

TITLE I

Supplemental Materials for Students



Lakeshore[®]
ELEMENTARY
products designed with learning in mind™

Introduction

At Lakeshore, we are committed to helping Title I schools meet their Adequate Yearly Progress goals. Whether yours is a School-Wide Program or a Targeted Assistance Program, our K-6 math and language materials will help to engage and motivate your students, support your teachers and promote an active learning environment.

In addition, all Lakeshore products meet the criteria of the “supplement, not supplant” rule—making them ideal tools for meeting student needs wherever Title I funds are used to supplement existing school programs.

Lakeshore Products...

- ✓ Target core math and language curriculum
- ✓ Leveled for all grades—K-6
- ✓ Support a variety of differentiated instructional strategies
- ✓ Provide opportunities for intervention and assessment
- ✓ Require no expensive training
- ✓ Come ready to use



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There's even more to discover at LakeshoreLearning.com!

FREE Classroom Resources

Find leveled lesson plans and downloadable classroom worksheets in our Teacher's Corner, plus customized product correlations aligned to state standards.

Quick & Easy Access

To find the materials you need...simply search by the specific grade level or curriculum areas.

Money-Saving Offers

Visit our online sale section...and join our e-mail list to enjoy exclusive Web-only offers!

In-Depth Product Information

Discover additional photos with even more product views, plus video clips, detailed product guides & more!



Ordering Information



order by phone
(800) 778-4456



order by fax
(800) 537-5403



order online
LakeshoreLearning.com

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.

Technology

Reading



iLakeshore™ Interactive Software

Easy to use—no technical know-how required!

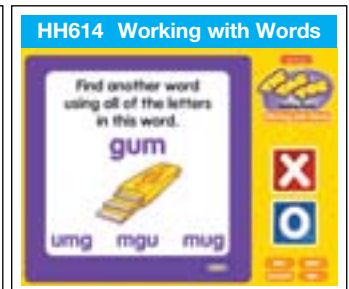
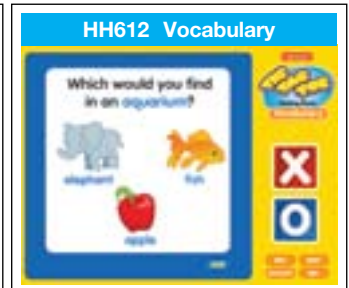
Animation & sound effects keep students engaged!

Works on most interactive whiteboards & computers!

Lakeshore now offers more than 80 different software titles—all with a super-simple design that requires no technical background to operate...so *anyone* can use them! Our interactive software is incredibly easy to install and works on most whiteboard systems *and* classroom computers. Best of all, the simple, intuitive design and on-screen guides make it a breeze to incorporate the activities into your lessons—and captivate student interest like never before!



Shown: Hazard Mountain Inference Game (see page 9)



Grade Level **1 2 3**

HH610X ▪ TIC-TAC-TOE INTERACTIVE READING GAMES CD-ROMS - COMPLETE SET

Students race to get 3 in a row...as they unscramble words, count syllables, identify parts of speech & more! Our tic-tac-toe games each provide focused practice with a specific language skill—from vocabulary to grammar. Plus, they're packed with interactive features, exciting sound effects and kid-pleasing graphics that add to the fun. Students simply click to answer each question...and the CD-ROMs tell them if they're right or wrong! We've even included printable assessments, so you can track students' skills. Set of all 4 games below. Mac/Win. **29.95**

HH611 ▪ Phonics Interactive CD-ROM 9.95

HH612 ▪ Vocabulary Interactive CD-ROM 9.95

HH613 ▪ Grammar Interactive CD-ROM 9.95

HH614 ▪ Working with Words Interactive CD-ROM 9.95

Downloadable versions available online! Visit lakeshorelearning.com.

Also perfect for computer centers!

Technology

Reading



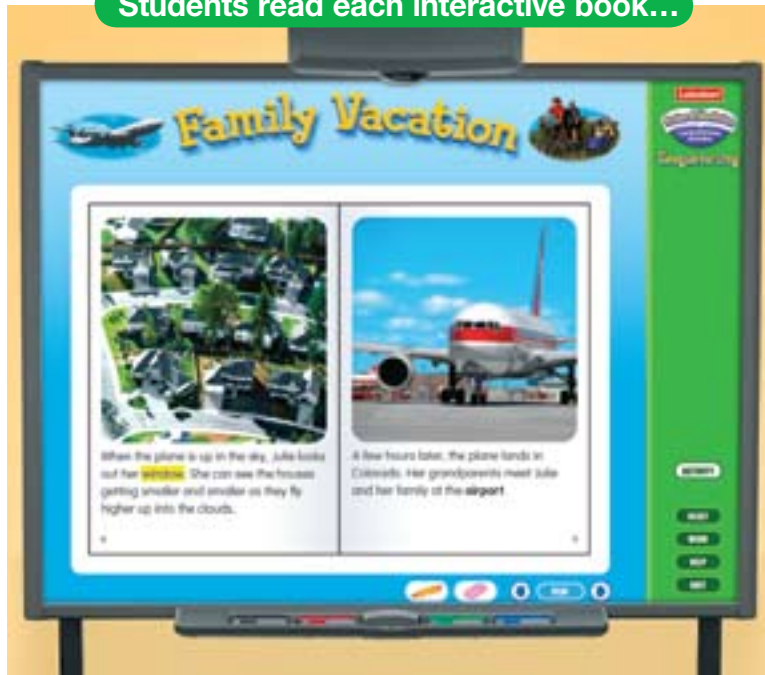
Grade Level **1 2**

HH890X ■ FICTION & NONFICTION COMPREHENSION ACTIVITIES INTERACTIVE CD-ROMS - COMPLETE SET Our interactive CD-ROMs make it easy to practice comprehension skills with the whole class! Each disc features 4 engaging e-books—2 fiction and 2 nonfiction titles—plus 4 corresponding activities. Simply press play to listen as the CD-ROM narrates the story *and* highlights each word of the text—so students can easily follow along! Then switch to activity mode to complete skill-building activities that correspond to the text—helping students sequence events, match up causes & effects, summarize events, and more. We’ve even included extra features that make teaching a breeze, including helpful glossaries and an interactive pencil tool for spotlighting key vocabulary & text elements! Complete set includes all 4 CD-ROMs listed below. For Mac/Win. **69.95**

Downloadable versions available online! Visit lakeshorelearning.com.

Students read each interactive book...

...then complete corresponding activities!

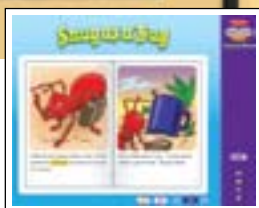


HH891 ■ Sequencing Activities Interactive CD-ROM Children master sequencing skills as they read along with 4 electronic books...then complete corresponding activities to put the main events in order. As students work, they sequence everything from the life cycle of a butterfly to a family vacation! **19.95**



HH892 ■ Cause & Effect Activities Interactive CD-ROM

Children master cause & effect relationships—and become better readers! Our CD-ROM lets children read 4 engaging electronic books...then match causes to their corresponding effects! **19.95**



HH893 ■ Main Idea Activities Interactive CD-ROM

Students read four different interactive books...then switch over to activity mode to practice recognizing the main idea and sorting the supporting details from each text! **19.95**



HH894 ■ Summarizing Activities Interactive CD-ROM

Children follow along with 4 interactive e-books...then practice summarizing the text as they build their own story synopses right on the screen—one important event at a time! **19.95**



Technology

Reading

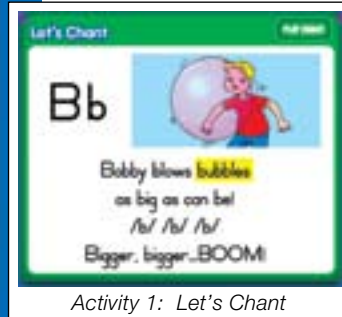


Grade Level **K 1 2**

HH950 ■ LETTER OF THE DAY ACTIVITIES INTERACTIVE CD-ROM

From fun-filled letter chants to tracing demonstrations, our interactive activity program lets students explore the whole alphabet—from every angle! Simply select a letter from the drop-down menu at the top of the screen...then touch any area of the interactive chart to explore the letter in depth. Students can practice writing each letter with the fun-to-use pencil tool, identify initial sounds in cute “hanging” picture frames, focus on correct letter formation with the animated tracing demonstrations—even read right along with lively, narrated chants that reinforce letter sounds! For Mac/Win. **19.95**

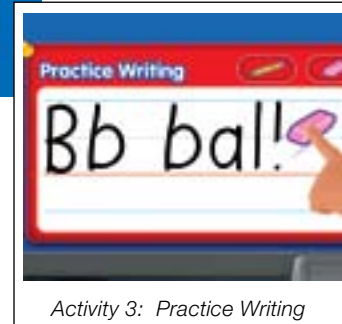
Downloadable version available online! Visit lakeshorelearning.com.



Activity 1: Let's Chant



Activity 2: Tracing Demonstration



Activity 3: Practice Writing



Activity 4: Letter Sounds



Grade Level **K 1 2**

HH735X ■ SOUND SORTING INTERACTIVE GAMES CD-ROMS - COMPLETE SET

Children sort & match moving balls into columns on the interactive boards in our fun, animated games—and develop phonemic awareness as they play! Each CD-ROM features an on-screen sorting board that dispenses animated activity balls, each with a cute picture representing a specific phonics sound. Simply choose 3 sounds...then students touch & drag the balls into the correct spots on the board—matching a lollipop to a lion, a kite to a bat, a ring to a swing, and more! All 3 CD-ROMs shown below. For Mac/Win. **29.95**

Downloadable versions available online! Visit lakeshorelearning.com.



HH736 ■ Beginning Sounds Interactive Game CD-ROM Queen, quail, question and quilt—students match fun, familiar images that share a common beginning sound! Interactive CD-ROM covers 18 different sounds. **12.95**



HH737 ■ Ending Sounds Interactive Game CD-ROM Students match a fox to a box or a tub to a web—and get the hands-on practice they need to master ending sounds! CD-ROM features 18 different sounds. **12.95**



HH738 ■ Rhyming Sounds Interactive Game CD-ROM What rhymes with skate? Gate, plate & eight! Students match interactive activity balls to kid-friendly images...and learn 18 rhyming sounds as they play! **12.95**

Technology

Reading



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

NONFICTION PLINKO INTERACTIVE COMPREHENSION

GAMES CD-ROMS

With our interactive plinko games, students become contestants on an action-packed game show—and build nonfiction comprehension skills as they play! Each CD-ROM below features an interactive game board with exciting sound effects & animation. Teams take turns touching the screen to drop an animated plinko chip down the “pegged” board, then answer challenging comprehension questions that pop up on-screen. As students play, they learn to identify cause & effect, analyze charts & graphs, and more—and get the reinforcement they need to really boost comprehension! Includes a printable assessment. For Mac/Win. Downloadable versions available online! Visit lakeshorelearning.com.



HH831 • Nonfiction Plinko Interactive CD-ROM - Gr. 1-2 Students analyze leveled, grade-appropriate text—exploring life cycles, historical figures, the planets and much more! **19.95**



HH832 • Nonfiction Plinko Interactive CD-ROM - Gr. 3-4 As contestants race to win points in our leveled, interactive game, they read for details, analyze diagrams, identify cause & effect, and more! **19.95**



HH833 • Nonfiction Plinko Interactive CD-ROM - Gr. 5-6 Children boost comprehension with level-appropriate text—as they find the main idea, determine cause & effect, interpret charts, and more! **19.95**



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

HIGHLIGHT THE CLUES COMPREHENSION ACTIVITIES INTERACTIVE CD-ROMS

Students learn strategies that boost comprehension—with interactive activities that highlight clues in the text! Each CD-ROM includes 15 leveled, high-interest passages that children can read independently...or they can follow along as the disc narrates the text word for word. After students read a passage, they answer 3 comprehension questions. There’s even an interactive pencil tool to underline key phrases as they work! When they’re ready, students just touch a button to highlight the clues that lead to the answers—for extra help & instant reinforcement! Mac/Win.

Downloadable versions available online! Visit lakeshorelearning.com.



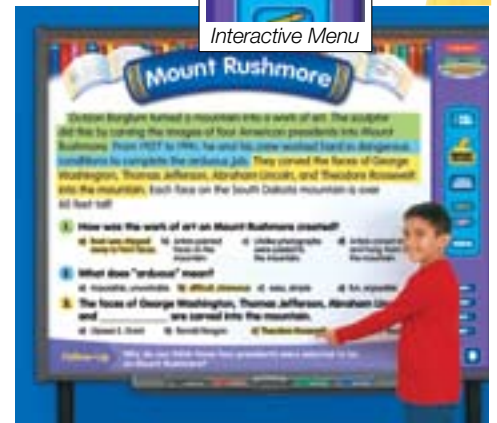
Interactive Menu



HH841 • Highlight the Clues Interactive CD-ROM - Gr. 1-2 From a mystery about a gold ring to the true story of Phillis Wheatley—students read high-interest text...then highlight the clues that help build comprehension! **14.95**



HH842 • Highlight the Clues Interactive CD-ROM - Gr. 3-4 Students just click a button to highlight comprehension-building clues—as they read and answer questions about Albert Einstein, a mysterious cupcake, a ship from outer space & more! **14.95**



HH843 • Highlight the Clues Interactive CD-ROM - Gr. 5-6 Our interactive program shows students how to find clues to boost comprehension—as they read 15 leveled mysteries, fantasies and more! **14.95**

Technology

Reading



Grade Level **1 2 3**

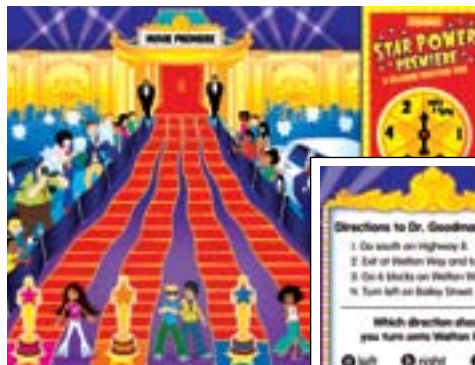
HH810X • READING COMPREHENSION INTERACTIVE GAMES CD-ROM LIBRARY - GR. 1-3

Comprehension practice is more fun than ever—with action-packed, interactive games that students will love to play! Each on-screen game in our library is played just like a regular board game—only with lively animation and sound effects that get the whole class super-excited about learning...plus pop-up hazards & surprise bonuses that add to the fun. To play, students simply read short, level-appropriate passages on the screen...then advance through the game by predicting outcomes, using context clues, identifying facts & opinions, and more! You get all 6 CD-ROMs shown below. For Mac/Win. **79.95**

Downloadable versions available online!
Visit lakeshorelearning.com.



