

Early Childhood Catalogue 2022



Nurturing the Joy of Learning

Marshall Cavendish Education (MCE) is a global leader in education, dedicated to nurturing the joy of learning and preparing students for the future. We believe the best way to do that is by simplifying learning, and listening to what schools, teachers, students and even parents really need.


We make our world class educational content more accessible through a seamless experience that integrates print and digital resources.

MCE provides holistic, end-to-end solutions that are customised to the requirements of the school, with professional development for educators to help them in implementing the curriculum.



Curriculum

That Takes You On A Journey Of Discovery



Education doesn't have to be boring. From early childhood through primary and secondary, our research-based curriculum has been crafted by education experts to turn the school years into an engaging adventure for every student's mind.

**MCE
COMPLETES
YOUR LEARNING
JOURNEY**

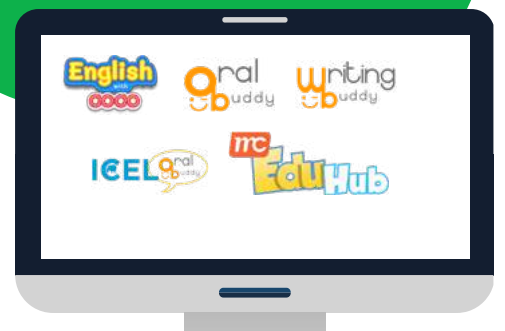
**Professional
Development
Programmes**
Your Path to Excellence

Educators learn too. We're with you on your path to excellence.

Our professional development programmes are developed by in-house education experts and partners such as Nanyang Technological University (NTU), to arm educators with the latest knowledge and advance their skills. We believe that when teaching expertise grows, so does the learning of students.

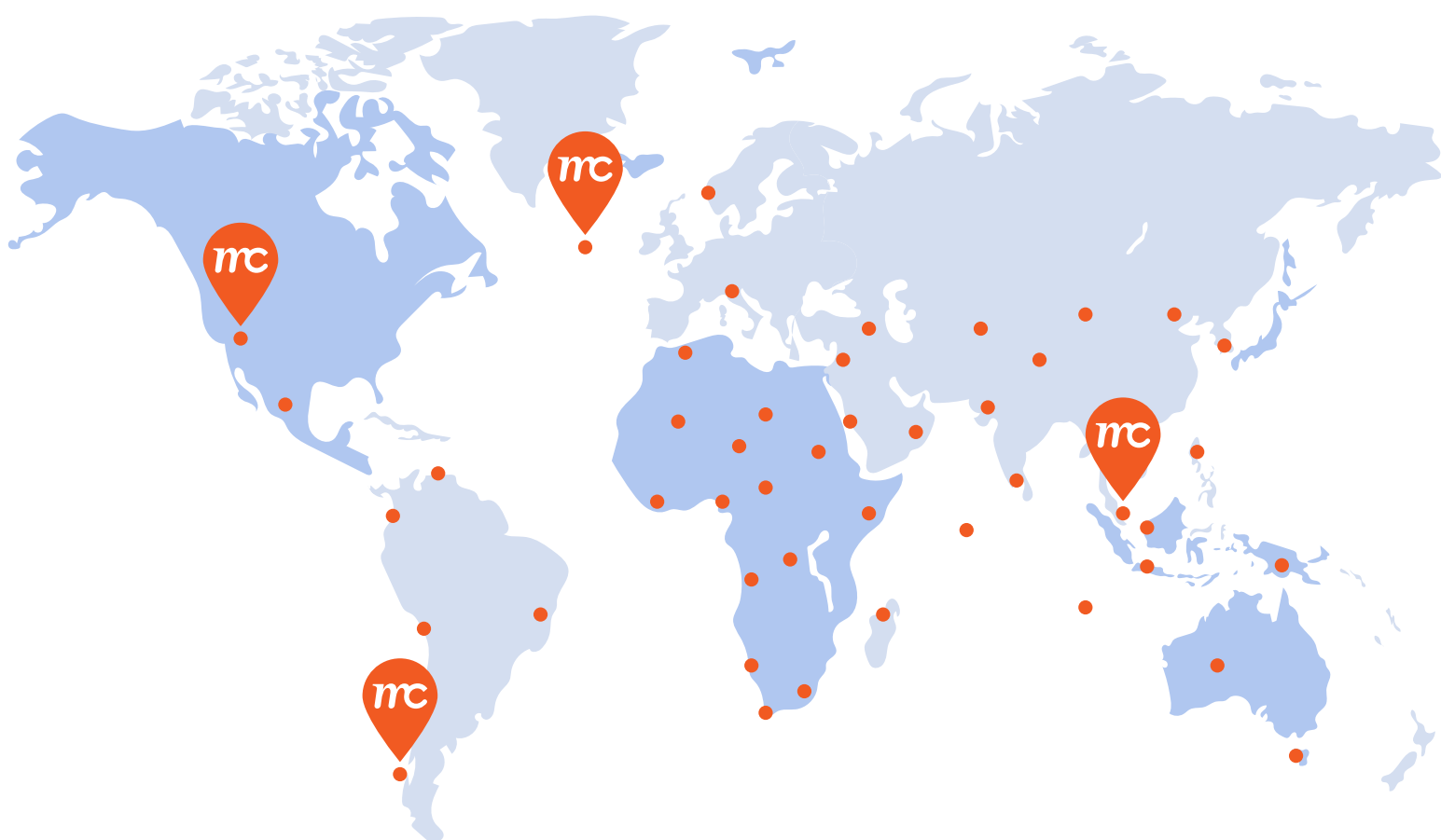
**Digital Solutions
For Seamless Learning**

