



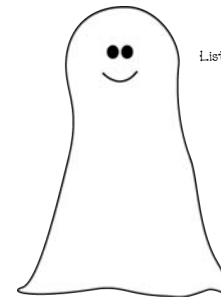
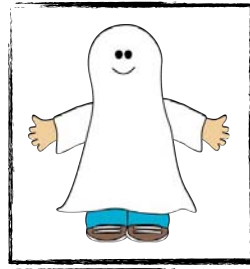
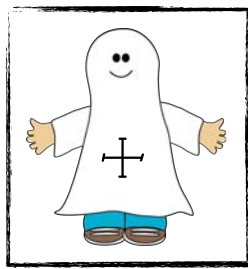
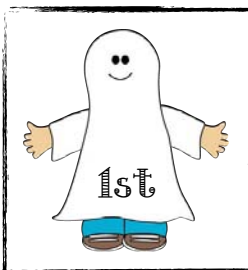
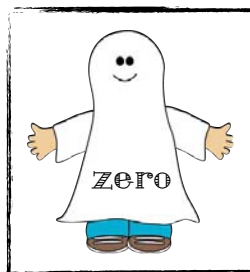
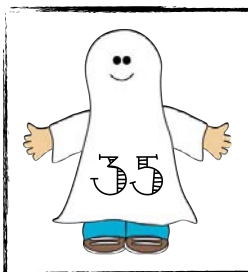
Five little ghosts flying out the door
one flew away and that left 4.

Four little ghosts playing happily
one flew away and that left 3.

Three little ghosts yelling boo boo boo
one flew away and that left 2.

Two little ghosts having spooky fun,
one flew away and that left 1.

One little ghost sleeping in the sun
flew back home and that left none.

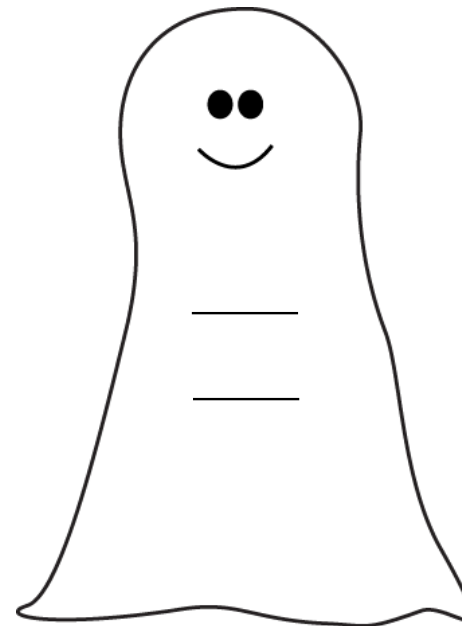


Who Will Be The Ghost With The Most?


List as many words as you can think of that rhyme with ghost.
You have 2 minutes. Ready, set, ghost!

bedpost
boast
coast
compost
diagnosed
dosed
engrossed
fencepost
foremost
gatepost
goalpost
grossed
host

lamppost
most
outpost
overdosed
post
provost
riposte
roast
seacoast
signpost
toast
uppermost
utmost



10
20
30
40
50
60
70
80
90
100



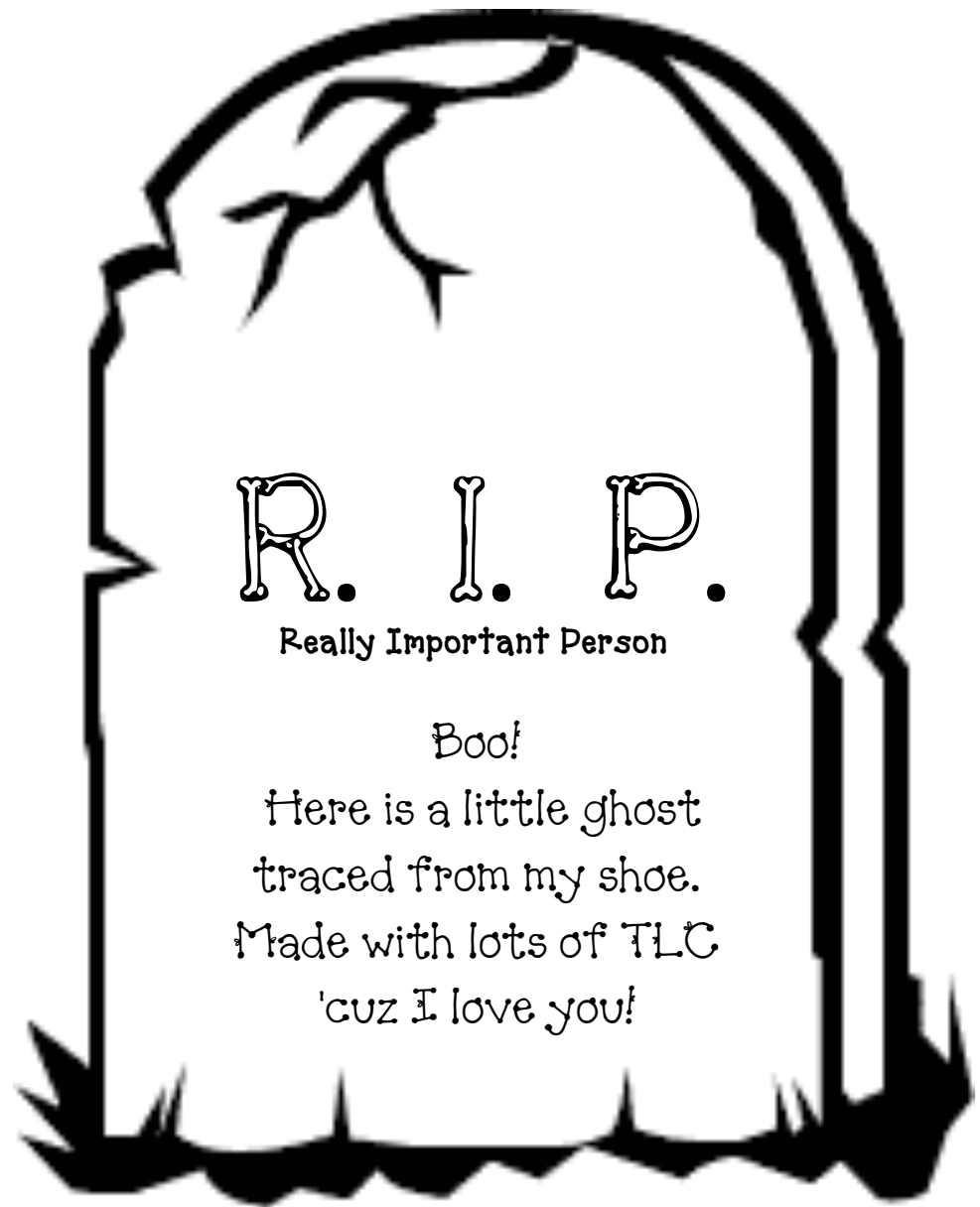
Kaiden

R. I. P.

Really Important Person

Boo!

Here is a little ghost
traced from my shoe.
Made with lots of TLC
'cuz I love you!



Run off on gray construction paper.
Students trim and write their name at the top.
They glue their ghost shoe print to the back.
Punch a hole in the top, add a yarn loop and dangle from the ceiling.
Older students can write what makes Halloween spooky.



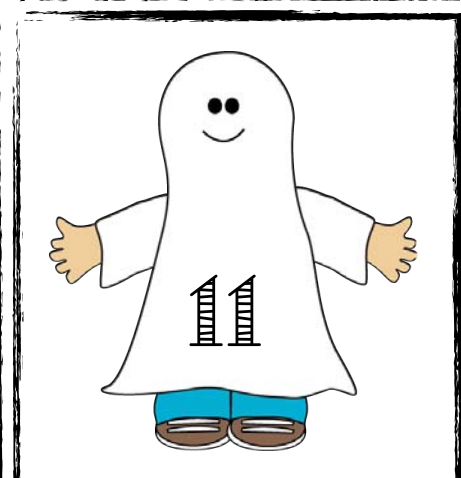
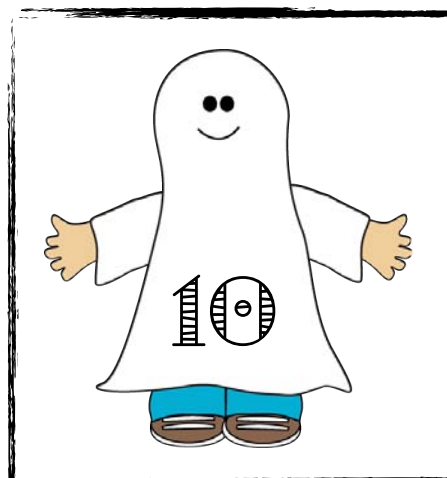
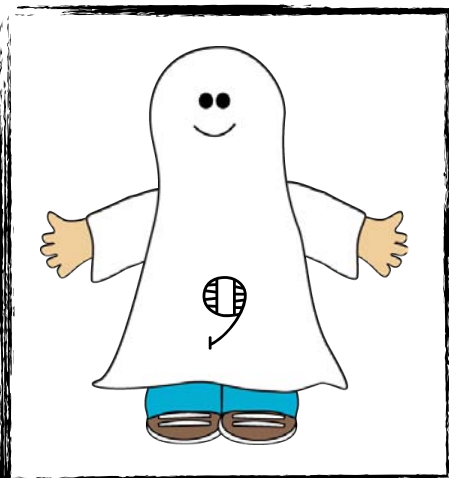
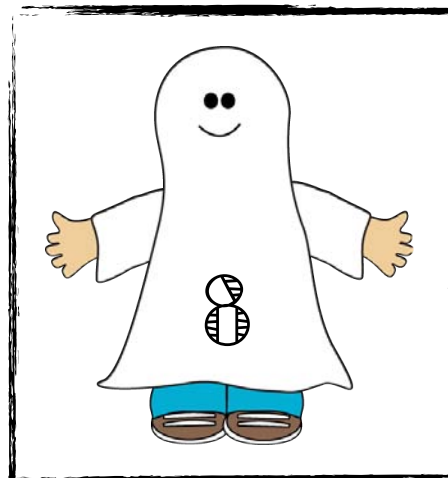
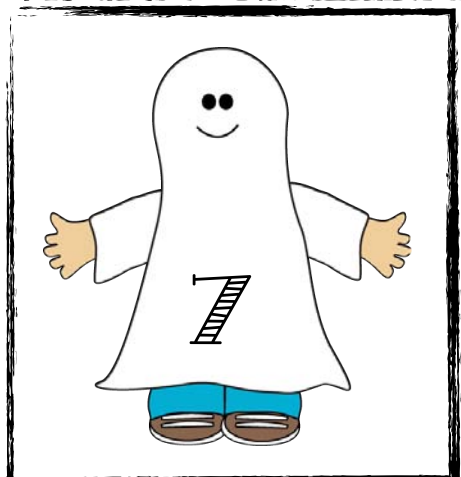
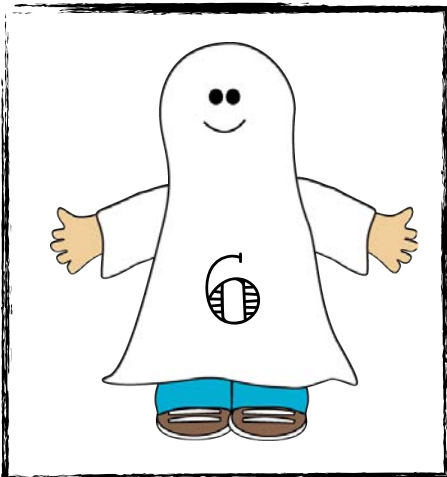
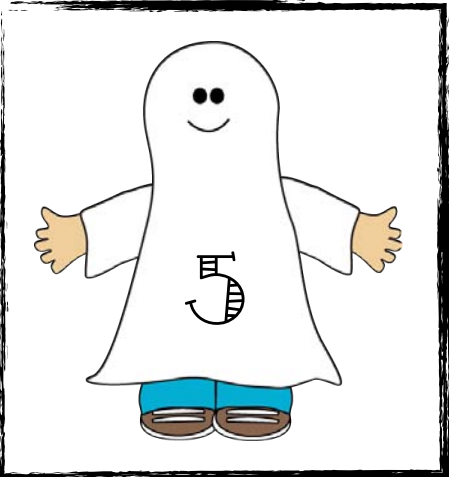
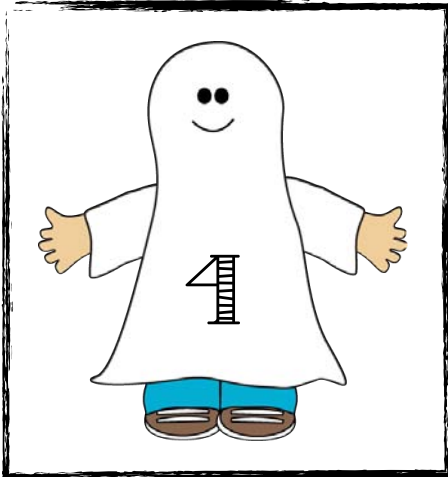
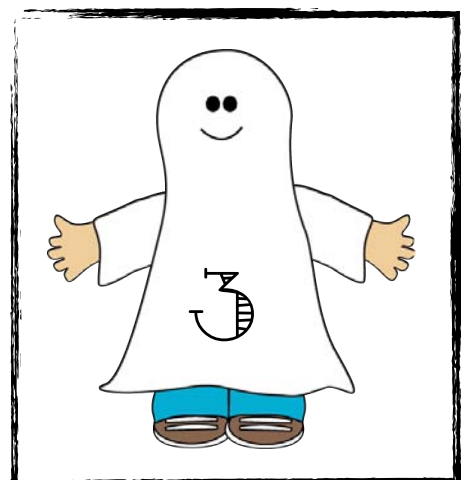
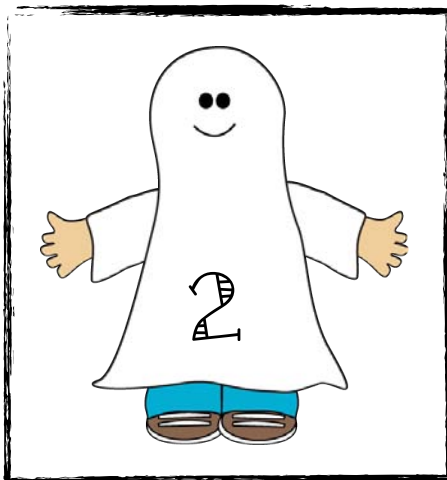
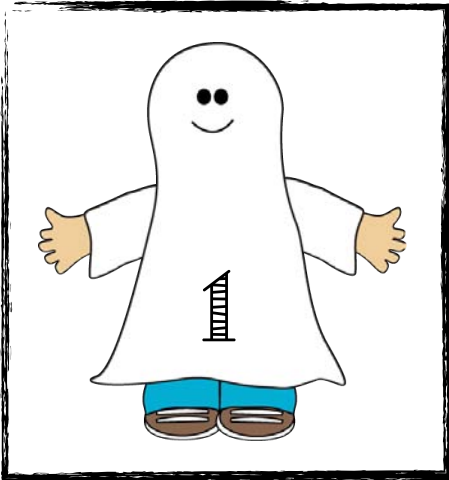
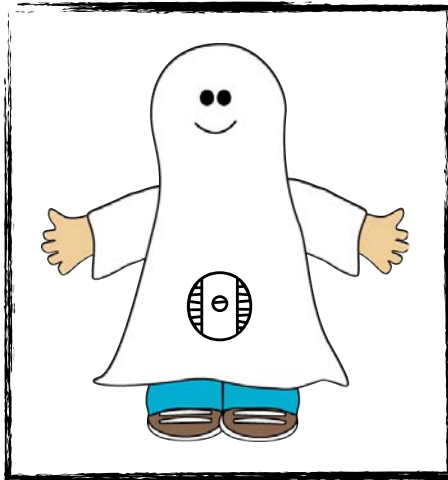
Five little ghosts flying out the door
one flew away and that left 4.