Shown: HH813 Reading for Details Game



HH811 • Following Directions Game CD-ROM

Students practice reading & following directions as they race their way up the red carpet...and into an exclusive movie premiere!
14.95

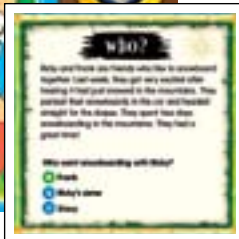


HH812 • Predicting Outcomes Game CD-ROM

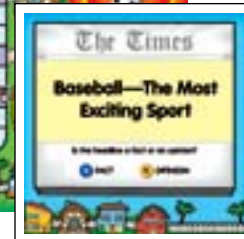
A winding park where skateboarders practice predicting outcomes as they try to navigate an exciting course!
14.95



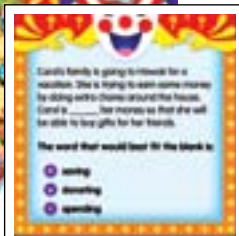
HH813 • Reading for Details Game CD-ROM
Students learn to read for details as they travel around a spooky pirate island in a quest to find the secret treasure!
14.95



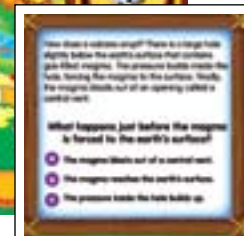
HH814 • Fact/Opinion Game CD-ROM
Players identify facts & opinions in a race to complete their newspaper route... but roadwork, manholes and slippery puddles may slow them down!
14.95



HH815 • Context Clues Game CD-ROM
Children use context clues to determine the meanings of words—as they speed around a kooky carnival & collect tickets to win!
14.95



HH816 • Sequencing Game CD-ROM
A fun adventure camp where students practice sequencing skills—as they rush to complete the ultimate obstacle course!
14.95



Technology

Reading



Grade Level **4 5 6**

HH820X • READING COMPREHENSION INTERACTIVE GAMES CD-ROM LIBRARY - GR. 4-6

Add action and adventure to comprehension practice—with interactive games that build essential skills as students play! Our CD-ROM library includes 6 different games that each target a specific reading skill—challenging players to make inferences as they snowboard down a mountain, identify cause & effect on a quest for precious jewels, and more. Best of all, each game has tons of features to keep children super-engaged—like fun animation & sound effects that provide instant reinforcement...plus hidden hazards that pop up at every turn! All 6 CD-ROMs shown below. For Mac/Win. **79.95**

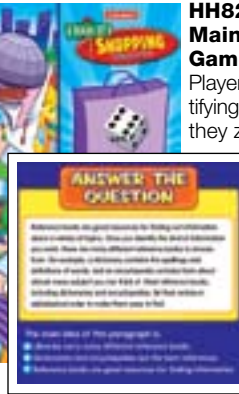
Downloadable versions available online!
Visit lakeshorelearning.com.



Shown: HH822 Main Idea Game



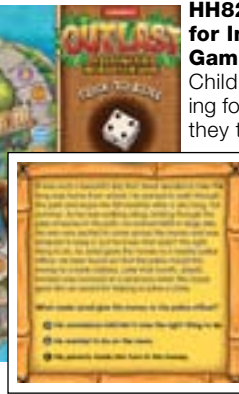
HH821 • Inference Game CD-ROM
Students use their reading skills to practice making inferences—as they ride snowboards down a hazardous mountain!
14.95



HH822 • Main Idea Game CD-ROM
Players practice identifying main ideas—as they zip around Main Street’s mall on a fabulous shopping spree!
14.95



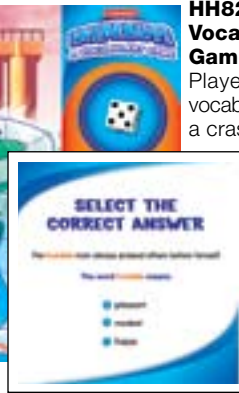
HH823 • Reading Comprehension Game CD-ROM
A winding maze where students build comprehension skills...as they race to capture flags & try to be the first to find the way out!
14.95



HH824 • Reading for Information Game CD-ROM
Children master reading for information—as they try to escape the many perils of Shipwreck Island!
14.95



HH825 • Cause & Effect Game CD-ROM
Players explore cause & effect—on a quest to discover precious jewels and return them to the sultan’s palace!
14.95



HH826 • Vocabulary Game CD-ROM
Players develop their vocabulary as they surf a crashing tidal wave, but treacherous rocks, circling sharks and a broken board may cause a wipeout!
14.95

Technology

Reading



Shown: HH428 Gr. 1-3



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

VOCABULARY QUIZ GAME SHOWS INTERACTIVE CD-ROMS

Boost students' vocabulary skills...with interactive game shows they'll want to play again & again! Simply select the categories you'd like to cover, and students take turns answering questions to earn points for their team. The discs even feature fun animation and sound effects to tell students when they answer correctly! Each game at right comes with over 200 grade-appropriate questions in 10 essential vocabulary categories—for a new game every time. Includes a printable assessment. For Mac/Win.

Downloadable versions available online! Visit lakeshorelearning.com.



HH428 ■ Vocabulary Quiz Game Show CD-ROM - Gr. 1-3

Reinforce vocabulary skills with over 200 questions that cover contractions, compound words, homophones, figures of speech, multiple-meaning words and more!

19.95



HH426 ■ Vocabulary Quiz Game Show CD-ROM - Gr. 4-6

Contestants on this fun-filled game show get super-involving practice with everything from idioms & analogies to similes & root words! Features over 200 questions.

19.95



Shown: FS824 Gr. 1-3

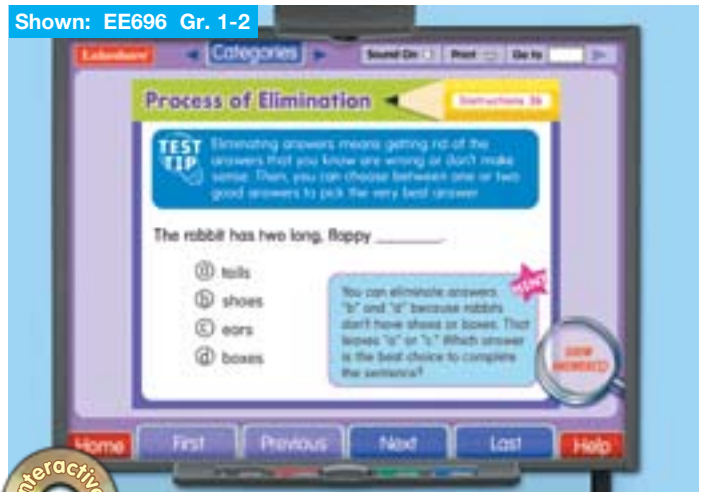


Grade Level **K 1 2 3 4 5 6 & Up**

READING BLASTER TEACHER'S EDITION CD-ROMS

Students' reading & phonics skills soar...with exciting language games, high-interest storybooks, printable extension activities & more! Each level listed below includes activities that reinforce hundreds of essential words—and cover concepts from letter sounds & spelling to grammar & comprehension. For Mac/Win.

FS822 ■ K-Gr. 1 59.95 **FS824 ■ Gr. 1-3 59.95**
FS823 ■ K-Gr. 2 59.95 **FS825 ■ Gr. 4-6 & Up 59.95**



Shown: EE696 Gr. 1-2



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

LANGUAGE TEST-TAKING STRATEGIES CD-ROMS

The perfect way to achieve test-taking success! Ideal for whole-class demonstration or computer centers, our CD-ROMs each include 150 language questions with brief, easy-to-follow tips that reinforce 6 different test-taking strategies—from the process of elimination to using context clues. You can even print the activities for extra reinforcement! For Mac/Win.

EE696 ■ Gr. 1-2 14.95 **EE698 ■ Gr. 5-6 14.95**
EE697 ■ Gr. 3-4 14.95

Downloadable versions available online! Visit lakeshorelearning.com.

Technology

Math

HH156 • Math Quiz Game Show 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!

19.95



Shown: HH156 Gr. 1-3



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

MATH QUIZ GAME SHOWS INTERACTIVE CD-ROMS

All the sights & sounds of a real-life game show—right on your interactive whiteboard! Perfect for math review or extra practice, each game show at left has more than 200 level-appropriate questions. Simply divide students into teams, select your categories and let the learning begin! Each game features engaging animation & sound effects that tell students if they have the right answer...plus an optional timer that adds extra challenge & excitement! Both CD-ROMs include a printable assessment. For Mac/Win.

Downloadable versions available online! Visit lakeshorelearning.com.

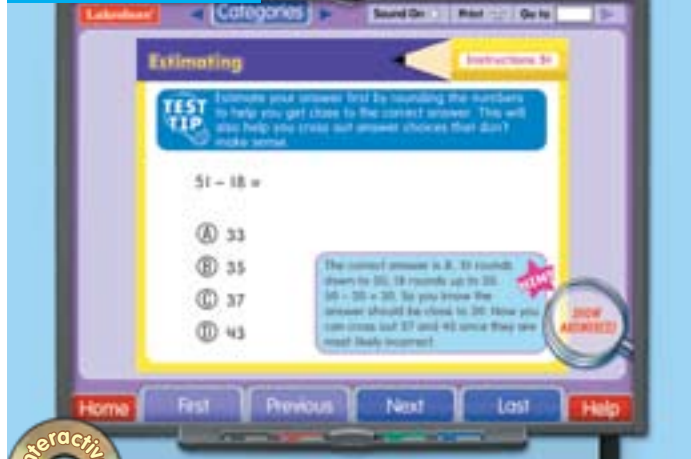
HH306 • Math Quiz Game Show CD-ROM - Gr. 4-6

Features over 200 questions in 11 categories—from probability & logic to graphing & functions. Students can even uncover bonus questions for double the points—and the excitement!

19.95



Shown: EE934 Gr. 1-2



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

MATH TEST-TAKING STRATEGIES CD-ROMS

Students build essential math skills and learn effective test-taking strategies—from estimating to recognizing key words and numbers! Perfect for interactive whiteboards or computer centers, each CD-ROM below features 150 skill-building math problems focusing on 6 key test-taking strategies—ideal for daily practice and targeted review. For Mac/Win.

EE934 • Gr. 1-2 14.95 EE936 • Gr. 5-6 14.95
EE935 • Gr. 3-4 14.95

Downloadable versions available online! Visit lakeshorelearning.com.

Shown: AB613 Gr. 1-3



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

MATH BLASTER TEACHER'S EDITION CD-ROMS

Students have a blast boosting math skills—from basic operations and number patterns to graphing, logic, reasoning and much more! Choose from the 3 grade-appropriate CD-ROMs below, each with high-interest games, exciting animation & sound effects, and multiple levels of play. For Mac/Win.

AB613 • Gr. 1-3 59.95 AB615 • Gr. 5+ 59.95
AB614 • Gr. 4-6 59.95

Technology

Math



Grade Level **1 2 3**

HH630X ■ MASTERING MATH INTERACTIVE GAMES CD-ROM LIBRARY - GR. 1-3

Students have more fun than ever mastering math skills—with interactive games they can't wait to play! Each CD-ROM features an action-packed game that provides engaging practice with a specific math skill—complete with high-tech animation & sound effects that add to the fun. Students just solve problems to race around the screen—collecting gold coins, slices of pizza and more as they go! Each game even has an interactive work space, so students can work out the problems right on the screen! All 4 CD-ROMs shown below, each with a printable assessment. For Mac/Win. **49.95**

Downloadable versions available online!
Visit lakeshorelearning.com.



