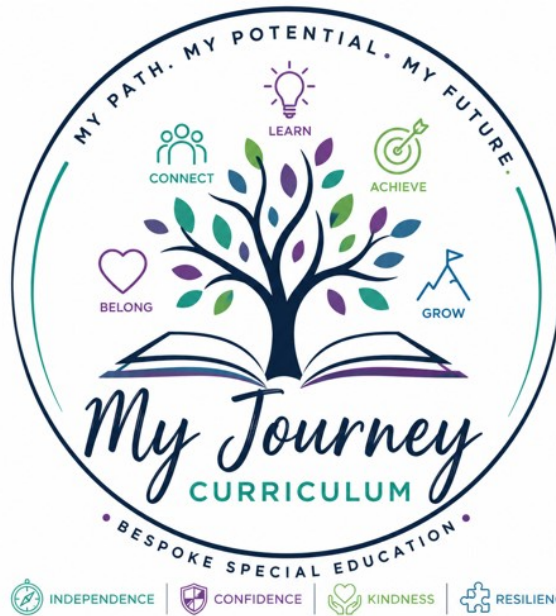




MY JOURNEY CURRICULUM

MATHS ACTIVITY LIBRARY

Number, calculation and functional mathematics

36 original learner activities

worksheets | visuals | cut-apart cards | games | real-life transfer

Editable in Google Slides | Print in color or grayscale

INDEPENDENCE | CONFIDENCE | KINDNESS | RESILIENCE

Designed for age-respectful Special Education use in the USA



Maths Response Board

MA-01

LEARNING GOAL

I can choose a useful way to show mathematical thinking.

Name _____

Date _____

Cut, point to or keep these strategy cards available during every activity.

BUILD IT

objects, counters, coins or shapes

DRAW IT

marks, ten-frame, number line or diagram

SAY / SIGN / AAC

name the quantity or relationship

WRITE IT

number, equation, table or note

USE A TOOL

calculator, ruler, clock or spreadsheet

CHECK IT

estimate, inverse, compare or explain

JOURNEY ROUTES

1 Match or choose | 2 Complete and explain | 3 Change and transfer

POINT / SELECT

SAY / SIGN / AAC

DRAW / WRITE

ACT / USE

Help | Break | Not sure | Pass | Try again



Ten-Frame Thinking

MA-05

LEARNING GOAL

I can use a ten-frame to see quantity and make 10.

Name _____

Date _____

Find how many dots are shown and how many more make 10.

6 shown in a ten-frame

How many more make 10?

8 shown in a ten-frame

How many more make 10?

9 shown in a ten-frame

How many more make 10?

JOURNEY ROUTES

1 Match or choose | 2 Complete and explain | 3 Change and transfer

POINT / SELECT

SAY / SIGN / AAC

DRAW / WRITE

ACT / USE

Help | Break | Not sure | Pass | Try again



Calculate Within 20

MA-13

LEARNING GOAL

I can select a strategy for addition and subtraction within 20.

Name _____

Date _____

Choose build, number line, think 10, known fact or calculator-check.

PROBLEM	STRATEGY	ANSWER
$9 + 7$	_____	_____
$13 - 5$	_____	_____
$8 + 6$	_____	_____
$17 - 9$	_____	_____
$12 + 4$	_____	_____
$20 - 7$	_____	_____