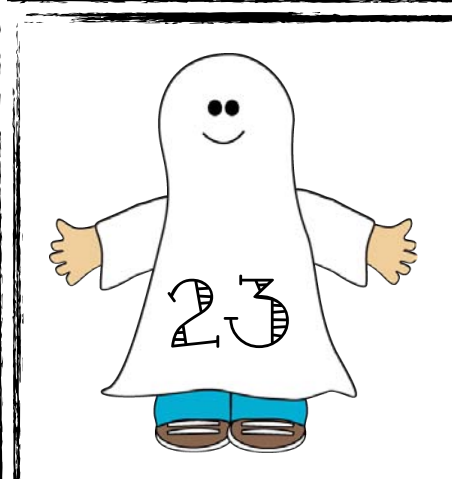
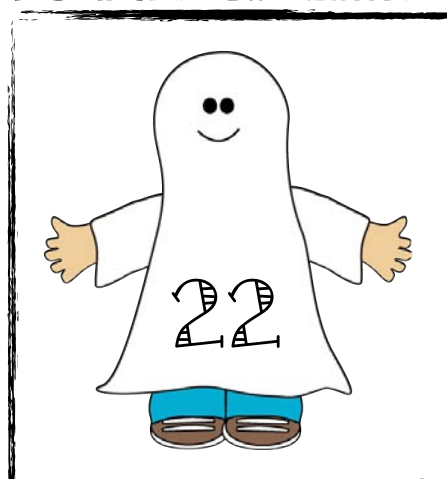
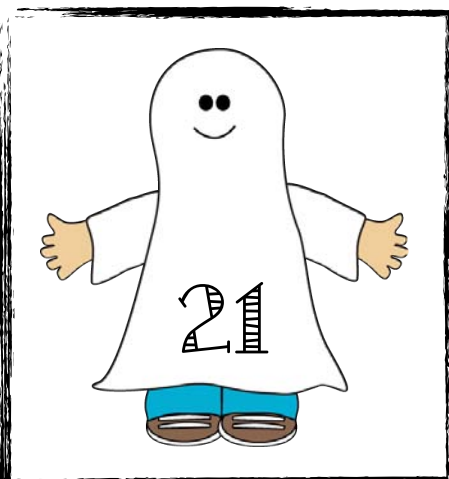
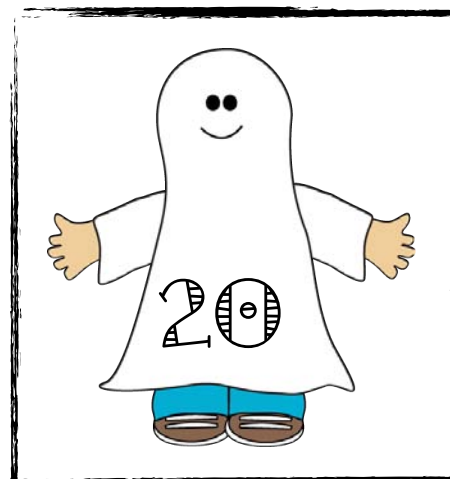
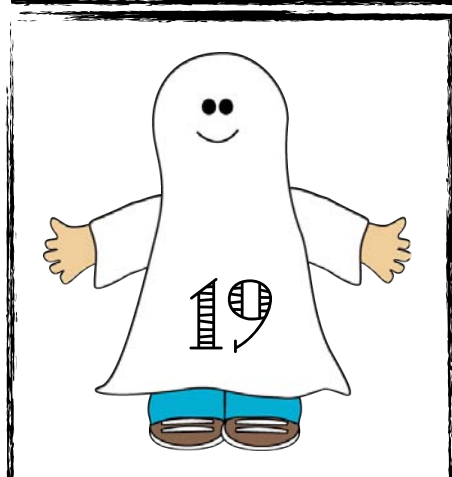
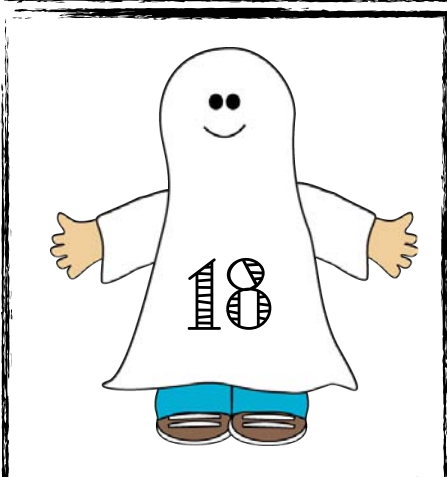
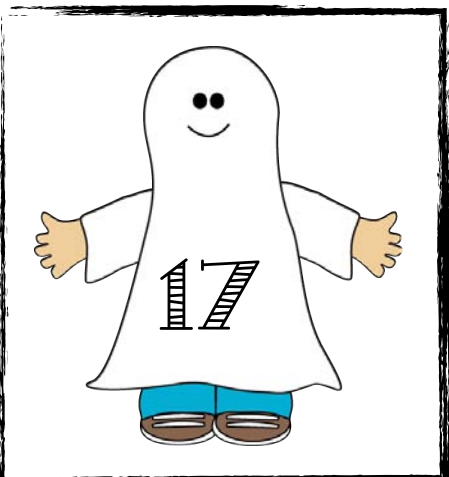
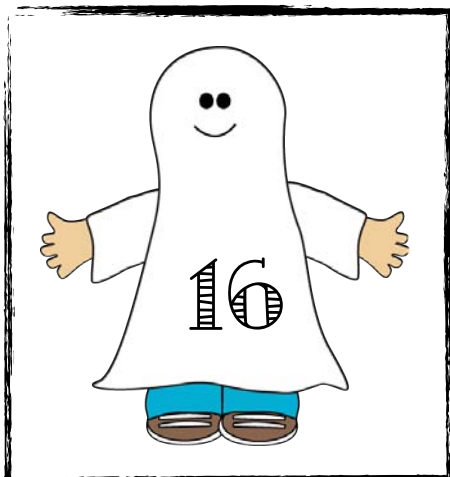
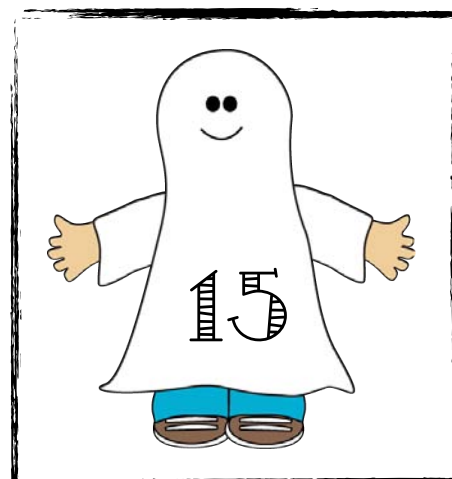
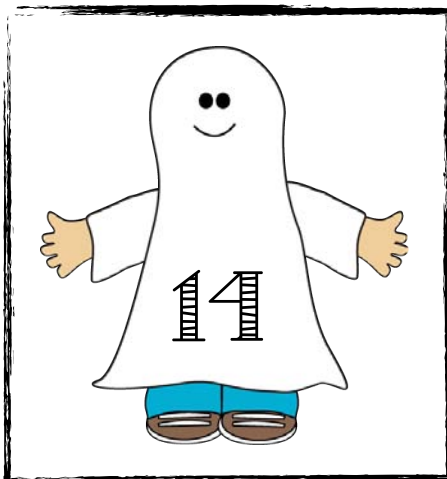
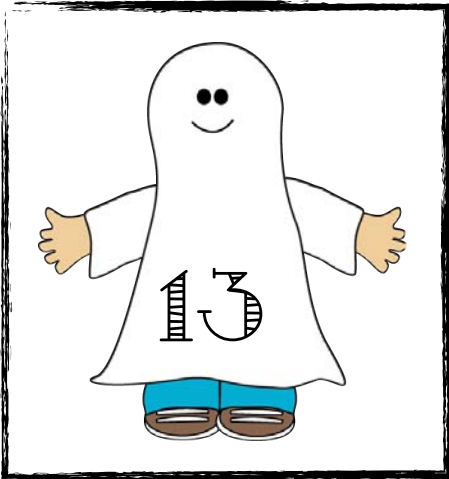
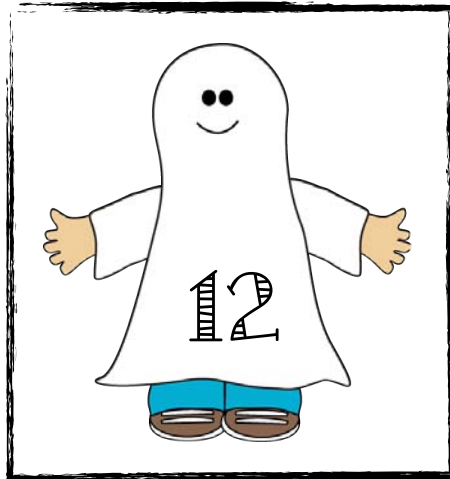
Four little ghosts playing happily
one flew away and that left 3.