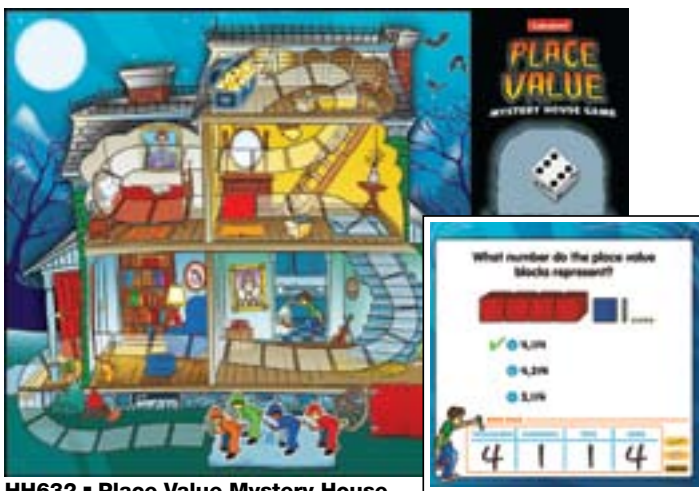
Shown: HH634 Read the Clock! Time Game



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. **14.95**



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! **14.95**



HH632 ■ 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! Secret passages will hurry them along—but hidden traps might slow them down! **14.95**



HH634 ■ Read the Clock! Time Game CD-ROM Students practice telling time in analog, digital and word form—as they move their mice around the screen collecting blocks of cheese! **14.95**

Technology

Math



Shown: HH636 ATM Action! Money Game



Grade Level **4 5 6**

HH635X ■ MASTERING MATH INTERACTIVE GAMES CD-ROM LIBRARY - GR. 4-6

Our excitement-packed games provide engaging, interactive math practice—in a fun new format that students can't resist! The library includes 4 CD-ROMs that each target a specific math skill, from adding & subtracting with decimals to mastering word problems. Players race around the screen, solving problems as they go...but they better watch out for hidden hazards that can pop up at any turn! We've even included an interactive work space and pencil tool—so students can work out each problem right on the screen! All 4 CD-ROMs shown below, each with a printable assessment. For Mac/Win. **49.95**

Downloadable versions available online!
Visit lakeshorelearning.com.



HH638 ■ Climb the Cliff Fractions Game CD-ROM Players use fraction skills to climb up a cliff, dodging falling rocks and other hazards every step of the way! Each correct answer could earn them a flag—and move them closer to the top. **14.95**



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! **14.95**



HH636 ■ ATM Action! Money Game CD-ROM Students use money skills to track earnings & expenses—as they race to build the biggest bank balance. But unexpected bills and fees threaten to drain their accounts! **14.95**



HH639 ■ Multiply, Divide & Conquer Game CD-ROM Students use multiplication and division skills to storm their opponents' castles in an epic medieval battle—and try to conquer the competition! **14.95**

Technology

Math



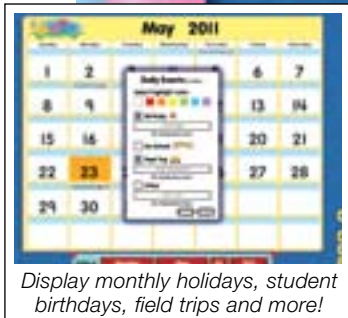
Grade Level **1 2**

HH764 • CALENDAR MATH INTERACTIVE CD-ROM

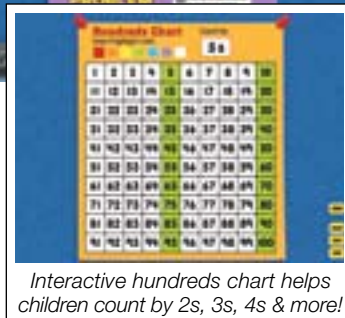
Reinforce math skills every day...with an interactive activity chart that keeps students involved and engaged! Simply click the screen to load one of 5 different open-ended activities. Then students can explore calendar concepts on the fully customizable classroom calendar...practice counting money as 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

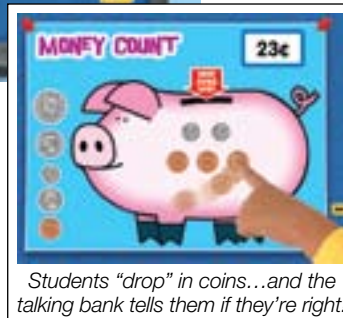
Downloadable version available online!
Visit lakeshorelearning.com.



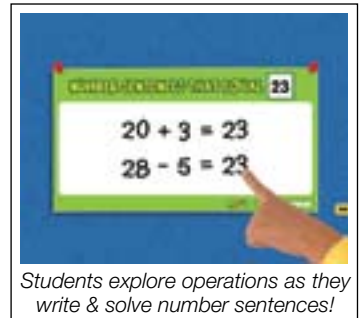
Display monthly holidays, student birthdays, field trips and more!



Interactive hundreds chart helps children count by 2s, 3s, 4s & more!



Students "drop" in coins...and the talking bank tells them if they're right!



Students explore operations as they write & solve number sentences!



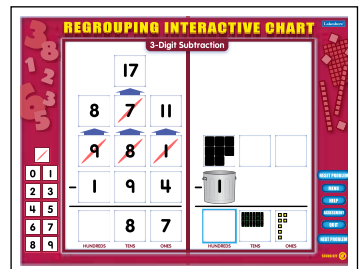
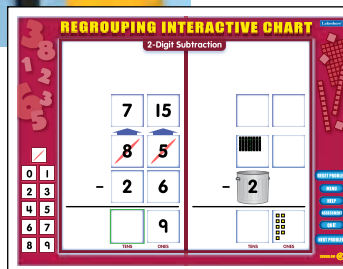
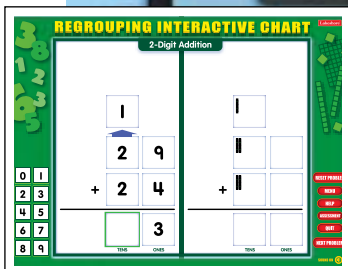
Grade Level **2 3 4**

HH743 • REGROUPING ACTIVITY CHART INTERACTIVE CD-ROM

Regrouping has never been easier to grasp than with an interactive chart that visually reinforces each step! Ideal for teacher demonstrations and student practice, the chart shows each addition or subtraction problem using numbers & place value blocks. Students simply drag the numbers or blocks across the screen to solve each problem...and the equation on the opposite side automatically changes to reflect each step—for extra reinforcement! Plus, the CD-ROM features fun animation and sound effects to keep students engaged—you can even choose from 2-digit or 3-digit equations, so students can work at just the right level! For Mac/Win.

16.95

Downloadable version available online!
Visit lakeshorelearning.com.



Technology

Math



Shown: CD263 Multiplication Chart



Grade Level **2 3 4 5 6**

CD260X ■ INTERACTIVE MATH ACTIVITIES

CD-ROM LIBRARY Explore fractions, symmetry, equivalence & more...with interactive activities that are sure to get students excited about learning! Each CD-ROM features a full-color chart that introduces and reinforces a specific math concept—plus a corresponding printable worksheet that students can complete as they follow along with the lesson. You can even switch to quiz mode to test students' knowledge... complete with fun sound effects that let them know if they've answered correctly! Library includes all 8 titles shown below. For Mac/Win. **99.00**



CD261 ■ Facts About Figures CD-ROM
Covers odds, evens, prime numbers and more...and features a fun-filled game that's sure to grab & keep students' attention!
12.95



CD262 ■ Fractions, Decimals & Percents CD-ROM Perfect for introducing fractions, decimals & percents, this interactive chart even converts quantities from one format to another! **12.95**



CD263 ■ Multiplication Chart CD-ROM
Perfect for reinforcing multiplication facts from 1 through 10, exploring number patterns, practicing skip counting & more!
12.95



CD264 ■ Money CD-ROM Provides practice with coin identification, coin values & more! It even includes a fast-paced game that challenges children to fill a piggy bank with the correct change before time runs out!
12.95



CD265 ■ Time CD-ROM
Teach time concepts in no time—from telling time to relating time to events—with this interactive chart. There's even a clock with movable hands that converts the time into 4 written forms!
12.95



CD266 ■ Get in Shape CD-ROM Geometry concepts are easy to understand—with an interactive CD-ROM that's ideal for exploring geometric shapes, angles & more!
12.95



CD267 ■ Equivalence CD-ROM
This interactive CD-ROM introduces students to the concept of equivalency—including equivalent fractions, coin combinations and more!
12.95



CD268 ■ Symmetry CD-ROM
Introduces rotational and reflection symmetry...then brings concepts to life with an interactive graph that lets children transform the symmetry of shapes!
12.95

Technology

Math



Grade Level K 1

EG281 - NONFICTION MATH LEVELED READERS INTERACTIVE CD-ROM LIBRARY

Explore key math concepts with the entire class...with interactive readers that cover everything from time & shapes to coins & counting! Our set includes the 12 CD-ROMs shown below, each targeting a specific math topic at a level that's just right for beginning readers. Children just follow along as the CD-ROM highlights the text and reads it aloud...then complete skill-building activities to ensure understanding! Plus, each disc has tons of interactive tools, so you can highlight sentences, underline words and more!
For Mac/Win. **149.00**



Students read the interactive book...



...then complete corresponding activities!



Can You Tell the Time?

How Many Legs in All?

How Long Did I Play?

What Do We Have?

What Shapes Can I Paint?

Who Uses Data?

Who Has More?

Look at Our Coins

Patterns in Music

Look at Our Patterns

What's Left?

Same Size, Same Shape

TITLE I Supplemental Materials for Students

English/Language Arts

Reading Comprehension

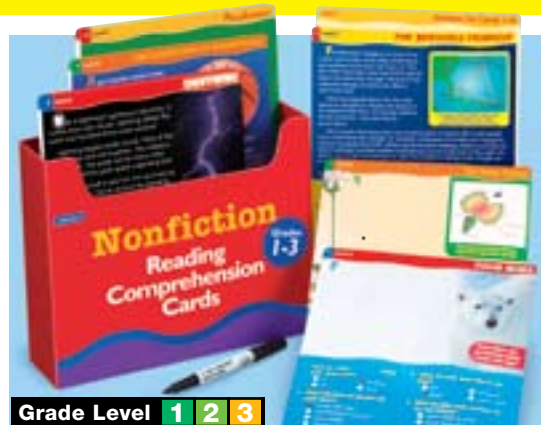
Shown: Sequencing Game



Grade Level **1 2 3**

GG880 ■ READING COMPREHENSION GAMES LIBRARY - GR. 1-3

⚠️ *CHOKING HAZARD (1). Not for under 3 yrs.** These action-packed games give students a fun-filled way to develop comprehension skills! Students hunt for hidden treasure as they read for details, race through a skateboard park to practice predicting outcomes and more! You get all 6 games shown above, plus a sturdy, 14" x 19½" metal storage rack. For 2-4 players. **139.00**



Grade Level **1 2 3**

DD667 ■ NONFICTION READING COMPREHENSION CARDS - GR. 1-3

Our activity cards feature high-interest reading passages that help boost comprehension of nonfiction text...and give students the practice they need to prepare for standardized tests! 90 activity cards are both write & wipe and reproducible...and come in 3 skill levels to keep students challenged. Cards are 8½" x 11"; with an answer key. **49.95**

DD105 ■ Write & Wipe Markers

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

TT467 ■ READING COMPREHENSION PRACTICE CARDS - GR. 1-3

From identifying words and their meanings to reading passages and making inferences—our activity cards help students build comprehension and prepare for standardized tests! 90 activity cards are both write & wipe and reproducible...and feature 3 levels to keep children challenged as they develop their skills. 8½" x 11"; with answer cards. **49.95**



Grade Level **1 2 3**

49.95

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

3.99

DD293 ■ QUICK-PICK READING COMPREHENSION STUDENT ACTIVITY CARDS

Strengthen students' reading comprehension skills anywhere, anytime—with ready-to-go activity cards they can complete on their own! Perfect for test prep, extra practice, daily review and more, our box includes 50 activity cards that focus on reading comprehension skills—from identifying story elements to sequencing and summarizing. Students just grab an activity whenever they have extra time—no teacher prep work required! Includes a guide with differentiated instruction strategies. Cards are 3" x 5". **12.95**



Grade Level **1 2 3 4**

12.95

Shown: HH661 Main Idea

Each pack includes a CD that guides children through each activity!



Find the sentence that tells the main idea and underline it.



LC5326

Grade Level **1 2**

HH660X ■ BUILDING COMPREHENSION LISTENING CENTER SKILL PACKS - COMPLETE SET

Our easy-to-use learning packs provide focused practice with 6 key comprehension skills...with self-guided activities students can complete on their own! Just pop in a CD, then children use the write & wipe cards we've included to identify fact & opinion, make inferences and more. Students can even check their own work as they go! Each pack includes a CD and enough materials for 4 students to complete 4 different activities. All 6 packs. **139.00**

139.00

LC5326 ■ Storage Rack Sturdy metal storage rack measures 17" high. **19.95**

19.95

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

3.99

Each is also available separately. Each **24.95**

HH661 ■ Main Idea (Shown.)

HH662 ■ Comparing

HH663 ■ Sequencing

HH664 ■ Fact/Opinion

HH665 ■ Making Inferences

HH666 ■ Vocabulary

English/Language Arts

Reading Comprehension



Grade 1



Grade 2



Grade 3

Grade Level 1 2 3

BUILDING COMPREHENSION SKILLS

ACTIVITY FOLDERS As students complete our activity folders, they get the focused practice they need to master essential comprehension skills! Each grade-appropriate set has 16 activity folders—including 4 different folders for each of the 4 comprehension skills covered—from sequencing events to reading for details. Inside each folder, students find a leveled reading passage and a built-in pocket with 5-8 activity cards. Children simply select a folder... read the passage... then follow the step-by-step instructions to complete the included activity—identifying the main idea, matching up cause & effect, and more! The 8 1/2" x 9 1/2" tabbed folders come in a sturdy storage box that lets you see each topic at a glance.

