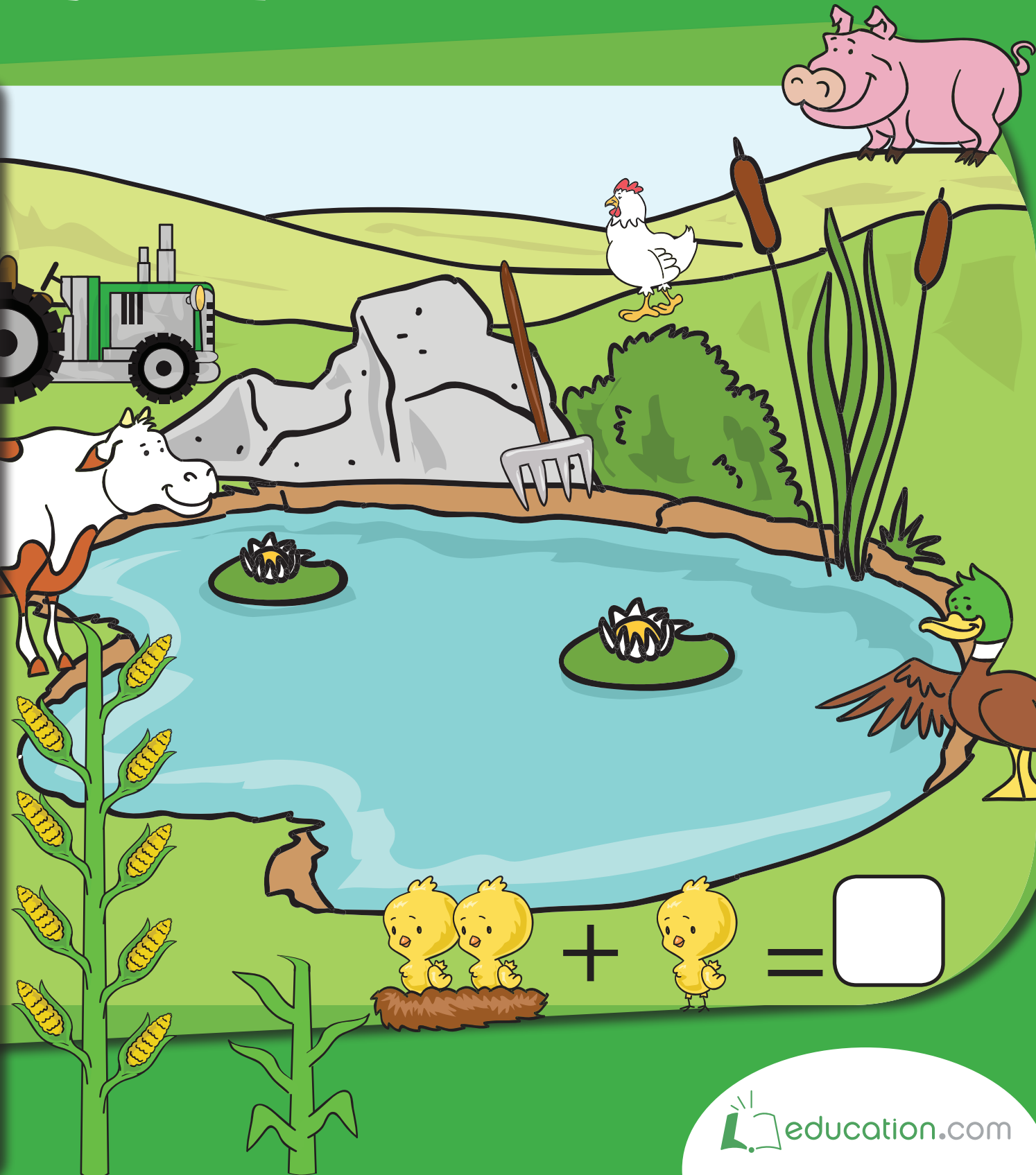
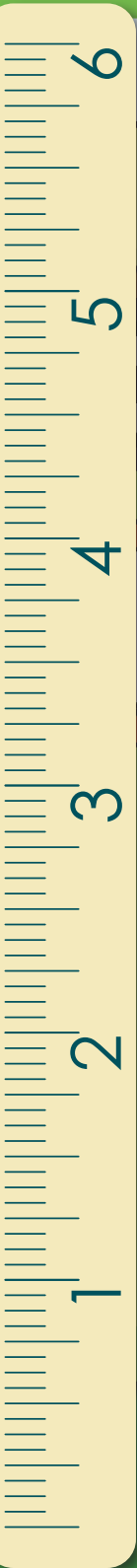


Living and Non-Living Things:
MATH ON THE FARM

K

Kindergarten



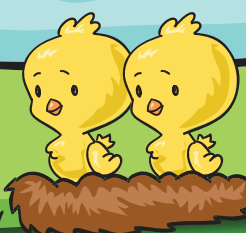

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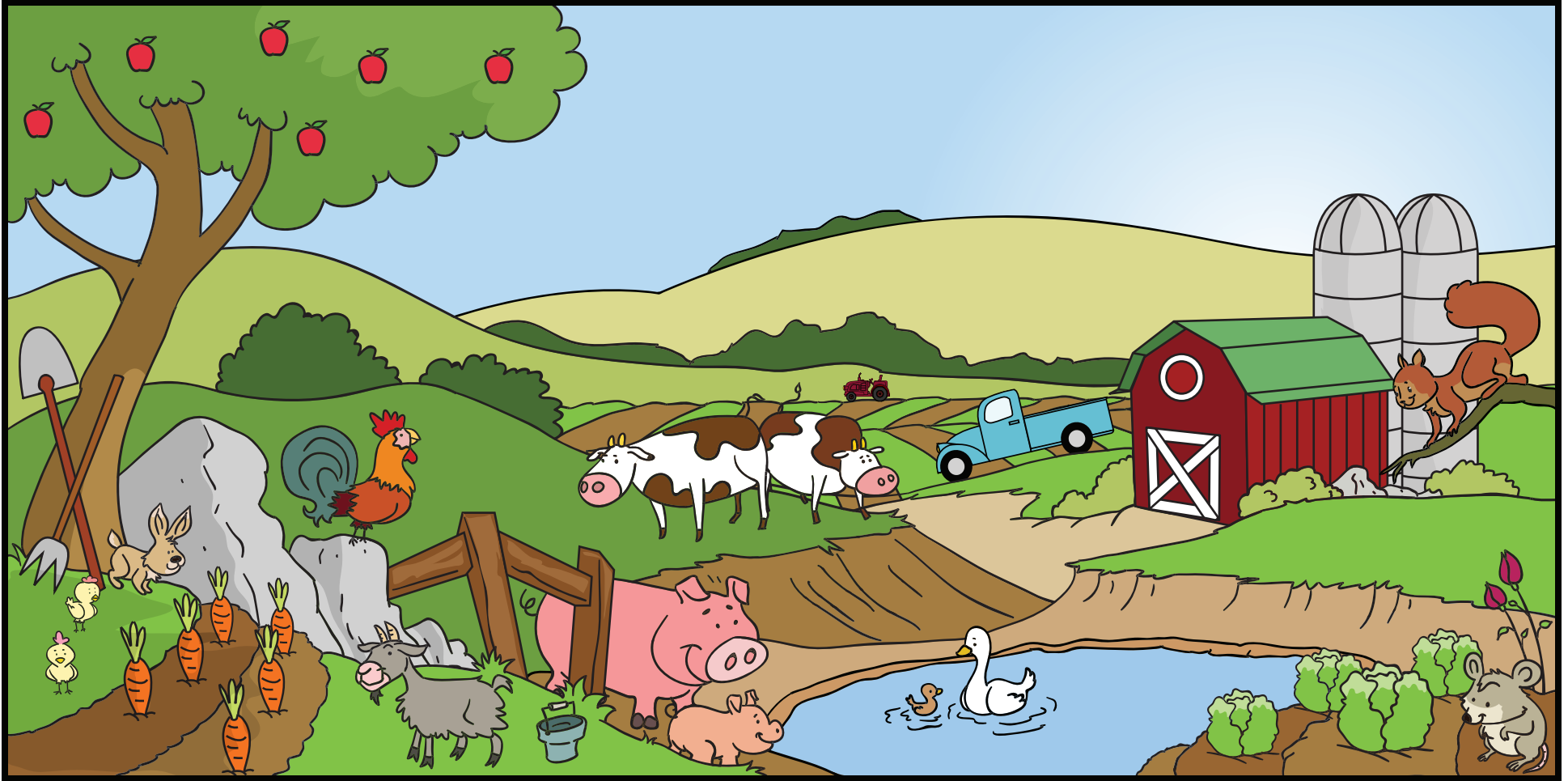
Living and Non-Living Things: Math on the Farm

