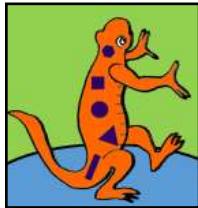


MATH SALAMANDERS KINDERGARTEN GRAB PACK 5

This pack is a selection of 10 Math sheets and one game designed especially for Kindergarten kids. All the sheets and games are from the Kindergarten area on our site.



In the pack is a range of number sheets, coloring pages, and puzzles.

There is also an answer pack which you can download separately.

CONTENTS			
1	Counting Tens and Ones to 20 Sheet 2	7	Number Bonds to 10 Sheet 3
2	Place Value to 20 Sheet 3	8	Salamander + and – to 10 Sheet 1
3	Easy as 1..2..3	9	Color by Number Elephant
4	Count the Triangles Sheet 1	10	Greater Less Equal Sheet 4
5	Writing the Number 15	11	Get the Picture Game 1
6	Match it up 5	12	

Please give us feedback on our pack – both what you liked and what sheets you would like to see more of by leaving a comment on the link below.

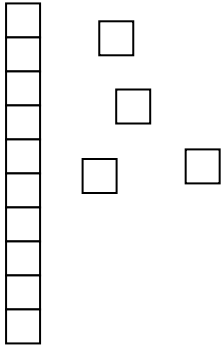
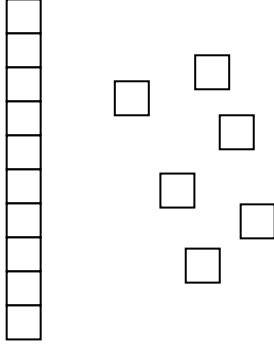
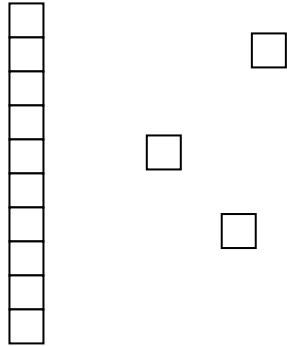
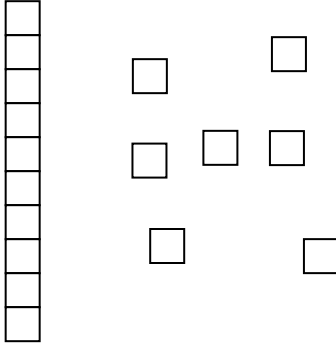
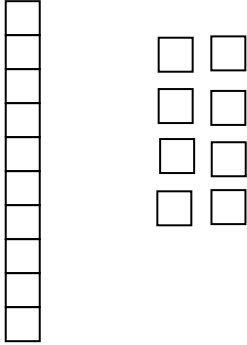
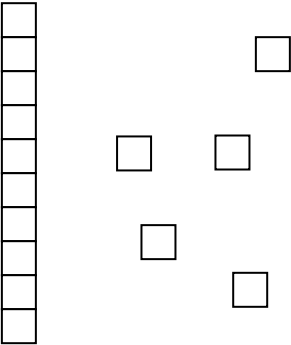
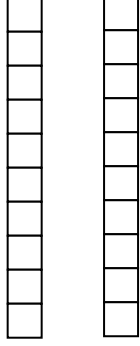
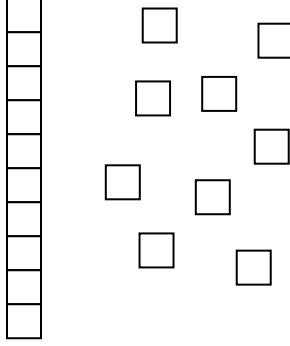
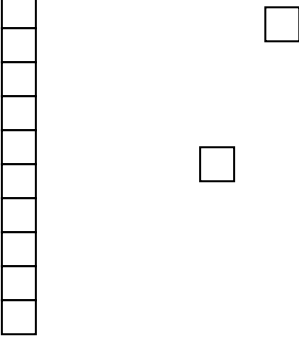
<https://www.math-salamanders.com/math-grab-packs.html>



COUNTING TENS AND ONES TO 20 SHEET 2

Write down the number of cubes in each box.

Remember to count the TENS first, then the ONES.

1) 	2) 	3) 
How many?	How many?	How many?
4) 	5) 	6) 
How many?	How many?	How many?
7) 	8) 	9) 
How many?	How many?	How many?



PLACE VALUE TO 20 SHEET 3

Shade the correct number in the tens frames and fill in the tens and ones.