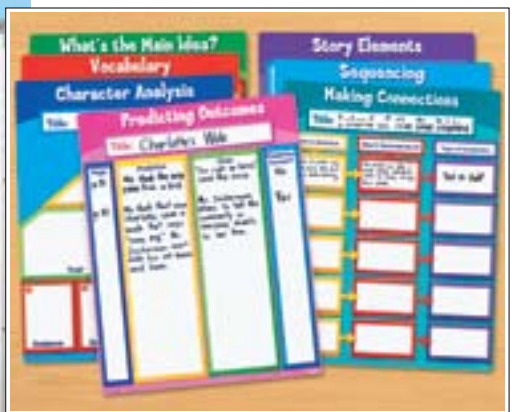
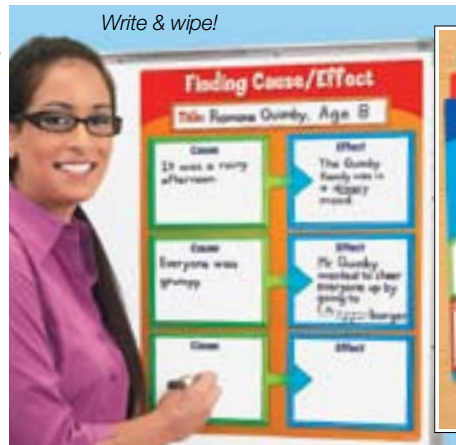
- FF871** ■ Gr. 1 Set of 16 activity folders. **39.95**
- FF872** ■ Gr. 2 Set of 16 activity folders. **39.95**
- FF873** ■ Gr. 3 Set of 16 activity folders. **39.95**

Grade Level 1 2 3 4 5 6

DD304 ■ DEVELOPING COMPREHENSION SKILLS MAGNETIC TEACHING CHARTS

Our versatile charts make comprehension skills easy to teach—and easy to understand! 8 big, 17" x 22" charts can be used with *any* book or reading passage: Simply stick them onto a magnetic surface...and fill them in as you discuss the main idea, analyze characters, predict outcomes & more. Then just wipe them clean...and the charts are ready for the next book! Includes a guide with differentiated instruction strategies, plus reproducibles of each chart for extra practice. **24.95**

DD105 ■ Write & Wipe Markers - Black
 ⚠️ *CHOKING HAZARD (1). Not for under 3 yrs.**
 Set of 4. **3.99**



Grade Level 1 2 3 4 5 6

HIGHLIGHT THE CLUES COMPREHENSION FLIP CHARTS

Students search for clues that build comprehension...as they read high-interest passages covering fantasy, adventure, science fiction and more! Each freestanding, write & wipe chart includes 15 level-appropriate passages in 5 different genres. Students read a passage, then answer the comprehension questions below—using a write & wipe marker to underline important clues. When they're done, just flip the corresponding acetate overlay on top of the passage, instantly highlighting the clues that help answer the questions! Each passage even features a follow-up question to encourage class discussions or to use as a writing prompt. Sturdy flip charts measure 11" x 17".

- FF281** ■ Grade 1-2 **39.95**
- FF282** ■ Grade 3-4 **39.95**
- FF283** ■ Grade 5-6 **39.95**

DD105 ■ Write & Wipe Markers - Black
 ⚠️ *CHOKING HAZARD (1). Not for under 3 yrs.**
 Set of 4. **3.99**



Gr. 1-2



Gr. 3-4



Gr. 5-6

English/Language Arts

Reading Comprehension



Grade Level **2 3 4 5**

GG810X • COMPREHENSION CONCEPTS TEACHING CENTERS - COMPLETE SET

Our ready-to-use teaching centers have all the tools you need to reinforce 8 key reading skills...with enough materials for up to 4 students at once! Each center has a delightful book specially selected to model a specific comprehension skill, plus a high-interest activity that puts each concept into action—from a fun learning game that explores fact & opinion to a flip book that reinforces cause & effect. We've even included extension activities in each center, plus a reproducible graphic organizer that lets students apply the targeted skill to every book they read! You get all 8 centers. **179.00**



Each center includes a book & reproducible graphic organizer!

Plus, each center comes with enough materials for 4 students to work at once.



Context Clues Center

Build skills independently—with 16 hands-on activities!

Grade Level **2 3**

HH217 • AT-MY-DESK READING COMPREHENSION ACTIVITY LIBRARY - GR. 2-3

Comprehension practice is more fun than ever...with super-involving activities students can pick up—and complete anywhere! Each pack has all the hands-on materials children need to explore the activity independently...plus simple, illustrated instructions that children can easily follow. Students just grab a pack and take it to their seats—building essential reading skills as they sequence story events, identify the main idea, make inferences and more! Library includes 16 packs, plus a sturdy 19½" metal storage rack. **179.00**



Grade Level **2 3**

HH252 • READING COMPREHENSION FOLDER GAMES LIBRARY

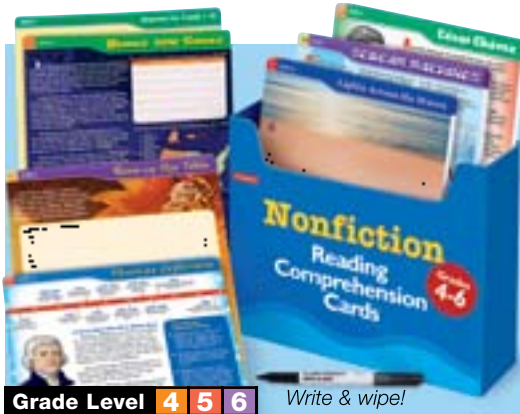
What better way to boost reading comprehension skills than with super-appealing games that students love to play! Our library includes 10 different, self-checking games that get children excited about learning—as they identify the main idea on a deep space adventure, use inferences to solve a museum mystery & more. Students just grab a folder filled with everything they need for independent practice, then follow the easy instructions to build skills at their own pace! Folders are 9¼" x 11½". **29.95**

English/Language Arts

Reading Comprehension

DD668 ■ NONFICTION READING COMPREHENSION CARDS - GR. 4-6

Students get the practice they need to analyze & understand nonfiction text...with tons of involving selections that children will love to read! Perfect for standardized test preparation, our set features 90 cards in 3 skill levels...and the cards are both write & wipe *and* reproducible for easy classroom use. Cards are 8½" x 11"; with an answer key.



Grade Level **4 5 6** Write & wipe!

49.95

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

3.99

GG931 ■ READING COMPREHENSION PRACTICE CARDS - GR. 4-6

Students build comprehension skills as they analyze text, read for detail, make inferences & more! Perfect for standardized test preparation, our set includes 90 cards that cover fiction & nonfiction genres at 3 levels—each with a high-interest reading passage & skill-building follow-up questions. 8½" x 11" cards are write & wipe *and* reproducible; with answer cards.

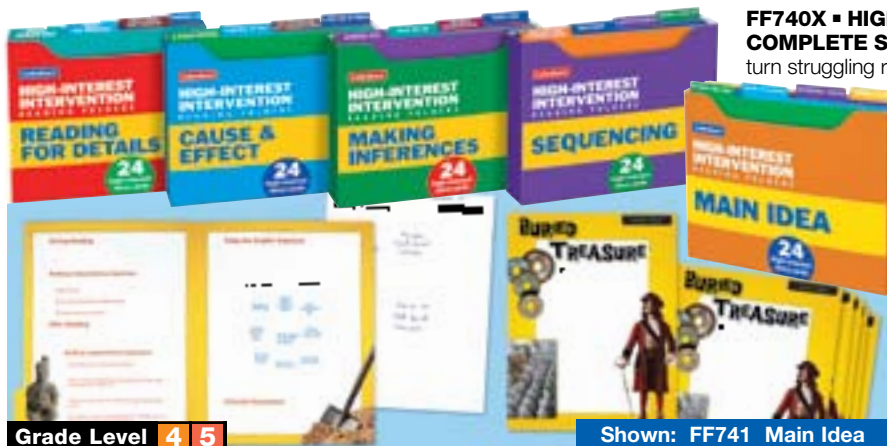


Grade Level **4 5 6**

49.95

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

3.99



Grade Level **4 5**

Shown: FF741 Main Idea

FF740X ■ HIGH-INTEREST INTERVENTION READING FOLDERS - COMPLETE SET

Boost comprehension skills—with high-interest lessons that turn struggling readers into confident readers! Designed for small groups of students who need extra support, each set listed at left includes 4 different high-interest stories carefully leveled for struggling readers—with irresistible topics & magazine-style graphics that keep older students engaged. For each title, you get 6 copies of a double-sided story card featuring a fiction or nonfiction passage...plus a teacher's lesson plan file folder that highlights important vocabulary and includes comprehension questions for before, during & after reading. There's even a reproducible graphic organizer on back to assess students' understanding! All 5 sets, each with 4 different folders and a total of 24 story cards. Folders are 9" x 11¼".

89.95

Each folder set is also available separately.

FF745 ■ Reading for Details Folders

19.95

FF744 ■ Cause & Effect Folders

19.95

FF743 ■ Making Inferences Folders

19.95

FF742 ■ Sequencing Folders

19.95

FF741 ■ Main Idea Folders (Shown.)

19.95

Grade Level **4 5 6**

DD259 ■ AT-MY-DESK READING COMPREHENSION ACTIVITY LIBRARY - GR. 4-6

Students explore a variety of comprehension skills—from reading for detail to drawing conclusions—with super-involving activities they can complete on their own! Each pack comes with level-appropriate reading passages & all the materials students need to complete the activity...including simple, illustrated instructions that make independent practice a breeze. Students just grab a pack, take it to their desks—and build comprehension skills at their own pace! Library includes 16 packs, plus a convenient 19½" metal storage rack. **179.00**



Grade Level **4 5 6**



Shown: Reading for Information Game

GG370 ■ READING COMPREHENSION GAMES LIBRARY - GR. 4-6

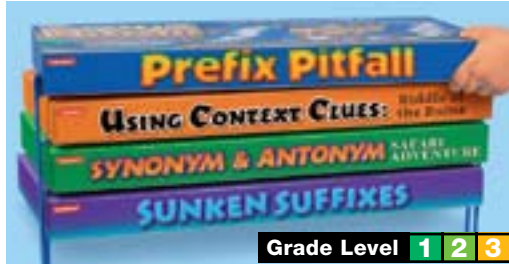
Students master what it takes to be effective readers... with challenging games they'll love to play! 6 themed games each highlight a different skill: Students go on a surfing adventure to improve vocabulary, search for lost jewels to analyze cause & effect, and more. With a 14" x 19½" metal rack. 2-4 players. **139.00**

TITLE I Supplemental Materials for Students

English/Language Arts

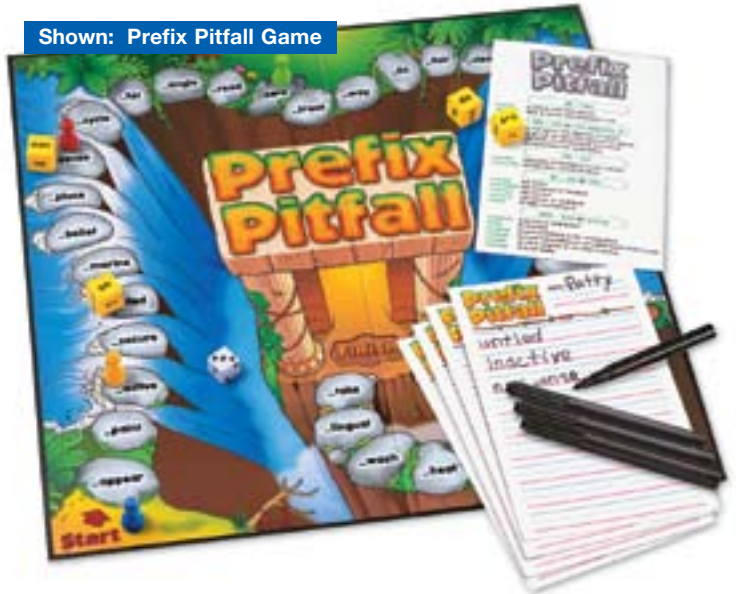
Vocabulary Development

AA643 ■ VOCABULARY BUILDING GAMES LIBRARY - GR. 1-3
 ⚠️ **CHOKING HAZARD (1). Not for under 3 yrs.***
 As students race to the finish of these fun-filled games, they match up synonym and antonym pairs, build words with prefixes and suffixes, learn to use context clues—and develop tons of essential skills as they play! Library includes all 4 games shown above, plus an 8 3/4" x 8 7/8" x 19" metal storage rack; for 2-4 players. **95.00**



Grade Level 1 2 3

Shown: Prefix Pitfall Game



Shown: FF499 Context Clues

You get 15 different pouches with 16 cards each—for a total of 240 cards!

Grade Level 1 2 3 4

GRAB & MATCH LEVELED VOCABULARY QUICKIES

Our quick, easy-to-play card games boost students' vocabulary skills—with every match they make! Each set features 15 ready-to-use games, all in handy pouches. Students just grab a pouch, then use the cards inside to match prefixes & suffixes to their definitions, pair up synonyms & antonyms, and more! Best of all, the games gradually progress in difficulty within each set, so students learn at just the right level! Each game includes 16 cards, for a total of 240 cards in each set. Sets come complete with guides and answer keys; boxes are 9 1/2".

