT.4-8, 3.OA.3, 3.OA.7-8)



Grade Level 1 2 3

HH156 ■ MATH QUIZ GAME SHOW INTERACTIVE CD-ROM - GR. 1-3

Players get tons of fun-filled math practice as they answer over 200 questions in 12 key categories—from addition & subtraction to time, money, mental math & more! For Mac/Win.

19.95

Downloadable version available online! Visit lakeshorelearning.com.

(1.OA.1, 1.OA.4, 1.OA.8, 2.OA.1, 2.NBT.4-8, 3.OA.3, 3.OA.7-8)



Grade Level 1 2 3

JJ988 ■ EXTRA MATH QUIZ CARDS - GR. 1-3 210 new, self-checking quiz cards cover the same 12 categories as our *Quiz Game Show*! Includes over 30 extra point and category cards, plus a guide.

29.95

(1.OA.1, 1.OA.4, 1.OA.8, 2.OA.1, 2.NBT.4-8, 3.OA.3, 3.OA.7-8)



Grade Level 4 5 6

HH306 ■ MATH QUIZ GAME SHOW INTERACTIVE CD-ROM - GR. 4-6

Students will love reviewing math concepts and learning new skills—as they compete as contestants on our action-packed game show! Simply choose from 11 level-appropriate categories...then children take turns answering questions about fractions, geometry, probability & more. We've even included lots of friendly animation & sound effects...plus hidden bonus questions & an optional timer that add to the fun! With over 200 questions & a printable assessment. For Mac/Win.

19.95

Downloadable version available online! Visit lakeshorelearning.com.

(4.NF.3-4, 4.NBT.2-6, 4.MD.1-3, 5.OA.1, 5.NF.2, 5.NF.4, 5.MD.1, 5.MD.5)

Grade Level 4 5 6

TT558 ■ MATH QUIZ GAME SHOW - GR. 4-6

Played like a TV game show, our Math Quiz provides super-fun practice with challenging concepts—from decimals and fractions to logic, probability and more! The ready-to-use game includes a pocket chart that gets the whole class involved, more than 200 self-checking game cards covering 11 categories, plus bonus cards like *Double Points* and *Risk Any Amount* that add to the fun! The pocket chart measures 28½" x 36½".

49.95

(4.NF.3-4, 4.NBT.2-6, 4.MD.1-3, 5.OA.1, 5.NF.2, 5.NF.4, 5.MD.1, 5.MD.5)



Grade Level 4 5 6

JJ989 ■ EXTRA MATH QUIZ CARDS - GR. 4-6

210 new, self-checking cards cover the same 11 categories as our *Quiz Game Show*. Set includes a guide and over 40 point, category and bonus cards.

29.95

(4.NF.3-4, 4.NBT.2-6, 4.MD.1-3, 5.OA.1, 5.NF.2, 5.NF.4, 5.MD.1, 5.MD.5)



Operations & Algebraic Thinking

Addition & Subtraction

Grade Level **K 1**

TT428 • ADDITION MATCH-UPS

As children put together these super-simple match-ups, they create and solve simple math problems! Set includes 20 two-piece puzzles with a problem on one half and the answer on the other... with helpful picture clues that kids can count to reach the total! Plus, each 3" x 9" puzzle is self-correcting—for instant reinforcement.

9.99

(K.OA.1, K.OA.5, 1.OA.5, 1.OA.6, 1.OA.8)



Grade Level **K 1 2**

FF179 • SLIDE & COUNT SIMPLE ADDITION CENTER

⚠ CHOKING HAZARD (1). Not for under 3 yrs.* Our counting center gives children a visual, concrete way to practice simple addition! You get enough materials for 4 students at once—4 chipboard, 8 3/4" x 9 1/2" trays, 24 self-checking problem cards, 40 answer tiles, 4 foam sliders and 40 counters in 4 pouches. Kids just place a problem card in a tray...use the counters to count out each number...then slide the counters to the bottom space to discover the answer. With 4 write & wipe cards for your own addition problems.

29.95

(K.CC.4, K.OA.1, K.OA.5, 1.OA.5, 1.OA.6, 1.OA.8)



Grade Level **K 1**

LL284 • MATH IN A FLASH! ADDITION & SUBTRACTION DISCOVERY CAN - K-GR. 1

⚠ CHOKING HAZARD (1,2). Not for under 3 yrs.* Students build addition & subtraction skills in a flash—with a hands-on discovery can they explore on their own! Our easy-tote can includes 25 different question cards that focus on simple operations, plus fun manipulatives that get children excited about learning—from a number line and foam die to rubber cars. Best of all, the activities are designed for independent use: Children just select a question card, then use the manipulatives to solve each self-checking problem! Can is 6 1/2" tall.

19.95

(K.OA.1, K.OA.2, K.OA.3, K.OA.5, 1.OA.1, 1.OA.5, 1.OA.6)



Grade Level **1 2 3 4 5**

TE436 • ADDITION 0-12 FLASH CARDS Addition facts are easy to master—with self-checking flash cards that are perfect for skills review, extra reinforcement, standardized test preparation and more! You get a box of 91 flash cards covering addition facts through 12...plus ideas for skill-building games and activities. Cards are 3" x 5 1/4".

7.49

(1.OA.4, 1.OA.6, 2.OA.2)



Grade Level **1 2 3 4 5**

TE437 • SUBTRACTION 0-12 FLASH CARDS Subtraction facts are easy to master—with self-checking flash cards that are perfect for skills review, extra reinforcement, standardized test preparation and more! You get a box of 91 flash cards covering subtraction facts through 12...plus ideas for skill-building games and activities. Cards are 3" x 5 1/4".

7.49

(1.OA.4, 1.OA.6, 2.OA.2)



Grade Level **1 2**

HH996 • SOLVE & MATCH MAGNETIC MATH TIN - OPERATIONS

Now students can explore operations anywhere—with a portable tin that provides lots of fun hands-on practice! Our tin comes with 12 different activity mats and 35 magnetic tiles, plus a sturdy metal lid that doubles as a magnetic activity board. Children just place a mat inside the lid, then use the magnets to solve each problem—adding & subtracting ladybugs and bees, finding the missing numbers in equations and more! Plus, the magnetic lids keep the tiles in place as students work—for frustration-free practice! Tin measures 8" x 10 1/2".

29.95

(1.OA.1, 1.OA.4, 1.OA.5, 1.OA.6, 1.OA.8, 2.OA.1, 2.OA.2)



Students start the clock...



solve the problems...



stop the clock...



check their answers...

then record their time & score.

Grade Level **1 2 3 4****BEAT THE CLOCK! MATH PRACTICE BOARDS**

Reinforce math facts and increase computational speed...with write & wipe boards that provide lots of fast-paced practice! Each board has 6 pages of drills to complete: Students start the built-in clock before they begin, stop it when they're finished...then check their answers and record their score! Each of the 4 boards covers a different set of math facts. Each **24.95**

RR611 • Addition Facts to 12 (Shown.)**RR612 • Addition Facts to 18****RR613 • Subtraction Facts to 12****RR614 • Subtraction Facts to 18****DD105 • Write & Wipe Markers** ⚠️ *CHOKING HAZARD* (1).

Not for under 3 yrs.* Set of 4 black, dry-erase markers.

3.99

(1.OA.4, 1.OA.6, 2.OA.2)

Write & wipe!

Grade Level **1 2****DD571 • ADDITION AND SUBTRACTION INSTANT LEARNING CENTER**

Students create & solve tons of equations—with a hands-on learning center that comes ready to use! Our instant center has everything students need to build skills independently: Just set out the materials...then students use the included write & wipe mats and spinners to practice addition & subtraction at their own pace! The center has enough materials for up to 4 students to work at once, including a double-sided instruction chart that gives everyone easy access to the activities...and simple instructions that are a cinch for students to follow on their own. Includes 4 activity mats, 4 spinners, 4 write & wipe markers and more...plus a guide with differentiated instruction strategies and a write & wipe assessment card to track students' progress. **24.95**

(1.OA.3, 1.OA.5, 1.OA.6, 1.NBT.4, 2.OA.2, 2.NBT.5)

Grade Level **2 3****HH497 • ELEMENTARY MATH INSTANT LEARNING CENTER - NUMBER SENSE**

Students develop number sense—with an independent learning center that builds skills at just the right pace! Our ready-to-use center comes with everything you need for up to 4 students to work at once, including 4 vinyl pouches with 4 puzzles each, a double-sided chart with simple, step-by-step instructions and an answer key for easy self-checking. The center even includes an activity guide, plus a reproducible write & wipe assessment card to track students' work! **24.95**

(2.NBT.1, 2.NBT.5-7, 3.OA.7, 3.NBT.2)

Operations & Algebraic Thinking

Addition & Subtraction



Grade Level **1 2**

EE752 • FACT FAMILY HOUSE It's easy for students to visualize fact families with our handy pocket chart system! Just place a 3-number fact family into the "attic," then students explore how the numbers are related—by building addition and subtraction equations in the pockets below! Our all-in-one kit comes complete with 20 fact family cards, 56 number and operation cards, plus a 23½" x 35½" pocket chart. **34.95**
(1.OA.3-4, 1.OA.6, 2.OA.2)



Grade Level **1 2 3**

JJ394 • ADDITION BINGO This easy-to-play bingo game gives kids a fun-filled way to practice mental math—and master addition facts from 0 to 20! It's played just like traditional bingo, only when you call out a simple addition problem, kids search their game cards for the answer! Includes all the materials you need for up to 36 players. **9.99**
(1.OA.4, 1.OA.6, 2.OA.2)

Grade Level **1 2**

JJ448 • WRAP-AROUND MATH GAMES - GR. 1-2

Get the whole class excited about math—with action-packed games that build basic skills! Our set includes 5 fun card games that cover skills in 5 essential categories: addition, subtraction, time, money and place value. Simply pass out the cards, and invite one student to ask the math question shown on his card. The student with the correct answer then calls it out...and players continue to ask and answer questions until the game wraps around the classroom—and ends with the same person who started the game! You get 35 cards for each game (total of 175 cards). **24.95**
(1.OA.4, 1.OA.6, 1.NBT.2, 1.NBT.4, 1.MD.3, 2.OA.2, 2.NBT.1)



Grade Level **2 3**

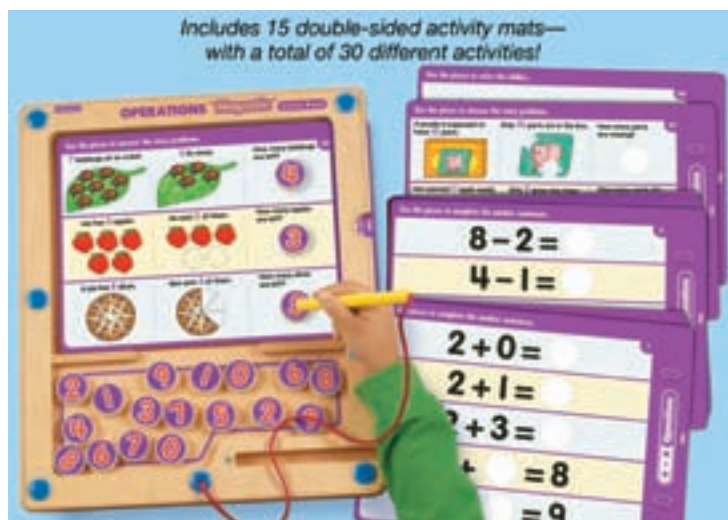
HH496 • ELEMENTARY MATH INSTANT LEARNING CENTER - ALGEBRAIC THINKING

Students become algebraic thinkers—with an independent learning center that builds skills at just the right pace! Our ready-to-use center comes with everything you need for up to 4 students to work at once, including 4 ten-frames mats, 4 reusable write & wipe activity mats, 4 drawstring bags with 100 counters and a double-sided chart with simple, step-by-step instructions. The center even includes an activity guide, an answer key for easy self-checking, plus a reproducible write & wipe assessment card to track students' work! **24.95**
(1.OA.8, 2.OA.2)



Grade Level **1 2 3**

JJ395 • SUBTRACTION BINGO This easy-to-play bingo game gives kids a fun-filled way to practice mental math—and master subtraction facts! It's played just like traditional bingo, only when you call out a simple subtraction problem, kids search their game cards for the answer! Includes all the materials you need for up to 36 players. **9.99**
(1.OA.4, 1.OA.6, 2.OA.2)

Grade Level **1 2 3****HH353 • OPERATIONS MAGNETIC ACTIVITY BOARD**

Students master operations...with an irresistible activity board that provides plenty of hands-on practice! Our clear-view board has 20 fully contained magnetic tiles, plus 15 double-sided activity mats with 30 different activities. Children simply slide a mat into the board, then use the attached magnetic wand to guide the tiles into place—completing number sentences, solving math problems, answering story problems and more! 11" x 13" board features a permanently sealed top to keep tiles contained; with 4 answer cards.

49.95

(1.OA.2, 1.OA.4, 1.OA.6, 1.OA.8, 2.OA.2)

Grade Level **1 2****EE882 • JUNGLE JUMBLE ADDITION GAME**

Reinforce essential addition skills—with a ready-to-use game students can play independently! In this fun-filled math game, students spin to select 3 different numbers...then add them together and look for a matching sum on their game cards and cover it with a chip. The first player to cover 6 sums in a row wins the game! Game includes 4 game cards, 1 spinner board and 140 chips. For 1-4 players.

19.95

(1.OA.2, 1.OA.6, 1.NBT.4)

Grade Level **1 2 3****FF895 • OPERATIONS EQUIVALENCY PUZZLES**

As students fit together our equivalency puzzles, they practice representing numeric values...in 4 different ways! Each 5" x 6" self-correcting puzzle has 4 simple pieces—students just choose a large puzzle piece showing a 1- or 2-digit number...then connect 3 corresponding pieces that express the same value with simple addition and subtraction problems! You get 12 puzzles and an activity guide.

12.95

(1.OA.6, 2.OA.2)

Grade Level **1 2****EE885 • ALL SHOOK UP SUBTRACTION GAME**

Reinforce essential subtraction skills—with a ready-to-use game students can play independently! In this fun-filled math game, students draw number tiles from a grab bag and use them to make subtraction equations on their game cards. The player who makes the most equations wins the game! Self-checking game includes 4 write & wipe game cards, 36 number tiles in a bag, 4 write & wipe markers and an answer card. For 1-4 players.

19.95

(1.OA.4, 1.OA.6, 2.OA.2)

Operations & Algebraic Thinking

Addition & Subtraction



Grade Level **1 2 3 4**

BD801 • HOT DOTS ADDITION QUIZ CARDS

Students build addition skills—and get instant reinforcement—with our fun-to-use quiz cards! Students just touch an answer on the cards with the special Hot Dots pen—and sound effects tell them if they're right or wrong! Pack includes 50 double-sided cards that cover addition facts from 0-9. *Pen sold separately below.*

9.95

BD802 • More Addition Quiz Cards

Covers addition facts 10-19.

9.95

BD230 • Hot Dots Power Pen - Each

Pen requires 2 "AAA" batteries (not included).

10.95

BD230X • Hot Dots Power Pens - Set of 4

Set of 4 pens; each requires 2 "AAA" batteries (not included).

39.95

(1.OA.4, 1.OA.6, 2.OA.2)



Grade Level **1 2 3 4**

BD803 • HOT DOTS SUBTRACTION QUIZ CARDS

Our interactive quiz cards provide super-involving subtraction practice with immediate reinforcement! Students just touch an answer on the cards with the special Hot Dots pen—and sound effects tell them if they're right or wrong! Pack includes 50 double-sided cards that cover subtraction facts from 0-13. *Pen sold separately below.*

9.95

BD804 • More Subtraction Quiz Cards

Covers facts 13-19.