Counting: A Farm Is a Fine Place to Live
Counting: Non-Living Things on a Farm
Counting: We Need Water!
Food Is Fantastic: Healthy or Not Healthy?
Counting: A Hungry Horse
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Comparing: Which Is Tallest?
Measuring Height: Cornstalks
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Certificate of Completion

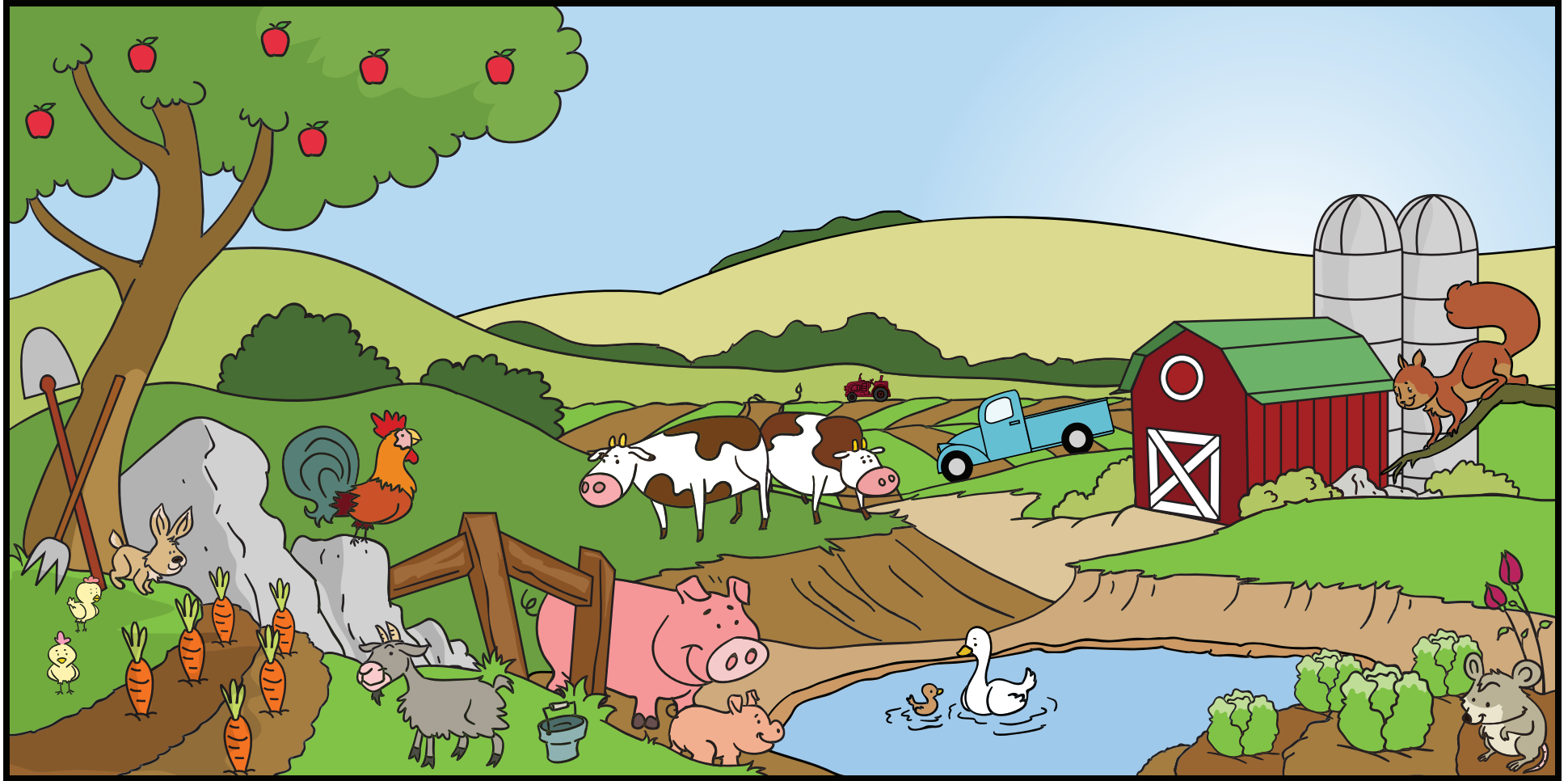
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A Farm is a Fine Place to Live



This farm is full of life! Living things must have water, food, and oxygen. That's the air we breathe. Living things can reproduce, grow, and often they can move! Look at the picture. Circle the living things that you see. Write that number on the line.

Non-Living things



The farm also has many non-living things as well. Look at the picture again. Circle the things that do NOT need food, water, or oxygen. Write the number on the line.



We Need Water!

Living things **MUST** have water, especially the hard-working farmer. Number the glasses of water that the farmer must drink.