Choose from the 6 sets below, each with 15 games. Each **24.95**

- FF499 ■ Context Clues** (Shown.)
- FF501 ■ Prefixes & Suffixes**
- FF502 ■ Multiple Meanings**
- FF503 ■ Homophones**
- FF504 ■ Antonyms**
- FF505 ■ Synonyms**



Grade Level 1 2 3 4 5 6

LL400X ■ TRICKY WORDS & PHRASES TEACHING CARDS - SET 2

From confusing similes like "busy as a bee" to misused words like "lie" and "lay"—our teaching cards help students understand tons of tricky words and phrases! The durable, laminated cards feature easy-to-read sentences and simple definitions that introduce and explain each word or phrase...plus a humorous picture clue that ensures students' comprehension. All 3 sets (total of 120 cards), each with an activity guide. The cards measure 7" x 9". **49.95**

- LL401 ■ Understanding Misused Words**
Set includes 40 teaching cards. **19.95**
- LL402 ■ Understanding Homographs**
Set includes 40 teaching cards. **19.95**
- LL403 ■ Understanding Similes & Metaphors**
Set includes 40 teaching cards. **19.95**



Grade Level 1 2 3 4 5 6

LL405X ■ TRICKY WORDS & PHRASES TEACHING CARDS - SET 1

From "which" and "witch" to "piece of cake"—our teaching cards make tricky words & phrases easy to understand! Each sturdy, laminated card has a different idiom, homophone or multiple-meaning word—with simple sentences that show how it's used in context, plus a picture clue for extra reinforcement. We've even included activity ideas that provide targeted practice with each word or phrase, so students really master each one! All 3 sets (total of 120 cards); 7" x 9". **49.95**

TITLE I Supplemental Materials for Students

English/Language Arts

Vocabulary Development

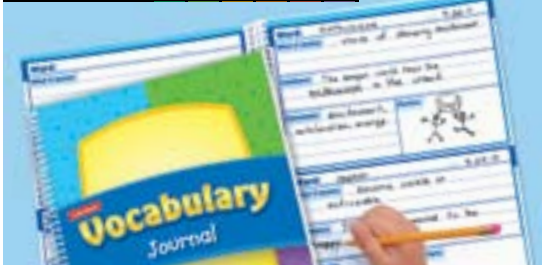
GG121 • VOCABULARY JOURNAL

Building vocabulary is easier than ever—with a handy journal that lets students record, organize and use tons of new words!

Each journal has room for 120 vocabulary entries—with space for students to write definitions, synonyms and sample sentences for each word. There are even picture boxes for adding illustrations—a terrific way to remember each word's meaning! 60 pages; 8" x 10½". Each **3.49**

GG125 • Vocabulary Journal - Set of 10 **32.95**

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



Grade Level **1 2 3 4**

DD292 • QUICK-PICK VOCABULARY STUDENT ACTIVITY CARDS Students boost vocabulary skills anywhere, anytime—with ready-to-go activity cards they can use independently! Perfect for test prep, extra practice, daily review and more, our box includes 50 activity cards that focus on vocabulary skills—from synonyms and antonyms to multiple-meaning words. Students just grab an activity whenever they have extra time—no teacher prep work required! Includes a guide with differentiated instruction strategies. Cards are 3" x 5". **12.95**



Grade Level **2 3 4 5 6**

BD670X • HOT DOTS READING COMPREHENSION QUIZ CARDS - COMPLETE SET Here's a super-fun way to build comprehension skills—and give students immediate reinforcement! Each pack includes 50 double-sided cards with high-interest reading passages, plus skill-building follow-up questions. Students just touch an answer with the Hot Dots pen...and it tells them if they're right or wrong! All 6 packs. *Pen sold separately.* **89.95**

BD674 • Using Context Clues Quiz Cards **15.95**

BD210 • Hot Dots Power Pen - Each 2 "AAA" batt. not incl. **9.95**

Shown: **HH871 Multiple Meanings**



Grade Level **1 2 3**

HH870X • BUILDING VOCABULARY LISTENING CENTER SKILL PACKS - COMPLETE SET Students identify synonyms, decode context clues & more...with self-guided activities they can complete on their own! Just pop in a CD, then children use the write & wipe cards to complete activities at their own pace. They can even check their work as they go! All 6 packs; each has a CD, plus enough materials for 4 students to complete 4 different activities. **139.00**

Each pack is also available separately.

Each **24.95**

HH871 • Multiple Meanings (Shown.)

HH872 • Prefixes

HH873 • Suffixes

HH874 • Synonyms

HH875 • Antonyms

HH876 • Using Context Clues

LC5326 • Storage Rack Sturdy metal rack is 17" high. **19.95**

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



Grade Level **2 3**



Shown: **Context Clues Game**

EE270 • VOCABULARY LEARNING GAMES LIBRARY

Students solve prefix puzzles, match up antonyms, race through the dictionary & more—with hands-on games that build skills as children play! Perfect for independent or small-group practice, each game targets a specific vocabulary skill—with enough materials for up to 4 players at once, plus a super-simple format that students can pick up and play on their own. Complete library includes all 8 games shown above, in a 13¼" display box. **149.00**

TITLE I Supplemental Materials for Students

English/Language Arts

Vocabulary Development

HH253 • VOCABULARY FOLDER GAMES LIBRARY

What better way to boost vocabulary skills than with super-appealing games that students love to play! Our library includes 10 different, self-checking games that get children excited about learning—as they use prefixes to find sunken treasure, identify synonyms & antonyms to solve riddles and more. Best of all, the games come ready to play: Students just grab a folder filled with everything they need for independent practice, then follow the easy instructions to build skills at their own pace! Folders are 9 3/4" x 11 1/2".



29.95

HH254 • WORD WORK FOLDER GAMES LIBRARY

What better way to boost language skills than with super-appealing games that students love to play! Our library includes 10 different, self-checking games that get children excited about learning—as they solve word family riddles, count syllables at a fireworks show and more. Best of all, the games come ready to play: Students just grab a folder filled with everything they need for independent practice, then follow the easy instructions to build skills at their own pace! Folders are 9 3/4" x 11 1/2".



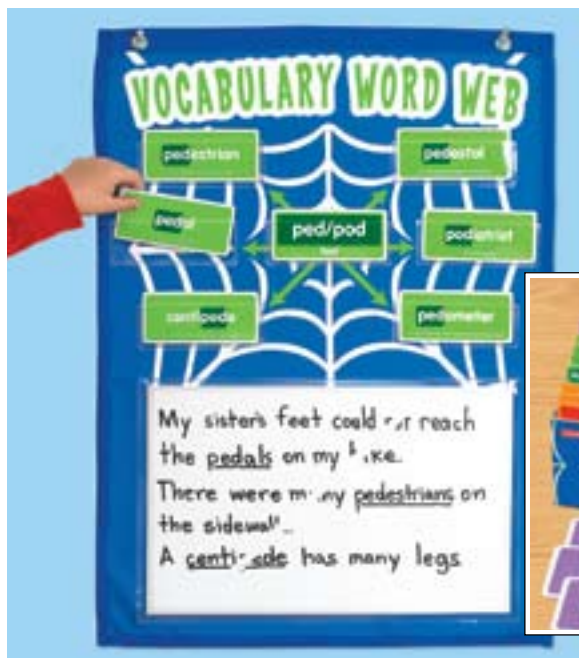
29.95

Grade Level 3 4 5

LL863 • VOCABULARY PRACTICE QUIZ CARDS

Students get focused practice using context clues, defining idioms, identifying synonyms & antonyms, and more...as they complete our quick, high-interest quiz cards! Each double-sided card features multiple-choice questions that target an essential vocabulary skill, giving students valuable test prep practice. You get 125 cards in 5 skill areas, plus 5 answer cards—all in a sturdy box for easy organization. Cards are 4" x 6".

29.95



Grade Level 2 3 4 5 6

LL441 • WORD WEB ACTIVITY KIT

Build vocabulary skills one step at a time—with a hands-on kit that introduces 30 important prefixes, suffixes and root words! You get a 20" x 27" pocket chart with a word web on top and a write & wipe board below...plus 210 color-coded vocabulary cards. Simply place a prefix, suffix or root card onto the chart, then encourage students to find 6 vocabulary cards with the same prefix, suffix or root...and build a web of related words! Students can even write each word in a sentence to reinforce its meaning. Includes an activity guide.

39.95



Shown: Synonym & Antonym Game

Grade Level 4 5 6

DD540 • VOCABULARY BUILDING GAMES LIBRARY - GR. 4-6

As students play our fast-paced vocabulary games, they explore context clues, master multiple-meaning words and more! Set includes all 4 games shown at right, each with 50-65 question cards written in standardized test format. Library comes complete with a sturdy metal storage rack; games are for 2-4 players.

95.00



English/Language Arts

Literary Analysis & Response



Grade Level **1 2 3 4**

RR973 • READER'S BOOK LOG Students boost comprehension...as they map events, compare stories and more! Our super-convenient book log has enough activity pages for students to record & analyze up to 25 different books—with open-ended activities that can be adapted to any books students are reading. The 8½" x 11" book log comes complete with a fold-out chart to track students' reading. Book log is 102 pages long. Each **4.79**

RR974 • Reader's Book Log - Set of 10 **44.95**



Grade Level **1 2 3 4**

LL207 • STORY MAP POCKET CHART Take a closer look at any fictional story—with a giant pocket chart that makes it easy to organize and discuss key story elements! Our sturdy nylon chart has room to display the story's title, characters & setting...analyze the plot...even review vocabulary words. Just add your own sentence strips to map out each story—and help students build comprehension step by step! The 27" x 35½" chart includes a guide with a reproducible story map. **24.95**



Grade Level **1 2 3**

HH707 • READ FOR COMPREHENSION! FICTION LISTENING CENTER Give students focused practice with 8 key comprehension skills...with easy-to-follow activities children complete on their own! Just pop in a CD, then students follow along to analyze characters, read for details, draw conclusions and more. Students can even check their own work as they go! You get 32 write & wipe activity cards (enough for 4 students to complete 8 activities), a guide with differentiated instruction strategies, plus 2 CDs. **39.95**

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



Grade Level **2 3 4 5 6**

DD738 • READ & RESPOND PROMPT CARDS Our thought-provoking prompts highlight 5 essential literary elements...and get students actively involved with fiction & nonfiction texts! 150 skill-building prompts include 30 different questions for each category—helping students explore conflict, setting, point of view & much more. 3" x 5" cards come in a display box for easy organization. **29.95**

English/Language Arts

Literary Analysis & Response



WHERE AND WHEN
Students spin to identify who, what, when, where & why!

INTERVIEW
Children interview their partners about the books they've read!

WHO & WHAT
Students summarize chapters, visualize settings and more!

ALIAS CONNECTIONS
Children draw connections between books, characters, events & more!

Grade Level **2 3 4**

FF555 ■ READING RESPONSE STATION

Our skill-building activity station comes with everything students need to analyze the books they've read—and make the most of their reading experience! Designed for up to 16 children at once, our station features 4 different sets of 4 activities that students complete alone or with a partner...plus all the hands-on materials for each activity—including spinners, flip books and more. Students just grab the materials, then follow the simple instructions to summarize text, analyze characters, identify story elements and more! The freestanding station measures 17" x 22".

69.95

Each set comes with 90 prompts—30 for each of the 3 stages of reading!



24 activity cards have illustrated instructions on front...and matching reproducibles on back!

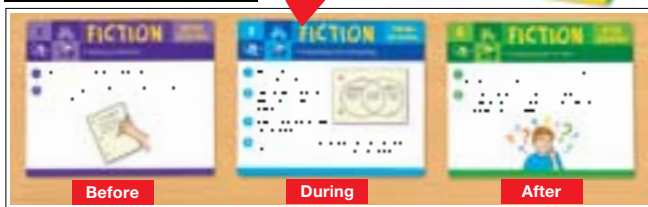
Grade Level **2 3 4**

GG314 ■ RESPONDING TO LITERATURE ACTIVITY CENTER

Take a closer look at *any* book...with skill-building projects students love to complete! Our center has 24 different activity cards that guide children through each project step by step, from creating a cause & effect flip book to building a story event mobile. Best of all, the back of each card has reproducible materials for making each project—children just follow the simple instructions to complete it on their own! Cards come in a 12" easel box for easy display.

29.95

Grade Level **2 3 4**



HH685 ■ BEFORE, DURING & AFTER READING FICTION ACTIVITY PROMPTS

Help students become more engaged readers of fiction—with ready-to-use activity prompts they can complete before, during and after reading! Our set has 90 color-coded prompt cards that take only 5-10 minutes to complete—all designed for use with almost any fiction text. Students just select a prompt, then follow the simple instructions to identify a story's genre, describe the setting, analyze characters and more! You get 30 cards for each of the 3 stages of reading, all in a tabbed box; cards measure 5" x 6".

19.95



Grade Level **2 3 4 5**

FF329 ■ MULTILEVEL READING COMPREHENSION ACTIVITY POCKETS

Students practice comprehension skills at just the right level—as they complete hands-on activities with *any* classroom text! You get 10 pockets loaded with a total of 30 activity cards—3 in each pocket—with each set targeting a specific comprehension concept. Plus, the cards are numbered by skill level, so it's easy to meet the needs of all students. Simply select a pocket, pull out the activity that's appropriate for your students' level, then children follow the step-by-step instructions to make a mobile that sequences the story, draw a comic strip to illustrate a problem & solutions, and more! Includes a guide; cards are 8".

29.95

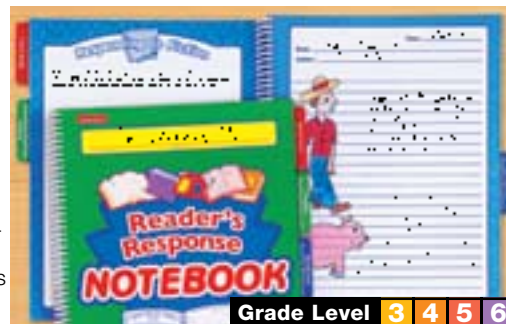
GG186 ■ READER'S RESPONSE NOTEBOOK

Our handy notebook lets students respond to every book they read—from analyzing characters to distinguishing between different genres! It's filled with prompts and activities to explore both fiction and nonfiction texts...plus book lists, vocabulary words and helpful tips for easy reference. 80 pages; with room to respond to over 35 different books. Measures 9" x 11".