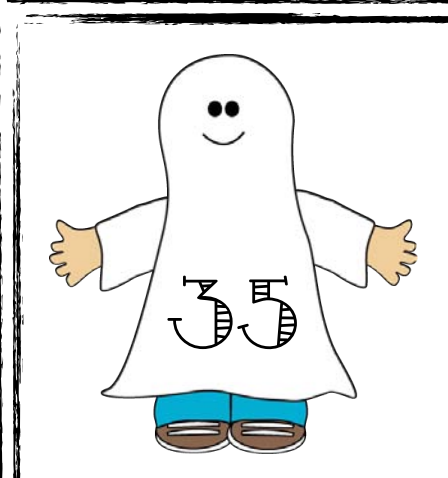
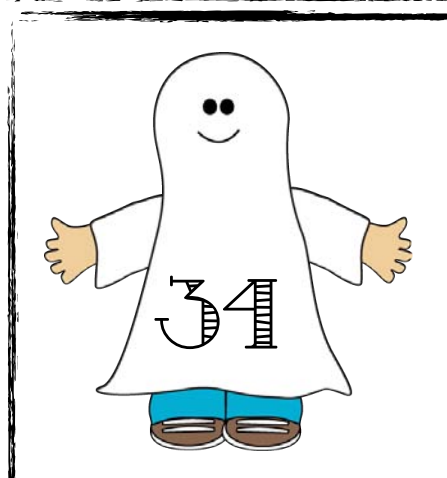
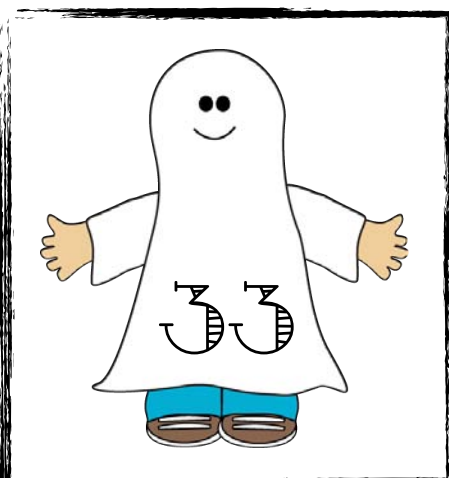
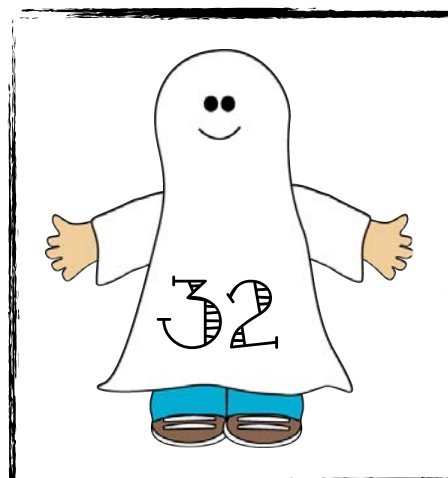
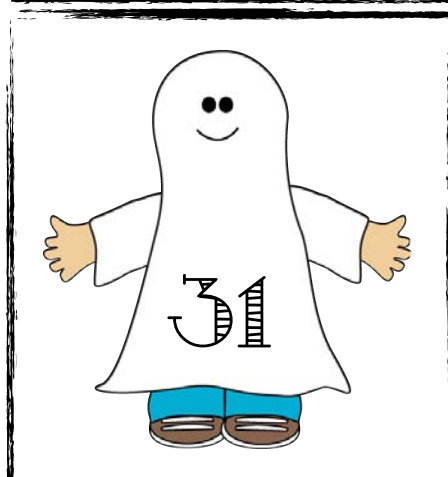
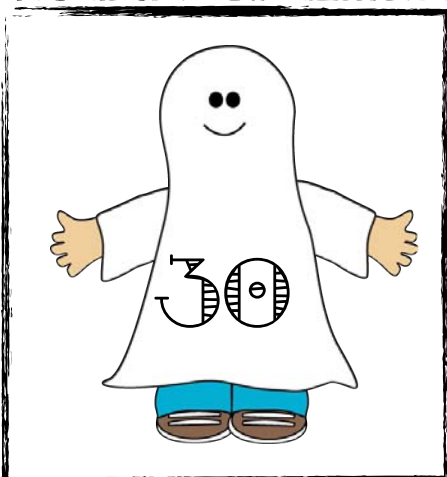
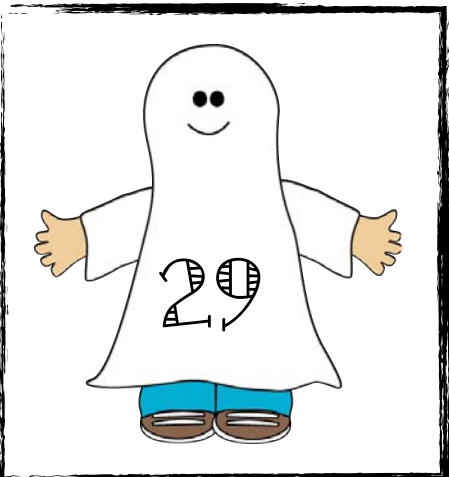
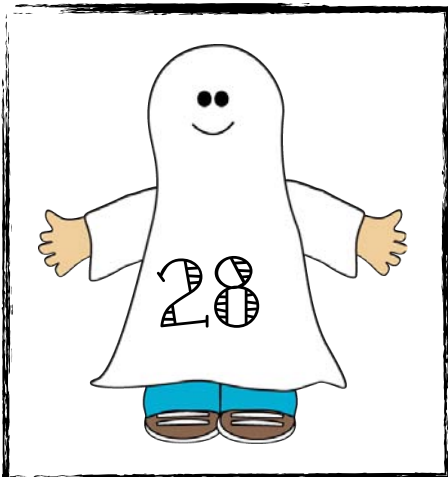
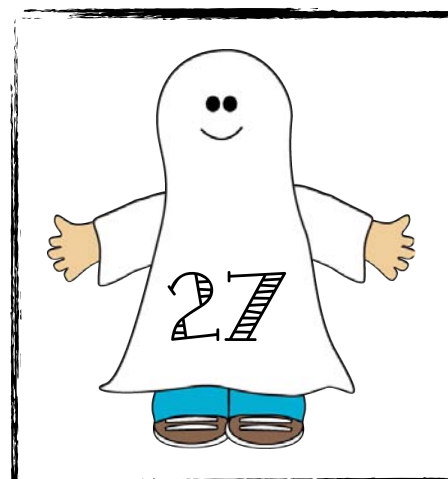
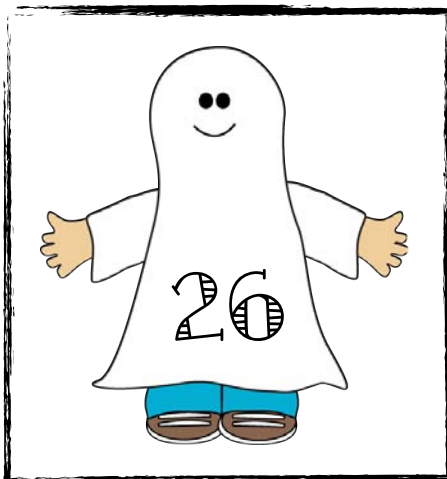
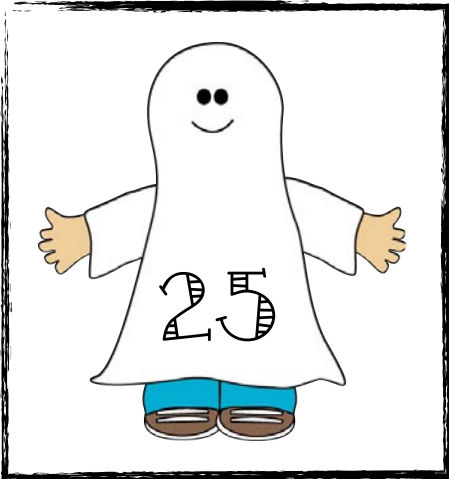
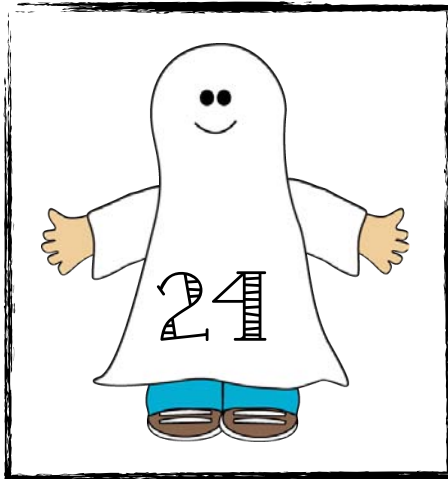
Three little ghosts yelling boo boo boo
one flew away and that left 2.

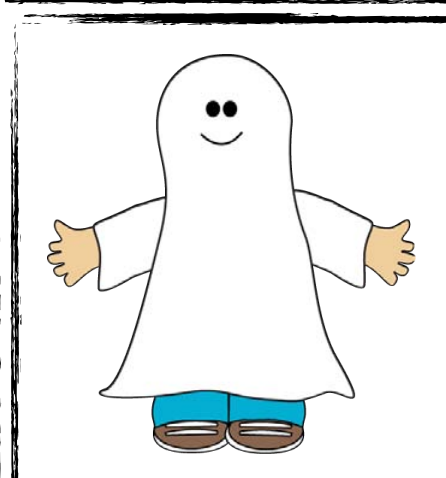
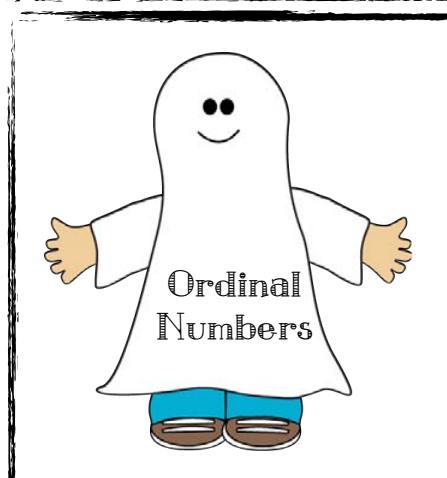
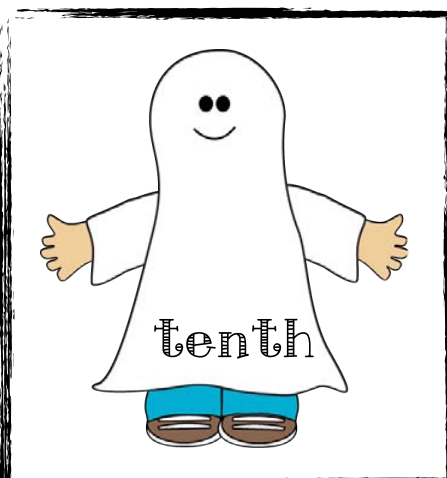
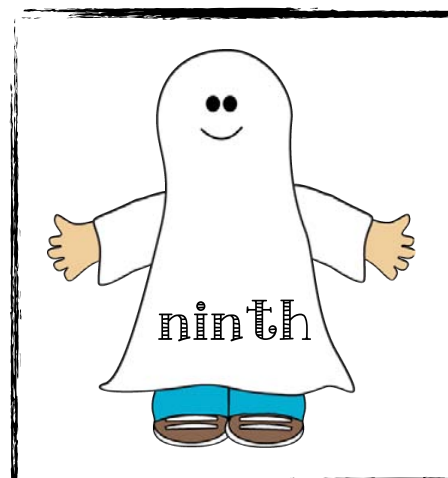
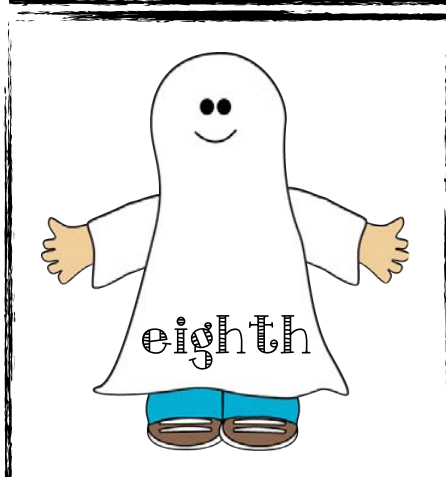
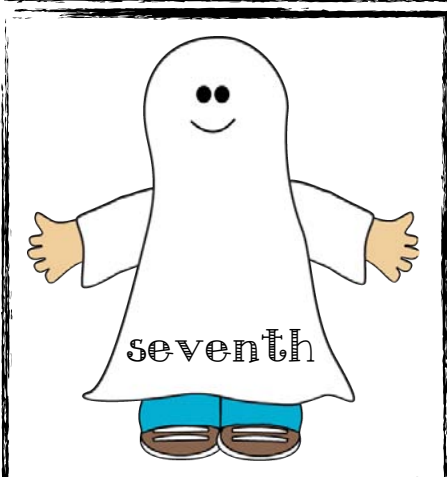
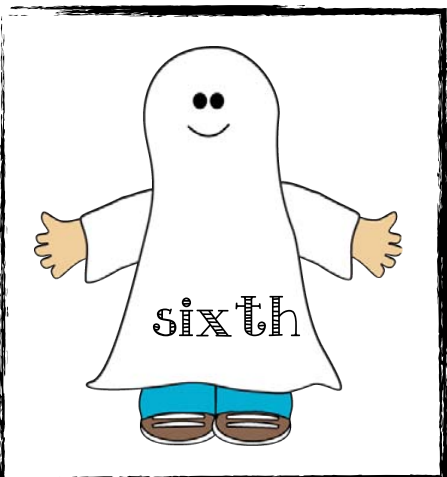
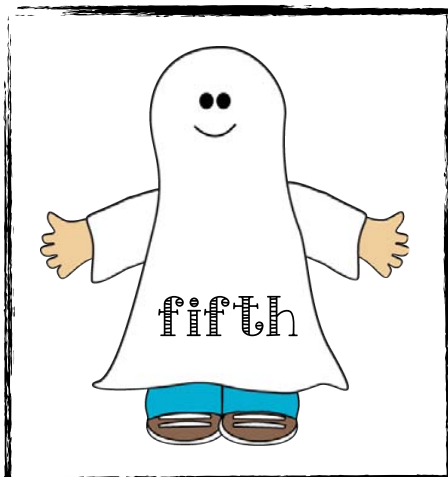
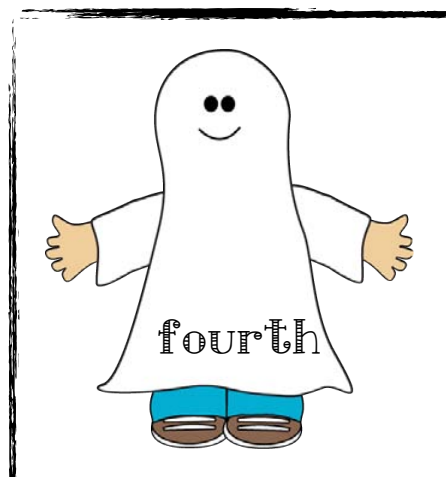
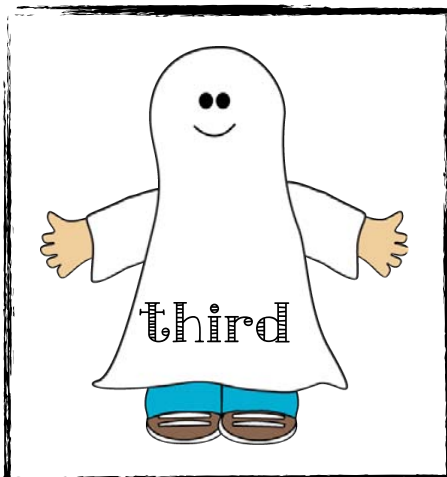
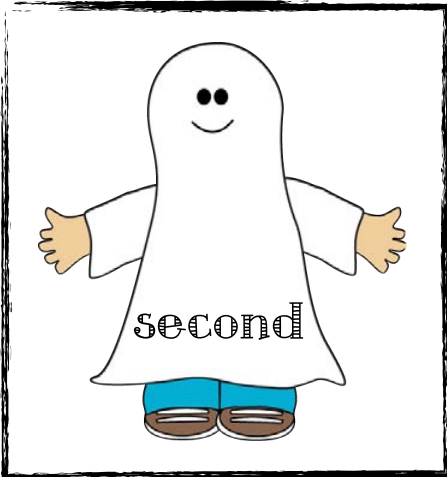
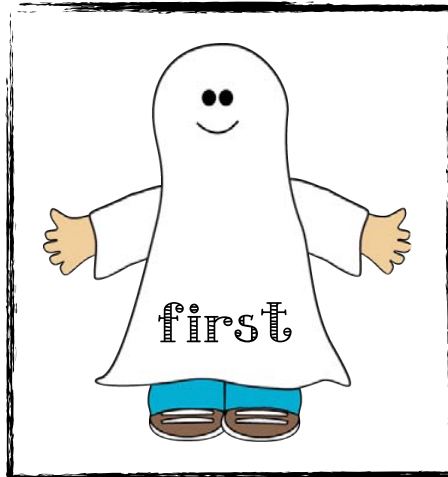
Two little ghosts having spooky fun,
one flew away and that left 1.