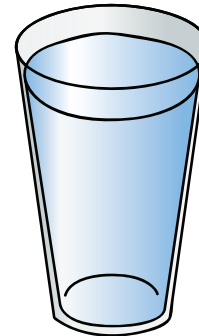
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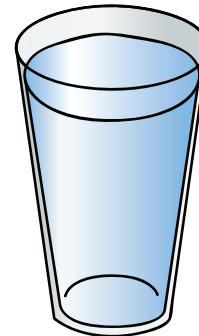
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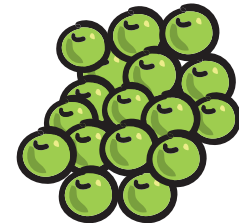
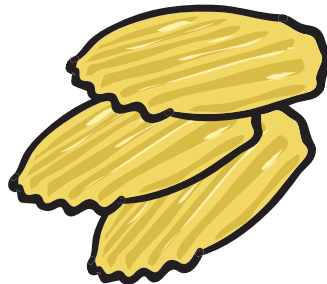
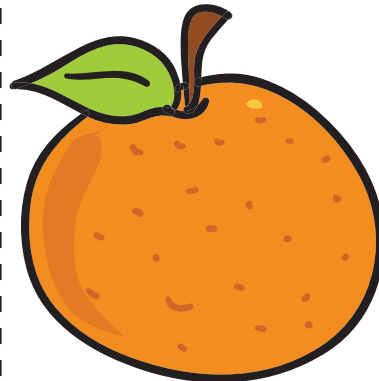
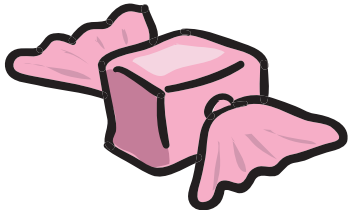
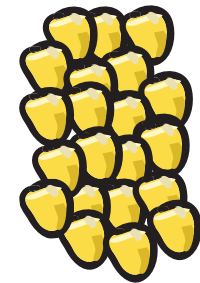
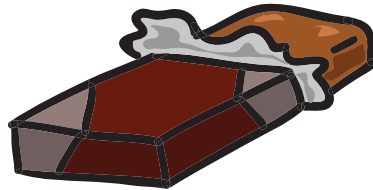
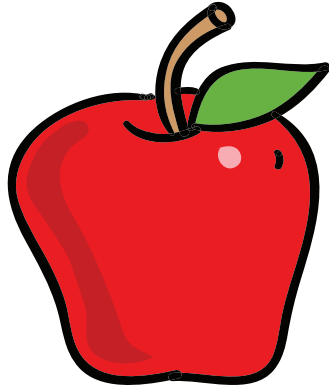
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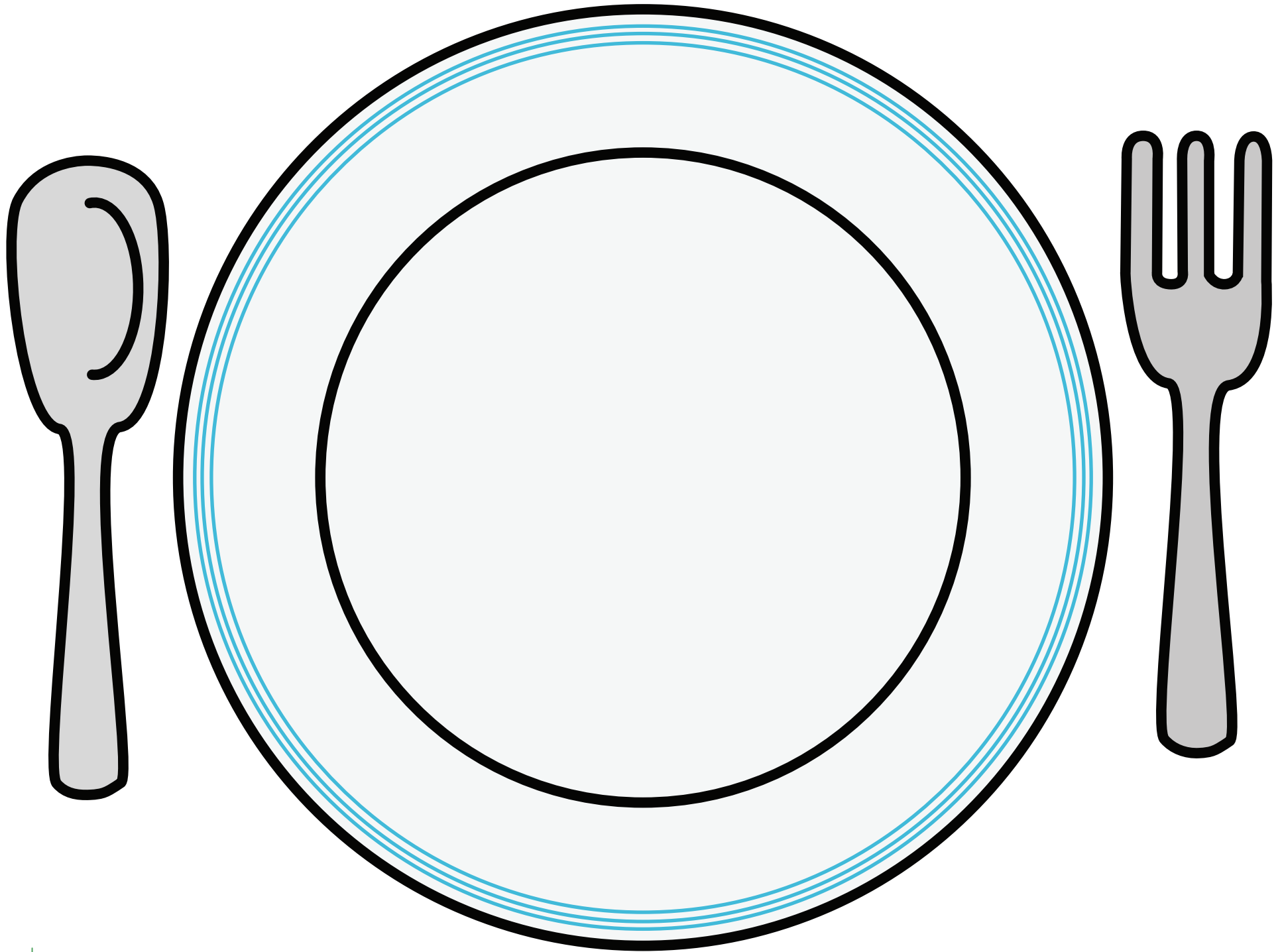


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Food is Fantastic

Living things also need healthy food. Cut out the pictures of the food. Sort them into healthy and unhealthy groups. Glue the healthy foods to the farmer's plate.



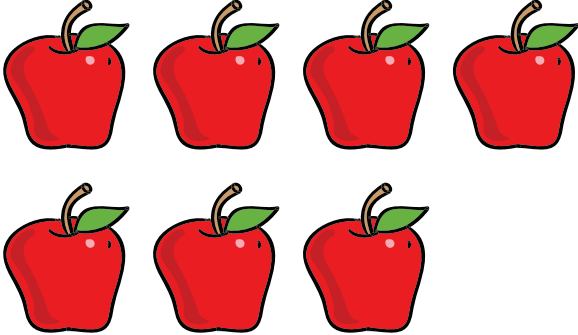
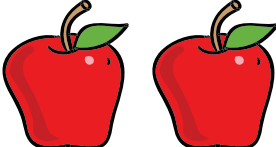
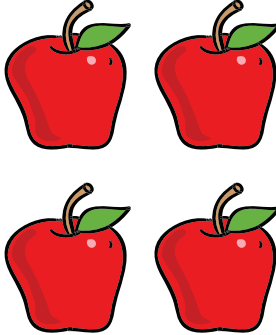


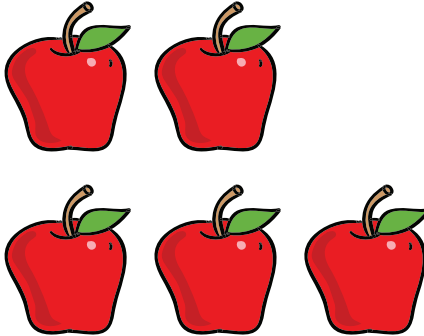




A Hungry Horse

Harry Horse needs food too! He loves apples.

Count the number of apples in each box and write that number on the line.

 _____ ----- _____	 _____ ----- _____	 _____ ----- _____
 _____ ----- _____	 _____ ----- _____	 _____ ----- _____



How Many Breaths?

What You Need:

- A digital timer
- A grown-up helper

Living things need oxygen to help them live and grow! You take in oxygen every time you breathe! Look at the the chart. Have your grown-up set the timer to the amount of time shown. Put your hand on your chest, and count the number of times your chest rises until they say stop.

