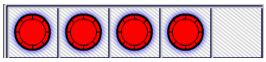
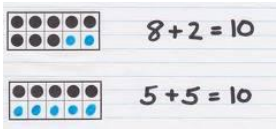
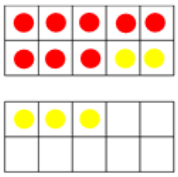
Common Core State Standards for Mathematics

Recommended Manipulatives for Kindergarten-2nd Grade

MANIPULATIVE	KINDERGARTEN	1ST GRADE	2ND GRADE
Assortment of things to count and sort (e.g., beads, buttons, teddy bears)	K.CC.4, K.CC.5, K.CC.6 *Count the number of objects.* *Say how many there are.* *Compare one group of counters to another and say which group has more.* K.MD.3 *Sort objects into categories, then count the number of objects in each category.*		
Colored square inch tiles (acrylic/plastic ones are cheaper than the wooden ones) 	K.CC.4, K.CC.5, K.CC.6 *Count the number of objects.* *Say how many there are.* *Compare one group of counters to another and say which group has more.* *NOTE: Use tiles/chips to fill 5-frames and 10-frames to help develop counting and sight recognition of the number of tiles/chips.*  K.OA.1, K.OA.2, K.OA.3, K.OA.4, K.OA.5 *Represent addition and subtraction with objects.* *Use objects to show decomposition of numbers.* *Find the number that will make ten.* *NOTE: Use tiles/chips to fill 5-frames and 10-frames to help develop addition and subtraction.* 	1.OA.1, 1.OA.2, 1.OA.3, 1.OA.5, 1.OA.6 *Represent addition and subtraction with objects.* *NOTE: Use tiles/chips to fill 10-frames to help develop addition and subtraction. For example, the following ten-frames depict 8 + 5 = 13.*  1.MD.2 *Lay tiles end to end or connect linking cubes to find the length of an object. [NOTE: paper clips, popsicle sticks, toothpicks, etc., can be used to lay end to end]*	2.OA.3 *Determine whether a group of objects has an odd or even number of members.* 2.OA.4 *Arrange tiles in rectangular arrays, and use addition strategies to determine the total.*
Two-color counters 			2.OA.3 *Determine whether a group of objects has an odd or even number of members.*
Linking cubes (2 cm) 			2.OA.3 *Determine whether a group of objects has an odd or even number of members.*
Base-10 manipulatives 	Can be used in kinderegarten, but not necessary if linking cubes are available K.NBT.1 *Compose and decompose numbers from 11 to 19.* *NOTE: A "stick" of 10 linking cubes can be used to represent a unit of 10. Also, common objects (such as straws or popsicle sticks) can be used.*	Can be used in 1st grade, but not necessary if linking cubes are available 1.NBT.2, 1.NBT.4, 1.NBT.6 *Represent two-digit numbers as tens and ones.* *Add within 100.* *Subtract multiples of 10* *NOTE: A "stick" of 10 linking cubes can be used to represent a unit of 10, and ten sticks of 10 can be bundled to represent 100.*	2.OA.1 *Add and subtract within 100.* 2.NBT.1, 2.NBT.5, 2.NBT.6, 2.NBT.7 *Represent three-digit numbers as hundreds, tens, and ones.* *Add and subtract within 100.* *Add and subtract within 1000.*

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Judy Clock (or similar clock that has an hour hand that moves accordingly with the minute hand) 		1.MD.3 *Tell time to the hour and half-hour.*	2.MD.7 *Tell time to the nearest five minutes.*
Ruler (inch and centimeter), yardstick, meter stick, measuring tape		Not used in 1st grade (Students should work with non-standard measuring tools such as inch tiles, linking cubes, paper clips, etc.)	2.MD.1, 2.MD.2, 2.MD.3, 2.MD.4, 2.MD.9 *Measure the length of objects using standard measuring tools.*
Money (dollar bills, quarters, dimes, nickels, pennies)			2.MD.8 *Solve word problems involving money.*
Pattern blocks  Attribute blocks 	K.G.2, K.G.3, K.G.4, K.G.6 *Name shapes.* *Analyze and compare shapes.* *Compose simple shapes to form larger shapes.*	1.G.2 *Compose shapes to create a composite shape.*	2.G.1 *Recognize shapes that have specified attributes.*
Geoblocks 	K.G.2, K.G.3,K.G.4 *Name shapes.* *Analyze and compare shapes.*	1.G.2 *Compose shapes to create a composite shape.*	2.G.1 *Recognize shapes that have specified attributes.*