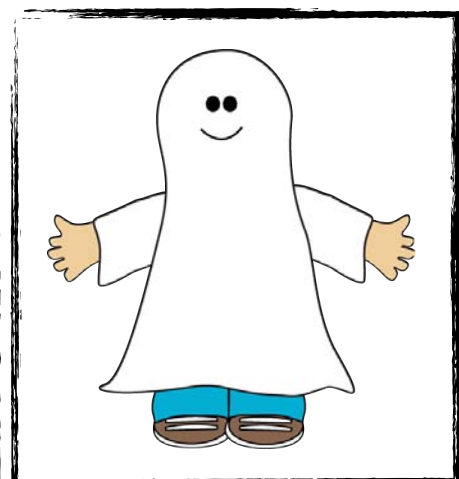
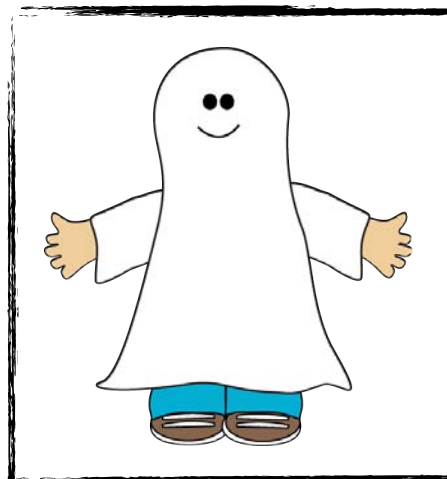
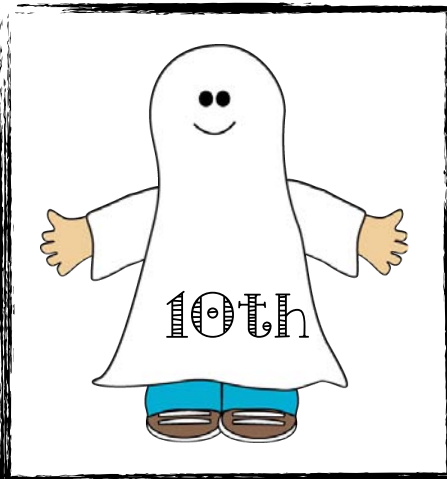
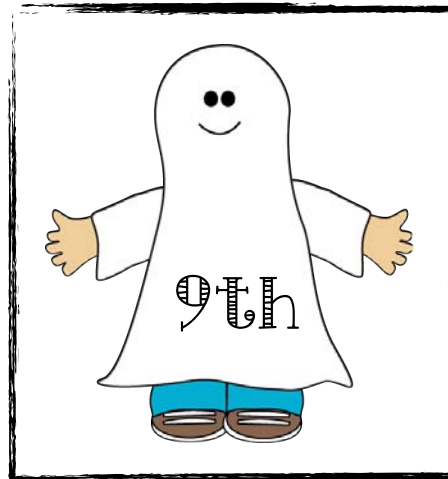
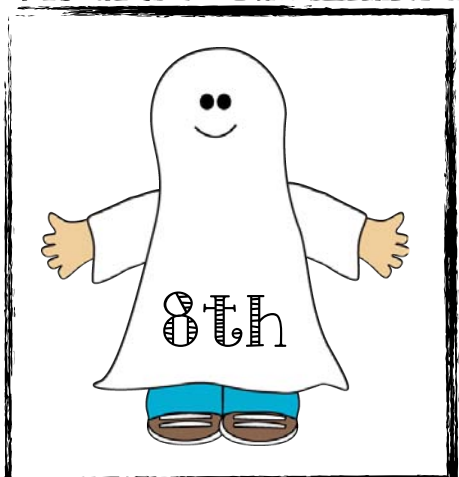
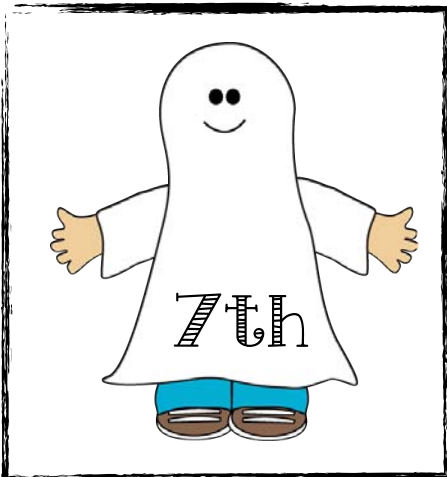
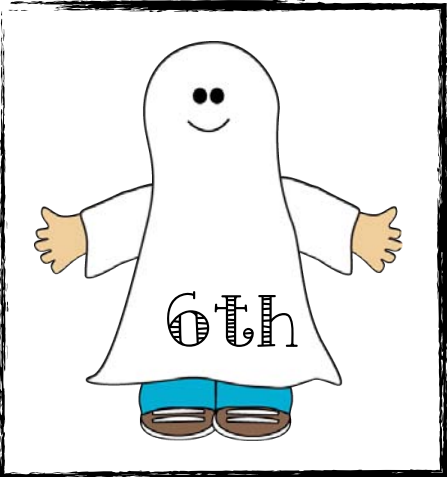
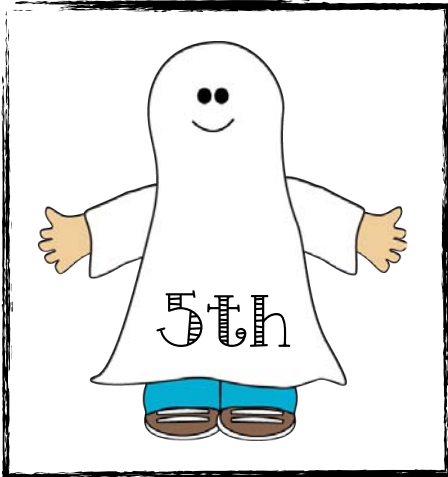
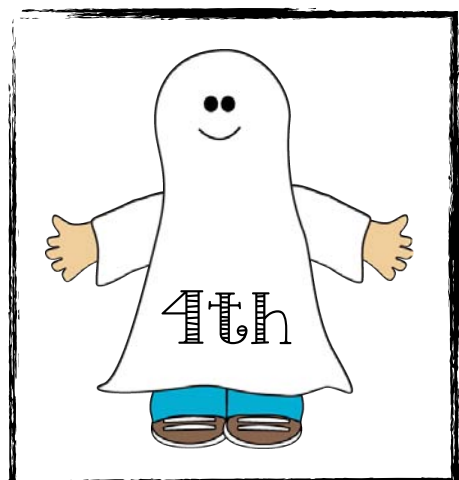
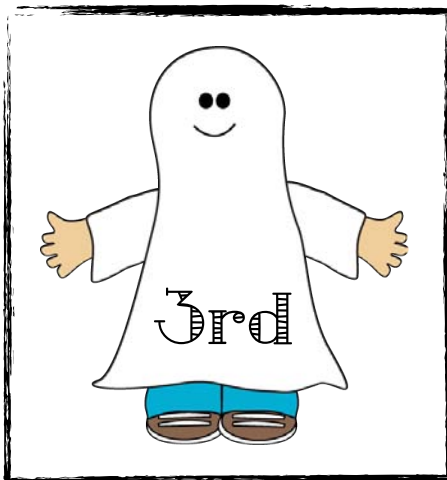
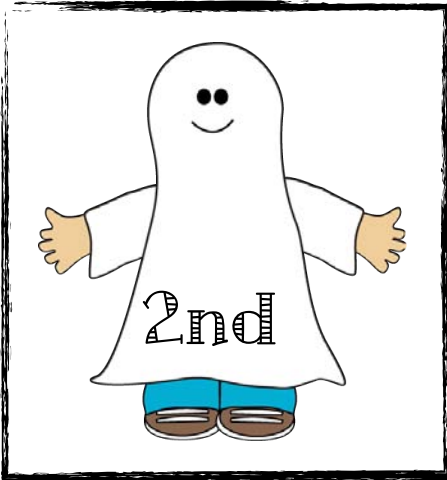
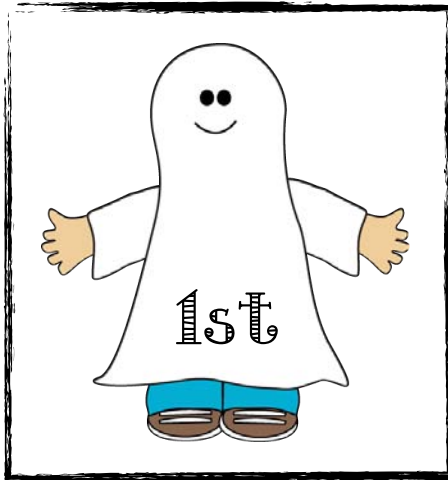
One little ghost sleeping in the sun
flew back home and that left none.