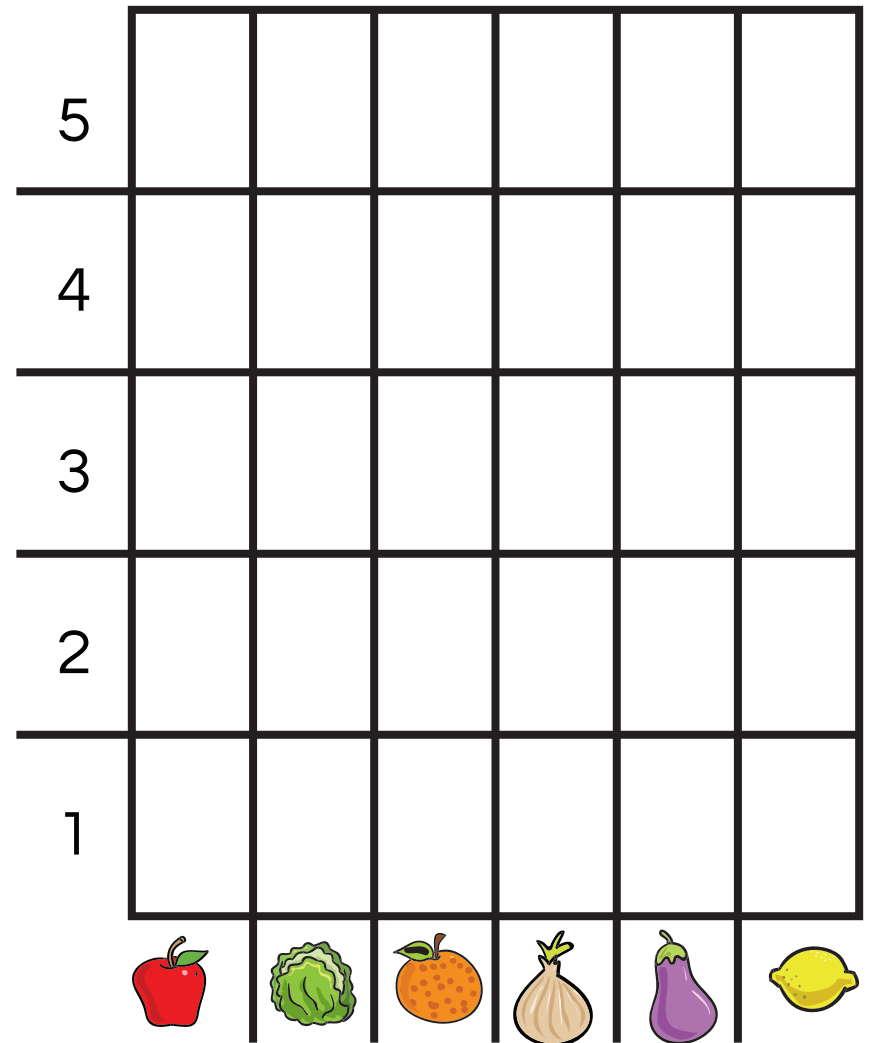
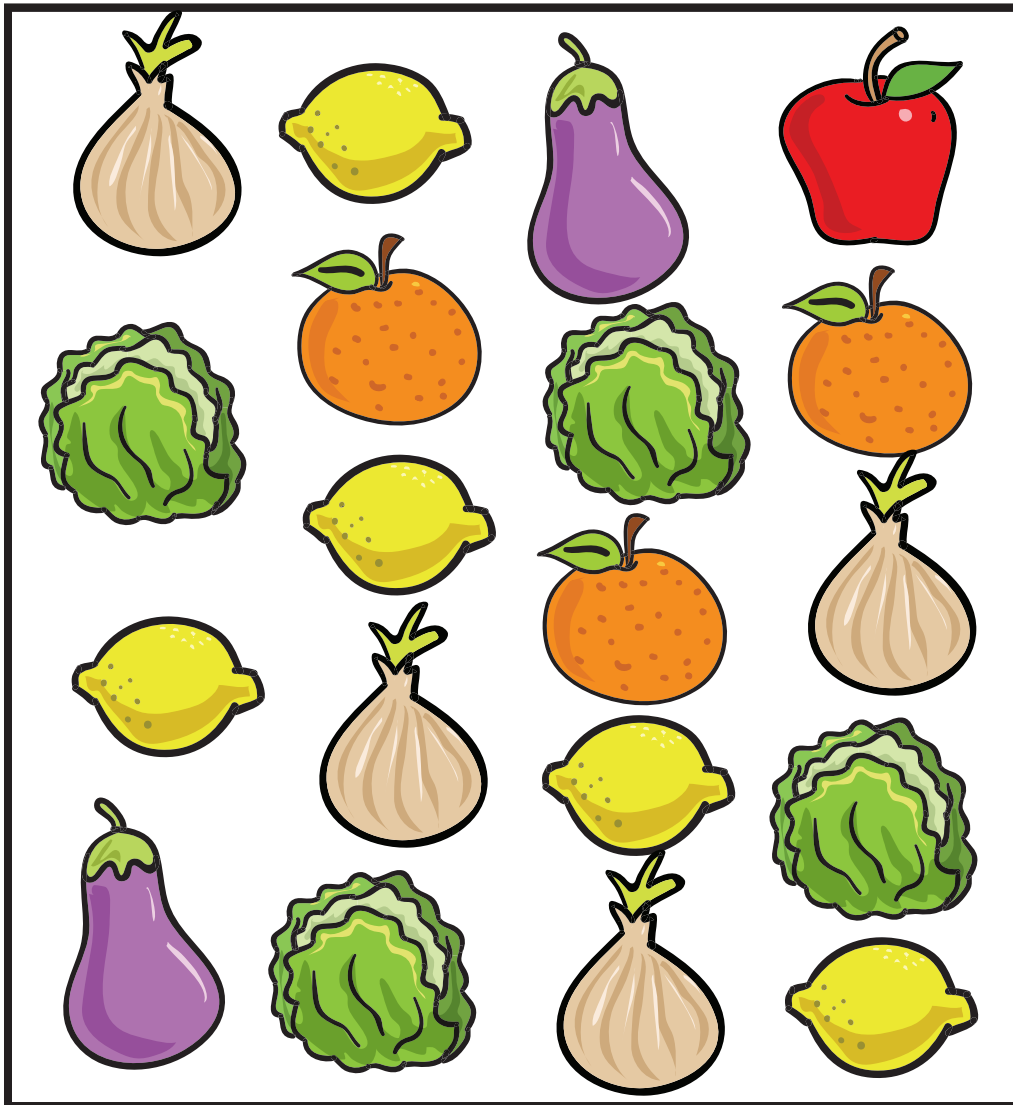
Write that number on your chart.



Time	Number of Breaths
3 seconds	-----
5 seconds	-----
7 seconds	-----
9 seconds	-----
11 seconds	-----
13 seconds	-----

Our Charming Chart


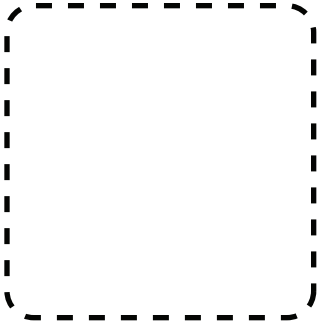
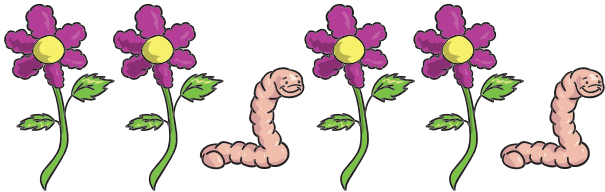
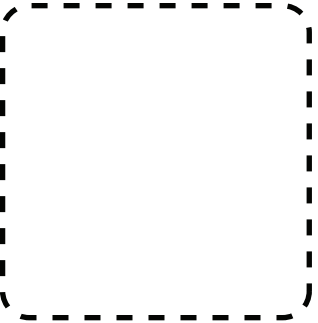
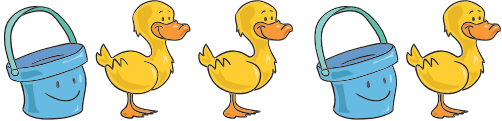
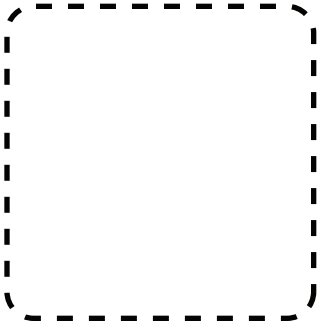

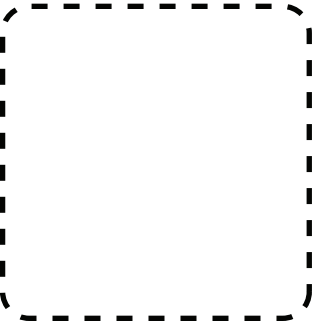
What a wonderful garden! These living things are growing quickly! Let's use a graph to show how many of each thing we have. Count the vegetables and color in the chart next to the correct picture.