9.95

BD230 • Hot Dots Power Pen - Each

Pen requires 2 "AAA" batteries (not included).

10.95

BD230X • Hot Dots Power Pens - Set of 4

Set of 4 pens; each requires 2 "AAA" batteries (not included).

39.95

(1.OA.4, 1.OA.6, 2.OA.2)



Grade Level **1 2 3**

POP TO WIN! MATH GAMES

Perfect for test prep, extra practice & skills review, our action-packed math games let students explore essential concepts as they play! Each grade-appropriate game features 75 standards-based questions covering number sense, problem solving, time and more. Students just draw a card and solve the problem...then pop the popper to move around the game board! Each game includes everything you need for 2-4 players; game boards measure 13" x 13".

(1.OA.2, 1.OA.4-6, 1.OA.8, 2.OA.1, 2.OA.4, 3.OA.3-5, 3.OA.7-8)



Fun-to-use popper rolls the die—and keeps it from getting lost!

HH291 • Pop to Win! - Gr. 1

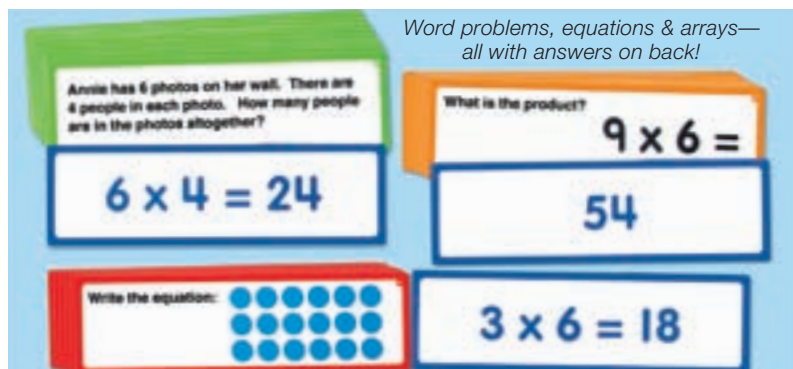
19.95

HH292 • Pop to Win! - Gr. 2

19.95

HH293 • Pop to Win! - Gr. 3

19.95



Grade Level **2 3**

HH788 • LEARN-TO-MULTIPLY MAGNETIC CENTER

Students build multiplication skills step-by-step—with a magnetic center that makes it a cinch to visualize quantities! The center comes with 60 magnetic counters & 30 self-checking activity cards featuring a variety of multiplication problems. Students just place a card on the board, then solve the problem in 3 easy steps: identifying the number of groups & objects, building the problem with counters, and finally solving the equation! The freestanding board measures 14" x 15"; includes a write & wipe marker. **34.95**

(2.OA.4, 3.OA.1, 3.OA.3, 3.OA.7)



Grade Level **2 3**

HH495 • ELEMENTARY MATH INSTANT LEARNING CENTER - BEGINNING MULTIPLICATION

Students practice multiplication—with an independent learning center that builds skills at just the right pace! Our ready-to-use center comes with everything you need for up to 4 students to work at once, including 4 flip books, 4 reusable write & wipe activity mats, a drawstring bag with over 150 counters and a double-sided chart with simple, step-by-step instructions. The center even includes an activity guide, an answer key for easy self-checking, plus a reproducible write & wipe assessment card to track students' work!

24.95

(3.OA.1, 3.OA.3, 3.OA.7)



Grade Level **1 2 3 4 5 6**

FX147 • MATHSHARK ELECTRONIC GAMES

Students play exciting quiz games complete with lights and sound effects... or use MathShark just like a regular calculator! 9 1/2" console features 7 timed skill-building games, with over 7,500 quiz questions that cover everything from addition and subtraction to fractions and percentages. Children simply choose 1 of 8 levels of play, then solve each problem that appears on the LCD screen! And students can switch to the calculator function with just the press of a button. 2 "AA" batteries not included. **42.95**

(1.OA.2, 1.OA.6, 1.OA.8, 2.OA.2, 3.OA.4, 3.OA.7, 4.NBT.4-6)



Grade Level **3 4 5 6**

WRAP-AROUND MATH GAMES Get the whole class excited about math—with action-packed games that build basic skills! Each set includes 5 fun card games that cover 5 essential math skills. Simply pass out the cards and invite one student to ask the math question shown on his card. The student with the correct answer then calls it out...and players continue to ask & answer questions until the game wraps around the classroom—and ends with the person who started it! Each set shown includes 5 games, each with 35 cards (for a total of 175 cards).

JJ451 • Wrap-Around Math Games - Gr. 3-4 **24.95**

JJ454 • Wrap-Around Math Games - Gr. 5-6 **24.95**

(3.OA.7, 3.NBT.2, 4.NBT.2, 4.NBT.4, 5.OA.1, 5.NBT.3)



JJ451



JJ454

Operations & Algebraic Thinking

Multiplication & Division



Grade Level **1 2 3**

RR421 ■ SELF-CHECKING MULTIPLICATION MATCH-UPS Students master multiplication facts from ones to tens—with skill-building puzzles that make difficult concepts easy to grasp! You get 30 self-correcting puzzles with illustrated multiplication problems on one side and answers on the other...students just match them up for instant, visual reinforcement! Puzzles are 3" x 6".

9.99

(3.OA.1, 3.OA.4, 3.OA.7)



Grade Level **3 4**

TE438 ■ MULTIPLICATION 0-12 FLASH CARD PACK

Multiplication facts are easy to master—with self-checking flash cards that are perfect for skills review, extra reinforcement and standardized test preparation and more! You get a box of 91 flash cards covering multiplication facts through 12... plus ideas for skill-building games and activities. Cards are 3" x 5 1/2".

7.49

(3.OA.7)



Grade Level **4 5**

TE439 ■ DIVISION 0-12 FLASH CARD PACK

Division facts are easy to master—with self-checking flash cards that are perfect for skills review, extra reinforcement and standardized test preparation and more! You get a box of 91 flash cards covering division facts through 12...plus ideas for skill-building games and activities. Cards are 3" x 5 1/2".

7.49

(3.OA.7)



Grade Level **3 4**

LL323 ■ MULTIPLICATION MADNESS GAME Students master multiplication hands on—with an action-packed game that provides plenty of skill-building practice! To play, students roll number dice and use them to complete multiplication equations on their game mats. Players write each factor on their mats...and the first to complete all 10 equations wins the game! Perfect for small groups or independent practice, our self-checking game includes 4 write & wipe activity mats, 4 number dice, 4 write & wipe markers, an answer card and a guide with differentiated instruction strategies. For 1-4 players.

19.95

(3.OA.4, 3.OA.7)



Grade Level **3 4**

LL327 ■ DIVISION COLLISION GAME Students master division hands on—with an action-packed game that provides plenty of skill-building practice! To play, students draw question cards and solve division problems...then match the answers to numbers on the game board and cover them with a tile. The first player to form a "cube" with their tiles wins the game! Perfect for small groups or independent practice, our game includes a 10" x 12" game board, 60 division question cards, 60 game tiles and a guide with differentiated instruction strategies. For 1-4 players.

19.95

(3.OA.4, 3.OA.7)



Grade Level **3 4 5 6**

JJ393 ■ MULTIPLICATION BINGO This easy-to-play bingo game gives students a super-fun way to practice mental math—and master multiplication facts through 12 x 12! It's played just like traditional bingo, only when you call out a multiplication problem, students find the answer on their game cards! Includes all the materials you need for up to 36 players.

9.99

(3.OA.4, 3.OA.5, 3.OA.7)



Grade Level **3 4 5 6**

JJ695 ■ DIVISION BINGO It's never been easier—or more fun—to reinforce basic division skills than with this engaging bingo game! Students find the answers to simple division problems—then try to match their answers to numbers on their game cards. The game comes with enough materials for the whole class to play at once, including 36 game cards, 70 calling cards, a reference mat, and over 500 bingo markers.

9.99

(3.OA.4, 3.OA.5, 3.OA.6, 3.OA.7)



Grade Level **4 5 6**

TT673 • MULTIPLY, DIVIDE & CONQUER GAME Students use multiplication and division skills to storm a castle—as they race to win a medieval battle! In this action-packed math game, players solve multiplication and division problems to move their pawns around the game board. Each correct answer could get them closer to an opponent's castle...and special bonus cards give them the chance to earn extra rolls. The first player to move both of their pawns to another castle wins the game! Includes an 18" x 18" game board, 35 question cards, 15 bonus cards, 2 answer cards, 8 pawns and a die. For 2-4 players. **24.95**

(4.NBT.5, 4.NBT.6, 5.NBT.5, 5.NBT.6)

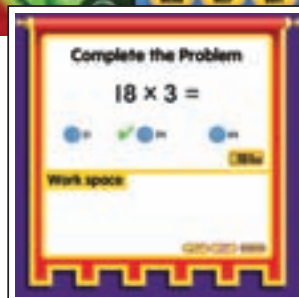


Grade Level **4 5 6**

HH639 • MULTIPLY, DIVIDE & CONQUER GAME CD-ROM Students put their multiplication and division skills to use as they storm their opponents' castles in an epic medieval battle—and try to conquer the competition! For Mac/Win. **14.95**

Downloadable version available online!
Visit lakeshorelearning.com.

(4.NBT.5, 4.NBT.6, 5.NBT.5, 5.NBT.6)



Grade Level **1 2 3 4**

RR615 • MULTIPLICATION FACTS BEAT THE CLOCK! MATH PRACTICE BOARD Reinforce multiplication facts and increase computational speed...with a write & wipe board that provides lots of fast-paced practice! Our board features 6 pages of drills to complete: Students start the built-in clock before they begin, stop it when they're finished...then check their answers and record their score! **24.95**

DD105 • Write & Wipe Markers **⚠CHOKING HAZARD (1).** Not for under 3 yrs.* Set of 4 black, dry-erase markers. **3.99**
(3.OA.4, 3.OA.6, 3.OA.7)

Grade Level **1 2 3 4**

RR616 • DIVISION FACTS BEAT THE CLOCK! MATH PRACTICE BOARD Students master division facts...as they race against the built-in clock! Our write & wipe practice board features 6 pages of division drills: Students start the clock before they begin, stop it when they're finished...then check their answers and record their score! And, as they go, students get the practice they need to increase their computational speed! **24.95**

DD105 • Write & Wipe Markers **⚠CHOKING HAZARD (1).** Not for under 3 yrs.* Set of 4 black, dry-erase markers. **3.99**
(3.OA.4, 3.OA.6, 3.OA.7)



Operations & Algebraic Thinking

Multiplication & Division



Grade Level **1 2 3 4**

BD805 • HOT DOTS MULTIPLICATION QUIZ CARDS

Here's a super-fun way to build multiplication skills—with instant reinforcement! Children just touch an answer with the special Hot Dots pen...and sound effects tell them if they're right or wrong. Pack includes 50 double-sided cards that cover multiplication facts 0-9. *Pen sold separately.* **9.95**

BD230 • Hot Dots Power Pen - Each

Requires 2 "AAA" batteries (not included). **10.95**

BD230X • Hot Dots Power Pens - Set of 4

Set of 4 pens; each requires 2 "AAA" batteries (not included). **39.95**
(3.OA.4, 3.OA.6, 3.OA.7)



Grade Level **1 2 3 4**

BD806 • HOT DOTS DIVISION QUIZ CARDS

Students master division facts—and get immediate reinforcement—with our interactive quiz cards! Children touch an answer with the special Hot Dots pen...and the pen tells them if they're right or wrong. You get 50 double-sided cards covering division facts 0-9. *Pen sold separately.* **9.95**

BD230 • Hot Dots Power Pen - Each

Requires 2 "AAA" batteries (not included). **10.95**

BD230X • Hot Dots Power Pens - Set of 4

Set of 4 pens; each requires 2 "AAA" batteries (not included). **39.95**
(3.OA.4, 3.OA.6, 3.OA.7)



Grade Level **3 4**

LL322 • EQUATION INVASION GAME

Students master numerical operations hands on—with an action-packed game that provides plenty of skill-building practice! To play, students draw number tiles and use them to complete equations on their game mats. The first player to complete all 10 equations wins the game! Perfect for small groups or independent practice, our self-checking game includes 4 game mats, 50 number tiles, 4 plastic trays, an answer card and a guide with differentiated instruction strategies. For 1-4 players. **19.95**

(3.OA.4, 3.OA.5, 3.OA.6, 3.OA.7)



Grade Level **1 2 3 4 5 6**

NZ108 • T.I.-108 CALCULATOR KIT

These easy-to-use, top-quality solar calculators feature color-coded command keys, a correction function, memory, 8-digit display and automatic shutoff. You get a set of 10 calculators in a plastic tote; with reproducible activity sheets and a teacher's guide. **79.95**

NZ8 • T.I.-108 Calculator

Measures 4 1/2" long.

Each **8.49**

(MP.5)



Grade Level **K 1 2 3**

JJ515 ■ CLASSROOM MAGNETIC NUMBERS & OPERATIONS KIT
⚠CHOKING HAZARD (1). Not for under 3 yrs.* From building number sense and counting to forming and solving equations, our magnets help students develop math skills—at every level! You get a total of 160 plastic magnets, including 60 operation signs and 10 each of numbers 0-9—all in a partitioned, labeled storage box. Numbers are approximately 1 1/2". **29.95**

RR621 ■ Magnetic Write & Wipe Lapboard

Board measures 9" x 12".

6.95

(K.OA.1-2, K.OA.5, 1.OA.4, 1.OA.6-8, 2.OA.2, 3.OA.3-4, 3.OA.7)

Grade Level **1 2 3**

LL638 ■ READ ABOUT ALGEBRAIC THINKING LEARNING CENTER

Students develop algebraic thinking skills...as they read a fun, math-themed storybook, then complete hands-on activities that extend and reinforce what they've learned! Our math center includes a paperback book that brings early algebra concepts to life...plus 5 step-by-step activity cards with handy reproducibles right on back—helping kids become algebraic thinkers as they track the growth of pretend watermelon seeds! Includes 40 seed counters and 40 plastic numbers—enough for 4 students to work at once—and an answer card. **29.95**

(3.OA.9)



Grades 1-3

Grades 4-6

Grade Level **1 2 3 4 5 6**

PUZZLE FUN MATH CARD LIBRARIES

Students crack secret codes, solve super-silly riddles & more—with fun-filled puzzles that make it a cinch to build essential math skills! Each library listed at right targets specific skills at just the right level—with 90 different write & wipe cards that provide plenty of focused practice. Plus, the self-checking cards come ready to use, so there's no prep work necessary: Students simply grab a card, complete the activity at their own pace... then flip it over to check their work! The 8 1/2" x 11" cards are even reproducible—perfect for extra practice, take-home use and more.

JJ281 ■ Puzzle Fun Math Card Library - Gr. 1-3 Covers money, time, measurement, place value, geometry, fractions & more. **49.95**

JJ285 ■ Puzzle Fun Math Card Library - Gr. 4-6 Covers fractions, decimals, percents, algebra, statistics, operations & more. **49.95**

DD105 ■ Write & Wipe Markers **⚠CHOKING HAZARD (1).** Not for under 3 yrs.* Set of 4 black, dry-erase markers. **3.99**
 (1.OA.2-4, 1.OA.8, 2.OA.2, 3.OA.1, 3.OA.4, 3.OA.7, 4.OA.5, 5.OA.1)

Operations & Algebraic Thinking

Patterns & Numerical Expressions



FF767 Number Patterns



FF766 Balancing Equations



FF768 Operations

Grade Level 1 2 3 4

FF765X ■ WHAT'S MISSING? MAGNETIC MATH KITS - COMPLETE SET

Help children complete number patterns, balance equations and more...hands on! Each kit includes fill-in-the-blank magnetic problem strips, plus all the numbers or operation signs students need to complete each one. And as students work, they practice the types of questions they'll encounter on standardized tests! All 3 kits, each with 20-25 different problem strips & 20-25 numbers or operation signs. Number magnets are 1 1/4"-2".