1) 8 =

○	○	○	○	○
○	○	○	○	○

○	○	○	○	○
○	○	○	○	○

 = 0 tens 8 ones

2) 12 =

○	○	○	○	○
○	○	○	○	○

○	○	○	○	○
○	○	○	○	○

 = ___ ten ___ ones

3) 14 =

○	○	○	○	○
○	○	○	○	○

○	○	○	○	○
○	○	○	○	○

 = ___ ten ___ ones

4) 20 =

○	○	○	○	○
○	○	○	○	○

○	○	○	○	○
○	○	○	○	○

 = ___ tens ___ ones

5) 13 =

○	○	○	○	○
○	○	○	○	○

○	○	○	○	○
○	○	○	○	○

 = ___ ten ___ ones

6) 16 =

○	○	○	○	○
○	○	○	○	○

○	○	○	○	○
○	○	○	○	○

 = ___ ten ___ ones

7) 11 =

○	○	○	○	○
○	○	○	○	○

○	○	○	○	○
○	○	○	○	○

 = ___ ten ___ ones

8) 9 =

○	○	○	○	○
○	○	○	○	○

○	○	○	○	○
○	○	○	○	○

 = ___ tens ___ ones

9) 18 =

○	○	○	○	○
○	○	○	○	○

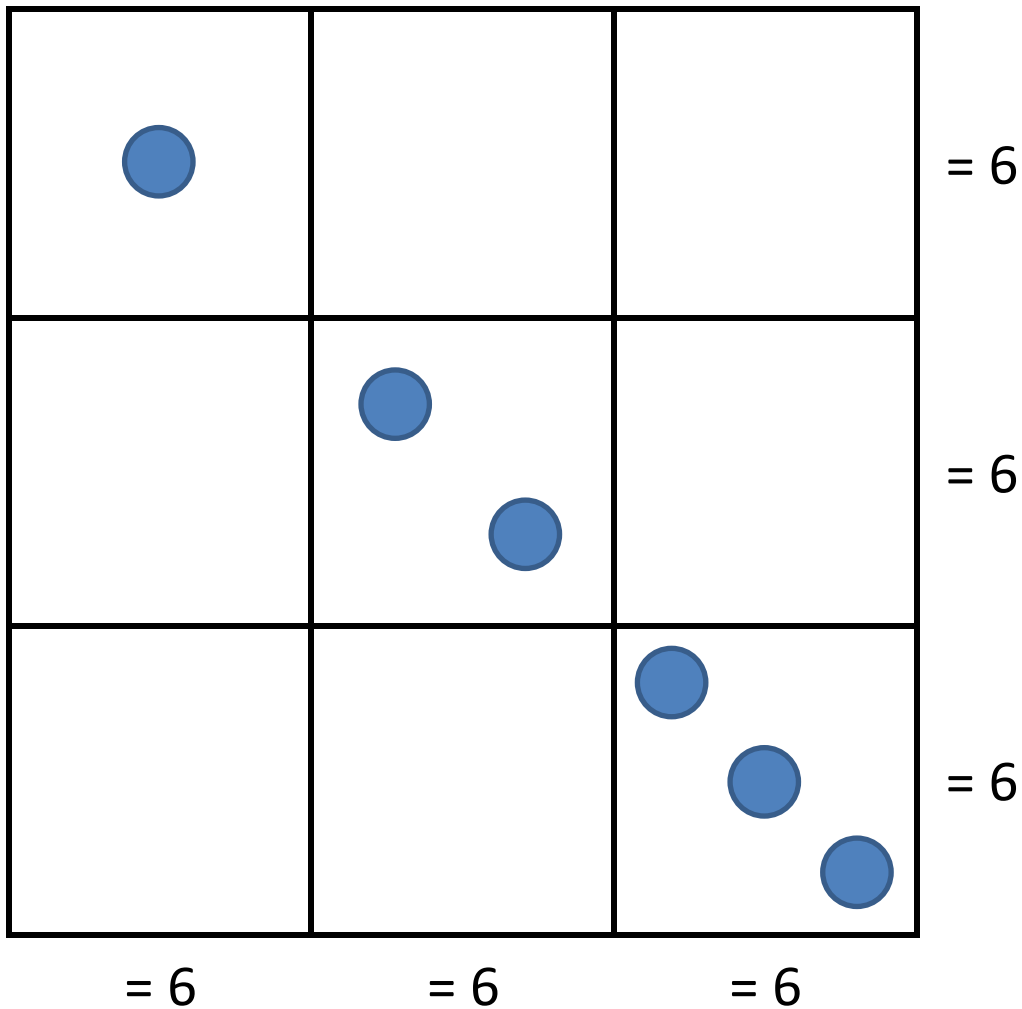
○	○	○	○	○
○	○	○	○	○

 = ___ ten ___ ones

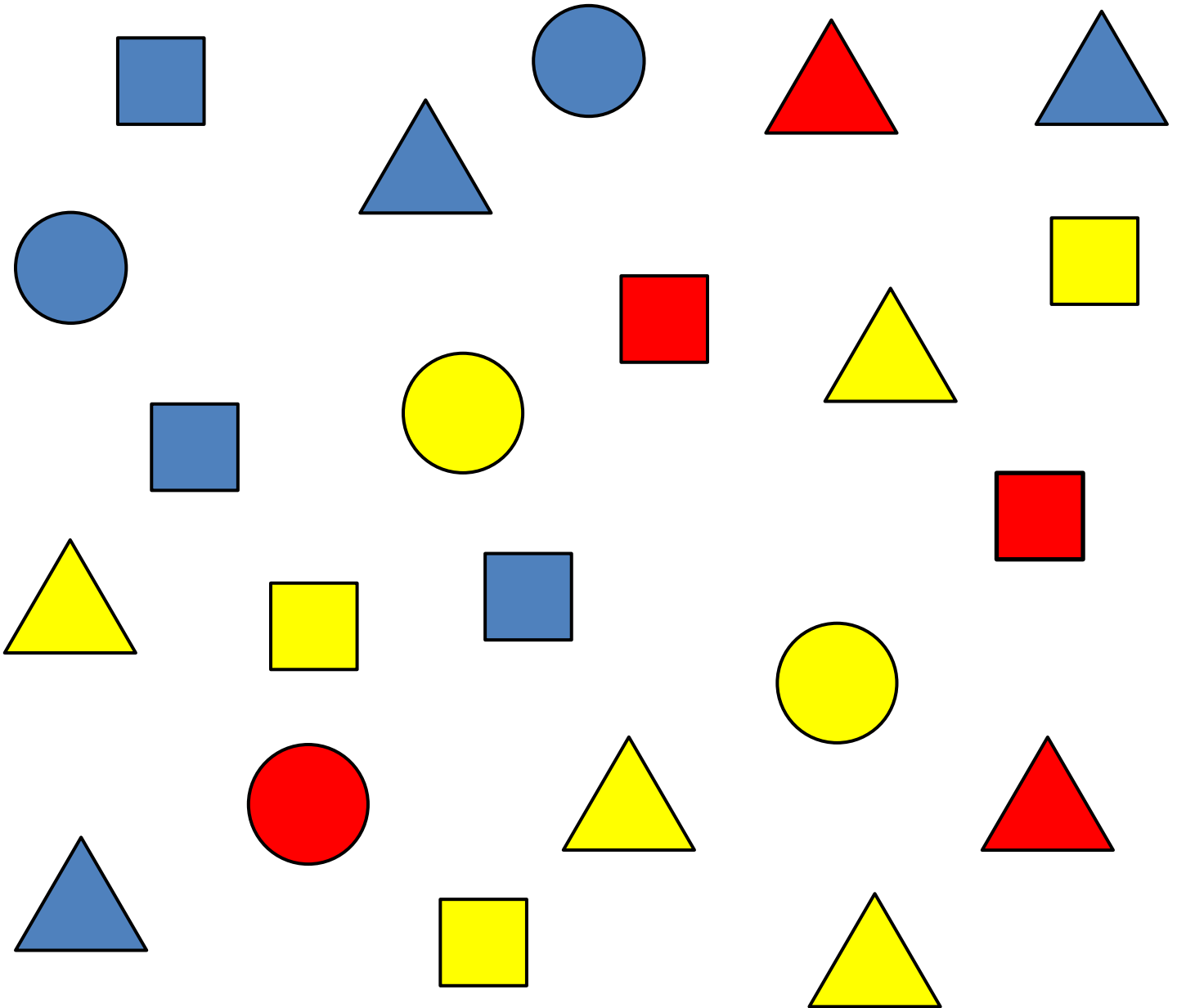


EASY AS 1..2..3

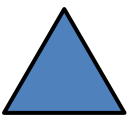
Draw 1, 2 or 3 dots in each small square so that the number of dots in each row and column is 6.

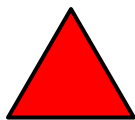


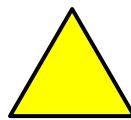
COUNT THE TRIANGLES SHEET 1



How many triangles did you count?