JOURNEY ROUTES

1 Match or choose | 2 Complete and explain | 3 Change and transfer

POINT / SELECT

SAY / SIGN / AAC

DRAW / WRITE

ACT / USE

Help | Break | Not sure | Pass | Try again



Draw the Clock

MA-26

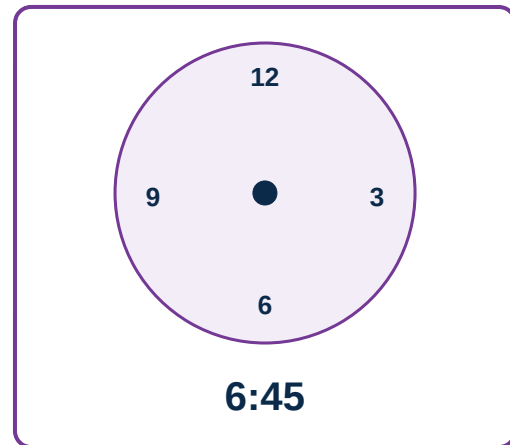
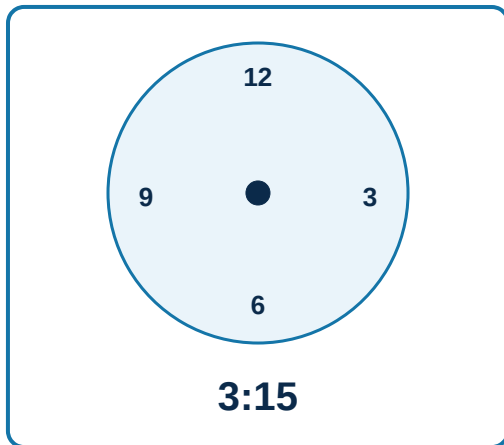
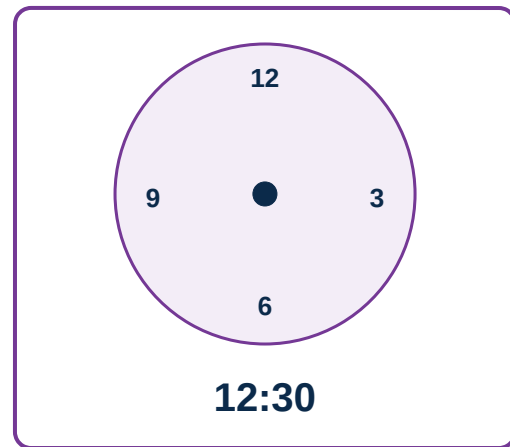
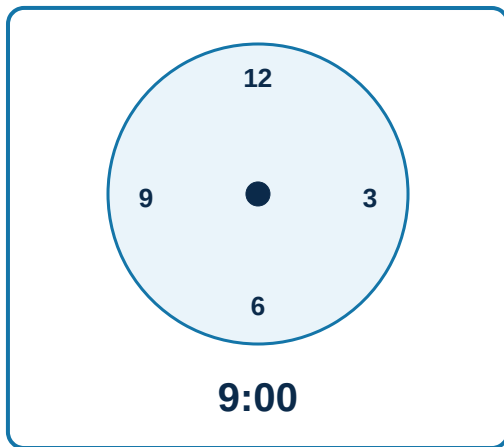
LEARNING GOAL

I can connect digital times to an analog clock face.

Name _____

Date _____

Draw the hour and minute hands for each digital time.



JOURNEY ROUTES

1 Match or choose | 2 Complete and explain | 3 Change and transfer

POINT / SELECT

SAY / SIGN / AAC

DRAW / WRITE

ACT / USE

Help | Break | Not sure | Pass | Try again



Build a Budget

MA-33

LEARNING GOAL

I can select items, total prices and adjust a plan.

Name _____

Date _____

Practice budget: \$15. Prices are fictional. Keep personal household finances private.

ITEMS + PRICES

ESTIMATE

EXACT TOTAL

WITHIN \$15?

ONE CHANGE IF NEEDED

WHY THE PLAN WORKS

JOURNEY ROUTES

1 Match or choose | 2 Complete and explain | 3 Change and transfer

POINT / SELECT

SAY / SIGN / AAC

DRAW / WRITE

ACT / USE

Help | Break | Not sure | Pass | Try again



Position and Map

MA-34

LEARNING GOAL

I can use positional language to follow and give directions.

Name _____

Date _____

Use the fictional community grid. Write or give directions from the school to the library.

COMMUNITY GRID

PARK	LIBRARY	CAFE
STORE	SCHOOL	CLINIC
BUS STOP	GYM	MARKET

1. What is left of the school?

2. What is above the school?

3. Give a route from school to library.

4. Give a route from bus stop to clinic.

JOURNEY ROUTES

1 Match or choose | 2 Complete and explain | 3 Change and transfer

POINT / SELECT

SAY / SIGN / AAC

DRAW / WRITE

ACT / USE

Help | Break | Not sure | Pass | Try again