Perfect Patterns

Look carefully at the patterns. Can you guess what comes next? Draw a picture of what comes next. Finally, create your own pattern. See if your grown-up can guess what comes next in your pattern.

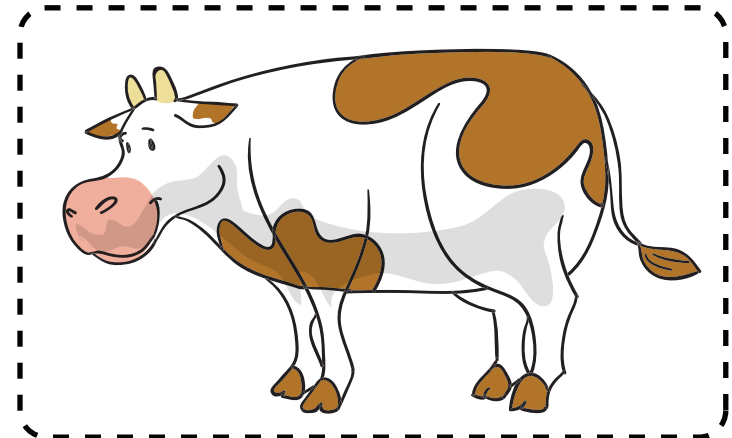
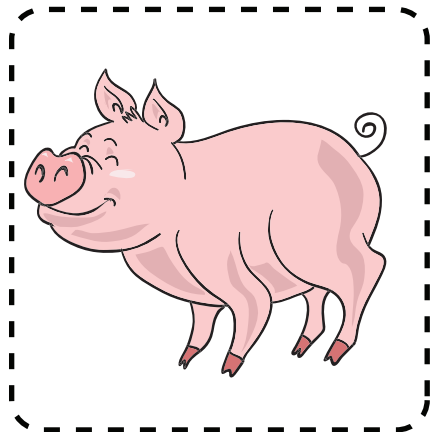
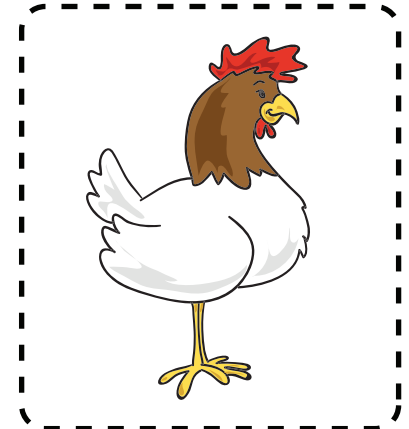
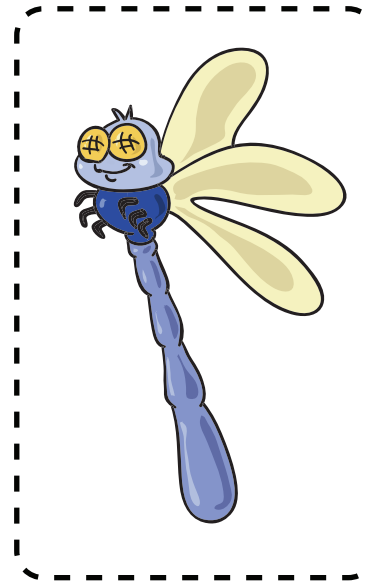
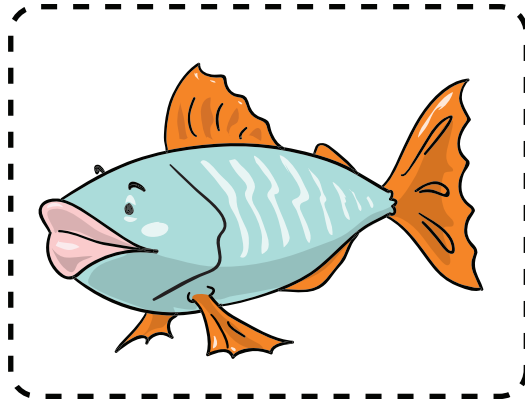
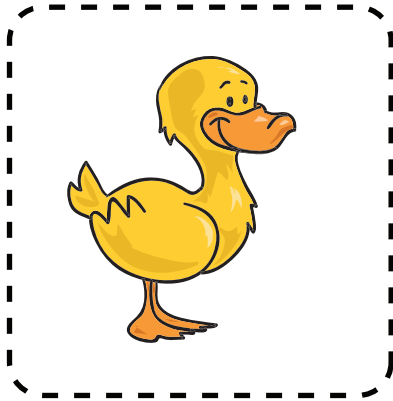
 	 
 	 

Draw your own pattern here. Ask your grown-up to guess what comes next.