79.95

(1.OA.4, 1.OA.6-8, 2.OA.2, 3.OA.4, 3.OA.7, 3.OA.9)



Grade Level 3 4 5 6

LL981 ■ EQUATION TILES Children form equations and practice algebraic thinking with 250 two-sided tiles! With numbers, letters & operation signs. Each is 1 1/2".

22.95

(3.OA.4, 3.OA.6, 3.OA.7, 4.OA.1, 4.OA.5, 5.OA.1-3)



Grade Level 3 4 5 6

NZ43 ■ T.I.-15 CALCULATOR KIT

These calculators let students explore higher-level concepts like square root, exponents, order of operations & more! Each has a two-line display for viewing stacked fractions and entire equations...even a quiz mode for self-guided practice. 10 calculators in a plastic tote; includes a guide with reproducibles.

239.00

NZ44 ■ T.I.-15 Calculator

Runs on solar or battery power; measures 6 3/4" long.

Each **24.95**

(MP.5)



Grade Level 4 5

HH423 ■ OPERATIONS & ALGEBRAIC THINKING

FOLDER GAME LIBRARY - GR. 4-5 Children solve operations as they play soccer, miniature golf & more...with super-engaging folder games designed for independent practice! Our library includes 10 different self-checking games that children can grab and play anywhere. Students just open a color-coded folder, then use the corresponding game pieces to master operations and build algebraic thinking skills at their own pace! Each 9 1/4" x 11 1/2" folder comes with an answer card, plus a bonus activity that tests what students have learned.

34.95

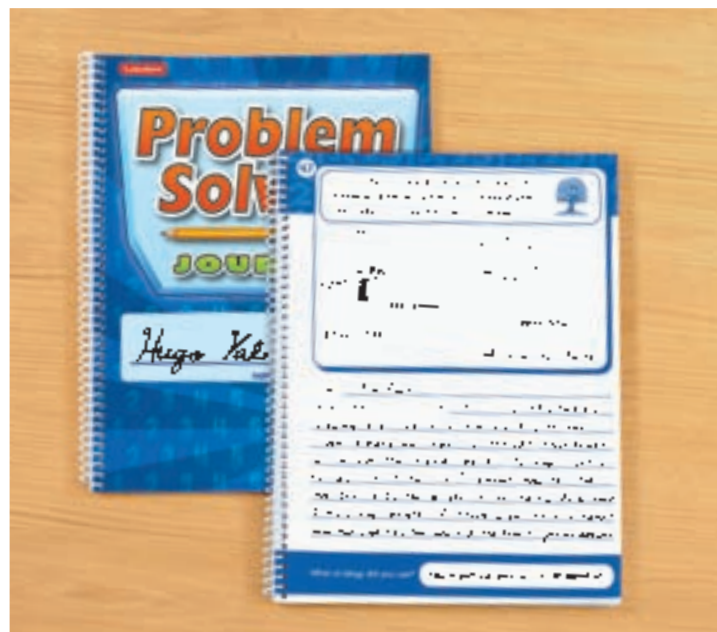
(4.OA.2, 4.OA.3, 4.OA.4, 4.NBT.4-6, 5.NBT.5, 5.NBT.6)

Grade Level **1 2 3 4 5 6****ID308 ■ MAGNETIC NUMERALS**

Our magnetic numerals are perfect for hands-on exploration and a variety of skill-building math activities! You get a set of 100 easy-to-use manipulatives that stick to any magnetic surface—including 70 numerals from 0-9, plus 30 operation signs for addition, subtraction, multiplication and division. Each is approximately 1" x 1".

9.95

(1.OA.3-4, 1.OA.6-8, 2.OA.2, 3.OA.4, 3.OA.6-7)

Grade Level **5 6****PROBLEM SOLVING JOURNAL**

Give students their own space to solve problems *and* explain their mathematical thinking—with a self-checking journal that provides lots of independent practice! Our 8" x 10½" journal has helpful problem solving strategies in front—with 50 illustrated word problems that let students put each strategy into practice. Plus, the journal comes with a removable answer key...and a guide with differentiated instruction strategies. Journal is over 50 pages long.

LL134 ■ Problem Solving Journal - Gr. 5-6 - Each**3.49****LL135 ■ Problem Solving Journal - Gr. 5-6 - Set of 10****32.95**

(5.NBT.5-7, 5.NF.2, 6.NS.2, MP.1-2, MP.4)

Grade Level **1 2 3 4 5 6****8-IN-1 MATH PARTNER GAMES****△CHOKING HAZARD (3).**

Not for under 3 yrs.* Students explore everything from addition and subtraction to time and money...with action-packed partner games that provide plenty of skill-building practice! Each set includes a 15½" x 16½" game board and 8 different game mats that each cover a specific math topic. Simply slide a game mat into the board, then players spin the spinner to move from one space to the next—solving math problems & recording their work on the reproducible scorecards. At the end of the game, the player with the most correct answers wins! Then, to practice a different skill, children simply slide a new game mat into the board. Each grade-appropriate set comes with 2 marble game pieces, plus an answer key.



Shown: FF807 Grades 1-2

FF807 ■ 8-In-1 Math Partner Games - Gr. 1-2 (Shown.) **29.95****FF808 ■ 8-In-1 Math Partner Games - Gr. 3-4** **29.95****FF809 ■ 8-In-1 Math Partner Games - Gr. 5-6** **29.95**

(1.OA.3-4, 1.OA.6, 1.OA.8, 2.OA.1-2, 3.OA.3-4, 3.OA.6-8, 4.OA.2-3)

Number & Operations in Base Ten

Understanding Place Value



Grade Level **K 1 2**

HH906 • DAYS IN SCHOOL ACTIVITY STATION

⚠ CHOKING HAZARD (1). *Not for under 3 yrs.** Students get daily hands-on practice with place value skills—with a compact station that tracks the number of days they've been in school! Children just flip to a new number each day, then visually represent the number by sticking place value magnets underneath. We've even included 30 open-ended questions you can ask students each day—reinforcing essential concepts like rounding & equivalence! 12" x 15¼" station comes with question cards & 29 magnets in a storage pouch. **39.95**

(K.NBT.1, 1.NBT.1-2, 2.NBT.1, 2.NBT.3)



Grade Level **1 2 3 4 5**

EE639 • HANDS-ON PLACE VALUE CUBES

From comparing & ordering numbers to exploring expanded notation, our versatile cubes are perfect for tons of hands-on place value activities! 42 wooden cubes are color-coded by place value—from ones to millions—and include an activity guide. Each cube is 1". **29.95**

(K.NBT.1, 1.NBT.1-3, 2.NBT.1, 2.NBT.3-4)



Grade Level **K 1**

LL285 • MATH IN A FLASH! PLACE VALUE DISCOVERY CAN - K-GR. 1

⚠ CHOKING HAZARD (1,2). *Not for under 3 yrs.** Students build place value skills in a flash—with a hands-on discovery can they explore on their own! Our easy-tote can includes 25 different question cards that focus on one- and two-digit numbers, plus fun manipulatives that get children excited about learning—from base ten blocks and plastic chips to a place value flip book. Best of all, the activities are designed for independent use: Children just select a question card, then use the manipulatives to solve each self-checking problem! Can is 6½" tall. **19.95**

(K.NBT.1, K.CC.3, K.CC.6, K.CC.7, 1.NBT.1, 1.NBT.2, 1.NBT.3)



Grade Level **1 2 3**

HH419 • PLACE VALUE MATH LACERS

Students lace up our fun, shoe-shaped boards...and get hands-on practice with place value! Our set comes with 15 lacer boards and 15 plastic-tipped laces, plus an answer card for easy self-checking. Children just lace up each shoe, building math skills as they round numbers, use expanded notation, identify place value—and more! Lacers are 5" x 8". **19.95**

(1.NBT.2, 2.NBT.1, 2.NBT.3, 3.NBT.1)



Grade Level **1 2 3**

PLACE VALUE MYSTERY HOUSE GAME CD-ROM

Children search a haunted house for a chest of gold numbers...solving place value problems along the way! Our action-packed game provides engaging practice with place value through thousands—complete with high-tech animation & sound effects that add to the fun. Players simply solve problems to move through the haunted house full of secret passages. Each correct answer gets the detectives closer to the treasure...but trapdoors may slow them down! The game even has an interactive work space, so students can work out the problems right on the screen. Includes a printable assessment. For Mac/Win.

HH632 ■ Single License (1 computer)

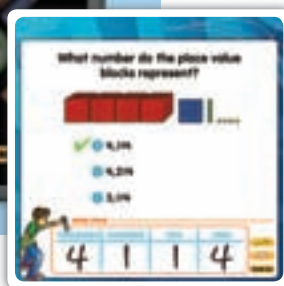
14.95

HH632CP ■ Class License (5 computers)

39.95

Downloadable version available online!
Visit lakeshorelearning.com.

(1.NBT.2, 2.NBT.1, 2.NBT.3)



Grade Level **1 2**

DD572 ■ PLACE VALUE INSTANT LEARNING CENTER

Students get focused place value practice—with a hands-on learning center that comes ready to use! Our instant center has everything students need to build skills independently: Just set out the materials...then students use the included write & wipe mats and foam number cubes to explore place value at their own pace! The center has enough materials for up to 4 students to work at once, including a double-sided instruction chart that gives everyone easy access to the activities...and simple instructions that are a cinch for students to follow on their own. Includes 4 activity mats, 4 sets of number cubes, 4 write & wipe markers...plus a guide with differentiated instruction strategies and a write & wipe assessment card to track students' progress.

24.95

(2.NBT.1, 2.NBT.3, 2.NBT.4)



Grade Level **1 2 3**

FF806 ■ PLACE VALUE ACTIVITY STATION

Students master place value—with a skill-building activity station that lets them work at their own pace! Our station features 4 engaging activities, each designed for up to 4 children to work at once—with 4 sets of hands-on materials for each activity, plus a double-sided, tent-based flip book with simple, step-by-step instructions. Just set out the materials, introduce the activity...then let students work independently to compare & order numbers, represent numbers in expanded form, build numbers with base 10 blocks and more! We've even included a reproducible assessment to track students' progress, plus an answer key and a guide with reproducibles—all in a handy storage box.

49.95

(1.NBT.1-3, 2.NBT.1, 2.NBT.3, 2.NBT.4)

Number & Operations in Base Ten

Understanding Place Value



Grade Level **1 2 3**

LC165 • PLACE VALUE ACTIVITY KIT

Students use hands-on place value blocks to visually represent ones, tens, hundreds and thousands—even build and solve equations! Our kit includes two 14" x 17½" write & wipe mats, 121 plastic place value blocks (100 unit cubes, ten 10-unit rods, ten 100-unit flats and one 1,000-unit cube) and 2 write & wipe markers. **29.95**

LC1636 • Place Value Blocks Only 121 plastic pieces. **24.95**

(1.NBT.2, 1.NBT.4, 2.NBT.1, 2.NBT.5-7, 3.NBT.2)



Grade Level **1 2**

EE881 • PICK-A-PAIR PLACE VALUE GAME

Reinforce essential place value concepts—with a ready-to-use game students can play independently! In this fun-filled math game, students draw cards and try to match up number pairs in numeric, written, expanded and graphic form. When players find a matching pair, they place it on their game cards...and the first player to fill his card wins the game! Self-checking game includes 4 game cards, 52 playing cards, 4 card trays and an answer card. For 1-4 players. **19.95**

(1.NBT.2, 2.NBT.1, 2.NBT.3)



Grade Level **3 4 5 6**

LL982 • PLACE VALUE CARDS Children explore place value concepts from ones to millions! You get more than 200 color-coded cards. Largest card measures 5½". **24.95**

(4.NBT.1, 4.NBT.2, 5.NBT.1)



Grade Level **1 2 3**

RR594 • PLACE VALUE PRACTICE BOARD

Our freestanding practice board has 7 sets of flips with numbers 0-9...plus blank flips so you can cover numerals and focus on one place value at a time. 6¾" x 23½" board comes complete with a guide on back. **19.95**

(1.NBT.1-2, 2.NBT.1, 2.NBT.3, 4.NBT.1-2, 5.NBT.1)



Grade Level **1 2 3**

RR175 • STUDENT PLACE VALUE PRACTICE BOARDS - SET OF 10

Our handy flipboards let students practice place value right at their desks! Ten boards have the same flips as our larger board above. Each board measures 4" x 11". **39.95**

(1.NBT.1-2, 2.NBT.1, 2.NBT.3, 4.NBT.1-2, 5.NBT.1)



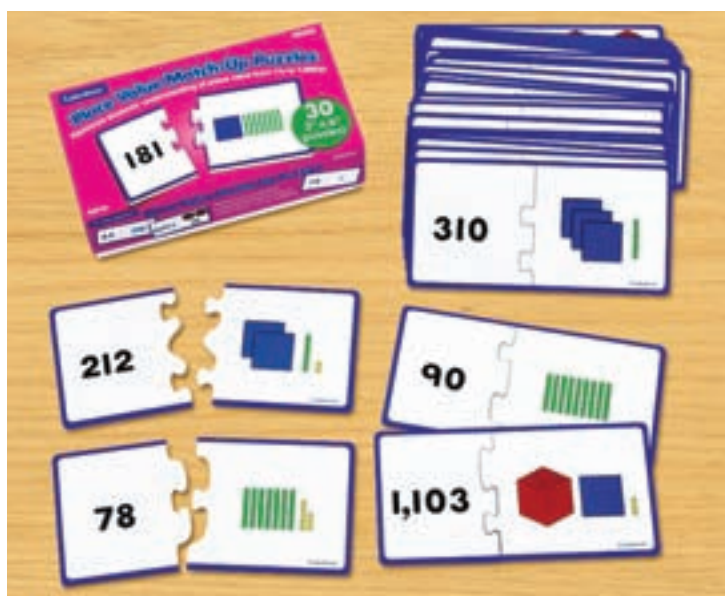
Grade Level **1 2 3**

FF344 ■ GRAB & MATCH LEVELED MATH QUICKIES - PLACE VALUE

Our quick, easy-to-play card games boost place value skills—with every match students make! The set features 15 games that gradually progress in difficulty, each with 16 game cards in a storage pouch. Children just grab a pouch, then work on their own to match numbers to rounded numbers, base ten blocks, the expanded form and more! 10" box has a total of 240 cards, plus an answer key.

29.95

(1.NBT.2, 2.NBT.1, 2.NBT.3, 3.NBT.1)



Grade Level **1 2 3**

RR403 ■ SELF-CHECKING PLACE VALUE MATCH-UPS

Reinforce students' understanding of place value from ones to thousands—with skill-building puzzles that make difficult concepts easy to grasp! You get 30 self-correcting puzzles with numbers on one side and graphic representations on the other...students just match them up for instant, visual reinforcement! Puzzles are 3" x 6".

9.99

(1.NBT.1, 1.NBT.2, 2.NBT.1, 2.NBT.3)



Grade Level **2 3**

HH494 ■ COMPARING NUMBERS INSTANT LEARNING CENTER

Students practice comparing numbers—with an independent learning center that builds skills at just the right pace! Our ready-to-use center comes with everything you need for up to 4 students to work at once, including 12 comparison tiles, 12 foam cubes, 4 reusable write & wipe activity mats and a double-sided chart with simple, step-by-step instructions. The center even includes an activity guide, plus a reproducible write & wipe assessment card to track students' work!

24.95

(2.NBT.1, 2.NBT.4)



Grade Level **1 2 3**

JJ691 ■ PLACE VALUE BINGO

Students practice place value hands on—as they play a lively game of bingo! The game is played just like traditional bingo, but with clever clues that help students understand and review place value concepts. You get enough materials for the whole class to play at the same time, including 36 game cards, 50 calling cards, a reference mat and over 320 marker chips.