WRITING THE NUMBER FIFTEEN

Trace the number 15.

Write the number 15 inside the dashes.



	15	15	15
	15	15	15
	15	15	15

Shade in **fifteen** of the circles in the tens frames.

○	○	○	○	○	○	○	○	○	○
○	○	○	○	○	○	○	○	○	○



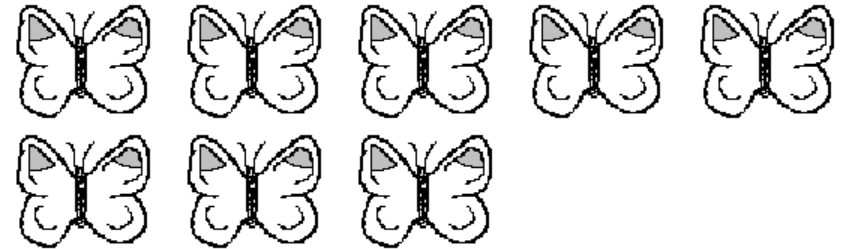
MATCH IT UP SHEET 5

Draw lines to connect the numbers and shapes that go together.

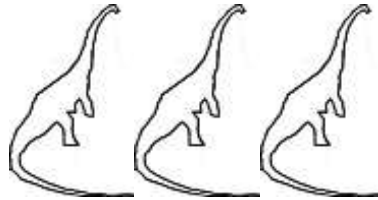
3



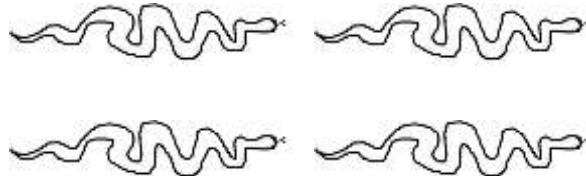
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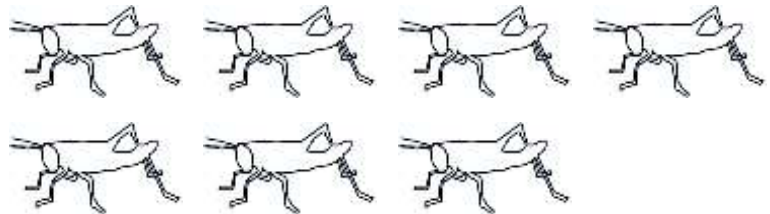
5



6



7

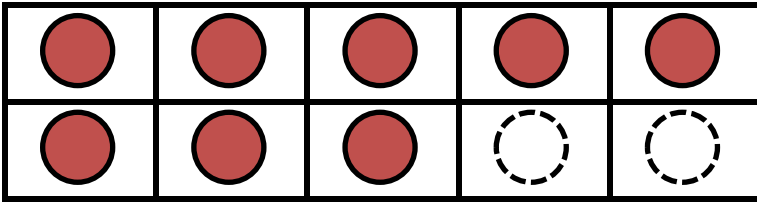


8

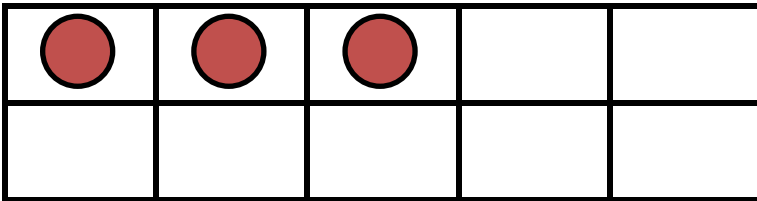


NUMBER BONDS TO 10 SHEET 3

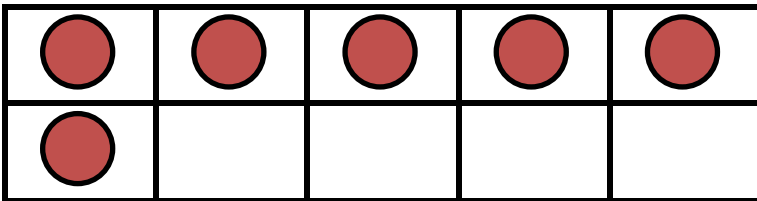
Complete the tens frame to find the missing number to make 10.