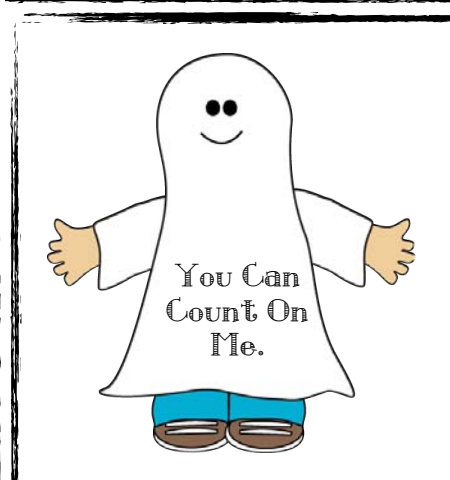
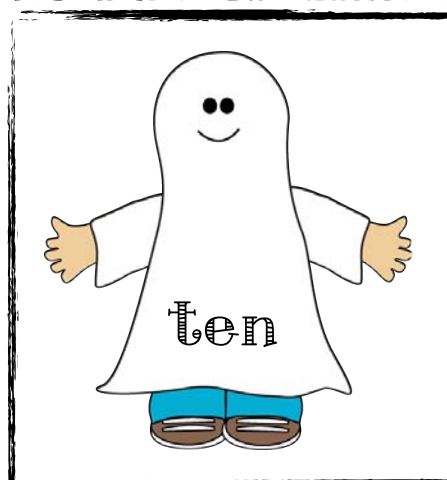
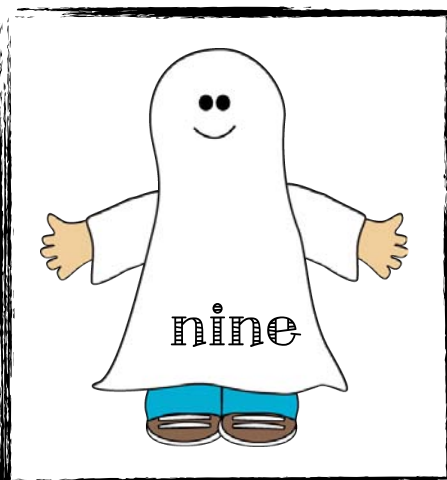
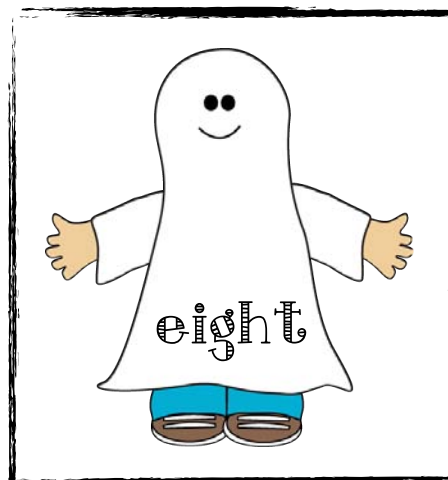
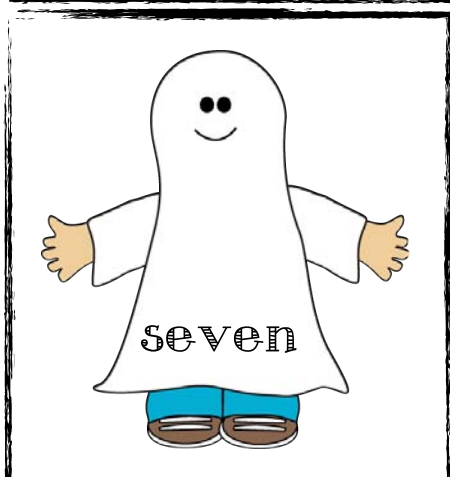
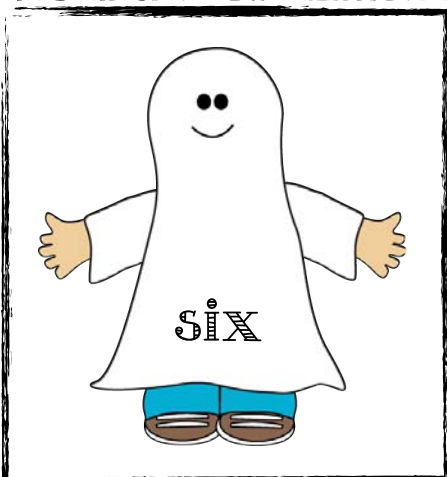
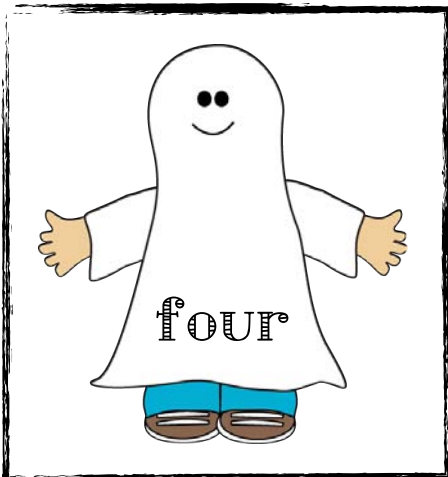
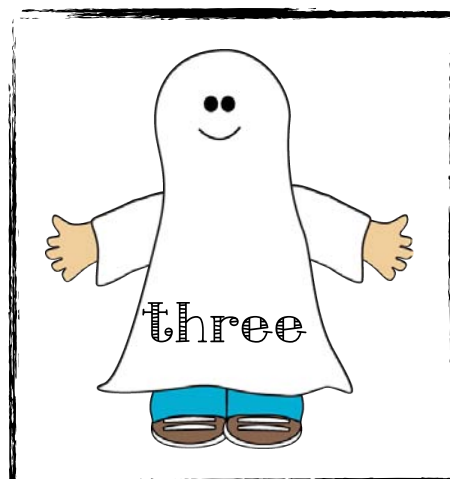
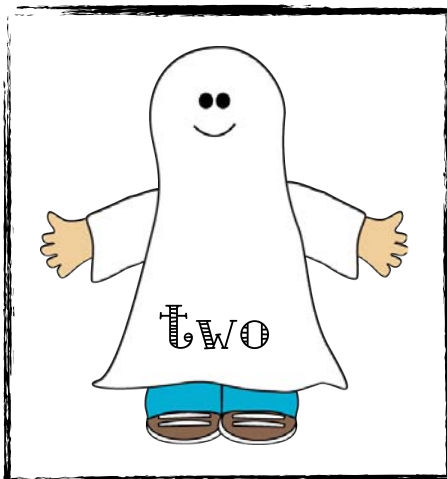
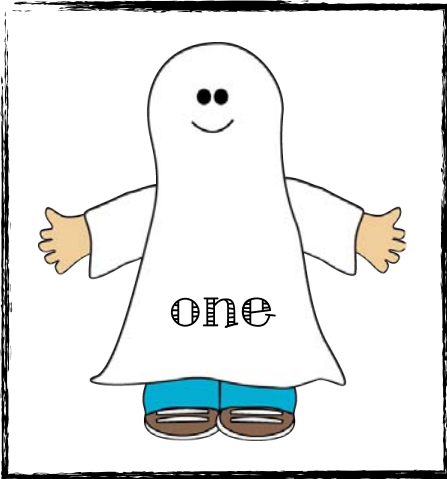
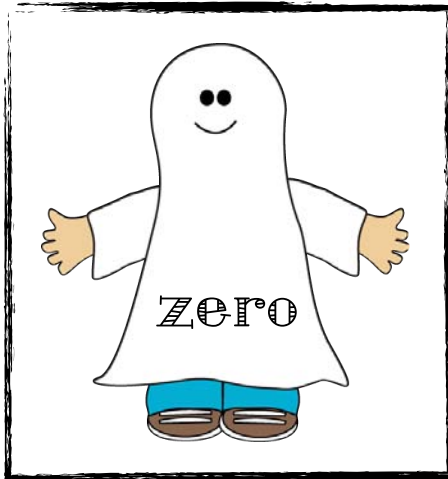


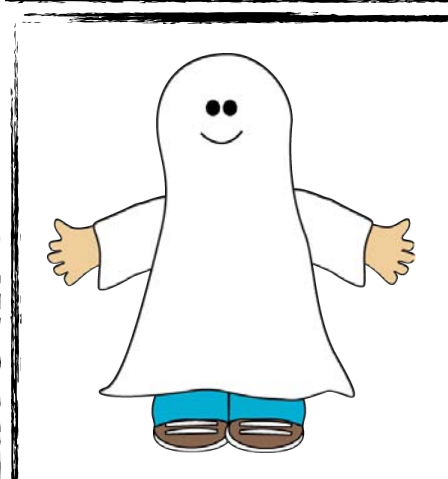
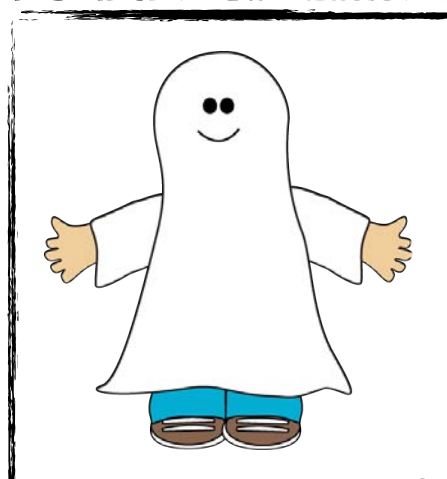
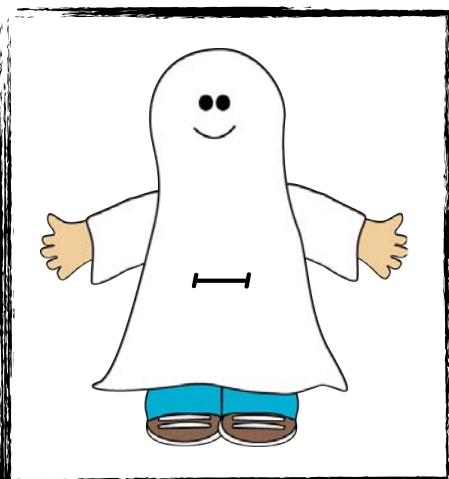
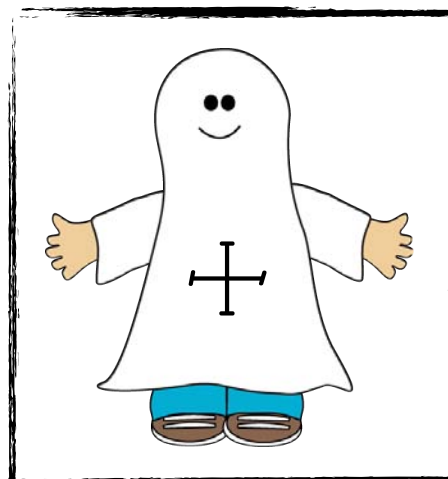
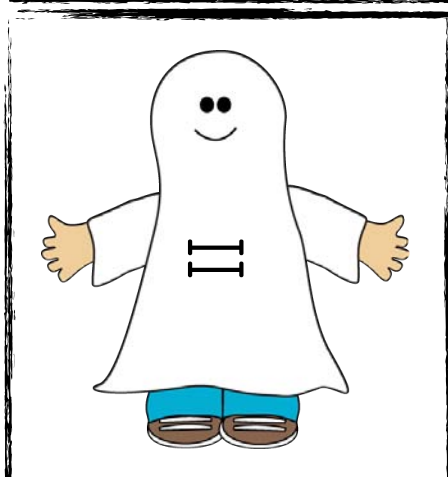
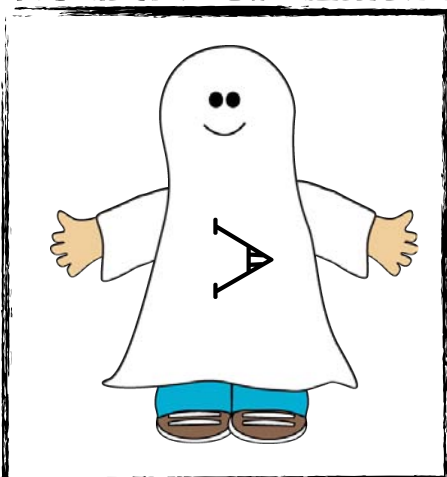
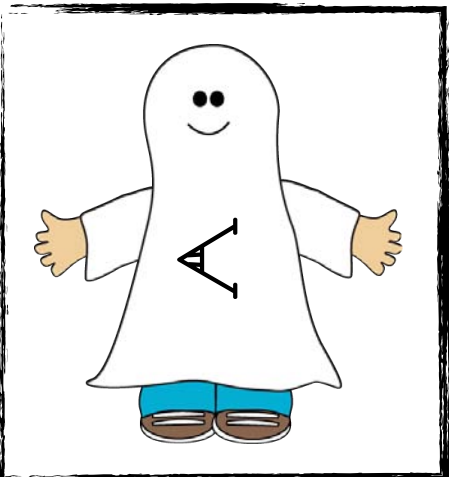
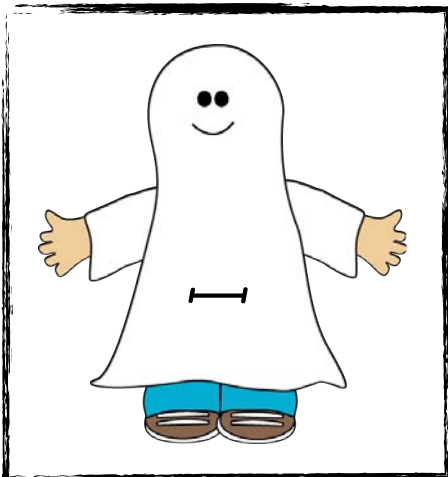
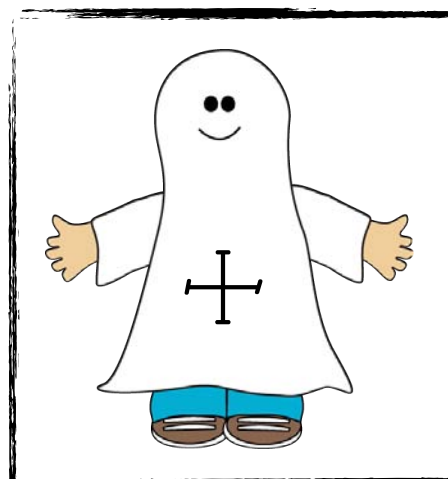
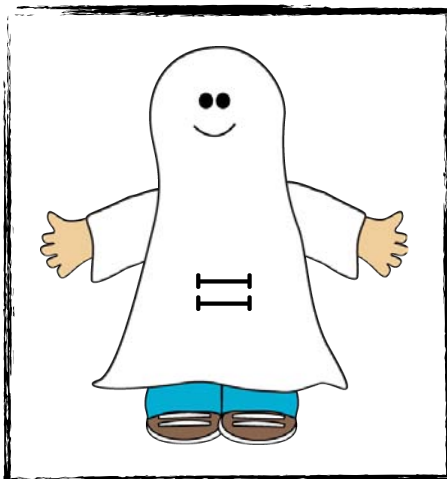
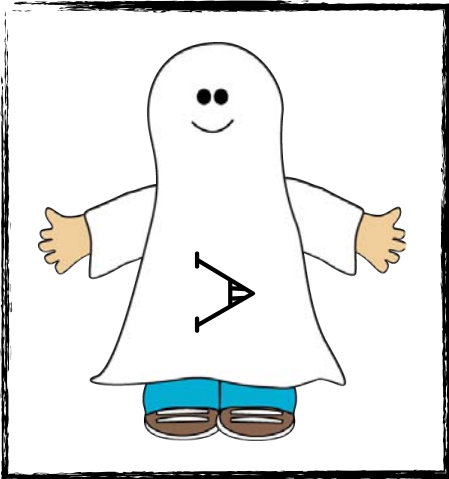
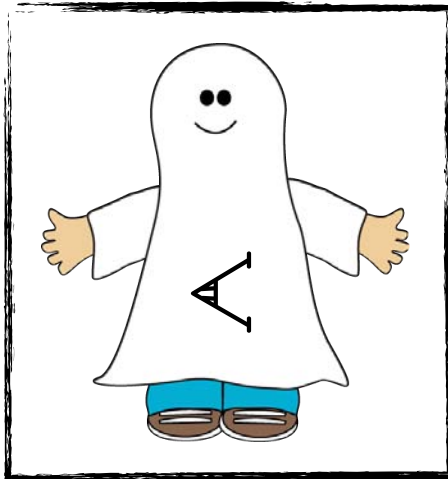