9.99

(1.NBT.2, 1.NBT.4, 1.NBT.6, 2.NBT.1, 2.NBT.3, 2.NBT.6-8)

Number & Operations in Base Ten

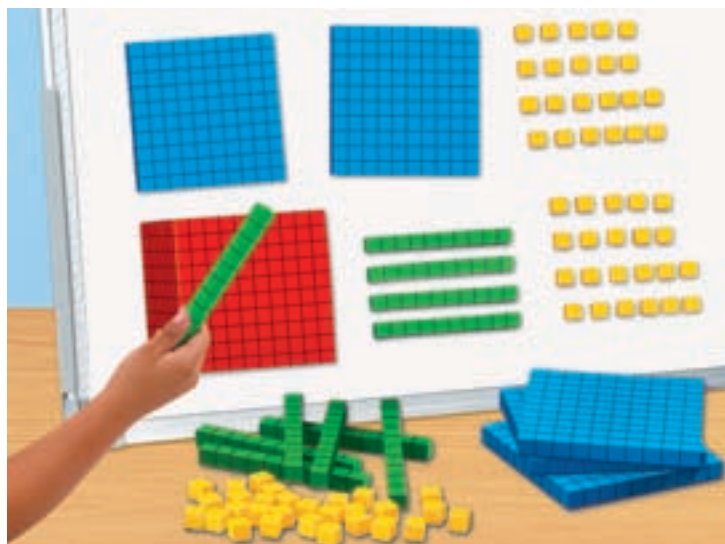
Understanding Place Value



Grade Level **1 2 3**

HH191 • QUICK-PICK MATH PLACE VALUE CARDS

Perfect for daily warm-ups, test prep and more, our skill-building cards feature math activities students can pick up and complete anywhere! Box includes 50 ready-to-go activity cards that target place value skills. Children just grab an activity card whenever they have a little extra time, then build essential skills as they solve fun riddles, work out word problems to find secret numbers—and much more! Cards measure 3" x 5". **12.95**
(1.NBT.1-3, 2.NBT.1, 2.NBT.3-4, 3.NBT.1)



Grade Level **1 2 3**

EE923 • GIANT MAGNETIC PLACE VALUE BLOCKS

Place value concepts are easy to understand—with giant magnets that are perfect for whole-class demonstrations and hands-on practice! You get 121 easy-grip foam pieces representing place value from one to one thousand. The dense EVA foam pieces stick to any magnetic surface...and they're big enough to see from across the room—perfect for demonstrating place value, comparing and ordering numbers, problem solving, and much more! 121 pieces; thousand block is 5" x 5". **39.95**
(1.NBT.2, 2.NBT.1, 2.NBT.3)



Grade Level **2 3**

LL942 • PLACE VALUE FOLDER GAMES LIBRARY - GR. 2-3

Children explore numbers to 10,000 at the circus, a haunted house, the pyramids & more...with fun folder games they'll love to play! Our library features 10 different games that focus on a specific math topic—so children get the practice they need to really master each one independently. Students just grab a color-coded folder filled with pre-cut & sorted game pieces, then follow the step-by-step instructions to build skills at their own pace! Each 9 1/2" x 11 1/2" folder comes with an answer card for easy self-checking, plus a bonus activity to reinforce skills even further. **34.95**
(2.NBT.1, 2.NBT.3, 2.NBT.4, 3.NBT.1)



Grade Level **1 2 3**

FF899 • PLACE VALUE EQUIVALENCY PUZZLES

As students fit together our equivalency puzzles, they practice place value to the thousands...in 4 different ways! Each 5" x 6" self-correcting puzzle has 4 simple pieces—students just choose a large puzzle piece showing a 3- or 4-digit number...then connect 3 corresponding pieces that express the same value in expanded form, word form and place value blocks! You get 12 puzzles and an activity guide. **12.95**
(1.NBT.2, 2.NBT.1, 2.NBT.3)



Grade Level **2 3 4**

HH162 • IDENTIFYING PLACE VALUE GAMES

Now every student can build place value skills at just the right pace—with 4 irresistible board games that gradually progress in difficulty! You get 4 exciting games that prompt children to identify place value at different skill levels—from identifying ones, tens & hundreds to recognizing thousands, ten thousands and hundred thousands. The games come with a reproducible worksheet that doubles as a student assessment, plus an answer key so students can check their own work! 4 games, each for 1-4 players.

19.95

(2.NBT.1, 4.NBT.1)



Grade Level **2 3 4**

HH163 • ROUNDING GAMES From rounding 433 to the nearest ten to rounding 277,486 to the nearest hundred thousand, our board games provide hands-on practice with place value skills—at just the right level! Our set includes 4 different games that give students an exciting way to boost rounding skills, and each game gradually increases in difficulty—so it's easy to address every student's needs. As children play each game, they race around the board recording their answers on the reproducible worksheet...then check their own work with the included answer key! 4 games, each for 1-4 players.

19.95

(2.NBT.1, 2.NBT.3, 3.NBT.1, 4.NBT.1-3)



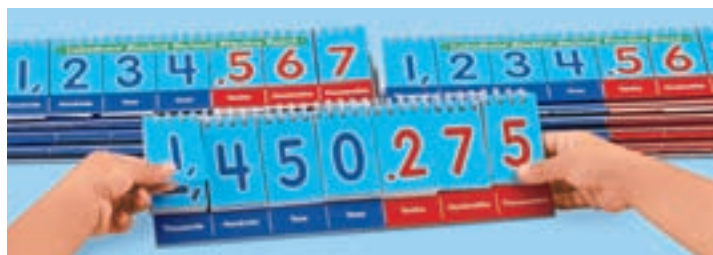
Grade Level **3 4**

LL321 • PLACE VALUE PLAYOFF GAME

Students master place value hands on—with an action-packed game that provides plenty of skill-building practice! Players try to build 5-digit numbers by drawing number tiles and placing them in the correct spots on their game cards. The first player to complete a number in each round gets a point... and the player with the most points wins the game! Perfect for small groups or independent practice, our game includes 4 write & wipe game mats, 80 number tiles in a box, 10 playing cards, 4 write & wipe markers and a guide with differentiated instruction strategies. For 1-4 players.

19.95

(3.NBT.1, 4.NBT.1, 4.NBT.3)



Grade Level **4 5 6**

GG888 • STUDENT DECIMAL PRACTICE BOARDS - SET OF 10

Our handy practice boards make it easy for students to explore and compare whole numbers & decimals—from the thousands place all the way down to thousandths! 10 boards have 7 sets of labeled flips with numbers 0-9; each board is 4" x 11".

39.95

(5.NBT.3, 5.NBT.4)

Number & Operations in Base Ten

Using Place Value to Perform Arithmetic

FF297



Students use the tiles to show the value of each number in the problem.



To find the answer, students just regroup the tiles!

Grade Level **1 2 3**

HANDS-ON REGROUPING KITS

Students master addition and subtraction skills...with fun-to-use regrouping kits that make complicated math problems easy to solve! Each kit includes a regrouping tray with 75 place value tiles representing ones, tens & hundreds, plus 40 self-checking problem cards that feature 2- and 3-digit numbers. Students simply place a problem card onto the tray, count out place value tiles to visually represent each number in the equation—then just regroup the tiles to work out the answer. We've even included a handy write & wipe card that lets children record their work. Plastic tray is 8½" x 14¼".

FF297 • Addition Regrouping Kit (Shown.)

24.95

FF298 • Subtraction Regrouping Kit

24.95

DD105 • Write & Wipe Markers ⚠ CHOKING HAZARD (1).

Not for under 3 yrs.* Set of 4 black, dry-erase markers.

3.99

(1.NBT.2, 1.NBT.4, 2.NBT.1, 2.NBT.5-7, 3.NBT.2)



Grade Level **2 3 4**

HH328 • PLACE VALUE BUILDERS ACTIVITY CENTER

Students get a concrete grasp of place value concepts—as they use base 10 blocks to build a variety of numbers! Our center has enough hands-on materials for up to 4 students at once, including 4 activity trays, 48 leveled problem cards & 4 vinyl pouches that each contain 50 place value blocks. Children just place a problem card in the tray...use the base 10 blocks to solve it...then flip the card over to check their own work! Trays are 9" x 9½".

39.95

(1.NBT.2, 1.NBT.4, 2.NBT.1, 2.NBT.5-7, 3.NBT.2)



Grade Level **2 3 4**

DD447 • REGROUPING ACTIVITY CHART

Give students the practice they need to master regrouping concepts—and add & subtract large numbers with ease! Our pocket chart comes with over 75 number cards, plus 50 corresponding place value pieces. Just slip the numbers into the chart to create a problem...add regrouping cards to work out the answer...then use the place value pieces to help students visualize how each problem was solved! Activity chart measures 24½" x 27".

39.95

(1.NBT.4, 2.NBT.5-7, 3.NBT.2)



Grade Level **1 2 3**

FF595 • WRITE & WIPE NUMBERS AND OPERATIONS PRACTICE CARDS

Give students the independent practice they need to really master essential math skills...with write & wipe activity cards they can use again and again! Our set includes 30 practice cards that are divided into 4 key skill areas—from fractions and patterns to operations and place value—so students get the targeted practice they need to get a strong grasp of each skill. The 8½" x 11" cards come complete with answer keys—for easy self-checking and instant reinforcement.

19.95

(2.OA.1, 2.NBT.1, 2.NBT.3-4, 2.NBT.5, 2.NBT.7, 3.NBT.2, 3.NF.1, 3.NF.3)

Grade Level **2 3 4****HH375 • HELP-YOURSELF MULTILEVEL MATH PLACE VALUE CENTER**

Students get focused place value practice...as they use number tiles to figure out the scores of a basketball tournament, solve secret number puzzles and more! Our center includes a guide with 24 different reproducible activities that gradually increase in difficulty, plus 6 pouches filled with tiles for numerals 0 through 9. Just display the instruction card on the 11 1/2" x 13 1/4" center, then students grab a worksheet and a matching set of manipulatives to complete each activity independently...or in groups of up to 6 children at a time. Best of all, the activities gradually progress in difficulty, so students build skills at just the right level!

39.95

(2.NBT.1, 2.NBT.3-7, 3.NBT.2, 4.NBT.1, 4.NBT.2, 4.NBT.4)

Grade Level **2 3 4****DD825 • SOLVE & CHECK PLACE VALUE SLIDERS**

Give students the practice they need to master place value—with fun-to-use sliders that provide instant reinforcement! Students slide problem cards through illustrated slider pockets to solve one math problem at a time...then flip the cards over to check their answers on back! You get 20 different sliders, each with 9 different problems that gradually increase in difficulty—from comparing numbers to using expanded notation!

19.95

(2.NBT.1, 2.NBT.3-4, 3.NBT.1, 4.NBT.1-3)

Grade Level **4 5 6****HH636 • ATM ACTION! MONEY GAME CD-ROM**

Students use money skills to track earnings and expenses—as they race to build the biggest bank balance. But unexpected bills and fees threaten to drain their accounts! For Mac/Win.

14.95Downloadable version available online! Visit lakeshorelearning.com.

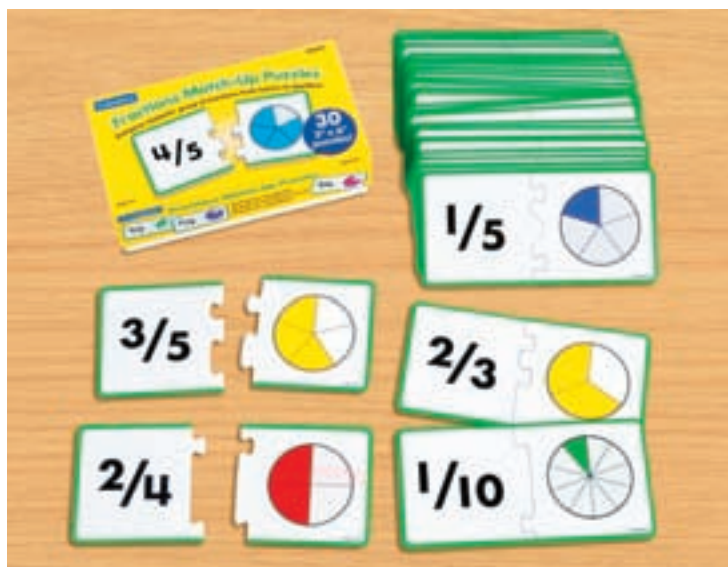
(4.MD.2, 5.NBT.7)

Grade Level **4 5 6****TT674 • ATM ACTION! MONEY GAME**

Players use money skills to track earnings and expenses—as they race to build the biggest bank balance! In this action-packed math game, students move around the board earning money and keeping track of it on write & wipe game cards. Wise investments and ATM icons help players add to their balances...but bills, taxes and expenses have to be subtracted! At the end of the game, the player with the most money wins! Includes an 18" x 18" game board, 30 bills & earnings cards, 4 write & wipe game cards, 4 write & wipe markers, 4 pawns and a die. For 2-4 players.

24.95

(4.MD.2, 5.NBT.7)



Grade Level **1 2 3**

RR291 • SELF-CHECKING FRACTIONS MATCH-UPS

Enhance students' understanding of fractions—with fun-to-use puzzles that provide hands-on practice with tough concepts! You get 30 two-piece puzzles with numeric fractions on one side and graphic representations on the other...children just match up the pieces to see equivalents side by side! Self-correcting puzzles are 3" x 6".

9.99

(3.NF.1, 1.G.3, 2.G.3)



Grade Level **1 2 3**

HH417 • FRACTIONS MATH LACERS Students lace up our fun, shoe-shaped boards...and get hands-on practice with fractions! Our set comes with 15 lacer boards and 15 plastic-tipped laces, plus an answer card for easy self-checking. Children just lace up each shoe, building math skills as they identify corresponding fractions, pair up equivalent fractions, add & subtract fractions—and more! Lacers are 5" x 8".

19.95

(3.NF.1, 3.NF.3, 1.G.3, 2.G.3)



Grade Level **1 2 3**

FF805 • FRACTIONS ACTIVITY STATION

Students master fractions—with a skill-building activity station that lets them work at their own pace! Our station features 4 engaging activities, each designed for up to 4 children to work at once—with 4 sets of hands-on materials for each activity, plus a double-sided, tent-based flip book with simple, step-by-step instructions. Just set out the materials, introduce the activity... then let students work independently to explore equivalent fractions, sort fractions, identify fractions by name and more! We've even included a reproducible assessment to track students' progress, plus an answer key and a guide with reproducibles—all in a handy storage box.

49.95

(3.NF.1, 3.NF.3, 1.G.3, 2.G.3)



Grade Level **1 2 3**

LL635 • READ ABOUT FRACTIONS LEARNING CENTER

Students explore fractions...as they read a fun, math-themed storybook, then complete hands-on activities that extend and reinforce what they've learned! Our math center includes a paperback book that brings fraction concepts to life...plus 5 step-by-step activity cards with handy reproducibles right on back—allowing kids to create and compare fractions using pizza slices! Includes 20 fraction pizzas and 24 pizza counters—enough for 4 students to work at once—and an answer card.

29.95

(3.NF.1, 3.NF.3, 1.G.3, 2.G.3)

Grade Level **1 2****HH997 • SOLVE & MATCH MAGNETIC MATH TIN - FRACTIONS**

Now students can explore fractions anywhere—with a portable tin that provides lots of fun hands-on practice! Our tin comes with 12 different activity mats and 35 magnetic tiles, plus a sturdy metal lid that doubles as a magnetic activity board. Children just place a mat inside the lid, then use the magnets to solve each problem—matching up fractions in graphic & word form, solving problems with cookie & pizza tiles, and more! Plus, the magnetic lid keeps the tiles in place as students work—for frustration-free practice! Tin measures 8" x 10½".