Designed to reflect the changing shape of education, our digital solutions integrate blended learning into the curriculum, providing an engaging and interactive learning experience. This approach will be the blueprint for how students learn in the post-pandemic years.



Our Global Reach and Recognition

Our quality learning materials and solutions have been adopted in more than **85 countries** and translated into 14 languages for Pre-K-12 learners.



We have gained recognition globally with consistent top performance in international studies such as TIMSS, PIRLS, PISA and the Global Competitiveness Report.

In 2019, we were recognised as the only Asian publisher who is an endorsement partner of the Cambridge Assessment International Education.

Trends in International Mathematics and Science Study (TIMSS)

– 1995, 1999, 2003, 2007, 2011

Since 1995, Singapore has been ranked as one of the top-performing countries by TIMSS.

1995

2001

Progress in International Reading Literacy Study (PIRLS)

– 2001, 2006

Singapore saw a marked ranking improvement in the PIRLS rank, from 15th in 2001 to 4th in 2006. Singapore also ranked 2nd among the education systems that took tests solely in English.

The Programme for International Student Assessment (PISA)

– 2009, 2012, 2016

Our 15-year-old students regularly emerge top for Mathematics, Science, and Reading in The Programme for International Student Assessment (PISA), a prestigious triennial benchmarking assessment.

2009

2019

The only Asian publisher who is an endorsement partner of Cambridge International

– 2019

In 2019, Marshall Cavendish Education became the only Asian publisher who is an endorsement partner of Cambridge Assessment International Education.



ENGLISH

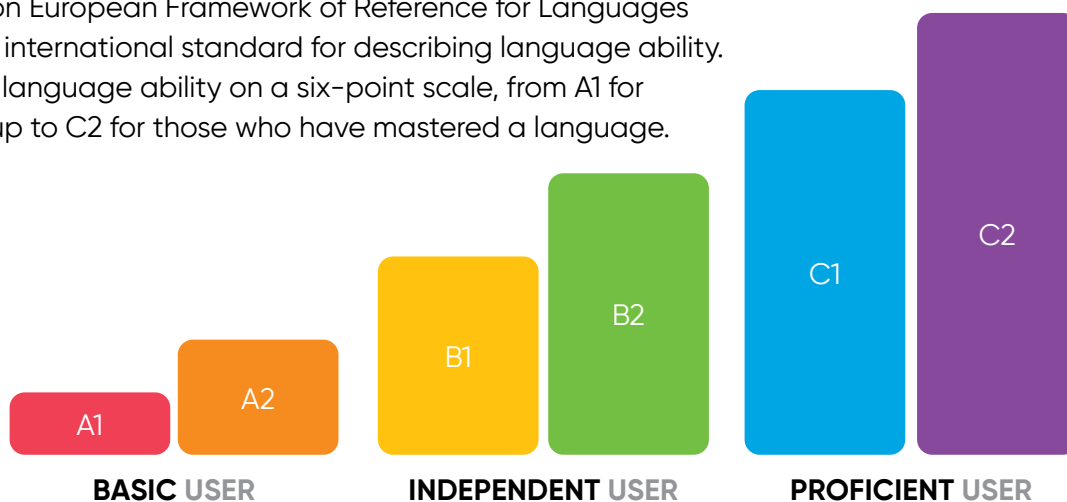
Learning Pathways

Our materials are thoughtfully crafted to accompany students on their learning journey, from Preschool to a Secondary level. Discover the flow of our curriculum and the suitable titles for each educational level.



CEFR LEVELS

The Common European Framework of Reference for Languages (CEFR) is an international standard for describing language ability. It describes language ability on a six-point scale, from A1 for beginners, up to C2 for those who have mastered a language.