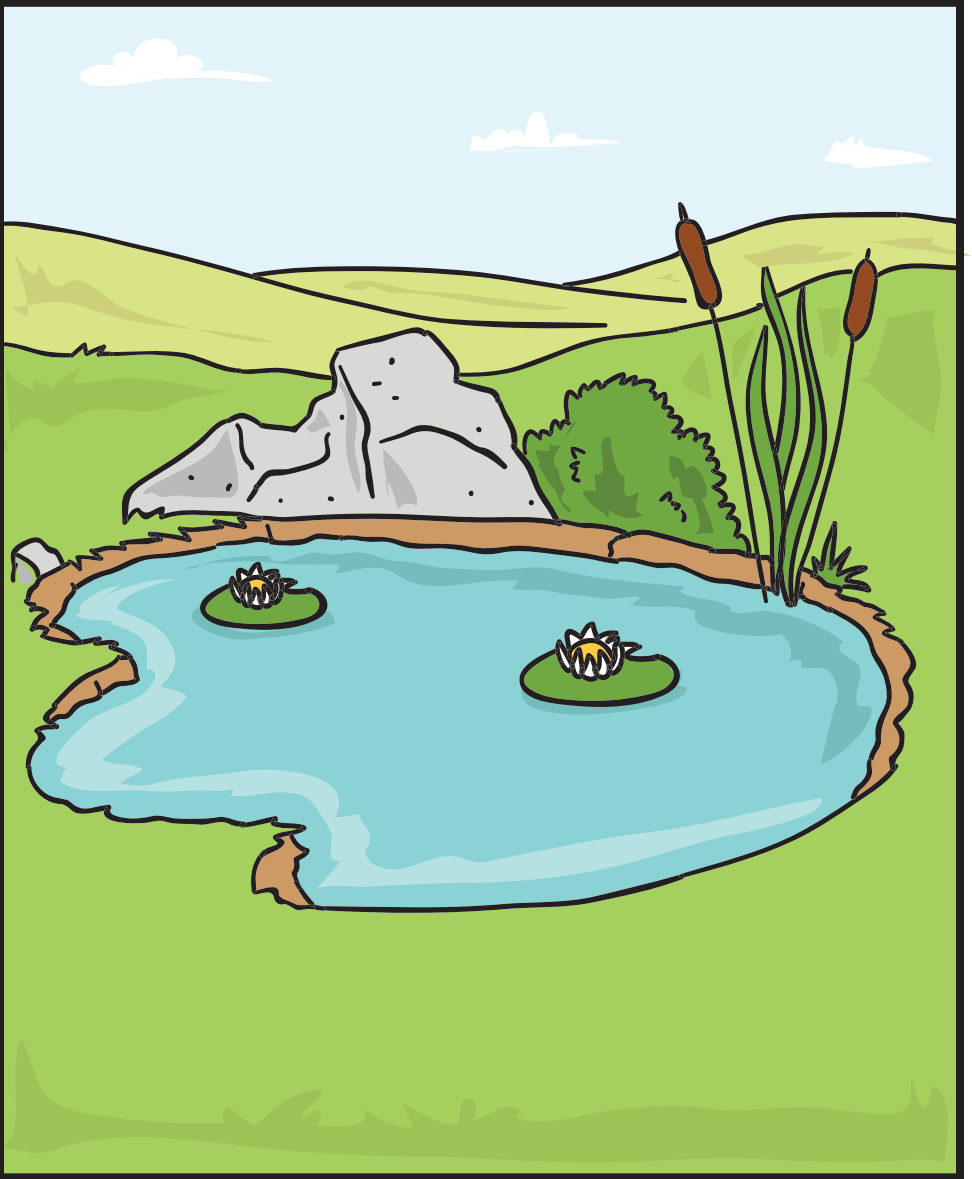
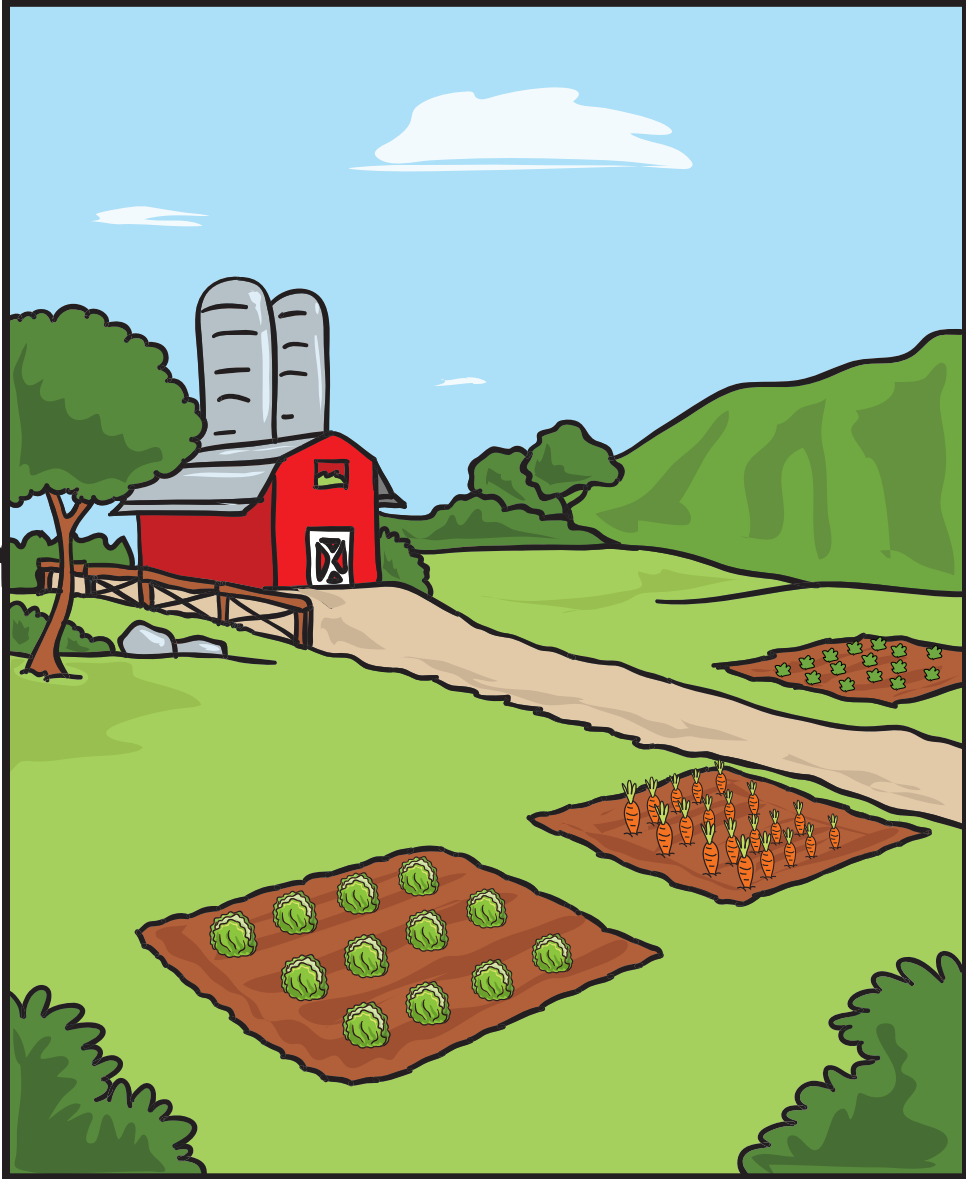
Sort It Out

What a mess! The animals have forgotten where they live! Cut the pictures of the animals out on the dotted lines. Decide if they live in the barn, or in the pond. Put them where they belong.





Sort It Out





Geese, Get Moving!

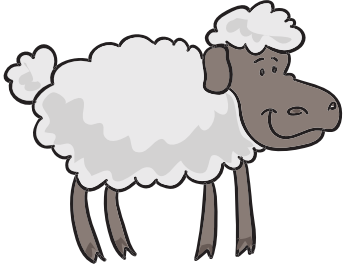
Many living things move, including ducks, geese, and you! For this game, you'll need at least five friends.

1. Choose one picker or "fox."
2. Everyone else sits in a circle.
3. The fox walks around the circle, taps each person on the head, and says "duck."
4. When the fox decides who he wants to pick, he says "goose."
5. The goose jumps up and chases the fox around the circle.
6. The fox tries to get all the way around the circle to the goose's empty seat.
7. If he makes it, the goose becomes the new picker or fox, but if the goose tags him instead, he continues to be the fox, and the game starts over.



Legs Love to Move

Look at the animals on the left. Count their legs. Draw a line from the animal to the number of legs that they have.



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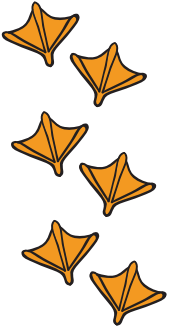


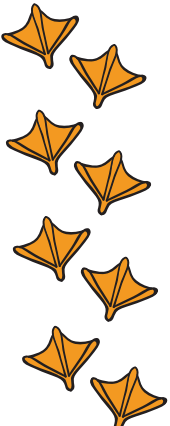
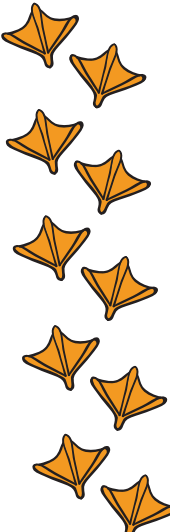


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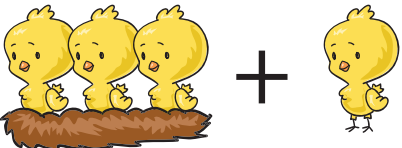
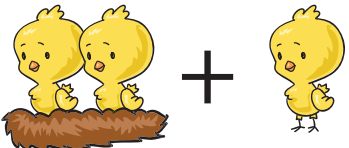
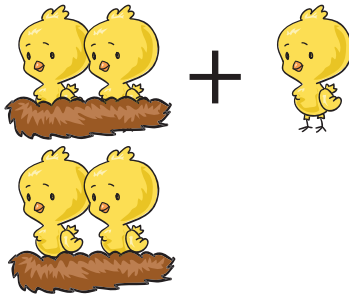
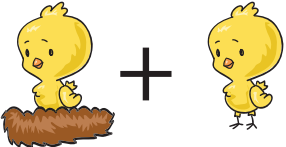
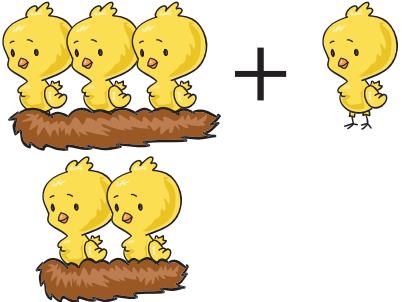
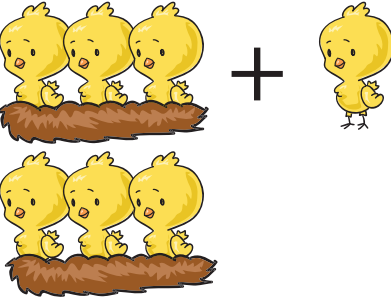
The ducks sure like to move! Count how many of their footprints you see and write that number on the line .