Each **4.79**

GG185 ■ Reader's Response Notebook - Set of 10

44.95



Grade Level **3 4 5 6**

English/Language Arts

Writing



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

CORRECT THE SENTENCE! DAILY JOURNALS Reinforce punctuation, capitalization & more...with skill-building activities for every day of the school year! Each journal has daily, level-appropriate sentences that contain grammatical errors. Students just rewrite each sentence correctly—and build grammar skills day by day! 7" x 8½"; 84-86 pages.

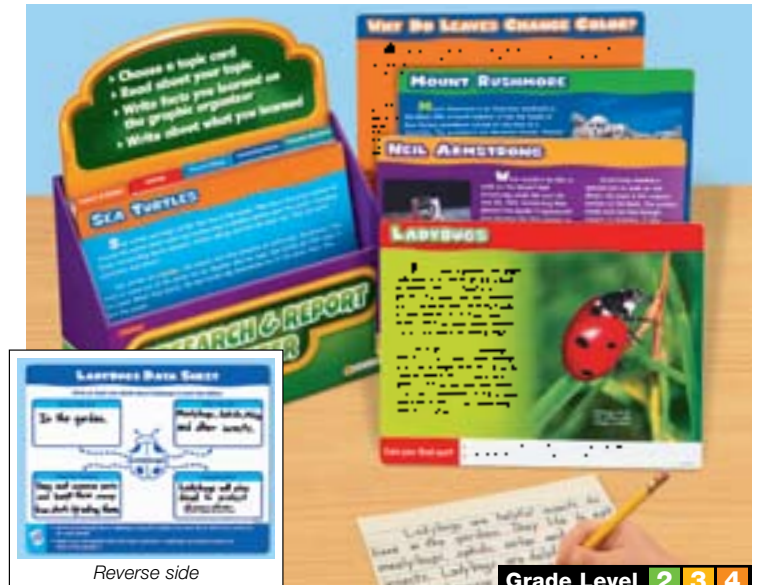
Level	Each	Set of 10
Grades 1-2	DD959 3.49	DD958 32.95
Grades 3-4	DD957 3.49	DD956 32.95
Grades 5-6	DD955 3.49	DD954 32.95



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

READY TO WRITE! PROMPT BOXES Our involving prompts are a great way to get young writers started! Each level includes 100 ready-to-use prompt cards that provide focused practice with 5 essential writing styles: descriptive, informative, imaginative, narrative & persuasive. The cards feature step-by-step instructions and easy-to-follow writing prompts, so students can easily complete the writing activities on their own. Each set comes in a storage box with tabbed dividers for easy access, and includes a wooden display stand. Cards are 8" x 8".

AA469 ■ Grades 1-3 **49.95** **AA569** ■ Grades 4-6 **49.95**



Grade Level **2 3 4**

DD131 ■ RESEARCH & REPORT WRITING CENTER

Students develop the skills needed to research & write their own reports... with ready-to-use activities that guide them through the entire process! 40 activity cards each have a nonfiction reading passage—covering everything from Jackie Robinson to the Grand Canyon—plus a write & wipe graphic organizer on back to identify key facts & organize information. Students just read the passage, flip the card over to complete the activity...then write the full report on their own! 11¾" center includes a guide. **39.95**

DD105 ■ Write & Wipe Markers **ΔCHOKING HAZARD (1).**
Not for under 3 yrs.* Set of 4 black, dry-erase markers. **3.99**



Grade Level **2 3 4**

HH139 ■ 10-MINUTE MINI LESSONS FOR WRITING

Boost essential writing skills...with ready-to-use lessons that take just 10 minutes to teach! You get 50 lesson cards that cover everything from using apostrophes & creating descriptive sentences to writing a plot-driven story...plus 50 different reproducible write & wipe mats—one for each lesson. Just follow the lesson's simple instructions to introduce each skill...then students complete the corresponding activity—identifying nouns & verbs, writing a narrative & more! Mats are 8½" x 11". **49.95**

DD105 ■ Write & Wipe Markers **ΔCHOKING HAZARD (1).**
Not for under 3 yrs.* Set of 4 black, dry-erase markers. **3.99**

English/Language Arts

Writing



Grade Level **2 3**



Grade Level **4 5**

WRITING ACTIVITY POCKETS From a newspaper review of their favorite movie to a creative poem about a beloved animal, our thought-provoking activity pockets give students lots to write about! In each grade-appropriate set, you get 12 themed pockets, each with 3 leveled writing prompts on front that gradually progress in difficulty. Plus, each pocket also includes 8 illustrated idea cards (for a total of 96 idea cards)—all with fun facts or key words printed on back, so it's easy for students to start writing. Students just grab a pocket, select a prompt and an idea card...then write about creatures under the sea, important landmarks in the United States, objects in outer space and more! Activity pockets are 6½" x 8".

- FF522** ■ Writing Activity Pockets - Gr. 2-3 29.95
- FF523** ■ Writing Activity Pockets - Gr. 4-5 29.95



Grade Level **3 4 5**

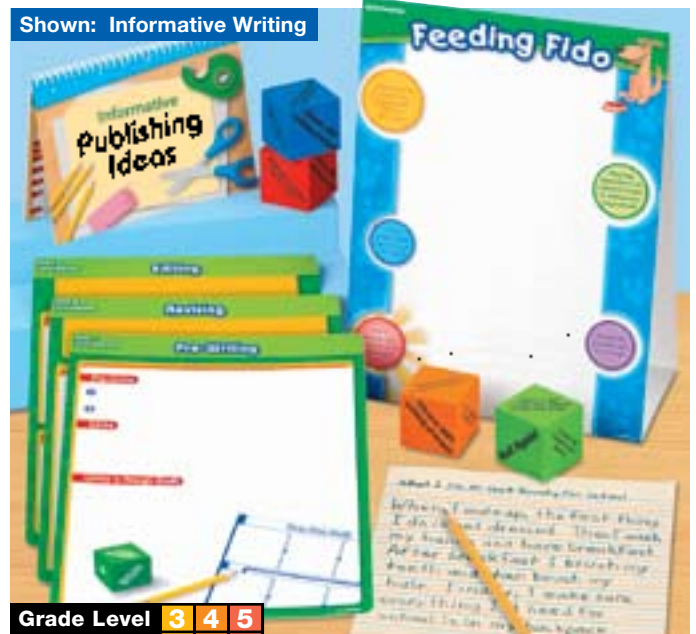
- JJ342** ■ **WRITING PROMPTS JOURNAL - GR. 3-5** 30 engaging prompts cover narrative, descriptive, expository & persuasive writing—with helpful tips and checklists for easy self-editing. 3.49
- JJ343** ■ **Writing Prompts Journal - Gr. 3-5 - Set of 10** Each is 60 pages; 8" x 10½". 32.95



Grade Level **3 4 5 6**

GG181 ■ **THE WRITER'S NOTEBOOK**
Our handy notebook walks students through every step of the writing process—from choosing a topic to revising and editing! The notebook features plenty of space for students to write, plus word lists, organizers, checklists—even self-evaluations that help students develop effective writing strategies! The notebook is 64 pages long. Each 4.29

- GG182** ■ **The Writer's Notebook - Set of 10** 39.95
Each notebook measures 9" x 11½".



Grade Level **3 4 5**

FF150X ■ **STEP-BY-STEP WRITING CENTERS - COMPLETE SET**
From brainstorming to publishing, our easy-to-use centers guide students through the entire writing process—step by step! 5 centers each come with everything children need to explore a different writing style—including pre-writing & revising cards, editing checklists, plus a tent-based story board with a different writing sample & helpful hints on each side. You also get graphic organizers to help young writers formulate their thoughts, a variety of writing prompts like cubes & spinners to spark story ideas...even a flip book with creative ways for children to publish their work! 99.00

Mathematics

Number & Operations



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 & subtraction to geometry & money skills! Students call out a category, answer one of 210 different questions, then flip the card over to check their answer. The game includes a big 28½" x 36½" pocket chart that lets every student get involved, plus over 200 game cards in 12 categories. **49.95**

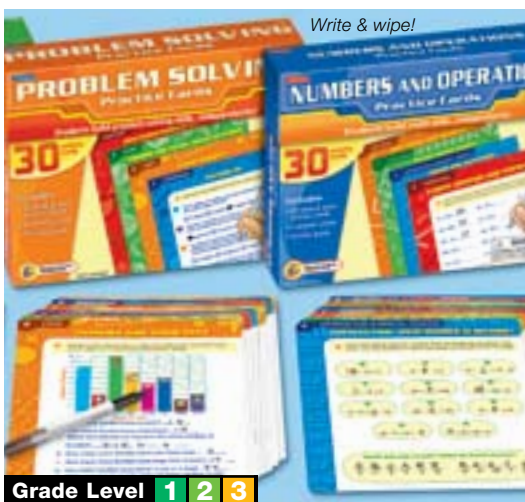


Grade Level **1 2 3**

LL632 ■ READ ABOUT NUMBER SENSE LEARNING CENTER
△CHOKING HAZARD (1). Not for under 3 yrs.* Students explore place value and build number sense...as they read a fun, math-themed storybook, then complete hands-on activities that extend and reinforce what they've learned! Our center includes a paperback book that brings place value concepts to life...plus 5 step-by-step activity cards with handy reproducibles right on back—allowing kids to build numbers through the hundreds with handy base 10 tiles! Includes 50 base ten tiles and 40 number tiles—enough for 4 students to work at once—and an answer card. **29.95**

WRITE & WIPE MATH PRACTICE CARDS

Give students the independent practice they need to really master essential math skills...with write & wipe activity cards they can use again & again! Each set includes 30 different practice cards that focus on a specific topic—from geometry to problem solving. Plus, each set is divided into 4 key skill areas within each topic, 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.



Grade Level **1 2 3**

FF598 ■ Problem Solving Practice Cards

19.95

FF595 ■ Numbers and Operations Practice Cards

19.95



Grade Level **1 2 3**

EE441 ■ DAILY MATH PRACTICE JOURNAL - GR. 1-3

Students practice everything from fractions and money to graphing and problem solving—with skill-building activities for each day of the school year! The 72-page journal is organized into 35 weekly sections, and comes complete with an answer key. Measures 8" x 10½". Each **3.79**

EE442 ■ Daily Math Journal - Gr. 1-3 - Set of 10

34.95



Grade Level **1 2**



ELEMENTARY MATH INSTANT LEARNING CENTERS **△CHOKING HAZARD (1).** Not for under 3 yrs.* Our ready-to-use centers have all students need to build math skills independently...just set out the materials, introduce the activity and let children work at their own pace! Designed for up to 4 students at once, each center has a double-sided instruction chart that gives everyone easy access to the activities...with simple instructions that are a cinch for students to follow on their own. Each center includes a guide with differentiated instruction strategies. Each **24.95**

DD572 ■ Place Value

DD577 ■ Fractions

DD573 ■ Money

Mathematics

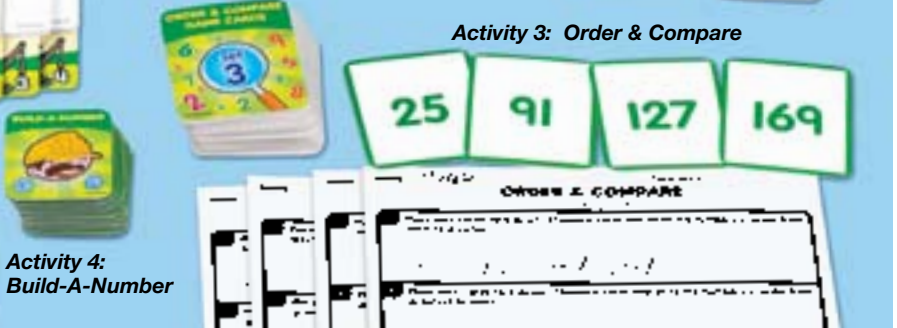
Number & Operations

Grade Level **1 2 3**

MATH ACTIVITY STATIONS

⚠ CHOKING HAZARD (1). *Not for under 3 yrs.** Students master place value, operations, fractions & more—with skill-building activity stations that let them work at their own pace! The stations feature 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 find the area of a house, solve time & money riddles, sort & match fractions, and more! We've even included a reproducible assessment to track students' progress, an answer key, plus a guide with reproducibles.

- FF801 ▪ Operations** **49.95**
- FF802 ▪ Money** **49.95**
- FF805 ▪ Fractions** **49.95**
- FF806 ▪ Place Value** *(Shown.)* **49.95**



Shown: FF806 Place Value

Mathematics

Number & Operations



Grade Level **2 3 4**

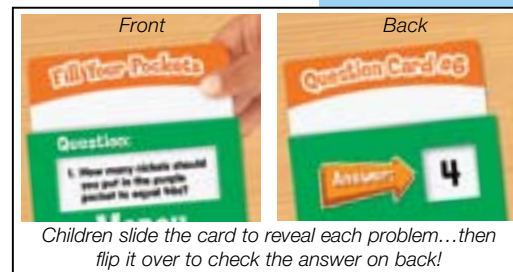
GG418 • PROBLEM SOLVING CARD BANK - GR. 2-4

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**

DD820X • SOLVE & CHECK MATH SLIDERS - COMPLETE SET

Grade Level **2 3 4**

Our self-checking sliders provide skill-building math practice with instant reinforcement—helping students master everything from fractions to graphing! Each slider features 9 different math problems that gradually increase in difficulty. Students just slide the cards to solve one problem at a time...then flip the cards over to check the answer on back! 5 sets, each with 20 different sliders—for a total of 180 math problems. Sliders measure 11 1/4". **89.95**



Children slide the card to reveal each problem...then flip it over to check the answer on back!