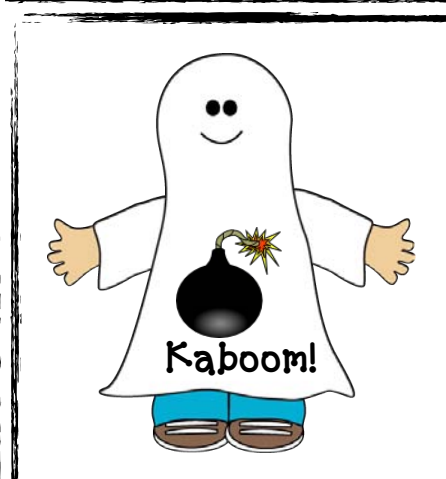
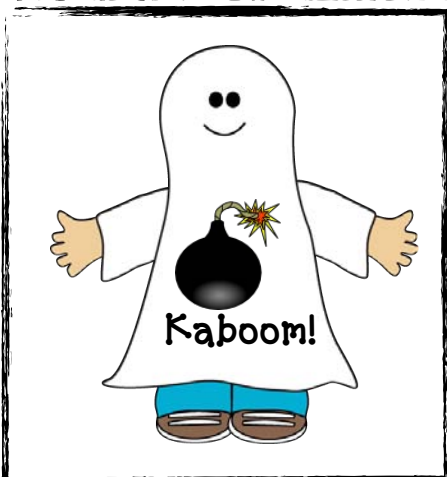
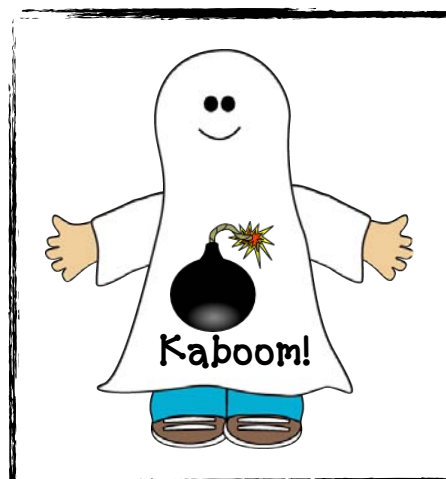
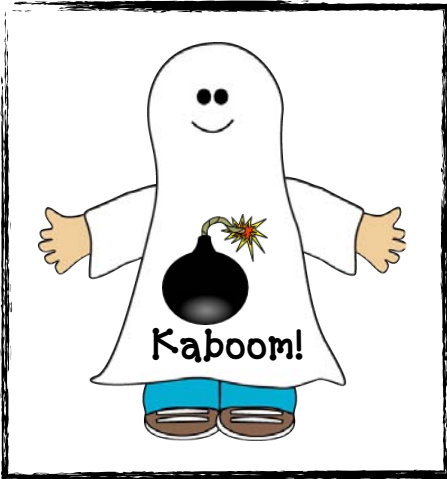


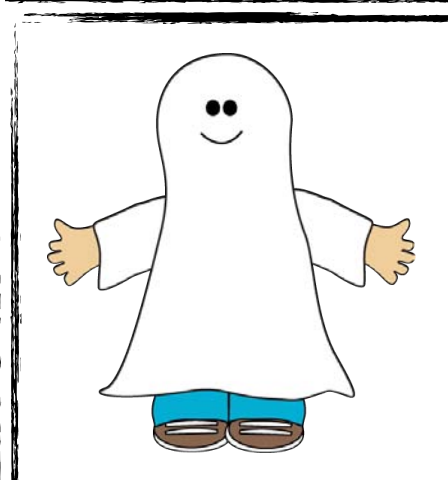
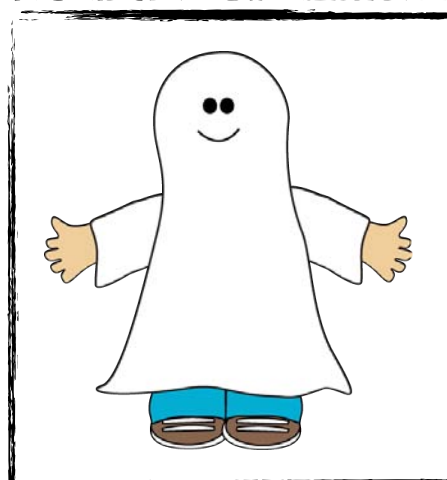
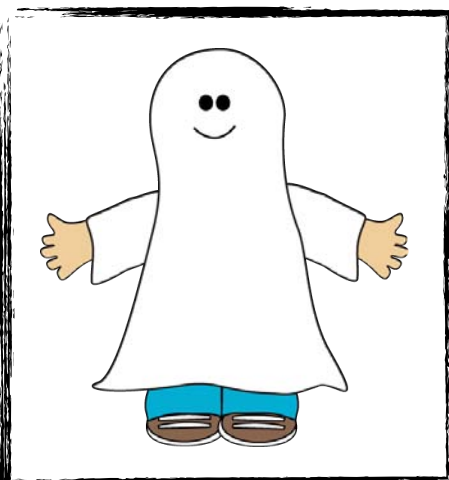
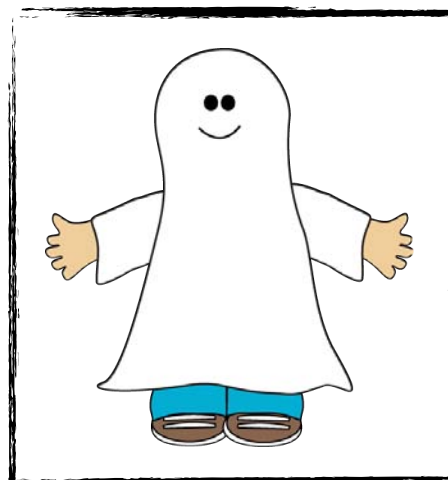
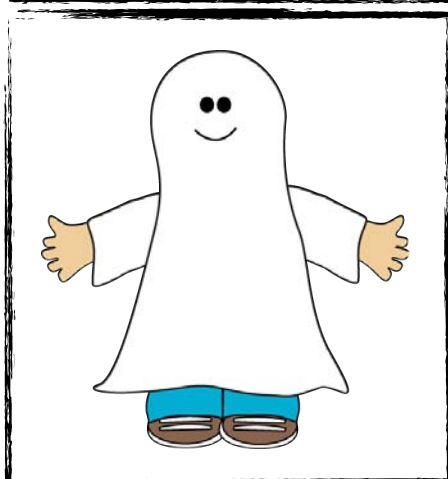
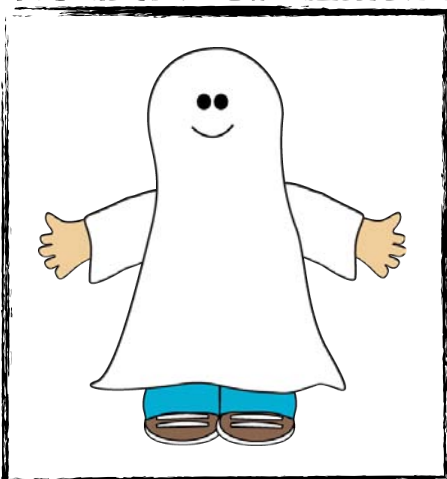
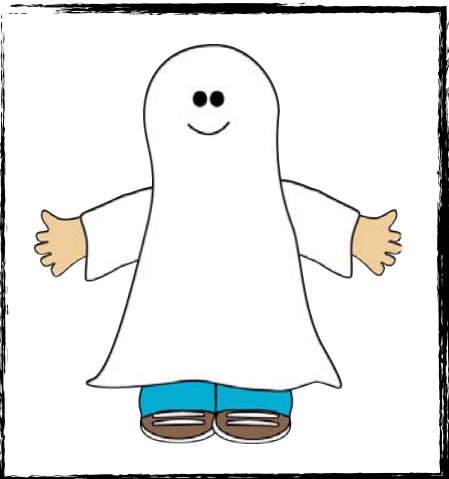
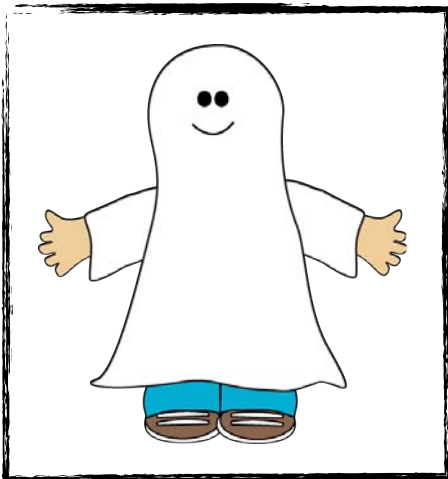
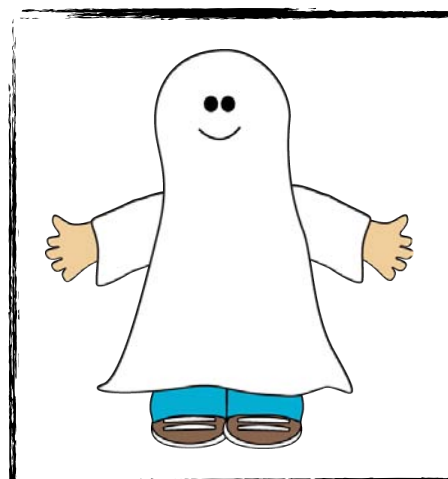
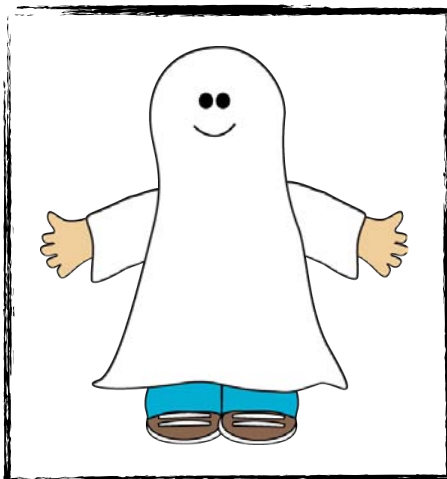
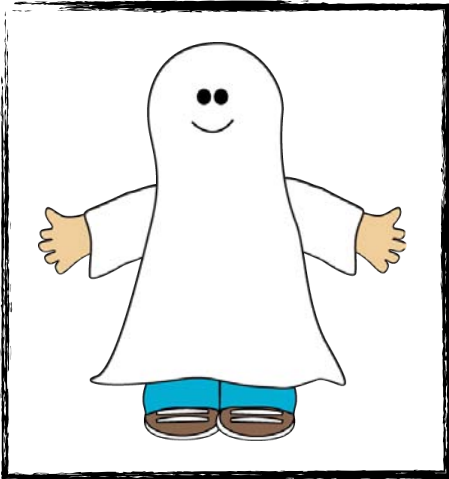
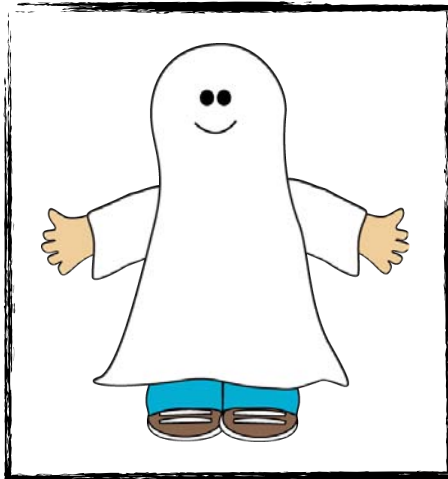














Odd Todd's Numbers

Even Steven's Numbers





Number Cards

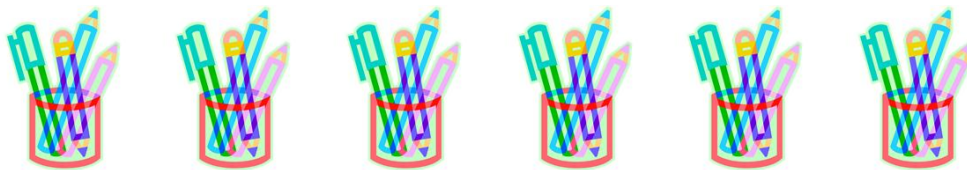
What else can you do with the number cards?

- Print and laminate and put on a split ring and use as flashcards for your students.
- Print and laminate and sprinkle them on the floor. Have students collect the cards before the timer rings.
- Run off sets on two different colors of paper so that you can make *Memory Match* games. This will make the game easier to play and expedite time.
- Put a set in a bag, basket or box and have students pull out a card and read the number. If they can't, they are out of the game.
- You can also have them start counting from that number to 10 or however high you want them to go.
- They could also count backwards from that number to 1.
- Put some Kaboom bomb cards in the container along with a double set of number cards. (Make sure you only use as many numbers as you have children that day.)
- Because there are so many numbers, I paperclip sets of 10 so that I can find them easily.
- Children take 2 cards out of the basket. Teacher calls on a student to start the game, that child reads their number and asks for the number card that follows.