29.95**(3.NF.1, 1.G.3, 2.G.3)**Grade Level **1 2 3 4****GG904 • FRACTIONS HANDS-ON KIT**

You get 20 packs of 51 color-coded fraction bars representing wholes through twelfths...plus a teacher's guide with reproducible activity mats that help students compare fractions, identify equivalents and more!

79.95**(3.NF.1, 3.NF.3, 1.G.3, 2.G.3)**Grade Level **1 2 3****TT403 • FRACTION OF THE PIZZA GAME**

Players dish up a delicious-looking pizza pie—and get plenty of hands-on practice with fractions! To play our skill-building math game, students draw fraction picture cards and match them to numeric fractions on the game board. The first player to match up all of their fractions wins the game! Includes an 18" x 18" game board, 30 game cards, 4 pawns, 1 spinner and an answer card. For 2-4 players.

24.95**(3.NF.1, 3.NF.3, 1.G.3, 2.G.3)**Grade Level **1 2 3****HH631 • FRACTION OF THE PIZZA GAME CD-ROM**

Players drive around the block collecting scrumptious slices of pizza—identifying fractions from halves through twelfths as they race to the finish! Covers fractions in both bar and circle form. For Mac/Win.

14.95*Downloadable version available online! Visit lakeshorelearning.com.***(3.NF.1, 3.NF.3, 1.G.3, 2.G.3)**

Number & Operations-Fractions

Understanding Fractions



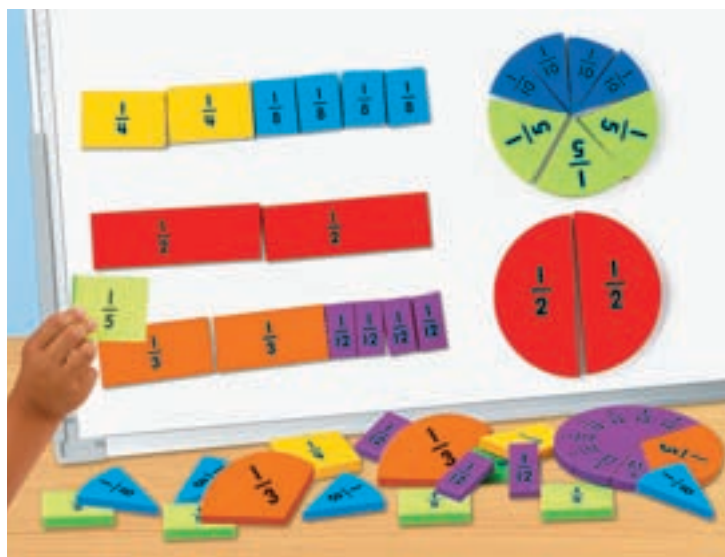
Grade Level **2 3**

LL295 • MATH IN A FLASH! FRACTIONS DISCOVERY CAN -

GR. 2-3 Our ready-to-use math can is overflowing with fun hands-on activities students complete on their own—providing targeted practice with fractions! In each can, students discover 25 self-checking question cards, plus all the manipulatives to solve each problem. Children simply grab a card and the corresponding manipulatives—then practice building fractions with plastic counters, identifying greater than or less than with fraction circles, and more! Can measures 6½" tall.

19.95

(2.G.3, 3.NF.1, 3.NF.3)



Grade Level **1 2 3**

EE922 • GIANT MAGNETIC FRACTION CIRCLES & BARS

These big, colorful foam magnets help the whole class explore fractions together! You get 102 easy-grip foam pieces representing both circle and bar fractions from wholes to twelfths. The dense EVA foam shapes stick to any magnetic surface...and they're big enough to see from across the room—perfect for comparing fractions and equivalents, building and solving simple math problems, and much more! 102 pieces; circle is 5¾".

34.95

(1.G.3, 2.G.2, 3.NF.1, 3.NF.3)



Grade Level **1 2 3 4**

BD809 • HOT DOTS FRACTIONS QUIZ CARDS

Here's a super-fun way to build fraction skills—with instant reinforcement! Children just touch an answer with the special Hot Dots pen...and sound effects tell them if they're right or wrong. Pack includes 50 double-sided cards that cover fractions through tenths. *Pen sold separately below.*

9.95

BD230 • Hot Dots Power Pen - Each

Pen requires 2 "AAA" batteries (not included).

10.95

BD230X • Hot Dots Power Pens - Set of 4

Set of 4 pens; each requires 2 "AAA" batteries (not included).

39.95

(2.G.3, 3.NF.1, 3.NF.3, 4.NF.1, 4.NF.2, 4.NF.4)



Grade Level **3 4**

LL324 • FRACTION CONTRAPTION GAME

Students master fractions hands on—with an action-packed game that provides plenty of skill-building practice! To play, students spin to select fraction pieces...then use them to make equivalent fractions on their game mats. Players fill in the numerator for each equivalent they make...and the first player to fill his mat wins the game! Perfect for small groups or independent practice, our self-checking game includes 4 write & wipe activity mats, 36 fraction pieces, 1 spinner, 4 write & wipe markers, an answer card and a guide with differentiated instruction strategies. For 1-4 players.

19.95

(3.NF.1, 3.NF.3, 4.NF.1, 4.NF.2, 4.NF.4)



Grade Level **1 2 3 4 5**

RA302 • FRACTION CIRCLES 266 colorful plastic pieces help students explore fractions from halves to tenths! Half circle is 4". **29.95**

(1.G.3, 2.G.3, 3.NF.1, 3.NF.3, 4.NF.4, 5.NF.3)



Grade Level **1 2 3**

FF898 • FRACTIONS EQUIVALENCY PUZZLES

As students fit together our equivalency puzzles, they practice identifying fractions...in 4 different ways! Each 5" x 6" self-correcting puzzle has 4 simple pieces—students just choose a large puzzle piece showing a fraction...then connect 3 corresponding pieces that express the same fraction with two graphic representations and in word form! You get 12 puzzles and an activity guide. **12.95**

(1.G.3, 2.G.3, 3.NF.1, 3.NF.3, 3.G.2)



HH244 • FRACTIONS SORT & SLIDE MATH ACTIVITY CENTER

Students master fractions in a fun, hands-on way—with an ingenious slider board that makes essential concepts easy to grasp! Our center includes 4 vinyl pouches, each with 16 different activity tiles. Students sort through the tiles to find 4 equivalents, then slide them into the corresponding columns on the 10½" board. After students sort all 16 tiles in a pouch, they just lift the magnetic flap to release the tiles—and start again with a brand-new pouch! Center includes 64 tiles and an answer key. **24.95**

(1.G.3, 2.G.3, 3.NF.1, 3.NF.3, 3.G.2)



Each library includes 3 different games—all with enough materials for up to 4 players!

Grade Level **2 3**

FF237 • INSTANT FRACTIONS GAMES LIBRARY - GR. 2-3

Students add, subtract, compare & match fractions—with engaging games they'll love to play! Library includes 3 easy-to-play games that provide focused, hands-on practice with a specific fraction concept. Students simply grab a game mat, then take turns ordering fractions from largest to smallest...adding and subtracting fractions...or matching up fractions in numeric, graphic and word form! All 3 games come in a 4¼" x 6¼" x 8¾" storage box. For 2-4 players. **49.95**

(3.NF.1, 3.NF.3, 4.NF.3)

Number & Operations-Fractions

Operations with Fractions



Grade Level **3 4**

HH978 • BUILDING FRACTIONS ACTIVITY CENTER

Give students a concrete understanding of how to build fractions—with a hands-on center that makes difficult concepts easy to grasp! Our center includes an 11½" x 12½" tray with 250 labeled fraction pieces...plus 22 activity cards that prompt children to build a variety of fractions from halves to twelfths. Students simply combine fraction pieces to cover the shaded area of circles on the cards... then write corresponding fraction equations in the write & wipe space below. Children can even use the included answer key to check their work!

39.95

DD105 • Write & Wipe Markers ⚠ CHOKING HAZARD (1)

Not for under 3 yrs.* Set of 4 black, dry-erase markers.

3.99

(3.NF.1, 3.NF.3, 4.NF.3)



Grade Level **2 3 4**

HH371 • HELP-YOURSELF MULTILEVEL MATH FRACTIONS CENTER

24 high-interest activities help students gain a concrete grasp of fractions... as they use colorful fraction bars to compare a family's height, determine who ate the most grapes, divide food into equal pieces & more! Center includes a reproducible guide with 24 multilevel activities, plus 6 pouches packed with 51 fraction bars—from 1 whole through twelfths. Just display the instruction card on the 11½" x 13½" center, then students grab a worksheet and a matching set of manipulatives to complete each activity independently... or in groups of up to 6 children at a time. Best of all, the activities gradually progress in difficulty, so students build skills at just the right level!

39.95

(2.G.3, 3.NF.1, 3.NF.3, 3.G.2, 4.NF.1, 4.NF.3, 4.NF.4)



Grade Level **2 3 4**

DD822 • SOLVE & CHECK FRACTION SLIDERS

Our fun-to-use sliders help students master fractions from halves to twelfths—with instant reinforcement! Students slide problem cards through illustrated slider pockets to solve one math problem at a time...then flip the cards over to check their answers on back! You get 20 different sliders, each with 9 different problems that gradually increase in difficulty—from identifying and comparing fractions to performing operations with fractions!

19.95

(2.G.3, 3.NF.1, 3.NF.3, 3.G.2, 4.NF.1, 4.NF.2, 4.NF.3, 4.NF.4)



Grade Level **4 5**

FF238 • INSTANT FRACTIONS GAMES LIBRARY - GR. 4-5

Children explore fractions in a variety of ways—with 3 exciting games that reinforce challenging concepts! Each game targets a different skill—from reducing fractions to converting improper fractions & mixed numbers—and comes with all the materials you need for 2-4 players. Plus, each game features easy-to-follow directions, so small groups can work independently to master each skill in a fun and involving way! All 3 games come in a handy 4¾" x 6¾" x 8¾" box for easy storage.

49.95

(4.NF.3, 4.NF.4, 5.NF.1, 5.NF.3)



Grade Level **4 5**

HH422 ■ FRACTIONS, DECIMALS & PERCENTS FOLDER GAME LIBRARY - GR. 4-5 Students calculate percentages at the mall, identify equivalents during tennis & more...as they play super-engaging folder games designed for independent practice! Our library includes 10 different self-checking games that children can grab and play anywhere. Students just open a color-coded folder, then use the corresponding game pieces to build math skills at their own pace! Each 9¼" x 11½" folder comes with an answer card, plus a bonus activity that tests what students have learned.

34.95

(4.NF.3, 4.NF.4, 5.NF.1, 5.NF.3, 5.NF.4, 5.NF.6, 5.NBT.3)

Magnets are double-sided—with fractions on one side...and decimals & percents on the other!



Grade Level **3 4 5**

HH675 ■ BUILDING FRACTIONS, DECIMALS & PERCENTS MAGNETIC BOARD Help students visualize parts of a whole and explore concepts of equivalency in a highly concrete way! The 12" x 12" board comes with over 100 color-coded magnetic pieces—all clearly labeled with a fraction on one side & the equivalent decimal & percentage on the other. Students can combine the pieces to make a whole...mix & match pieces to compare equivalent values...compare fractions, decimals & percents in bar & circle form...and more! Includes a guide.

29.95

(3.NF.1, 3.NF.3, 4.NF.1, 4.NF.2, 4.NF.3, 4.NF.5)



Grade Level **3 4 5 6**

JJ694 ■ FRACTIONS, DECIMALS, PERCENTS BINGO This fast-paced bingo game helps students explore equivalencies and conversions between fractions, decimals, and percents—hands on! The game is similar to traditional bingo, so it's super-easy for children to learn...they simply listen to clues, and then try to find the matching numbers or images on their game cards. You get 36 different game cards, 60 calling cards, over 500 marker chips, and a reference mat that makes it a cinch to see what cards you've called out.

9.99

(4.NF.4, 5.NF.3)



Includes sales flyers and coupons!

Grade Level **3 4 5 6**

DD803 ■ MALL MATH - DECIMALS, FRACTIONS & PERCENTS PROBLEM SOLVING KIT Students use realistic sales flyers and store coupons to calculate the costs of some of their favorite items—from soccer cleats at 40% off to a keyboard at ½ the regular price! With 8 different activities.

19.95

(4.NF.4, 5.NF.2, 5.NF.4, 6.RP.3, 6.NS.3)



Grade Level **K 1 2**

LL407 ■ HOW MUCH DOES IT WEIGH? MEASUREMENT CENTER

△CHOKING HAZARD (1). Not for under 3 yrs.* Our hands-on center gives students an instant, visual grasp of beginning measurement concepts—as they compare & contrast the weights of big plastic buttons, wooden & aluminum cubes, and more! 24 illustrated activity cards show which objects to place on each side of the scale...as children explore concepts like heavy, light, balance and more. With 40 manipulatives and a wooden card stand.

29.95

(K.MD.1, K.MD.2)



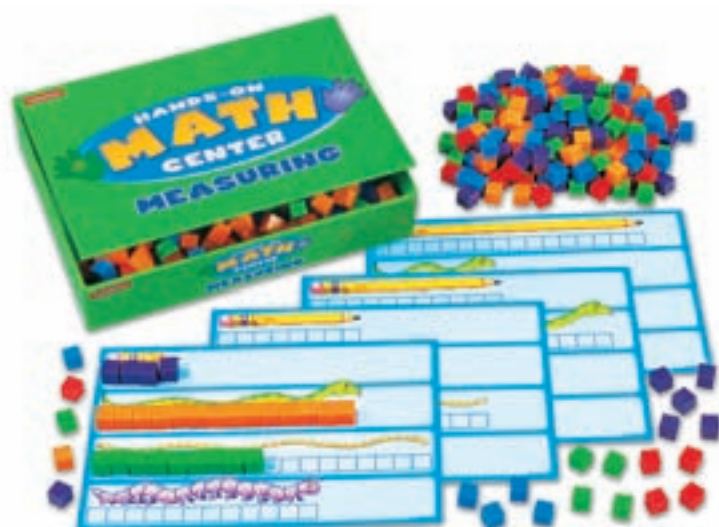
Grade Level **K 1 2**

LL409 ■ HOW LONG IS IT? MEASUREMENT CENTER

△CHOKING HAZARD (1). Not for under 3 yrs.* Students measure pencils, tables, even classmates—and get an instant, concrete grasp of length & width! Our skill-building center features 24 activity cards with simple, illustrated instructions that are just right for beginners...plus all the manipulatives children need to complete each activity—from snap-together inchworms to measurement feet! With 130 manipulatives and a wooden stand.

29.95

(K.MD.1, K.MD.2, 1.MD.2)



Grade Level **K**

LA1758 ■ HANDS-ON MEASURING CENTER

△CHOKING HAZARD (1). Not for under 3 yrs.* Students measure a friendly snake, a cute caterpillar and more...and get super-involving practice with early measurement concepts! Our center features 4 different activity mats and 240 measuring cubes. Kids just place the cubes onto each mat to measure and compare each object shown—and build skills in a fun, concrete way that really makes sense! Laminated activity mats are 6 1/4" x 9".

24.95

(K.MD.1, K.MD.2, 1.MD.2)



Grade Level **1 2 3**

DD832 ■ FROG JUMP AT-MY-SEAT ESTIMATION GAME

It's easier than ever to boost estimation and measuring skills—with a super-involving math game students can play independently! Our game pack includes all the hands-on materials students need to play right at their seats—including a write & wipe game mat, jumping frog manipulative and a measuring tape. Students just follow the super-simple picture instructions to estimate how far their frog can jump, then find the answer using the tape measure! Includes a write & wipe marker, plus a guide card with differentiated instruction strategies.