HH242 • MONEY SORT & SLIDE MATH ACTIVITY CENTER

Students master money 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 10 1/2" 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! With 64 tiles & an answer key. **24.95**



Grade Level **2 3 4**

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 10 1/2" board. After children 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! With 64 tiles & an answer key. **24.95**



Grade Level **2 3 4**



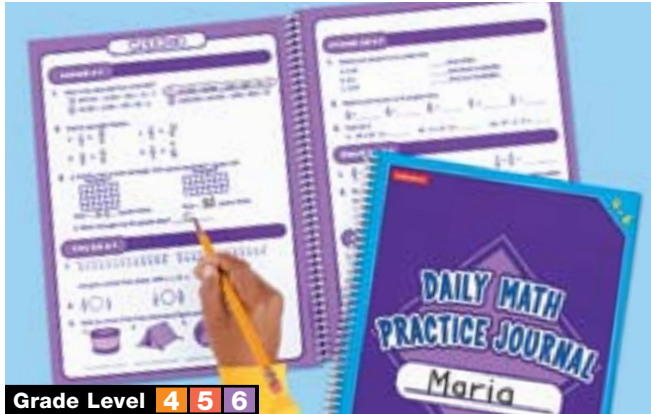
Grade Level **4 5 6**

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! Ready-to-use game includes a big 28 1/2" x 36 1/2" pocket chart that gets the whole class involved, over 200 self-checking game cards covering 11 categories, plus bonus cards like *Double Points* and *Risk Any Amount* that add to the fun! **49.95**

Mathematics

Number & Operations



Grade Level **4 5 6**

EE443 ■ DAILY MATH PRACTICE JOURNAL - GR. 4-6

Refine students' math skills each day of the school year...with challenging activities that cover algebra, geometry, decimals, percents and more! The 72-page journal features 35 weekly sections, and includes an answer key for easy self-checking. Measures 8" x 10½". Each **3.79**

EE444 ■ Daily Math Journal - Gr. 4-6 - Set of 10 **34.95**



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**



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**

Patterns & Algebraic Thinking



Grade Level **1 2 3**

GRAB & PLAY PARTNER MATH GAMES

⚠️ **CHOKING HAZARD (1).**

Not for under 3 yrs.* Our ready-to-use partner games make mastering math concepts a breeze—from number sense & operations to time, measurement & more! Each grade-appropriate set includes 12 different games—3 for each of 4 different categories—so students get plenty of focused practice. Just set out the games...then each pair of students can grab a game, follow the simple, step-by-step instructions—and build essential skills as they play! All 12 games come in an easy-access, 11" display box.



Grade 1



Grade 2



Grade 3

HH627 ■ Gr. 1 12 games. **79.95**
HH628 ■ Gr. 2 12 games. **79.95**
HH629 ■ Gr. 3 12 games. **79.95**

Mathematics

Patterns & Algebraic Thinking



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**

LL638 ■ READ ABOUT ALGEBRAIC THINKING LEARNING CENTER
 ⚠️ **CHOKING HAZARD (1).**
*Not for under 3 yrs.** 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**



Grade Level 1 2 3



Shown: Addition Regrouping Kit



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



To find the answer, students just regroup the tiles!

HANDS-ON REGROUPING KITS ⚠️ **CHOKING HAZARD (1).**
*Not for under 3 yrs.** 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**



Grade 1

Grade 2

Grade 3

Grade Level 1 2 3
POP TO WIN! MATH GAMES ⚠️ **CHOKING HAZARD (1).**
*Not for under 3 yrs.** 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 & more. Students just draw a card and solve the problem...then pop the popper to move around the game board! Each game includes a 13" x 13" board & everything you need for 2-4 players.

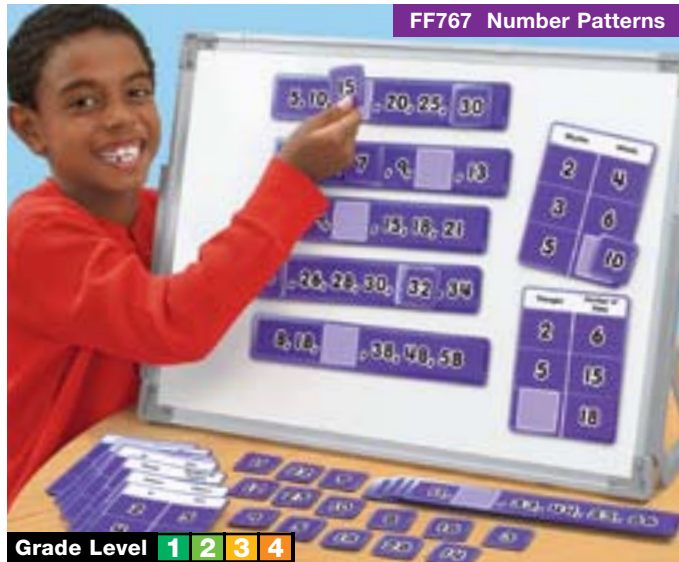
HH291 ■ Pop to Win! - Gr. 1 **19.95**
HH292 ■ Pop to Win! - Gr. 2 **19.95**
HH293 ■ Pop to Win! - Gr. 3 **19.95**



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

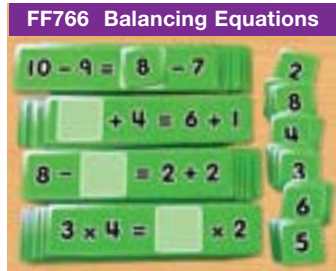
Mathematics

Patterns & Algebraic Thinking



FF767 Number Patterns

Grade Level **1 2 3 4**



FF766 Balancing Equations



FF768 Operations

FF765X • WHAT'S MISSING? MAGNETIC MATH KITS - COMPLETE SET Help children complete number patterns, balance equations & 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 children work, they practice the types of questions they'll encounter on standardized tests! 3 kits, each with 20-25 different problem strips & 20-25 numbers or operation signs. Number magnets are 1 1/2"-2". **79.95**

- FF767 • Number Patterns Magnetic Math Kit** **29.95**
- FF766 • Balancing Equations Magnetic Math Kit** **29.95**
- FF768 • Operations Magnetic Math Kit** **29.95**
- PH345 • Magnetic Write & Wipe Board - 18" x 24"** **29.95**



Write & wipe!

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 easy to build essential math skills! Each library listed below 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, and 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 time, money, 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 includes 4 black, dry-erase markers. **3.99**



HH230X • SEARCH & FIND MATH BOARDS - COMPLETE SET **△ CHOKING HAZARD (1).** Not for under 3 yrs.* All the fun of a traditional word search—only featuring skill-building practice with basic operations! Our reusable boards each come with 20 different activity cards covering addition, subtraction, multiplication or division. Children simply slide a card into the board...solve the problems on the write & wipe lines... then use the translucent chips we've included to highlight the corresponding number sequence in the space above. The cards are even self-checking on back for instant reinforcement! Each 9" x 12" board comes with 100 plastic chips in a handy storage pouch. You get all 4 boards shown. **69.95**



Each board includes 20 different activity cards!

Shown: Multiplication

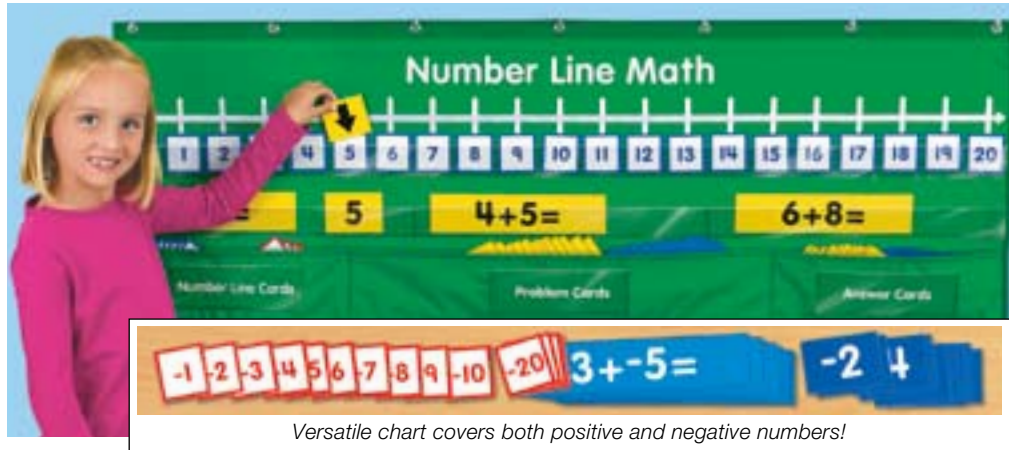
Grade Level **1 2 3 4 5 6**



Answers on back... for easy self-checking!

Mathematics

Patterns & Algebraic Thinking



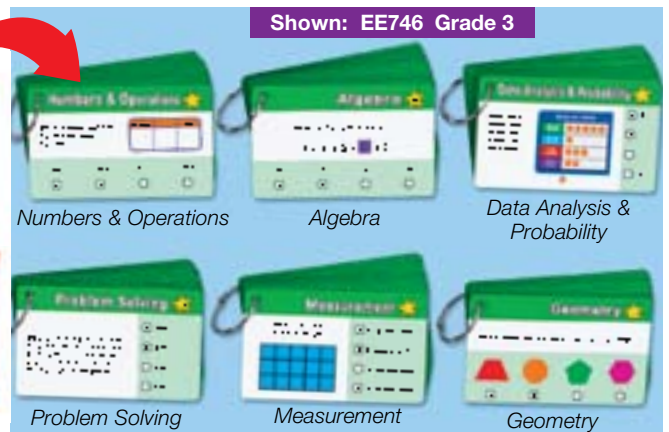
Grade Level **1 2 3 4 5 6**

FF551 ■ ELEMENTARY NUMBER LINE ACTIVITY CHART Our versatile chart helps students visualize math concepts...and get hands-on practice with addition and subtraction! We've included all the cards you need to cover integers from -20 to 100, so you can create a custom number line for any sequence you choose. Plus, you get problem cards that gradually increase in difficulty...for skill-building practice at just the right level! 20" x 56" chart comes with over 180 cards, including write & wipe cards to add your own problems. With both grommets & magnetic backing for easy display. **49.95**

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

TEST PREP MATH RINGS

Get students ready for standardized tests...with skill-building question cards that cover six of the NCTM math strands! Each leveled set includes 6 different math rings, each with 25 double-sided question cards that feature the multiple-choice format students will encounter on standardized tests. Plus, each ring focuses on a specific math strand—from numbers & operations to algebra & geometry—so students get the targeted practice they need to succeed. And, each includes an answer key, so students can check their own work. Each leveled set listed at right comes in a vinyl pouch, with a total of 300 questions.



Shown: **EE746 Grade 3**

EE744 ■ Grade 1	24.95	EE747 ■ Grade 4	24.95
EE745 ■ Grade 2	24.95	EE748 ■ Grade 5	24.95
EE746 ■ Grade 3	24.95	EE749 ■ Grade 6	24.95

(Shown above.)

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**

Grade Level **2 3**



HH496 ■ ALGEBRAIC THINKING INSTANT LEARNING CENTER 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**

Mathematics

Patterns & Algebraic Thinking

Each box has 3 sets of activity cards—all color-coded by level of difficulty!

Shown: Money

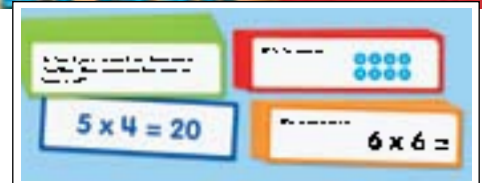


Grade Level **2 3 4**

FF200X ■ BRAINTEASERS! ACTIVITY BOXES - COMPLETE SET

Our fun-to-solve brainteasers feature 3 levels of play—helping students build problem solving skills at just the right pace! Each box shown at right includes 30 color-coded activity cards that gradually progress in difficulty, plus all the manipulatives children need to solve each problem. Students just read the clues printed on each card, then solve the puzzle by counting out coins, ordering number tiles, patterning shapes & more! You get all 4 boxes, each with enough materials for up to 4 students to work at once, plus answer cards. Activity cards are 5½" x 6".

59.95



Word problems, equations & arrays—all with answers on back!

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 freestanding 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! Board is 14" x 15"; includes a write & wipe marker.

34.95

HH698 ■ FLIP & SOLVE PLACE VALUE PRACTICE CENTER

Our fun-to-use practice center makes it easy to solve addition & subtraction problems—one place value at a time! The center is designed for up to 4 students at once—with 4 place value flip books and 20 different write & wipe practice cards. Children just use the flip books to build & solve the problems on their cards—recording their work on the write & wipe surface. When students are done, they simply turn the cards over to check their answers on back! Includes a double-sided 8" chart with step-by-step instructions.

Grade Level **2 3 4**



29.95

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

3.99



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 1½".

22.95

Geometry

Grade Level **1 2 3 4 5 6** MASTERING MATH VOCABULARY POCKET CHART CARDS

Our easy-to-use pocket chart cards give students the practice they need to master essential math vocabulary—and better understand challenging concepts! Each leveled set includes 90 word cards

covering 7 skill areas—from shapes & symbols to higher-level concepts like graphing & geometry. Plus, you get 90 matching definition cards with helpful illustrations & examples—making each term a breeze to comprehend! Cards are 3" high.