- That child with that card reads it and then asks for the next card.
- Play continues 'til all of the cards are gone.
- When the bomb cards are added a child must use the bomb Kaboom card when they are called on.
- They show the bomb card, everyone yells "Kaboom" and both children are out of the game.
- Run off copies of the cards. Students cut out the cards, and add a cover to make Itty Bitty booklets so they can share them with their families and reinforce lessons learned at school.
- If you are working on the "teens" have students only use those numbers for that book.
- They can later make a 20's, 30's, 40's etc. booklet
- Collating their books is a great way to sequence the numbers.
- Play *"I Have, Who Has?"*
- Make sure you have only enough pairs of cards so that things come out equal to the number of students present that day.
- One student starts and says: *"I have 1 who has 2"* The child with the number 1 card gives that child their card.
- Play continues 'til all of the cards are gone because you have counted up to the highest number.
- You can spice this game up by adding the "Kaboom" cards to this game as well.
- Have students choose a partner and play "Speed" against them.
- Students mix up their cards. Together they say, "Ready-Set-Go!"

- Each student puts their cards in numerical order. The 1st one to do so is the winner.
- Students choose a number card and tell what is +1 more, 1 less,
- +10 more, and 10 less.
- Doing all 100 numbers is a great 100-day activity. Because there are so many, students could work with a partner to see which group gets theirs sequenced first. Can they do it in less than 100 seconds?
- Another version of "Speed" is the following: Each child has a set of cards that is in the same order as their partner's. They place them face down. They say 1-2 flip and then flip a card over. The first one to read the card takes the cards. The student with the most cards wins.
- Students mix up their pack of cards, and reinforce greater and less than. Decide which person will take the card, the one that has the greater number or the one that has the lesser number, when they flip over their number card.
- Display the number cards on the wall in a jumbled mess. Each day take a "mystery" number away. Choose a different child each day to guess which number is missing.
- Use them as flashcards.
- Cut them up and use them as puzzles.
- Use them as pocket cards.
- Use them as a border as you count up to 100 Day.
- Have students sort odd and even numbers on the number mat.
- Have students show equations by choosing numbers and number symbols.

- Have students show greater and less than by using the number cards and the greater or less than symbol cards or the alligator greater or less than jaw cards.
- Play Go Fish
- Play Crazy Eights
- Play War
- Use them to count by 2's, 3's, 5's, and 10's. Students find those number cards and put them in order.
- Call out a number and have students count and sequence from that number.
- Have students choose a number and then ask them what is one more, one less, 10 more, 10 less, the number that comes before, the number that comes after, if it's odd or even etc.
- Pass them out to children and then count and sequence them as they "feed" a container of some sort.
- If you use the cards in another way, please drop me an e-mail diane@teachwithme.com so that I can keep adding to this list. Thanks in advance.



Help the ghost count by 1's.

Trace and then write the numbers.

1 2 3 4 5 6 7 8 9 10 11

12 13 14 15 16 17 18 19

20 21 22 23 24 25 26 27

28 29 30 31 32 33 34 35

36 37 38 39 40 41 42 43

44 45 46 47 48 49 50

Help the ghost count by 1's.

Trace and then write the numbers.

51 52 53 54 55 56 57 58

59 60 61 62 63 64 65 66

67 68 69 70 71 72 73 74

75 76 77 78 79 80 81 82

83 84 85 86 87 88 89 90

91 92 93 94 95 96 97 98

Help the ghost
count by 1's.

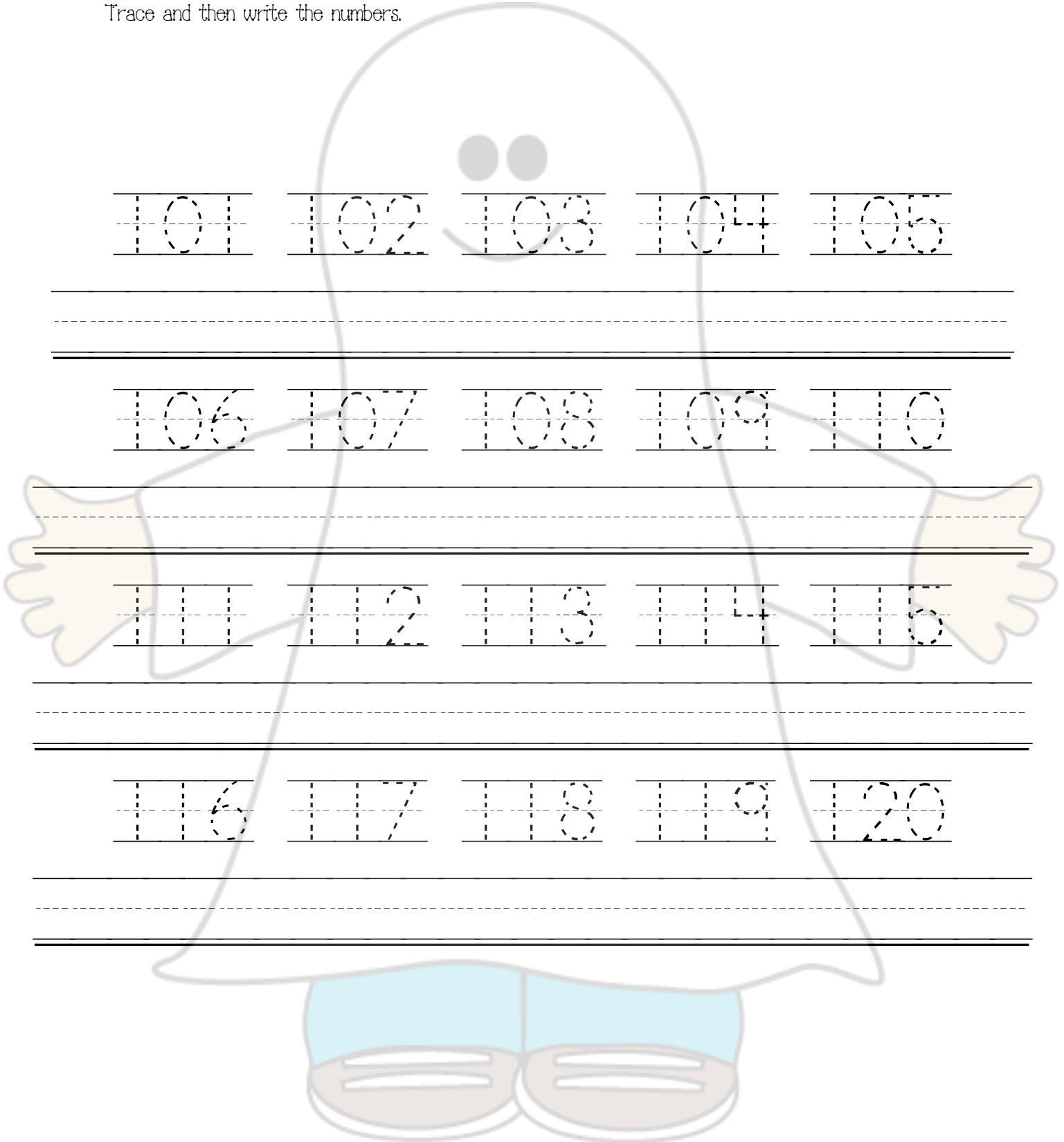
Trace and then write the numbers.

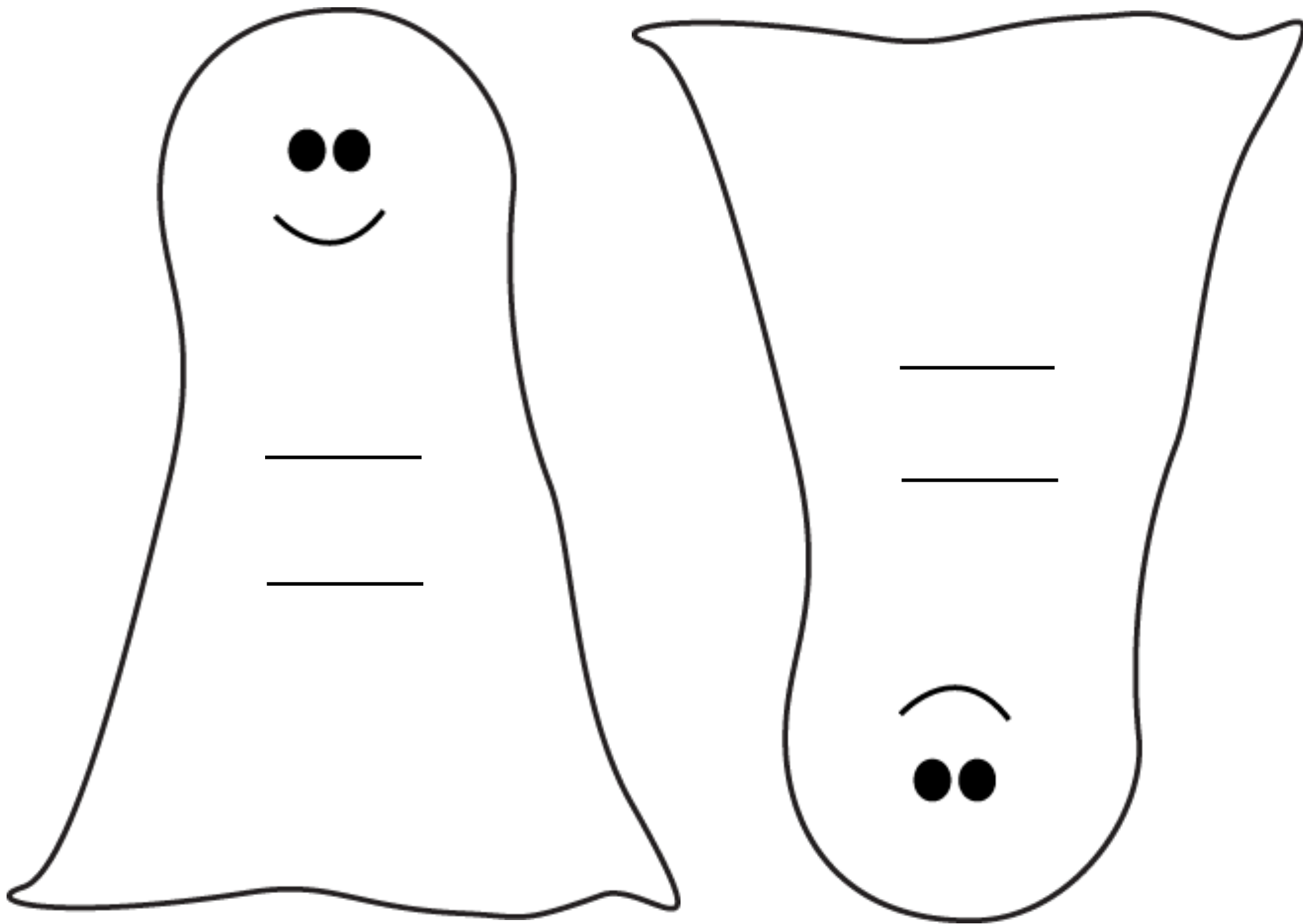
101 102 103 104 105

106 107 108 109 110

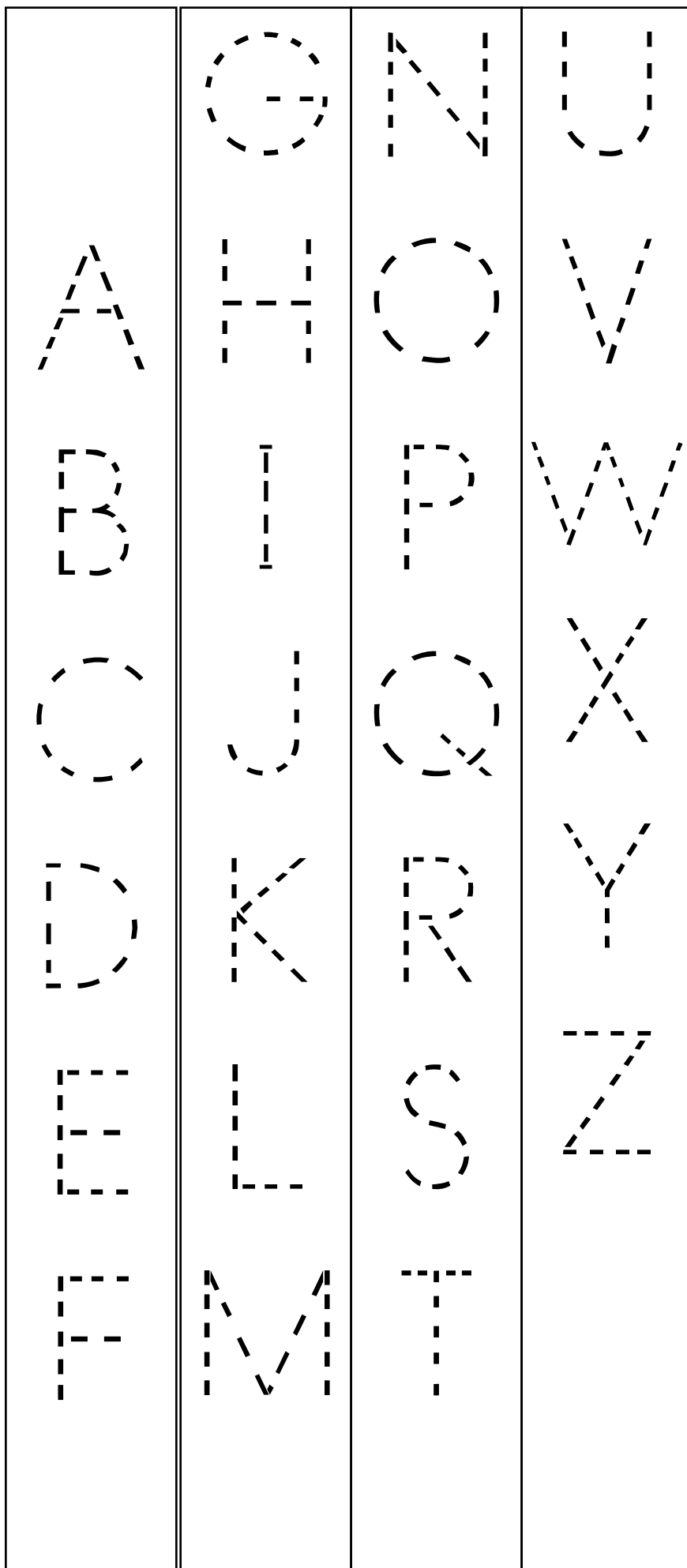
111 112 113 114 115

116 117 118 119 120





Run off on white construction paper. Cut slits on the black lines. Students trim & insert a slider strip. Clip art by mycutegraphics.com



Uppercase Letter Slider

Cut out the strips and glue them into one long strip so that the alphabet is in the proper order.