12.95

(1.MD.2, 2.MD.1, 2.MD.3)

Grade Level **1 2 3****RR425 ■ SELF-CHECKING MEASUREMENT MATCH-UPS**

Help students understand measurement units and techniques—with skill-building puzzles that make difficult concepts easy to grasp! You get 30 self-correcting puzzles with measurements on one side and graphic representations on the other...students just match them up for instant, visual reinforcement! Puzzles are 3" x 6".

9.99

(2.MD.1, 2.MD.9, 3.MD.4)

Grade Level **1 2****EE888 ■ HOW LONG IS IT? MEASUREMENT GAME**

Reinforce essential measurement concepts—with a ready-to-use game students can play independently! In this fun-filled math game, students roll a game cube to select an object on their game cards...then measure it with a ruler. Players write each measurement on their cards...and the first player to fill in all of the measurements wins the game! Self-checking game includes 4 write & wipe game cards, 4 six-inch rulers, 4 write & wipe markers, 1 wooden cube and an answer card. For 1-4 players.

19.95

(2.MD.1, 2.MD.9)

Grade Level **1 2****DD578 ■ STANDARD MEASUREMENT INSTANT LEARNING CENTER**

Measurement concepts are easy to grasp—with a hands-on learning center that comes ready to use! Our instant center has everything students need to build skills independently: Just set out the materials...then students use the included write & wipe mats, rulers and cute lizard shapes to estimate and measure lengths! The center has enough materials for up to 4 students to work at once, including a double-sided instruction chart that gives everyone easy access to the activities...and simple instructions that are a cinch for students to follow on their own. Includes 4 activity mats, 4 rulers, 16 die-cut lizards and 4 write & wipe markers...plus a guide with differentiated instruction strategies and a write & wipe assessment card to track students' progress.

24.95

(2.MD.1, 2.MD.3, 2.MD.9)

Grade Level **K 1****LL283 ■ MATH IN A FLASH! MEASUREMENT DISCOVERY CAN - K-GR. 1**

⚠ CHOKING HAZARD (1,2). Not for under 3 yrs.* Students build measurement skills in a flash—with a hands-on discovery can they explore on their own! Our easy-tote can includes 25 different question cards that focus on measurement concepts, plus fun manipulatives that get children excited about learning—from a ruler and laces to colorful inchworms. Best of all, the activities are designed for independent use: Children just select a question card, then use the manipulatives to solve each self-checking problem! Can is 6½" tall.

19.95

(K.MD.1, K.MD.2, 1.MD.1, 1.MD.2)



Grade Level **1 2 3**

LL631 ■ READ ABOUT MEASUREMENT LEARNING CENTER

Students explore measurement...as they read a fun, math-themed story-book, then complete hands-on activities that extend and reinforce what they've learned! Our math center includes a paperback book that brings measurement concepts to life...plus 5 step-by-step activity cards with handy reproducibles right on back—allowing kids to measure using their own hands and feet, a measuring tape, and more! Includes four 36" measuring tapes and 60 inch counters—enough for 4 students to work at once—and an answer card.

29.95

(1.MD.2, 2.MD.1, 2.MD.3, 2.MD.9, 3.MD.4)



Grade Level **1 2 3**

JJ692 ■ MEASUREMENT BINGO

As students play a fun-filled game of bingo, they get valuable, hands-on practice with both metric and standard measurement! Children listen as various measurements are called out, then search on their bingo cards for illustrations that match. It's a great way for students to get a visual grasp of often-difficult measurement concepts! With enough materials for up to 36 students to play at once, including game cards, calling cards, marker chips and more!

9.99

(2.MD.1, 2.MD.9, 3.MD.4)



Grade Level **2 3**

LL944 ■ TIME & MEASUREMENT FOLDER GAMES LIBRARY -

GR. 2-3 Children build time & measurement skills as they explore space, visit a dog show & more...with fun folder games they'll love to play! Our library features 10 different games that focus on a specific math topic—so children get the practice they need to really master each one independently. Students just grab a color-coded folder filled with precut & sorted game pieces, then follow the step-by-step instructions to build skills at their own pace! Each 9 1/4" x 11 1/2" folder comes with an answer card for easy self-checking, plus a bonus activity to reinforce skills even further.

34.95

(2.MD.1, 2.MD.4, 2.MD.5, 2.MD.7, 2.MD.9, 3.MD.1, 3.MD.2, 3.MD.4)



Grade Level **1 2 3**

DD557 ■ HANDS-ON LENGTH, PERIMETER, AREA & VOLUME CENTER

Students measure, estimate & convert using rulers, area squares, volume boxes, and more.

44.95

DD105 ■ Black Write & Wipe Markers - Thin-Line - Set of 4

⚠CHOKING HAZARD (1). Not for under 3 yrs.*

3.99

(2.MD.1, 2.MD.3, 2.MD.9, 3.MD.2, 3.MD.5, 3.MD.6-8)



Grade Level **1 2 3**

GG286 • STUDENT TELLING TIME BOARDS - SET OF 10

These student-sized boards let children practice telling time at their desks! Each board has an analog clock face with movable hands, plus a digital clock with color-coded flips that represent hours and minutes. Set of 10 boards; each measures 3 3/8" x 10 3/4".

39.95

(1.MD.3, 2.MD.7)



Grade Level **K 1 2 3**

JD642 • LAKESHORE STUDENT CLOCKS - SET OF 12

⚠ CHOKING HAZARD (1). Not for under 3 yrs.* Freestanding clocks have color-coded hour & minute hands. Each wooden clock is 4" x 4 1/4".

19.95

(1.MD.3, 2.MD.7)



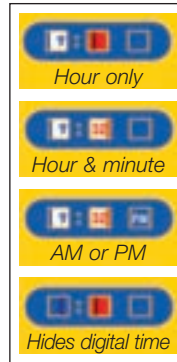
Grade Level **1 2**

DD574 • TIME INSTANT LEARNING CENTER

Students master analog and digital time—with a hands-on learning center that comes ready to use! Our instant center has everything students need to build skills independently: Just set out the materials...then students use fun, watch-shaped puzzles to match each analog time with its digital and word forms! The center has enough materials for up to 4 students to work at once, including a double-sided instruction chart that gives everyone easy access to the activities...and simple instructions that are a cinch for students to follow on their own. Includes 4 pouches that each contain 10 three-piece puzzles (for a total of 40 puzzles)...plus a guide with differentiated instruction strategies and a write & wipe assessment card to track students' progress.

24.95

(1.MD.3, 2.MD.7)



Grade Level **K 1 2**

GX243 • LAKESHORE TWO-WAY TEACHING CLOCK

As students turn the hands on our giant clock, the digital display advances at the same pace—so telling time is a breeze! Sturdy gears maintain the correct hour hand/minute hand relationship...and the clock hands & digital display are color-coded for easy reading. Plus, adjustable windows let you hide the digital time for self-checking. Sturdy plastic clock is 15" tall.

34.95

(1.MD.3, 2.MD.7)



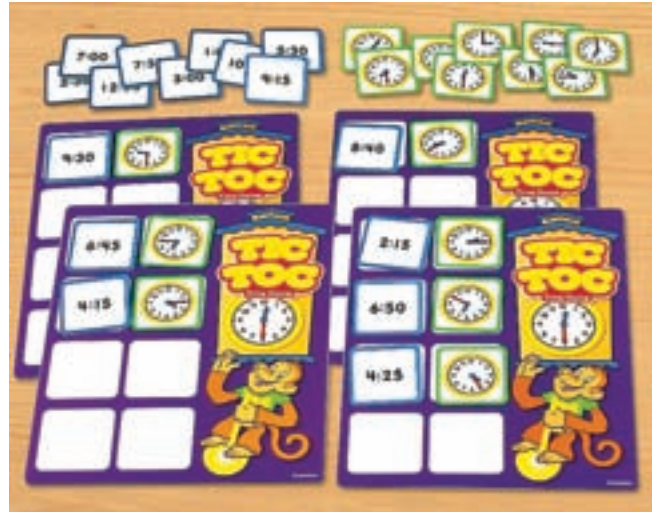
Grade Level **K 1 2**

FD974 • LAKESHORE STUDENT GEAR CLOCKS - SET OF 6

Our gear clocks maintain the correct hour hand/minute hand relationship. Each plastic clock measures 5".

29.95

(1.MD.3, 2.MD.7)



Grade Level **1 2**

EE883 • TIC TOC TIME GAME

Reinforce essential time concepts—with a ready-to-use game students can play independently! Played like Memory, this fun-filled math game challenges students to flip tiles over and try to match up digital and analog times. When players find a match, they place the tiles on their game cards...and the first player to fill up her card wins the game! Self-checking game includes 4 game cards, 32 game tiles and an answer card. For 1-4 players.

19.95

(1.MD.3, 2.MD.7)



Grade Level **1 2 3**

RR293 • SELF-CHECKING TIME MATCH-UPS

Students practice telling time to the hour, half-hour and minute—with fun-to-use puzzles that provide hands-on practice with tough concepts! You get 30 two-piece puzzles with digital times on one side and analog times on the other...children just match up the pieces to see them side by side! Self-correcting puzzles are 3" x 6".

9.99

(1.MD.3, 2.MD.7)



Grade Level **1 2 3**

FF342 • GRAB & MATCH LEVELED MATH QUICKIES - TIME & MEASUREMENT

Our quick, easy-to-play card games boost time & measurement skills—with every match students make! The set features 15 games that gradually progress in difficulty, each with 16 game cards in a storage pouch. Children just grab a pouch, then work on their own to match analog & digital clocks, measurements & a ruler, weight & a scale, and more! 10" box has a total of 240 cards, plus an answer key.

29.95

(2.MD.1, 2.MD.7, 2.MD.9, 3.MD.1, 3.MD.2, 3.MD.4)



Grade Level **1 2 3**

JJ391 • TIME BINGO

This fun-to-play bingo game makes it easy to build time-telling skills! It's played just like traditional bingo, only when you call out a digital time, kids search their game cards for the matching analog clock! Includes all the materials you need for up to 36 players.

9.99

(1.MD.3, 2.MD.7)



Grade Level **1 2 3**

LL636 • READ ABOUT TIME LEARNING CENTER

Students explore digital and analog time...as they read a fun, math-themed storybook, then complete hands-on activities that extend and reinforce what they've learned! Our math center includes a paperback book that brings time concepts to life...plus 5 step-by-step activity cards with handy reproducible right on back—allowing kids to practice time to the hour, the half hour and more! Includes 4 adjustable analog clocks and 16 digital time cubes—enough for 4 students to work at once—and an answer card.

29.95

(1.MD.3, 2.MD.7)



Grade Level **1 2 3**

FF896 • TIME EQUIVALENCY PUZZLES

As students fit together our equivalency puzzles, they practice telling time... in 4 different ways! Each 5" x 6" self-correcting puzzle has 4 simple pieces—students just choose a large puzzle piece showing a digital time...then connect 3 corresponding pieces that express the same time in written form, with an analog clock and using a common time phrase! You get 12 puzzles and an activity guide.

12.95

(1.MD.3, 2.MD.7)



Grade Level **1 2 3 4**

BD807 • HOT DOTS TELLING TIME QUIZ CARDS

Here's a super-fun way to build time-telling skills—with instant reinforcement! Children just touch an answer with the special Hot Dots pen...and sound effects tell them if they're right or wrong. Pack includes 50 double-sided cards that cover time from 1-minute to 1-hour intervals. *Pen sold separately.*

9.95

BD230 • Hot Dots Power Pen - Each

Requires 2 "AAA" batteries (not included).

10.95

BD230X • Hot Dots Power Pens - Set of 4

Set of 4 pens; each requires 2 "AAA" batteries (not included).

39.95

(1.MD.3, 2.MD.7, 3.MD.1)



Grade Level **1 2 3**

TT405 • READ THE CLOCK! TIME GAME

Students read the clock and race to stay on schedule—strengthening time-telling skills as they play! In this skill-building math game, players match clock cards to times printed on the game board...and race through a day of exciting activities. The first player to match up all of her clock pieces wins the game! Includes an 18" x 18" game board, 24 clock cards, 24 time word cards, 4 pawns, a die and an answer card. For 2-4 players.

24.95

(1.MD.3, 2.MD.7)



Grade Level **1 2 3**

HH634 • READ THE CLOCK! TIME GAME CD-ROM

Students practice telling time in analog, digital & word form—as they move their mice around the screen collecting blocks of cheese! But watch out for mousetraps and don't wake the cat! For Mac/Win.

14.95

Downloadable version available online! Visit lakeshorelearning.com.

(1.MD.3, 2.MD.7)





Grade Level **K 1 2 3**

BG778 • MAGNETIC BIG MONEY

Math concepts are a cinch to understand with our jumbo magnetic money! Set of 50 pieces includes coins from pennies through half-dollars, plus bills from \$1 to \$100—all in an extra-large design that makes it easy to demonstrate concepts for the whole class! Plastic bills measure 4 1/4" x 9". **34.95**
(2.MD.8)



Grade Level **1 2 3**

LL633 • READ ABOUT MONEY LEARNING CENTER

Students explore money values...as they read a fun, math-themed storybook, then complete hands-on activities that extend and reinforce what they've learned! Our math center includes a paperback book that brings money concepts to life...plus 5 step-by-step activity cards with handy reproducibles right on back—allowing kids to "buy" jelly beans and make change with plastic pennies, nickels, dimes and quarters! Includes a cash register box and 200 plastic coins—enough for 4 students to work at once—and an answer card. **29.95**
(2.MD.8)



Grade Level **1 2 3**

FF833 • HANDS-ON MONEY CUBES

Our fun-to-roll cubes really get students excited about math—as they count and compare coin combinations with pennies through dollar coins! Set includes 18 sturdy foam cubes featuring securely embedded plastic coins, plus an activity guide—all in a labeled, clear-view jar for easy storage. 1 3/4" cubes come in blue for "heads" and green for "tails." You get 9 each of 2 different styles. **29.95**
(2.MD.8)



Grade Level **1 2 3**

JJ396 • MONEY BINGO

This fun-to-play bingo game makes money concepts a breeze to grasp! It's played just like traditional bingo, only when you call out an amount, kids search their photo-illustrated game cards for the corresponding coin combination! Includes all the materials you need for up to 36 players. **9.99**
(2.MD.8)



Grade Level **1 2 3 4**

GG901 • MONEY HANDS-ON KIT

Our kit includes 20 packs of manipulatives—each with 36 plastic coins & 14 realistic bills—plus a handy guide with reproducible activity mats that prompt students to add, combine and compare money values! **79.95**

GG844 • Money Extra Student Pack

You get a set of 36 plastic coins and 14 bills in a vinyl pouch. **4.95**
(2.MD.8)



Grade Level **1 2 3**

FF897 • MONEY EQUIVALENCY PUZZLES

As students fit together our equivalency puzzles, they practice identifying money values...in 4 different ways! Each 5" x 6" self-correcting puzzle has 4 simple pieces—students just choose a large puzzle piece showing an amount in cents...then connect 3 corresponding pieces that express the same value using a dollar sign and with two different coin combinations! You get 12 puzzles and an activity guide. **12.95**
(2.MD.8)



Grade Level **1 2**

DD573 • MONEY INSTANT LEARNING CENTER

Students explore a variety of coin combinations—with a hands-on learning center that comes ready to use! Our instant center has everything students need to build skills independently: Just set out the materials...then students use the included write & wipe mats and activity cards to compare money values and count coin combinations! The center has enough materials for up to 4 students to work at once, including a double-sided instruction chart that gives everyone easy access to the activities...and simple instructions that are a cinch for students to follow on their own. Includes 4 activity mats, 36 activity cards, plastic coins, 4 write & wipe markers...plus a guide with differentiated instruction strategies and a write & wipe assessment card to track students' progress. **24.95**

(2.MD.8)



Grade Level **1 2 3**

HH633 • MAKING CENTS MONEY GAME CD-ROM

Students race to collect valuable gold coins—polishing important money skills as they play! With each correct answer, players move around the screen—and try to avoid tripping the hidden alarms! For Mac/Win. **14.95**

Downloadable version available online! Visit lakeshorelearning.com.