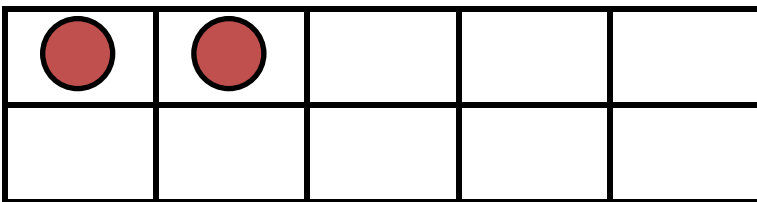
$$8 + 2 = 10$$



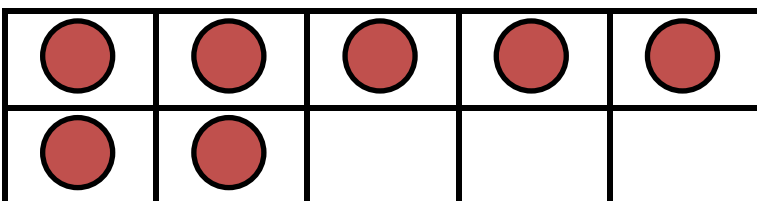
$$3 + \underline{\quad} = 10$$



$$6 + \underline{\quad} = 10$$



$$2 + \underline{\quad} = 10$$



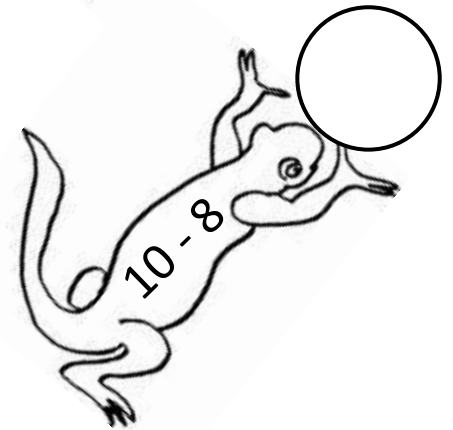
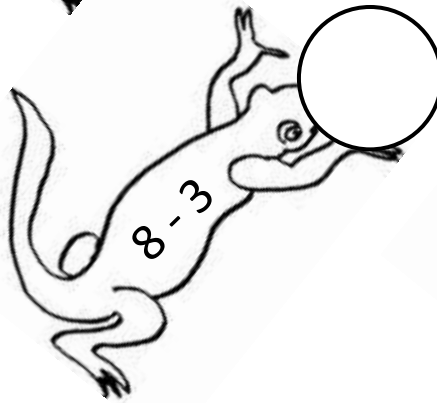
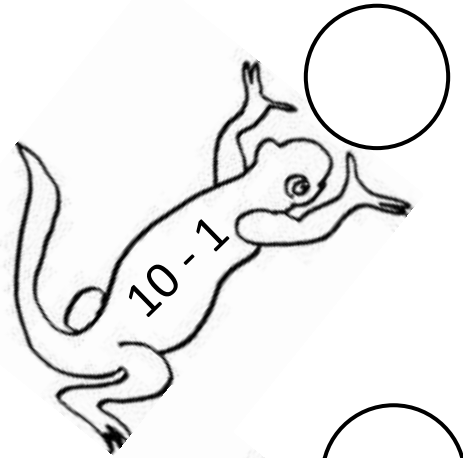
$$7 + \underline{\quad} = 10$$