Teacher decides whether students are working on the upper or lowercase letters.

Students insert their ABC strip into their slider.

Teacher calls on a student to spy a letter and call it out.

Students slide to that letter. When they spy it they hold it up so you can whole-group assess.

The 1st one to do so correctly, gets to choose the next letter.

One turn per student though, so that you make sure that everyone gets a turn.

You can also sing the ABC song as students slide their letters.

Lowercase Letter Slider

Cut out the strips and glue them into one long strip so that the alphabet is in the proper order.

Teacher decides whether students are working on the upper or lowercase letters.

Students insert their ABC strip into their slider.

Teacher calls on a student to spy a letter and call it out.

Students slide to that letter. When they spy it they hold it up so you can whole-group assess.

The 1st one to do so correctly, gets to choose the next letter.

One turn per student though, so that you make sure that everyone gets a turn.

You can also sing the ABC song as students slide the letters.

0	8	18	27
1	9	19	28
2	11	20	29
3	12	21	30
4	13	22	
5	14	23	
6	15	24	
7	16	25	
	17	26	

Number Slider

Cut out the strips and glue them into one long strip so that the numbers are in the proper order.

Students trace the numbers.

Students insert the number strip into their slider.

Children pull on the bottom of the strip to slide the numbers through the viewing window.

Teacher and students count together.

When they get to 30 everyone can yell "Hooray!"

Teacher can also call on a student to spy a number and call it out.

Students slide to that number.

When they spy it they hold it up so that you can whole-group assess.

The 1st one to do so correctly, gets to choose the next number.

One turn per student though, so that you make sure that everyone gets a turn.

Countdown Slider

Cut out the strips and glue them into one long strip so that the numbers are in the proper countdown order.

Students trace the numbers.

Students insert their countdown strip into their slider.

Children pull on the bottom of the strip to slide the numbers through the viewing window.

While they hold their slider, everyone gets into a crouching position on the floor.

Teacher and students count down together.

When they get to 0 they jump up and yell "Blast off!"

Teacher can also call on a student to spy a number and call it out.

Students slide to that number.

When they spy it they hold it up so that you can whole-group assess.

The 1st one to do so correctly, gets to choose the next number.

One turn per student though, so that you make sure that everyone gets a turn.

10	2	20	12
9	1	19	11
8	0	18	10
7	Blast off!	17	9
6		16	8
5		15	7
4		14	6
3		13	5
			4
			3

Number Slider

Skip counting by
2's & 3's

Cut out the strips and glue them into one long strip so that the numbers are in the proper order.

Students trace the numbers.

Teacher decides what # strip students should insert into their slider.

Children pull on the bottom of the strip to slide the numbers through the viewing window.

Teacher and students count together.

When they get to the end everyone can yell "Hooray!"

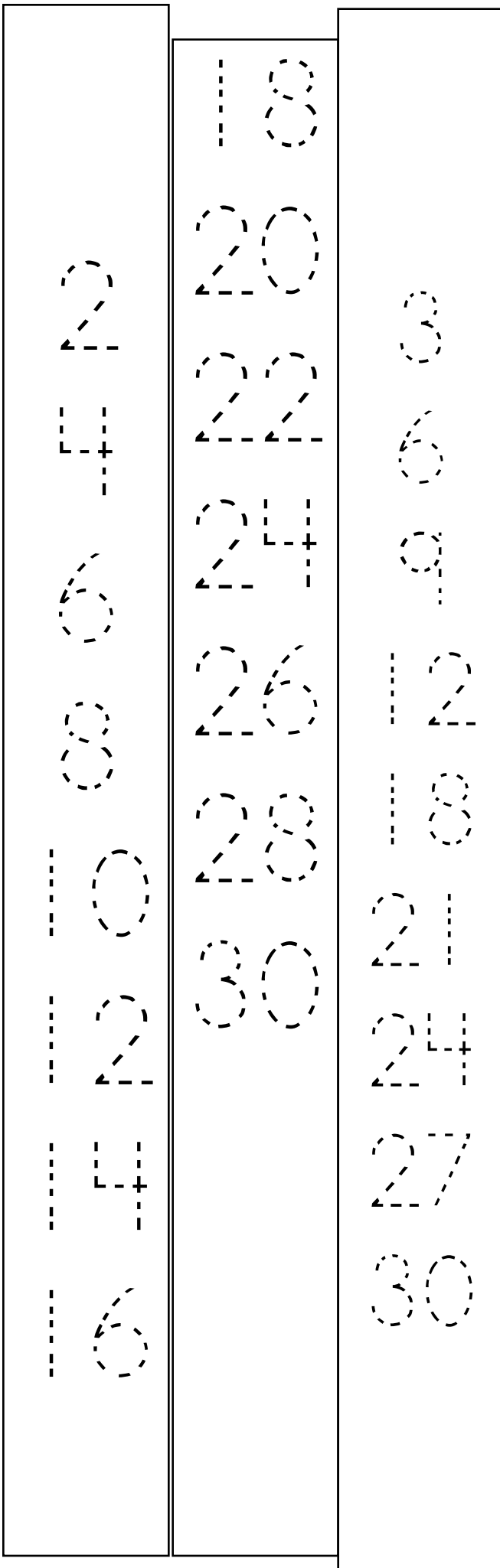
Teacher can also call on a student to spy a number and call it out.

Students slide to that number.

When they spy it they hold it up so that you can whole-group assess.

The 1st one to do so correctly, gets to choose the next number.

One turn per student though, so that you make sure that everyone gets a turn.



Number Slider

Skip counting by
5's & 10's

Cut out the strips and glue them into one long strip so that the numbers are in the proper order.

Students trace the numbers.

Teacher decides what # strip students should insert into their slider.

Children pull on the bottom of the strip to slide the numbers through the viewing window.

Teacher and students count together.

When they get to the end everyone can yell "Hooray!"

Teacher can also call on a student to spy a number and call it out.

Students slide to that number.

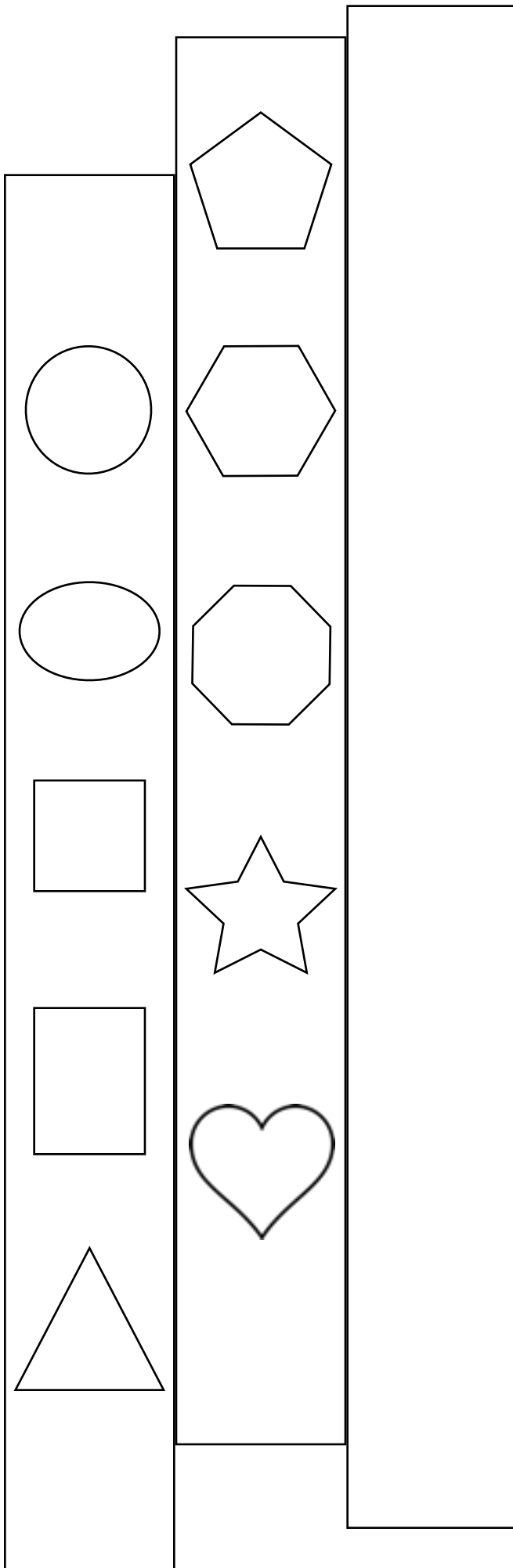
When they spy it they hold it up so that you can whole-group assess.

The 1st one to do so correctly, gets to choose the next number.

One turn per student though, so that you make sure that everyone gets a turn.

5	45	90	
10	50	95	10
15	55	100	20
20	60		30
25	65		40
30	70		50
35	75		60
40	80		70
	85		80
			90
			100

Shape Slider



Students color the shapes and then cut out the strips.

Cut the blank strip in half and glue 1 piece to the top of the circle strip, and the other piece to the bottom of the pentagon strip.

Glue the two shape strips together to make one long strip so children can pull through the window of their slider.

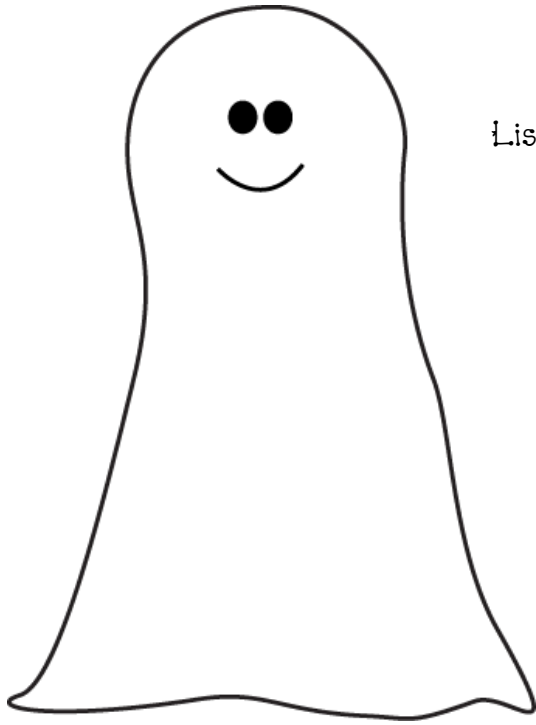
Students insert their shape strip into their slider.

Teacher calls on a student to spy a shape and call it out.

Students slide to that shape.

When they spy it they hold it up so you can whole-group assess.

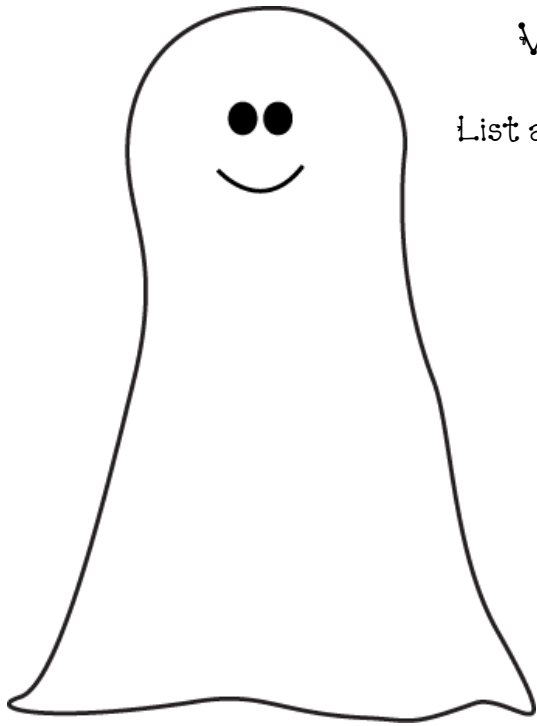
The 1st one to do so correctly, gets to choose



Who Will Be The Ghost With The Most?

List as many words as you can think of that rhyme with ghost.

You have 2 minutes. Ready; set; ghost!



Who Will Be The Ghost With The Most?

List as many words as you can think of that rhyme with ghost.
You have 2 minutes. Ready; set; ghost!

bedpost
boast
coast
compost
diagnosed
dosed
engrossed
fencepost
foremost
gatepost
goalpost
grossed
host

lamppost
most
outpost
overdosed
post
provost
riposte
roast
seacoast
signpost
toast
uppermost
utmost