(2.MD.8)





Grade Level **1 2 3**

FF341 • GRAB & MATCH LEVELED MATH QUICKIES - MONEY

Our quick, easy-to-play card games boost money skills—with every match students make! The set features 15 games that gradually progress in difficulty, each with 16 game cards in a storage pouch. Children just grab a pouch, then work on their own to match coins & their names, coin combinations & money values, and more! 10" box has a total of 240 cards, plus an answer key.

29.95

(2.MD.8)



Grade Level **1 2 3**

HH193 • QUICK-PICK MATH MONEY CARDS

Perfect for daily warm-ups, test prep and more, our skill-building cards feature math activities students can pick up and complete anywhere! Box includes 50 ready-to-go activity cards that target money skills. Children just grab an activity card whenever they have a little extra time, then build essential skills as they count out coins to buy school supplies, draw coin combinations to solve mysteries—and much more! Cards measure 3" x 5".

12.95

(2.MD.8, 2.NBT.5-8, 3.NBT.2)



Grade Level **1 2 3 4**

BD808 • HOT DOTS MONEY QUIZ CARDS

Here's a super-fun way to build money skills—with instant reinforcement! Children just touch an answer with the special Hot Dots pen...and sound effects tell them if they're right or wrong. Pack includes 50 double-sided cards that cover coins, decimals and more. *Pen sold separately.*

9.95

BD230 • Hot Dots Power Pen - Each

Requires 2 "AAA" batteries (not included).

10.95

BD230X • Hot Dots Power Pens - Set of 4

Set of 4 pens; each requires 2 "AAA" batteries (not included).

39.95

(2.MD.8)



Grade Level **2 3 4**

HH373 • HELP-YOURSELF MULTILEVEL MATH MONEY CENTER

Our hands-on center provides lots of realistic practice with money skills—from spending coins at a candy shop to buying back-to-school supplies! Center includes a guide with 24 reproducible activities, plus 6 pouches with everything students need to complete each one—including coins from pennies to half-dollars and bills from \$1 to \$20. Just display the instruction card on the 11 1/2" x 13 1/4" center, then students grab a worksheet and a matching set of manipulatives to complete each activity independently...or in groups of up to 6 children at a time. Best of all, the activities gradually progress in difficulty, so students build skills at just the right level!

39.95

(2.MD.8, 4.MD.2)



Grade Level **1 2 3**

DD559 • HANDS-ON WEIGHT CENTER Students use a balance scale, platform scale and weight set to make predictions, explore mass, and more. **44.95**

DD105 • Write & Wipe Markers **⚠ CHOKING HAZARD (1).**
Not for under 3 yrs. * Set includes 4 black, dry-erase markers. **3.99**
(3.MD.2)



Grade Level **1 2 3**

DD558 • HANDS-ON CAPACITY CENTER Children measure and compare capacity using fun see-inside containers, a funnel, a beaker, and more. **44.95**

DD105 • Write & Wipe Markers **⚠ CHOKING HAZARD (1).**
Not for under 3 yrs. * Set includes 4 black, dry-erase markers. **3.99**
(2.MD.5, 3.MD.2)



Grade Level **2 3 4 5 6**

DA118 • PRECISION SCHOOL BALANCE WITH METRIC WEIGHTS
Super-accurate 12" balance includes 10 brass metric weights ranging from 1 g to 50 g, plus removable pans. **39.95**

CW346 • Customary Weight Set You get 13 easy-to-grip metal weights ranging from 1 ounce to 1 pound. **36.95**
(3.MD.2)



Grade Level **1 2 3**

FF803 • TIME & MEASUREMENT ACTIVITY STATION

Students master time & measurement—with a skill-building activity station that lets them work at their own pace! Our station features 4 engaging activities, each designed for up to 4 children to work at once—with 4 sets of hands-on materials for each activity, plus a double-sided, tent-based flip book with simple, step-by-step instructions. Just set out the materials, introduce the activity...then let students work independently to explore everything from elapsed time and intervals of time to length, capacity, weight and more! We've even included a reproducible assessment to track students' progress, plus an answer key and a guide with reproducibles—all in a handy storage box. **49.95**

(1.MD.3, 2.MD.1, 2.MD.7, 2.MD.9, 3.MD.1, 3.MD.4)



Grade Level **3 4 5 6**

DD804 • TRAVEL MATH - MEASUREMENT PROBLEM SOLVING KIT

Students build real-world measurement skills—as they plan a fun-filled vacation! Perfect for independent math centers, our kit comes with 8 different skill-building activities. Students just select an activity card and use the corresponding materials to work out each problem...using colorful maps, travel brochures and hands-on rulers to read and interpret location, direction & scale, determine distance & length and more! Plus, helpful answer cards let students check their own work when they're done! Kit includes 8 activity cards, 4 brochure maps, 8 rulers and an answer card.

19.95

(3.MD.4, 4.MD.2, 5.MD.1)



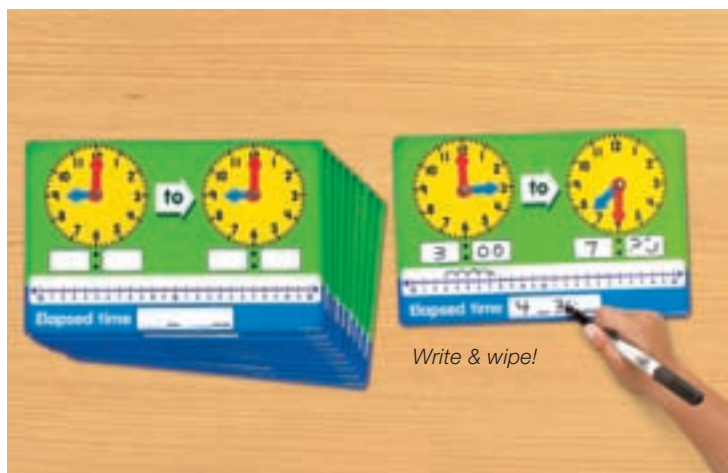
Grade Level **3 4**

LL328 • ESCAPE FROM MEASUREMENT ISLAND! GAME

Students master measurement hands on—with an action-packed game that provides plenty of skill-building practice! To play, students race around the game board by drawing question cards and solving measurement problems. The first player to reach the finish line wins the game! Perfect for small groups or independent practice, our game includes a 10" x 12" game board, 60 game cards, 4 pawns, a die and a guide with differentiated instruction strategies. For 1-4 players.

19.95

(3.MD.1, 3.MD.2, 3.MD.5, 3.MD.6, 3.MD.7, 3.MD.8, 4.MD.2, 4.MD.3)



Grade Level **2 3**

FF726 • ELAPSED TIME WRITE & WIPE BOARDS - SET OF 10

Students build essential time-telling skills...with write & wipe clock boards that make it easy to visualize elapsed time! Children use the movable clock hands to set a time on each analog clock, write in the matching digital times...then use the number line to figure out the elapsed time! 6½" x 10½".

19.95

DD105 • Write & Wipe Markers Δ CHOKING HAZARD (1).

Not for under 3 yrs.* Set of 4 black, dry-erase markers.

3.99

(2.MD.7, 3.MD.1)



Grade Level **2 3**

HH492 • ELAPSED TIME INSTANT LEARNING CENTER

Students master calculating elapsed time—with an independent learning center that builds skills at just the right pace! Our ready-to-use center comes with everything you need for up to 4 students to work at once, including 4 reusable write & wipe activity mats, 4 sets of question cards & time tiles, and a double-sided chart with simple, step-by-step instructions. The center even includes an activity guide, an answer key for easy self-checking, plus a reproducible write & wipe assessment card to track students' work!

24.95

(2.MD.5, 3.MD.1)



Grade Level **K 1 2 3**

DD740X • LAKESHORE HANDS-ON MATH TRAYS - COMPLETE SET

Children sort, pattern, graph and compare—with skill-building trays that are perfect for use with our *Math Counters*! Children just place the counters right into the trays to explore concepts hands on...and easily keep the pieces in place as they work! Complete set includes all 4 sturdy plastic trays shown; each is a big 10¼" x 14¼". *Counters are sold separately.*

34.95

(K.MD.3, 1.MD.4)

Each Math Tray is also available separately.

DD743 • Patterning Tray 9.95

DD742 • Sorting Tray 9.95

DD741 • Graphing Tray 9.95

DD744 • Venn Diagram Tray 9.95



Grade Level **K**

LA1757 • HANDS-ON GRAPHING CENTER

⚠ CHOKING HAZARD (1). Not for under 3 yrs.* Children create "car race" graphs with miniature vehicles...and build graphing skills in a super-involving way! Our center features 4 activity mats and 140 car counters in 4 colors and 2 fun styles. Kids just sort the cars onto the mats to create their own bar graphs, then practice interpreting each graph as they compare each column of cars! Laminated activity mats are 6¼" x 9".

24.95

(K.MD.3, 1.MD.4)



Grade Level **1 2**

DD576 • DATA AND GRAPHING INSTANT LEARNING CENTER

Graphing concepts are a cinch to understand—with a hands-on learning center that comes ready to use! Our instant center has everything students need to build skills independently: Just set out the materials...then students use the included write & wipe mats and cute sea life manipulatives to collect data, then create & interpret their own bar graphs! The center has enough materials for up to 4 students to work at once, including a double-sided instruction chart that gives everyone easy access to the activities... and simple instructions that are a cinch for students to follow on their own. Includes 4 activity mats, 72 sea life manipulatives, 4 write & wipe markers & more...plus a guide with differentiated instruction strategies and a write & wipe assessment card to track students' progress.

24.95

(1.MD.4, 2.MD.10)



Grade Level **2 3 4**

DD824 • SOLVE & CHECK GRAPHING SLIDERS

Students get plenty of skill-building graphing practice—with fun-to-use sliders that provide instant reinforcement! Students slide problem cards through illustrated slider pockets to solve one math problem at a time...then flip the cards over to check their answers on back! You get 20 different sliders, each with 9 different problems that gradually increase in difficulty—from reading and interpreting graphs to using data to solve problems!

19.95

(2.MD.10, 3.MD.3)



Grade Level **1 2 3**

RR428 • SELF-CHECKING GRAPHING MATCH-UPS

Give students a solid understanding of graphing and data analysis—with skill-building puzzles that make difficult concepts easy to grasp! You get 30 self-correcting puzzles with graphic representations of data on one side and answers on the other...students just match them up for instant, visual reinforcement! Puzzles are 3" x 6".

9.99

(1.MD.4, 2.MD.10, 3.MD.3)



*Realistic newspapers
and baseball cards!*

Grade Level **3 4 5 6**

DD801 • BASEBALL MATH - STATISTICS AND DATA ANALYSIS

PROBLEM SOLVING KIT 8 skill-building activities help students explore statistics & data analysis in real-world situations—as they use realistic sports sections & baseball trading cards to read charts and tables, solve word problems, and more.

19.95

(6.SP.3, 6.SP.5)



*Write &
wipe!*

Grade Level **2 3 4 5 6**

GT278 • WRITE & WIPE GRAPHING BOARDS - SET OF 30 These handy plastic boards feature a write & wipe surface and a permanent 1 cm grid. Each board measures 9" x 11".

29.95

GT279 • WRITE & WIPE GRAPHING BOARDS WITH X-Y AXIS - SET OF 30 Just like our boards above—with a write & wipe surface and a 1 cm grid—plus a permanent X-Y axis. Each is 9" x 11".

29.95

(2.MD.10, 3.MD.3, 3.MD.5, 3.MD.6, 3.MD.7, 3.MD.8)

GB766 • MAGNETIC WRITE & WIPE GRAPHING MATS - SET OF 2

It's a cinch to demonstrate graphing concepts for the entire class—with our giant, easy-to-see graphing mats! You get a set of two 14" x 20" mats that stick to any magnetic surface, each with a permanent 2" grid and a reusable write & wipe design.

21.95

(1.MD.4, 2.MD.10, 3.MD.3)





Grade Level **1 2 3 4 5 6**

RA629 • MATH DICE TUB

Our tub is packed with 90 dice in a variety of styles—including polyhedron dice in 5 shapes & with up to 20 sides, number dice, traditional dot dice, fraction dice, dice with operation signs...even blank dice you can write right on! Set comes complete with an activity guide. **29.95**
(1.OA.4, 1.OA.6, 2.OA.2, 3.OA.7, 4.NF.3)



Grade Level **2 3**

HH493 • PROBABILITY INSTANT LEARNING CENTER

Students practice expressing probabilities—with an independent learning center that builds skills at just the right pace! Our ready-to-use center comes with everything you need for up to 4 students to work at once, including 4 spinners, 4 reusable write & wipe activity mats and a double-sided chart with simple, step-by-step instructions. The center even includes an activity guide, an answer key for easy self-checking, plus a reproducible write & wipe assessment card to track students' work! **24.95**
(3.MD.3, MP.5, MP.6)



With 16 different activities
in 4 categories!

Grade Level **3 4 5**

HH329 • CLASSROOM PROBABILITY CENTER

Students get lots of practice determining probability & predicting outcomes—as they toss plastic coins, roll dice, spin color spinners & more! Students just grab a write & wipe activity card and matching manipulatives, then follow the simple instructions to complete the activity on their own. You get 16 different cards in 4 categories, plus enough manipulatives for up to 16 students to work at once. Activity cards measure 8½" x 11". **29.95**

DD105 • Write & Wipe Markers **⚠CHOKING HAZARD (1).**
Not for under 3 yrs. * Set of 4 black, dry-erase markers. **3.99**
(3.MD.3, MP.5, MP.6)



Grade Level **3 4 5 6**

LL984 • PROBABILITY SPINNERS

24 spinners let students make predictions...spin for the outcomes...then practice expressing probabilities! Each spinner is 4¼" in diameter. **24.95**
(6.SP.5)



Grade Level **1 2 3**

DD557 • HANDS-ON LENGTH, PERIMETER, AREA & VOLUME CENTER Students measure, estimate & convert using rulers, area squares, volume boxes, and more.

44.95

DD105 • Write & Wipe Markers Δ CHOKING HAZARD (1). Not for under 3 yrs.* Set includes 4 black, dry-erase markers.

3.99

(2.MD.1, 2.MD.3, 2.MD.9, 3.MD.2, 3.MD.5, 3.MD.6-8)



With floor plans & fun-to-fold shapes!

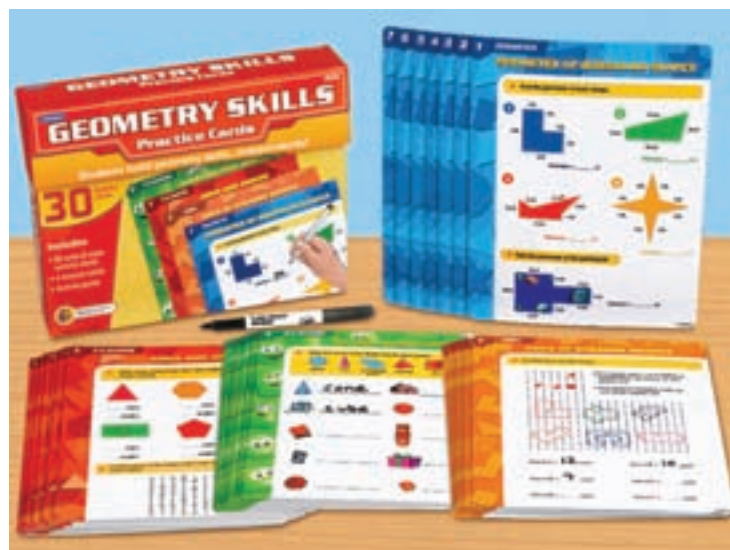
Grade Level **3 4 5 6**

DD806 • PARTY MATH - GEOMETRY PROBLEM SOLVING KIT

8 high-interest activities help students calculate area & perimeter, practice problem solving, identify the properties of triangles & quadrilaterals, and more—as they plan a fun-filled party using floor plans and geometric shapes!