SALAMANDER ADDITION & SUBTRACTION TO 10

SHEET 1

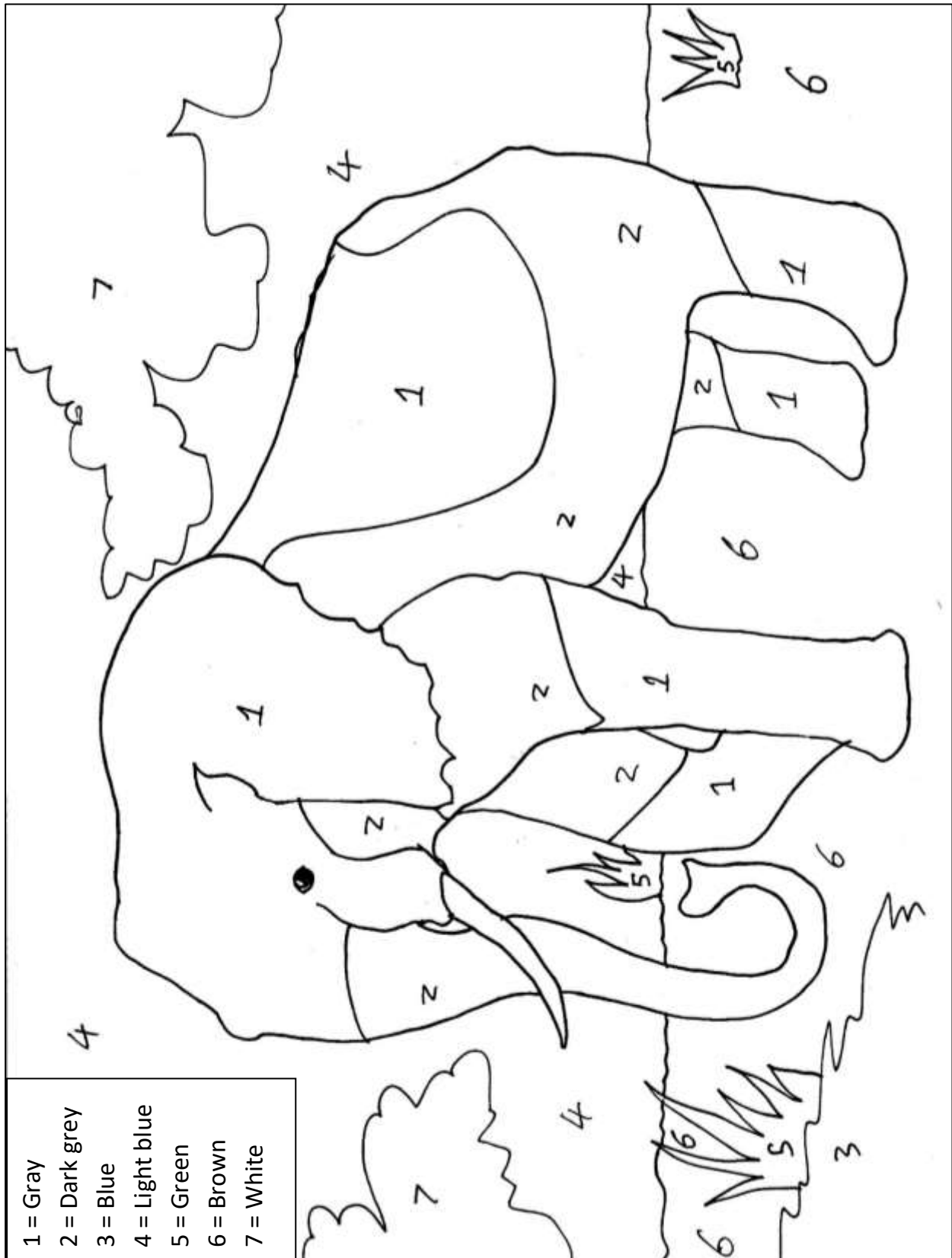
Write in the answers to each fact in Sally the Shape Salamander's ball.



Shade the balls as follows: 0 to 1 blue, 2 to 3 green, 4 to 5 yellow, 6 to 7 red, 8 to 9 orange, 10 purple.

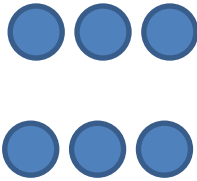
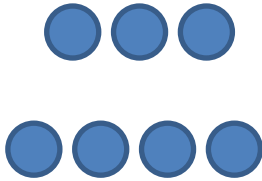
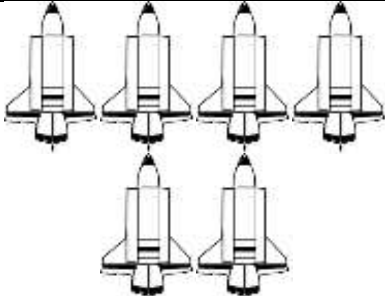
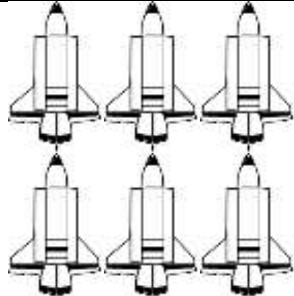
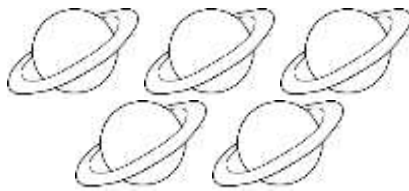
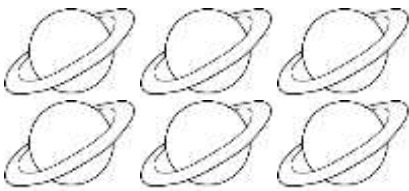






ELEPHANT



GREATER, LESS AND EQUAL SHEET 4

Circle the correct choice.