FF641 ■ Gr. 1-3

34.95

FF642 ■ Gr. 4-6

34.95

Mathematics

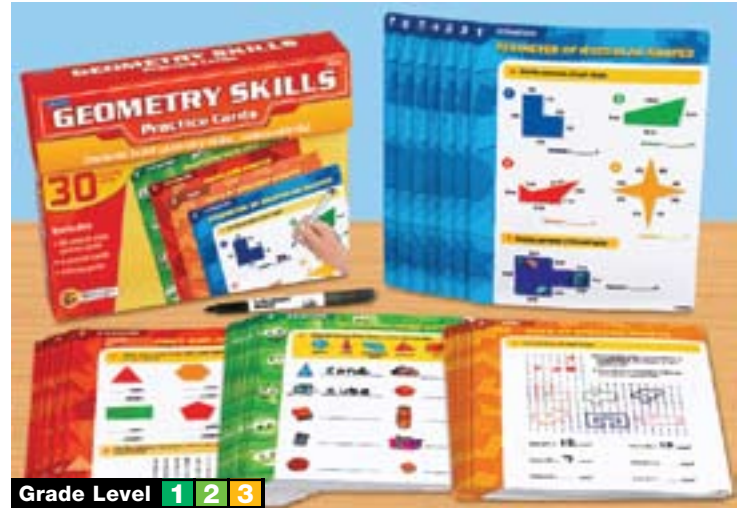
Geometry



Grade Level **1 2**

EE884 • WHAT'S HIDING? GEOMETRY GAME

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



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**

DD839 • ROLL & BUILD AT-MY-SEAT GEOMETRY GAME

Grade Level **1 2 3**

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

It's easier than ever to master geometric shapes—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 fun ball and stick building pieces, plus a big game die printed with a variety of shapes. Students just follow the super-simple picture instructions to build both 2-D shapes and 3-D forms—with every roll! Includes a guide card with differentiated instruction strategies. **12.95**



Grade Level **1 2 3**

LL634 • READ ABOUT GEOMETRY LEARNING CENTER

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



Grade Level **1 2 3**

FF414 • HANDS-ON GEOMETRY PROBLEM SOLVING BOOK

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

Mathematics

Geometry

DD575 • GEOMETRY INSTANT LEARNING CENTER

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



Grade Level 1 2

24.95



Grade Level 1 2 3 4 5

GG458 • BUILD & LEARN GEOMETRY KIT

⚠ CHOKING HAZARD (1,2). Not for under 3 yrs.* As children piece together 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 & more. Over 200 pieces; large sticks are 4 1/4".

34.95



FF247

Grade Level 2 3 4



FF248



FF249

FF245X • HANDS-ON GEOMETRY CENTERS - COMPLETE SET

Students get a concrete grasp of geometry skills—as they work at their own pace to identify lines & angles, solve shape riddles, complete symmetrical designs & more! Our centers each feature 10 activity cards that are write & wipe *and* reproducible, plus all the hands-on materials to complete each one—including angle finders, coordinate grids, 2-D and 3-D shapes, mirrors to explore symmetry & *much* more. We've even included a freestanding, 9" x 11" information chart for students to reference as they work! All 3 centers, each with an answer card for easy self-checking, plus a guide.

99.00

Each center is also available separately.

FF247 • Lines, Angles & Coordinate Geometry Students identify lines and angles, plot ordered pairs & more. **39.95**

FF248 • Symmetry & Spatial Reasoning Children complete symmetrical designs, manipulate shapes & more. **39.95**

FF249 • 2-D & 3-D Shapes Students explore 2-D shapes with shape finders, sort 3-D shapes by attribute & more. **39.95**

Mathematics

Geometry



Grade Level **2 3 4**

HH372 ■ GEOMETRY HELP-YOURSELF MULTILEVEL MATH 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 11½" x 13¾" 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**



Grade Level **3 4 5 6**

JJ693 ■ GEOMETRY BINGO - GR. 3-6
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**

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**



Grade Level **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**



Grade Level **2 3 4**



Grade Level **3 4 5**

LL881 ■ FOLD-A-SHAPE CLASSROOM KIT Students get a solid grasp of shapes & their properties—as they create their own cubes, cones, pyramids & more! Children just fold the pre-cut shapes along the dotted lines to create six 3-D forms...then use them to complete activities that explore attributes, area, perimeter & more! You get 35 thick paper cutouts for each shape (210 in all), plus 4 reproducible activity sheets. **19.95**

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**



Grade Level **3 4 5 6**

Mathematics

Measurement



DD557



DD558



DD559

Grade Level **1 2 3**

DD555X • HANDS-ON MEASUREMENT CENTERS - COMPLETE SET
 ⚠️ **CHOKING HAZARD (1).** *Not for under 3 yrs.** Students gain a concrete understanding of measurement concepts—with hands-on activities that encourage them to estimate, compare, make conversions and more! Each ready-to-use center has 10 different, self-directing activity cards that are both write & wipe and reproducible, plus all the hands-on tools to complete each activity—from comparing weights with balance & platform scales to measuring volume with 1" cubes! You also get a freestanding conversion chart...plus a teacher's guide with reproducibles & differentiated instruction strategies. All 3 centers. **129.00**

Each center is also available separately.

DD557 • Length, Perimeter, Area & Volume Students measure, estimate & convert with rulers, area squares, volume boxes & more! **44.95**
DD558 • Capacity Children measure and compare capacity using fun, see-inside containers, a funnel, a beaker and more. **44.95**
DD559 • Weight Students use a balance scale, platform scale and weight set to make predictions, explore mass and more. **44.95**

DD578 • STANDARD MEASUREMENT INSTANT LEARNING CENTER

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



Grade Level **1 2**



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**

Mathematics

Measurement

LL631 ■ READ ABOUT MEASUREMENT LEARNING CENTER

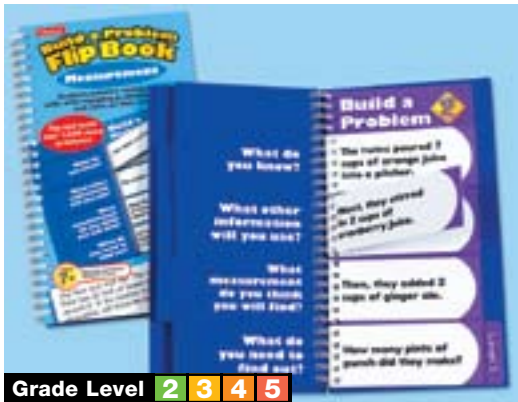
Students explore measurement...as they read a fun, math-themed storybook, then complete hands-on activities that extend and reinforce what they've learned! Our math center includes a paperback book that brings measurement concepts to life...plus 5 step-by-step activity cards with handy reproducibles 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**



Grade Level 1 2 3

FF843 ■ MEASUREMENT STORY PROBLEM FLIP BOOK

With over 1,200 possible word problem combinations, our flip book gives students all the practice they need to solve tons of measurement word problems! Kids just flip through the cards to choose the details of each word problem...work out the answer on a separate piece of paper...then flip through the cards again to create a brand-new problem! 5" x 9" flip book features 80 flips divided into 5 skill levels that gradually increase in difficulty—so students build skills at just the right pace. **12.95**



Grade Level 2 3 4 5



Grade Level 1 2 3

FF599 ■ WRITE & WIPE TIME AND MEASUREMENT PRACTICE CARDS

Give students the independent practice they need to really master essential time and measurement 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 time and temperature to weight and capacity—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**

HH592 ■ HANDS-ON MEASUREMENT LISTENING CENTER

Build measurement skills right in your listening center—with guided activities using real rulers! Just pop in a recording, and simple audio instructions guide students through skill-building activities one step at a time—from measuring height to estimating and comparing length. Our center has enough materials for 4 children to work at once...with all the cards and manipulatives students need to complete 4 different activities. We've even included an assessment and answer key to make tracking each student's progress a breeze. Plus, you get a handy recording in CD format. **29.95**



Grade Level 2 3

DD105 ■ Write & Wipe Markers

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

3.99

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**

19.95



Grade Level 3 4 5 6

DD804 ■ TRAVEL MATH - MEASUREMENT PROBLEM SOLVING KIT

Students learn to read & interpret location, direction & scale, determine distance & length, and more—as they plan a fun-filled vacation using colorful maps and travel brochures, plus hands-on rulers! Includes 8 different activities. **19.95**

19.95

Mathematics

Data Analysis & Probability

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

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 - Black **⚠CHOKING HAZARD (1).** Not for under 3 yrs.* Set of 4 black, dry-erase markers.

3.99



With 16 different activities in 4 categories!

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

FF714 ■ COORDINATE GRID ACTIVITY CHART

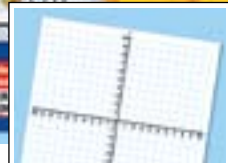
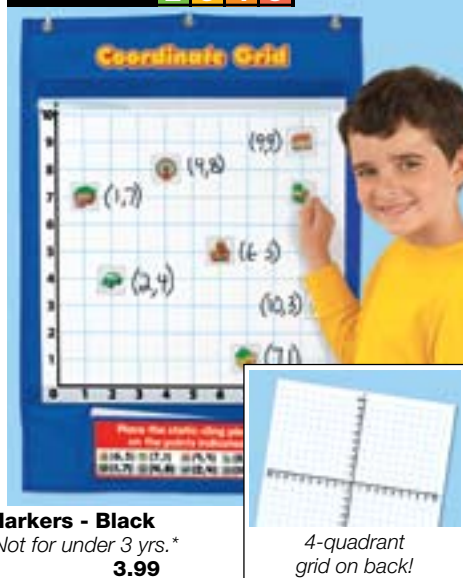
Our versatile activity chart lets students plot ordered pairs, explore area & perimeter, and more! 20" x 28" chart has a double-sided write & wipe board with a single-quadrant grid on one side and a 4-quadrant grid on the other, so children can practice at 2 levels. Just display an activity card in the clear-view pocket, and students use static-cling pieces to plot coordinates on the grid...recording each point as they go! With 25 self-checking activity cards & 8 static-cling pieces.

34.95

DD105 ■ Write & Wipe Markers - Black **⚠CHOKING HAZARD (1).** Not for under 3 yrs.* Set of 4.

3.99

Grade Level **2 3 4 5**



4-quadrant grid on back!



DD801 ■ BASEBALL MATH - STATISTICS AND DATA ANALYSIS PROBLEM SOLVING KIT

Students solve real-world math problems—with high-interest activities and super-realistic props that provide hands-on practice with statistics and data analysis! 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—as they use realistic sports sections & baseball trading cards to read charts and tables, solve word problems and more! Plus, helpful answer cards let students check their own work when they're done! Kit includes 8 activity cards, 4 newspapers, 8 baseball cards and an answer card.

19.95

Grade Level **3 4 5 6**

Lakeshore's

TRANSITION TO SCHOOL BACKPACK



△ WARNING: CHOKING HAZARD — Small parts. Not for children under 3 yrs.

Our backpack targets these kindergarten-ready skills:

- Naming & sequencing letters
- Using letters & words to represent ideas
- Counting & number recognition

Materials to Help Prepare Children for Kindergarten

Our Transition to School Backpack includes a 3-month calendar filled with daily activities—from counting & sorting to identifying letters & matching rhyming pictures. The calendar is in English & Spanish, so you can send it home to parents...or adapt it for classroom use. Best of all, the pack is filled with everything needed to complete the activities, including foam letters, a draw & write journal, crayons, scissors & more!

Transition to School Backpack	RR375	Each	19.95
	RR374X	Set of 10	195.00



We can also customize our backpack to meet the specific needs of your program's goals & standards. Just call (800) 421-5354 and ask for Customized Learning Solutions.

Lakeshore's READY FOR PRESCHOOL BACKPACK



⚠ WARNING: CHOKING HAZARD — Small parts. Not for children under 3 yrs.

Our backpack targets these preschool-ready skill areas:

- Building print awareness
- Recognizing simple shapes and colors
- Developing preschool readiness skills
- Oral language development
- Developing gross motor skills

Materials to Help Prepare Children for Preschool

Our Ready for Preschool Backpack includes a 3-month calendar with daily, hands-on activities that reinforce the skills children need to succeed—from counting & letter recognition to motor development. The calendar is printed in English & Spanish for easy family involvement... and comes with all the materials for each activity, including jumbo crayons, colorful buttons, an activity ball, a book of nursery rhymes & more!

Ready for Preschool Backpack	RR960	Each	19.95
	RR960X	Set of 10	195.00



Lakeshore's SCHOOL READINESS TOOL KIT

Our kit is packed with materials that support the development of oral language, phonological awareness and alphabetical knowledge...and promote the development of key math & writing skills! The kit includes an extensive teacher's guide.



Writing Center Materials



Math Center Materials

School Readiness

Also available in Spanish!
(Items may vary.)



Alphabet Center Materials



Oral Language Materials



Phonological Awareness Materials

⚠ WARNING: CHOKING HAZARD — Item contains small parts and small ball. Not for children under 3 yrs.

School Readiness Tool Kit - English

KT3205

\$1,300.00

School Readiness Tool Kit - Spanish

KT206

\$1,450.00

Lakeshore Learning Materials
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TITLE I

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Lakeshore offers supplemental materials that target the specific goals of Title I schools!

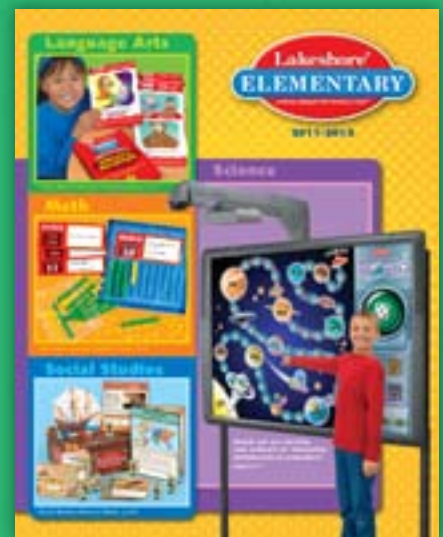
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