 _____ ----- _____	 _____ ----- _____	 _____ ----- _____
 _____ ----- _____	 _____ ----- _____	<p>Draw duck prints and tell how many you drew</p> _____ ----- _____



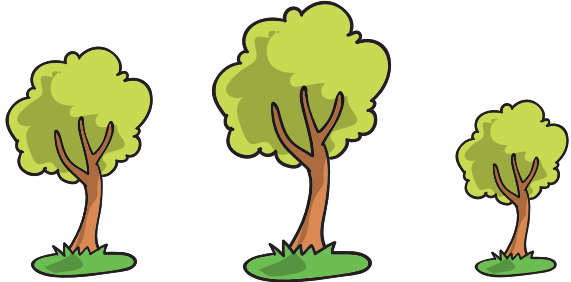
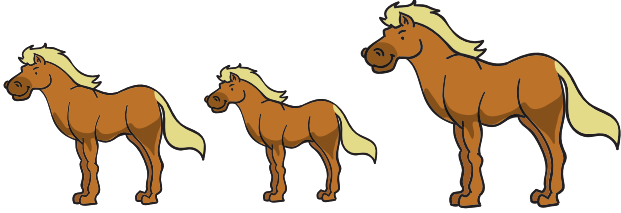
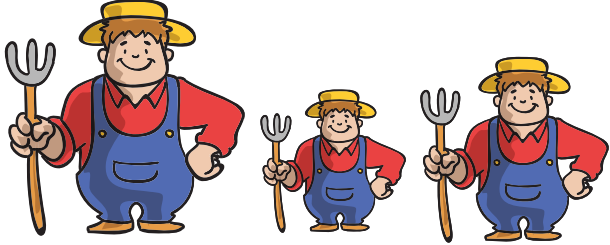
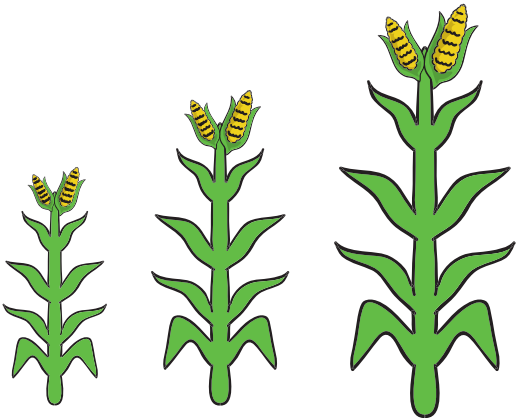

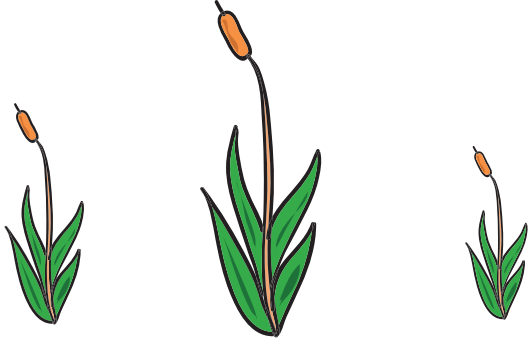
Add One

Living things reproduce and have babies. Hens lay eggs and they hatch, becoming baby chicks. Count the baby chicks in the nest. Write the number of chicks in the nest on the line. How many chicks are not in the nest? Write that number on the line. When we add those together, how many chicks are there?

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Which Is Tallest?

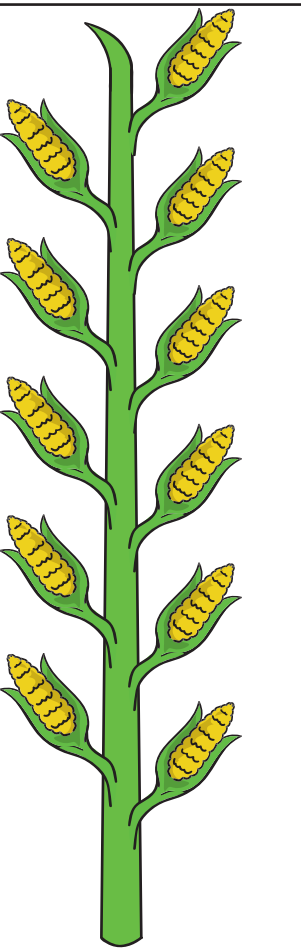
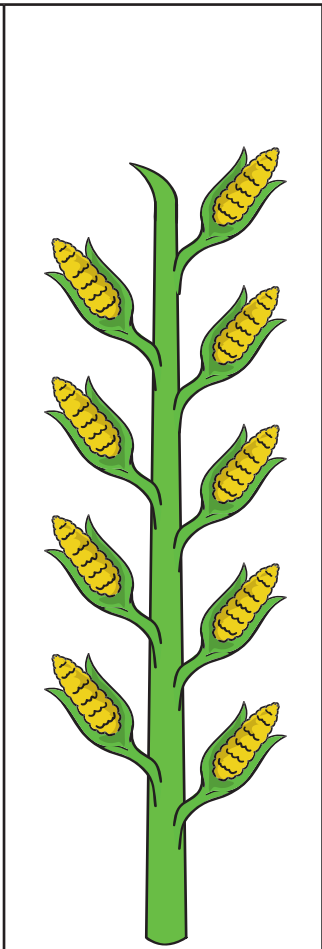
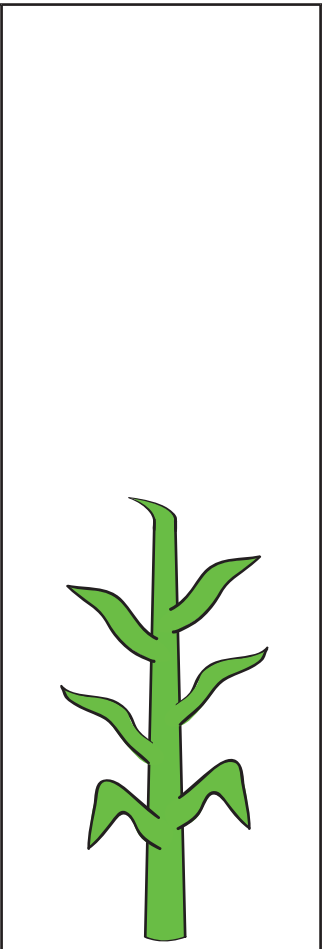
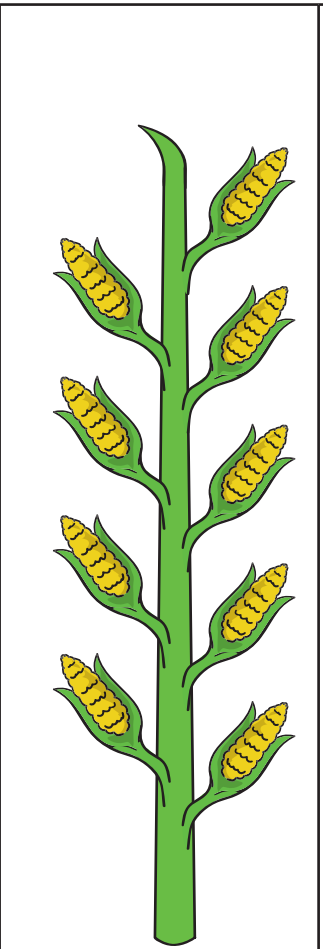
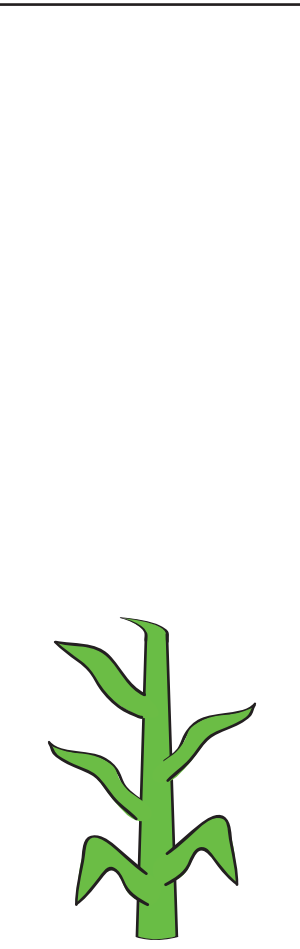
Living things love to grow. Circle the living thing that has grown the tallest.