1)		<p>is greater than ></p> <p>is equal to =</p> <p>is less than <</p>	
2)		<p>is greater than ></p> <p>is equal to =</p> <p>is less than <</p>	
3)		<p>is greater than ></p> <p>is equal to =</p> <p>is less than <</p>	
4)		<p>is greater than ></p> <p>is equal to =</p> <p>is less than <</p>	
5)	<p style="text-align: center; font-size: 2em;">8</p>	<p>is greater than ></p> <p>is equal to =</p> <p>is less than <</p>	<p style="text-align: center; font-size: 2em;">9</p>
6)		<p>is greater than ></p> <p>is equal to =</p> <p>is less than <</p>	



GET THE PICTURE GAME #1

Get the Picture is a simple game where the aim is to complete your picture first to win the game. You get to complete your picture by adding the correct colored animals and scenery so that it is completely filled in.

Age range: Pre-Kindergarten +

Number of players: any number

Learning: Counting the number of spots on one dice; recognise numbers to 6

You will need

- A copy of a blank picture board for each player (there are 2 separate boards to choose from).
- A copy of each colored part of the board – background and animals all cut out, ready to use, for each player.

Instructions

- Each player starts the game with a board containing the background only and no animals or objects inside.
- Player 1 rolls the dice.
- Player 1 then takes the relevant colored animal or object for their roll, and places it on their board. If Player 1 has already got this on their board, then it is the next player's turn.
- If a player rolls a 6, then they can choose any colored animal to add to their board that they need.
- Once a player has completed all of their board, they win the game.

Example

If you roll a 2, you will need to pick out either the yellow sun (for the land picture) or the yellow seahorse (for the sea picture).