19.95

(3.MD.5, 3.MD.6, 3.MD.7, 3.MD.8, 4.MD.3, 5.MD.5)



Grade Level **1 2 3**

FF596 • WRITE & WIPE GEOMETRY SKILLS PRACTICE CARDS

Give students the independent practice they need to really master essential geometry skills...with write & wipe activity cards they can use again and again! Our set includes 30 practice cards that are divided into 4 key skill areas—from 2-D and 3-D shapes to perimeter and area—so students get the targeted practice they need to get a strong grasp of each skill. The 8½" x 11" cards come complete with answer keys—for easy self-checking and instant reinforcement.

19.95

DD105 • Black Write & Wipe Markers - Thin-Line - Set of 4

Δ CHOKING HAZARD (1). Not for under 3 yrs.*

3.99

(3.MD.5, 3.MD.6, 3.MD.7, 3.MD.8)



Grade Level **1 2 3 4**

WA704 • GIANT GEOMETRIC SHAPES

Students analyze the characteristics of 3-dimensional shapes—and get a hands-on introduction to geometry concepts! 10 big plastic shapes are perfectly related in size, so children can easily compare attributes—and discover what makes each shape unique. Cube is 3".

29.95

(5.MD.3, 5.MD.5)



Grade Level **3 4 5 6**

LL986 • PROTRACTORS

Students draw, measure and identify angles with our clear plastic protractors. Set includes 30 protractors; each measures 6".

29.95

(4.MD.5, 4.MD.6)



Grade Level **K 1**

TT425 • SHAPES MATCH-UPS As children put together these super-simple match-ups, they get a solid understanding of 2-D shapes and 3-D forms! Set includes 20 two-piece puzzles with simple illustrations that give kids a concrete sense of each shape. Plus, each 3" x 9" puzzle is self-correcting—for instant reinforcement!

9.99

(K.G.1, K.G.2)



Grade Level **1 2**

DD575 • GEOMETRY INSTANT LEARNING CENTER

Students explore geometric shapes—with a hands-on learning center that comes ready to use! Our instant center has everything students need to build skills independently: Just set out the materials...then students use the included write & wipe mats and fun-to-complete puzzles to build and describe a variety of shapes! The center has enough materials for up to 4 students to work at once, including a double-sided instruction chart that gives everyone easy access to the activities...and simple instructions that are a cinch for students to follow on their own. Includes 4 activity mats, four 12-piece puzzles and 4 write & wipe markers...plus a guide with differentiated instruction strategies and a write & wipe assessment card to track students' progress.

24.95

(1.G.2, 2.G.1)



Grade Level **1 2**

EE884 • WHAT'S HIDING? GEOMETRY GAME

Reinforce essential geometry concepts—with a ready-to-use game students can play independently! In this fun-filled math game, students draw shape cards and try to match them to riddles on their game cards. The first player to match shapes to all 6 riddles on his game card wins! Self-checking game includes 4 game cards, 36 shape cards, 1 card tray, 1 number cube and an answer card. For 1-4 players.

19.95

(2.G.1)



Grade Level **1 2 3**

DD507 • GIANT MAGNETIC PATTERN BLOCKS

Early geometry concepts are easy to see—and easy to grasp—with giant blocks that get the whole class involved! 95 dense EVA foam shapes stick to any magnetic surface, and they're big enough to see from across the room—perfect for demonstrating and reinforcing patterning concepts, spatial relationships, properties of shapes & more. Hexagon is $3\frac{1}{2}$ ".

29.95

(1.G.2, 2.G.1, 3.G.1)

Geometry



Grade Level **1 2 3**

FF461 • EXPLORING GEOMETRY HANDS-ON SKILL BOOKS

△CHOKING HAZARD (2). Not for under 3 yrs.* Students get a concrete grasp of geometry concepts—as they solve shape riddles, identify symmetry, create tangram pictures and more! Each write & wipe book has 9 spiral-bound activity cards that focus on a specific skill area, and comes with an attached pouch of hands-on manipulatives. Children simply follow the easy-to-understand instructions to complete each activity...then flip the card over to check their work! You get 4 different books covering 2-D & 3-D shapes, tangrams, and symmetry. Each book measures 7" x 9". **39.95**

DD105 • Write & Wipe Markers

△CHOKING HAZARD (1). Not for under 3 yrs.* Set of 4 black, dry-erase markers. **3.99**
(1.G.1, 1.G.2, 2.G.1)



Grade Level **1 2 3**

LL634 • READ ABOUT GEOMETRY LEARNING CENTER

Students explore geometric shapes...as they read a fun, math-themed storybook, then complete hands-on activities that extend and reinforce what they've learned! Our math center includes a paperback book that brings geometry concepts to life...plus 5 step-by-step activity cards with handy reproducibles right on back—allowing kids to look for shapes in pictures of real-world objects, solve shape riddles and more! Includes 40 foam shapes and 60 plastic sticks—enough for 4 students to work at once—and an answer card. **29.95**

(1.G.1, 1.G.2, 2.G.1)



Grade Level **1 2 3**

HH195 • QUICK-PICK MATH GEOMETRY CARDS

Perfect for daily warm-ups, test prep and more, our skill-building cards feature math activities students can pick up and complete anywhere! Box includes 50 ready-to-go activity cards that target geometry skills. Children just grab an activity card whenever they have a little extra time, then build essential skills as they count the corners and sides of shapes, draw creatures using a variety of shapes—and much more! Cards measure 3" x 5". **12.95**

(1.G.1, 1.G.2, 2.G.1, 3.G.1)

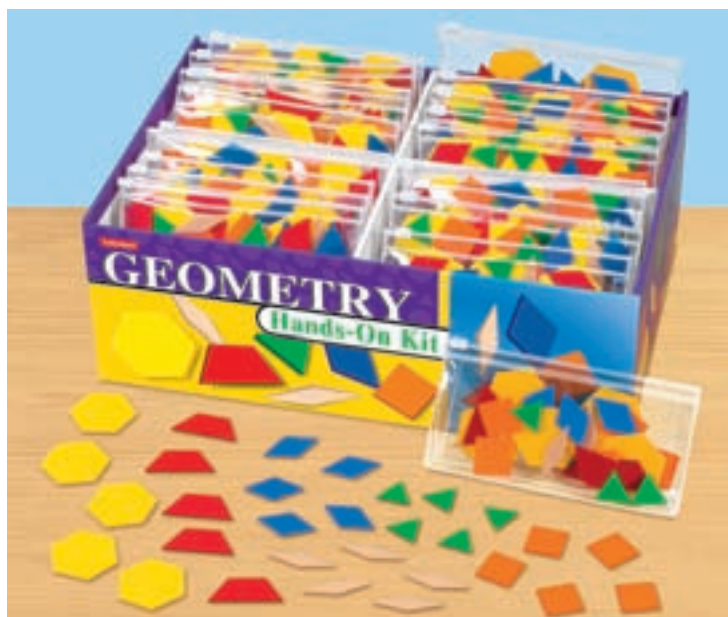


Grade Level **2 3**

LL288 • MATH IN A FLASH! GEOMETRY DISCOVERY CAN -

GR. 2-3 **△CHOKING HAZARD (2).** Not for under 3 yrs.* Our ready-to-use math can is overflowing with fun hands-on activities students complete on their own—providing targeted practice with a variety of geometry concepts! In each can, students discover 25 self-checking question cards, plus all the manipulatives to solve each problem. Children simply grab a card and the corresponding manipulatives—then practice identifying angles & vertices with 2-D and 3-D shapes, drawing shapes on a write & wipe geoboard, counting up the faces & edges of shapes, and more! Can is 6½" tall. **19.95**

(2.G.1, 3.G.1)



Grade Level **1 2 3 4**

GG903 ■ GEOMETRY HANDS-ON KIT

Includes 20 packs of 30 pattern blocks that let students explore concepts hands on...plus a guide with reproducible activity mats that encourage children to sort & match shapes, create shape designs, and more. **79.95**

(1.G.1, 1.G.2, 2.G.1, 3.G.1, 4.G.3)



Grade Level **1 2 3**

FF414 ■ HANDS-ON GEOMETRY PROBLEM SOLVING BOOK

Students use colorful geometric shapes to extend patterns, find lines of symmetry and more...getting hands-on problem solving practice and building essential math skills—independently! Our fun-to-use flip book features 15 self-checking question cards, plus all the manipulatives to solve each one. Kids work out the problems right on the flip book, write down their answers in the write & wipe space below...then simply flip the page over to check the answers on back! 8½" x 11" book includes a write & wipe marker and 32 geometric shapes. **19.95**

(1.G.1, 1.G.2, 2.G.1, 3.G.1)



Grade Level **2 3**

HH491 ■ SPATIAL REASONING INSTANT LEARNING CENTER

Students explore spatial reasoning concepts—with an independent learning center that builds skills at just the right pace! Our ready-to-use center comes with everything you need for up to 4 students to work at once, including 4 reusable write & wipe activity mats, 4 sets of geometric shapes in 4 vinyl pouches and a double-sided chart with simple, step-by-step instructions. The center even includes an activity guide, an answer key for easy self-checking, plus a reproducible write & wipe assessment card to track students' work! **24.95**

(1.G.1, 1.G.2, 2.G.1)



Grade Level **2 3 4 5**

GG458 ■ BUILD & LEARN GEOMETRY KIT ⚠️ CHOKING HAZARD (2).

*Not for under 3 yrs.** As students piece together our easy-fitting sticks & connectors, they learn to build, identify & describe geometric shapes! 12 activity cards guide children along as they build everything from a simple triangle to a rectangular prism...and practice identifying faces and edges, comparing shapes, and more. Kit includes over 200 pieces; large sticks measure 4¼". **39.95**

(1.G.1, 2.G.1)



Grade Level 2 3 4

HH245 • GEOMETRY SORT & SLIDE MATH ACTIVITY CENTER

Students master geometry skills in a fun, hands-on way—with an ingenious slider board that makes essential concepts easy to grasp! Our center includes 4 vinyl pouches, each with 16 different activity tiles. Students sort through the tiles to find 4 equivalents, then slide them into the corresponding columns on the 10½" board. After students sort all 16 tiles in a pouch, they just lift the magnetic flap to release the tiles—and start again with a brand-new pouch! Center includes 64 tiles and an answer key.

24.95

(2.G.1, 4.G.2)



Grade Level 1 2 3

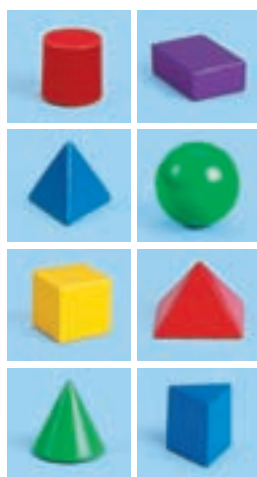
EE498 • GEOMETRIC SHAPES TUB

⚠ **CHOKING HAZARD (2).** Not for under 3 yrs.*

Beginning geometry students get a hands-on introduction to solid forms...with our jumbo tub of plastic 3-D shapes! 80 pieces include 10 each of 8 different shapes—from cones & spheres to cubes & pyramids. Cylinders are 1" tall.

19.95

(1.G.2, 2.G.2)



Grade Level 3 4

LL326 • GEOMETRY MATCH-UPS GAME

Students master geometry concepts hands on—with an action-packed game that provides plenty of skill-building practice! To play, students flip over cards and try to match geometry terms to their attributes...then roll a number cube to score points for each match they make. When all of the pairs have been matched up, the player with the most points wins the game! Perfect for small groups or independent practice, our self-checking game includes 4 write & wipe activity mats, 30 game cards, 4 write & wipe markers, 1 number cube, an answer card and a guide with differentiated instruction strategies. For 1-4 players.

19.95

(3.G.1, 4.G.1, 4.G.2)



Students explore eight 3-D shapes...

...and ten 2-D shapes!

Grade Level 2 3

FF675 • 2-D & 3-D SHAPE STUDENT FLIPBOARDS

As students flip the pages on our fun-to-use boards, they identify 2-D and 3-D shapes—and their attributes! Students just match up the flips on each board to identify vertices, nets, sides, faces & more—and get independent geometry practice at just the right level. You get a set of 10 student flipboards (5 each of our 2-D and 3-D flipboards). The 3-D flipboards are 3½" x 10¼".

29.95

(2.G.1, 3.G.1)



Grade Level 2 3 4 5 6

GF521 ■ FOLDING GEOMETRIC SHAPES

Students gain a unique understanding of area, nets, symmetry & more—with hands-on shapes that make geometry concepts super-easy to grasp! Our set includes 8 transparent, 3-D geometric forms...plus 8 flat plastic nets with easy-fold creases that let you fold them up and fit them right inside. As students explore the shapes in both solid & flat form, they learn to visualize the difference between 2-D and 3-D shapes, calculate surface area, explore volume and more. The cube measures $3\frac{1}{4}$ ".

39.95

(6.G.4)



Grade Level 3 4 5 6

JJ693 ■ GEOMETRY BINGO

Students explore 2-D and 3-D shapes, area, volume and more—as they race to fill in illustrated bingo cards! Played just like traditional bingo, the game asks children to listen to geometry clues, and then find the matching picture on their game cards. We've included everything you need to play the game with your whole class: 36 game cards, 60 calling cards, a reference mat and over 500 marker chips.

9.99

(4.G.1, 4.G.3, 5.G.3, 5.G.4, 6.G.2)



Grade Level 2 3 4

HH372 ■ HELP-YOURSELF MULTILEVEL MATH GEOMETRY CENTER

Students use 2-D and 3-D shapes to complete a variety of geometry activities—from matching up shapes at a birthday party to solving a geometry crossword puzzle! Our center includes 6 pouches filled with 2-D and 3-D shapes, plus a guide with 24 reproducible activities. Just display the instruction card on the $11\frac{1}{2}$ " x $13\frac{1}{4}$ " center, then students grab a worksheet and a matching set of manipulatives to complete each activity independently...or in groups of up to 6 children at a time. Best of all, the activities gradually progress in difficulty, so students build skills at just the right level!

39.95

(2.G.1, 3.G.1, 4.G.2, 4.G.3)



Grade Level 4 5

HH424 ■ GEOMETRY & MEASUREMENT FOLDER GAME LIBRARY - GR. 4-5

Children explore concepts like area & angles as they snowboard, juggle & more...with super-engaging folder games designed for independent practice! Our library includes 10 different self-checking games that children can grab and play anywhere. Students just open a color-coded folder, then use the corresponding game pieces to build geometry and measurement skills at their own pace! Each $9\frac{1}{4}$ " x $11\frac{1}{4}$ " folder comes with an answer card, plus a bonus activity that tests what students have learned.

34.95

(4.G.1-2, 4.MD.1-3, 4.MD.5-6, 5.G.3-4, 5.MD.1, 5.MD.5)



Grade Level 3 4 5 6

DD806 ■ PARTY MATH - GEOMETRY PROBLEM SOLVING KIT

8 high-interest activities help students calculate area & perimeter, practice problem solving, identify the properties of triangles & quadrilaterals, and more—as they plan a fun-filled party using floor plans and geometric shapes!

19.95

(3.G.1, 4.G.2, 5.G.3, 5.G.4, 6.G.1, 6.G.2)

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– Bo Kaplan, President & CEO

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