Measure It!

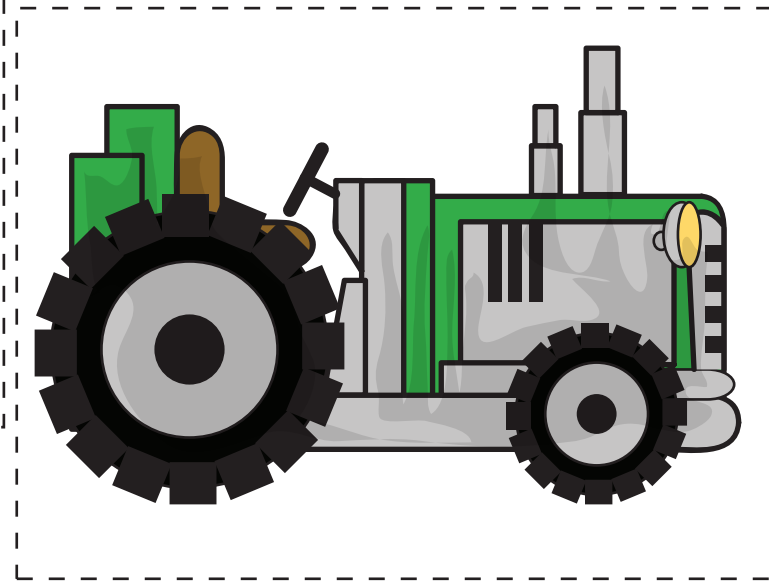
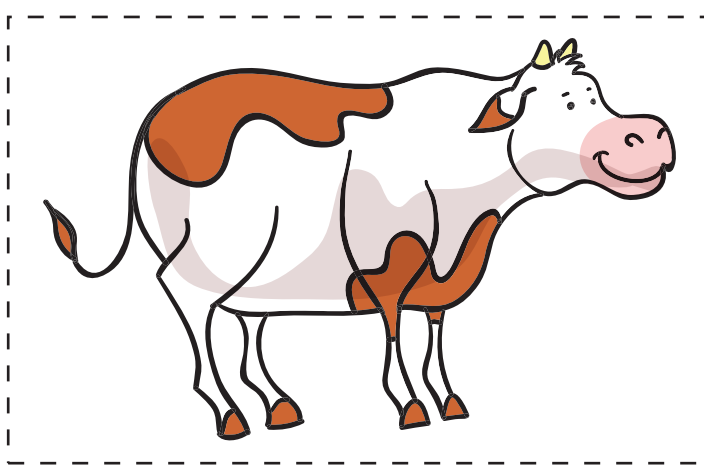
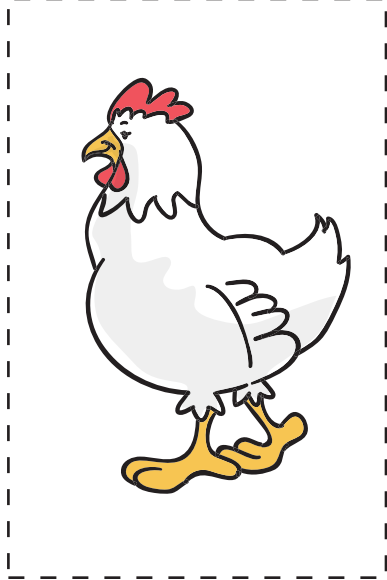
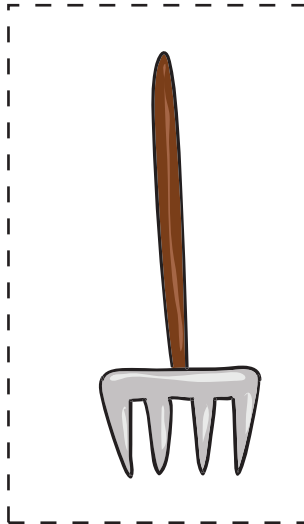
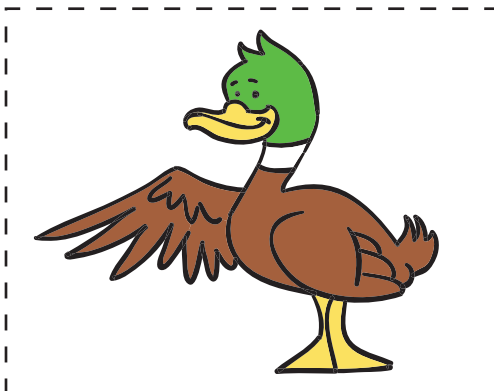
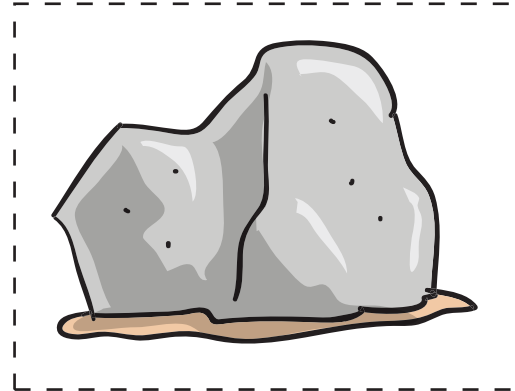
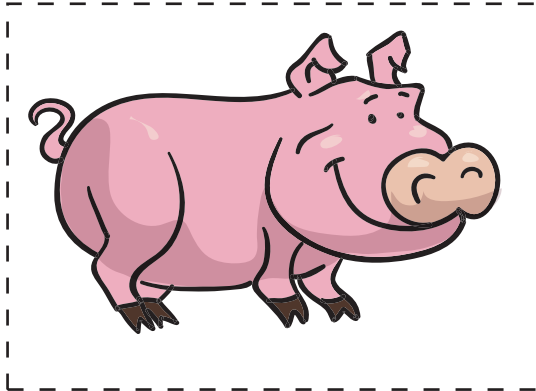
Wow, that corn grows fast! Let's see how tall it is. Cut out the ruler and have a grown-up help you measure each cornstalk. Write your measurement on the line near the corn.

 _____ ----- _____	 _____ ----- _____	 _____ ----- _____	 _____ ----- _____	 _____ ----- _____
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Let's Review

The farm is full of living things. They need food, water, and oxygen. They can grow and reproduce, and many of them move! Cut out the pictures and sort them by living things and non-living things.



Great job!

is an Education.com math superstar