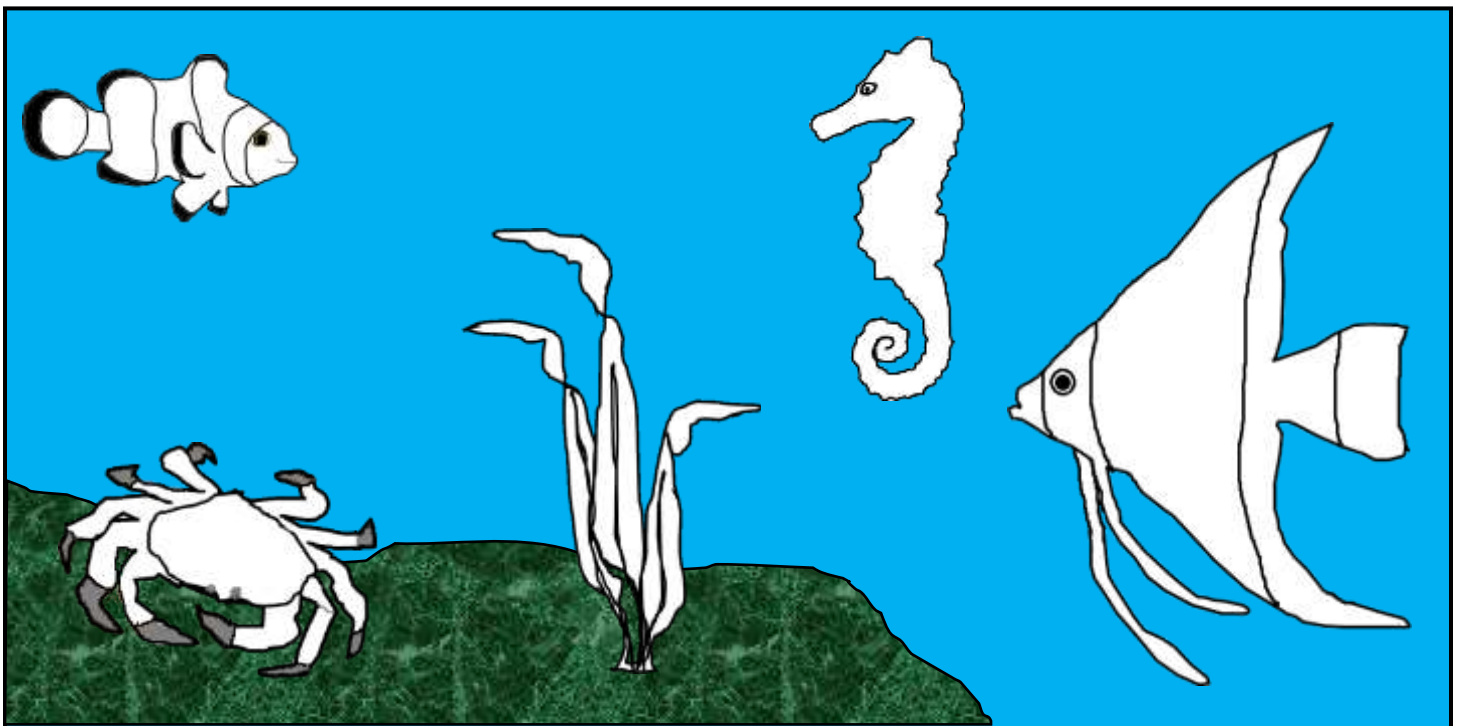
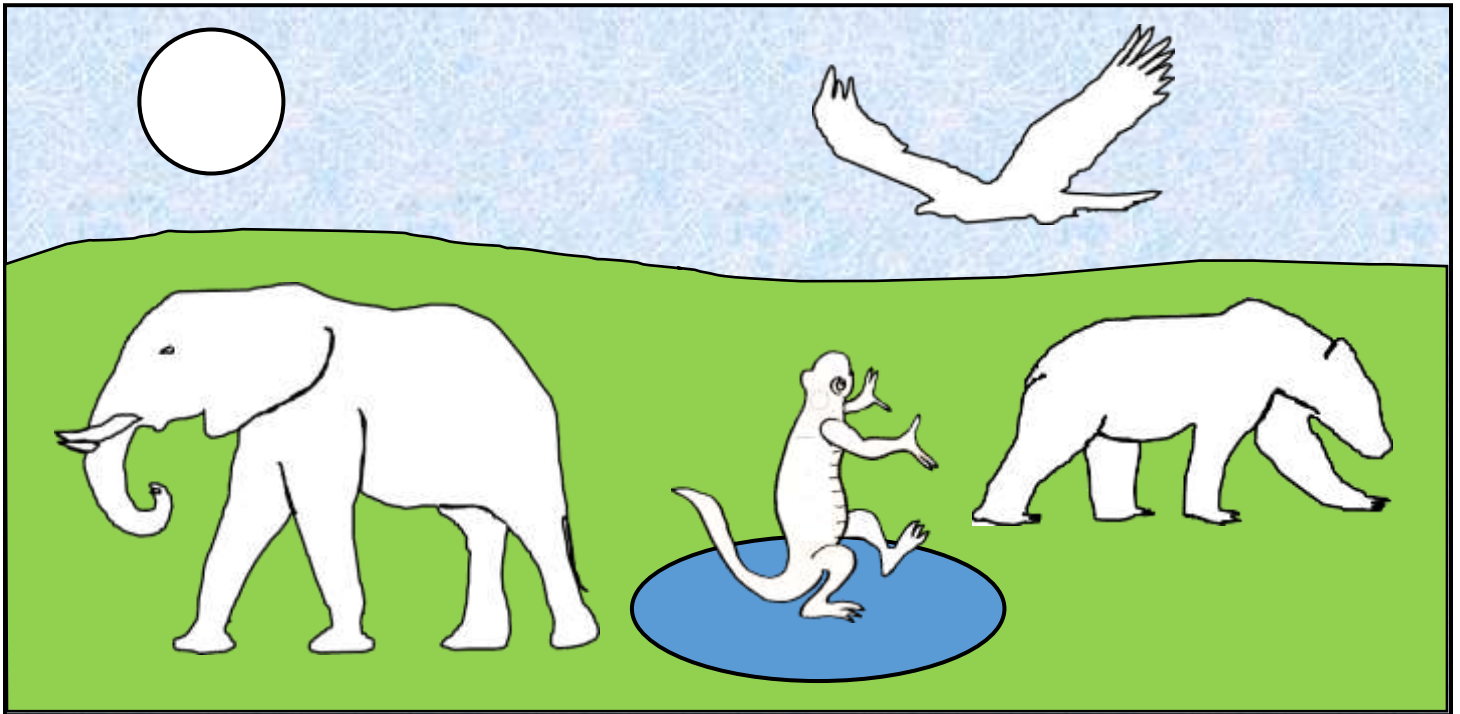
Variations

- If you already have the object on your board, roll the dice one more time and see if you can get an object you don't already have.

GET THE PICTURE GAME #1



1 GREY	2 YELLOW	3 ORANGE	4 BROWN	5 BLACK	6 CHOOSE
-----------	-------------	-------------	------------	------------	-------------



GET THE PICTURE GAME PIECES



Cut out the animals and objects to use in the game.