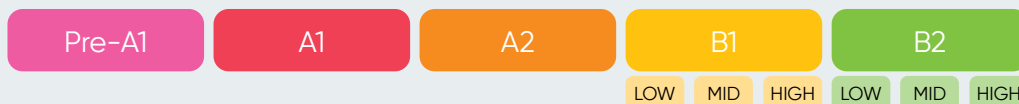


Source: <http://www.cambridgeenglish.org/exams-and-tests/cefr/>

ENGLISH

Curriculum Mapping

CEFR MAPPING



Preschool

FIRST STEPS
From Phonics to Reading
Level 1 to 3

Primary (G1 – 6)

My Pals are Here! English International (2nd Edition)
Level 1 Level 2 Level 3 & 4 Level 5 & 6
Take Off with English
Level 1 & 2 Level 3 & 4 Level 5 & 6

Secondary (G7 – 10)

English Ahead
Book 1
Book 2
Book 3
**MCE IGCSE™
Cambridge ESL (2nd Edition)**

Content Page

- English**
- New** + FIRST STEPS From Phonics to Reading
- + Kinder Thinkers
 - + Supplementary Materials

01

02 – 10

11 – 12

13 – 18

- Mathematics**
- + Up Down All Around
 - + Earlybird Kindergarten Mathematics
 - + Kinder Thinkers
 - + Math in Focus
 - + Math in Focus 2020
- New** + Primary Mathematics (2022 Edition)
- + Supplementary Materials

19

20 – 25

26 – 33

34 – 35

36 – 41

42 – 47

48 – 56

57 – 60

- Science**
- + Bigeye Tots

61

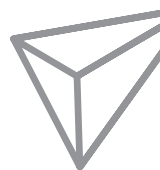
62 – 65

- Applied Learning Programme**
- + MCE Coding Lab
 - + Life Science

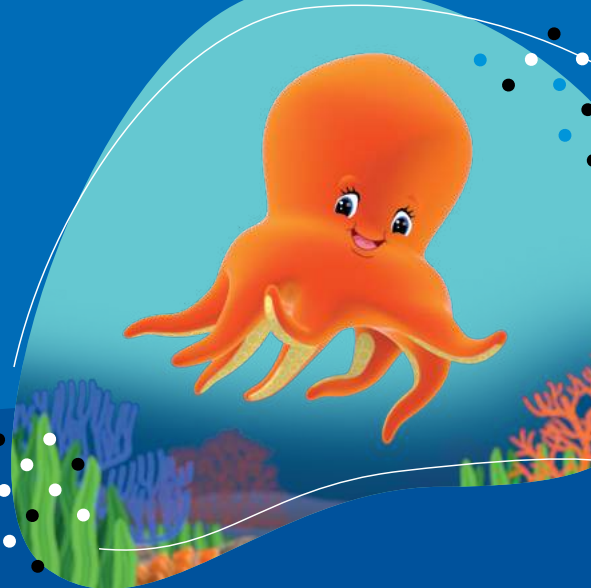
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67

68 – 69



English



- + **FIRST STEPS From Phonics to Reading** **New** 2
- + **Kinder Thinkers** 11
- + **Supplementary Materials** 13



From Phonics
to Reading

Product Introduction

FIRST STEPS From Phonics to Reading is a unique, easy-to-teach, 3-level language programme designed for young children learning English as a first language and as a foreign language. Centred around 75 authentic stories, this programme follows a balanced, whole-language, step-by-step approach to develop the four foundational skills of language learning (reading, writing, speaking and listening). *FIRST STEPS* aims to develop young independent readers and effective communicators equipped with strong phonemic awareness and 21st century competencies.



Core Components

Teachers' Resource

Readers Pack



Activity Book



Flashcards



Programme Guide



Digital Resources



- Digital Readers
- 75 Songs, Chants, Rhymes
- Lesson Slides for frontal teaching
- Flashcard Game Bank
- Handwriting Practices
- Certificate of Completion

Level 1

(Age 4)

**L1 Readers Pack
(26 Readers)**
9789814917919

L1 Activity Book
9789814884075

**L1 Flashcards
Pack (101pcs)**
9789814884136

**L1 Programme
Guide**
9789814884105

Level 2

(Age 5)

**L2 Readers Pack
(25 Readers)**
9789814917926

L2 Activity Book
9789814884082

**L2 Flashcards
Pack (104pcs)**
9789814884143

**L2 Programme
Guide**
9789814884112

Level 3

(Age 6)

**L3 Readers Pack
(24 Readers)**
9789814926126

L3 Activity Book
9789814884099

**L3 Flashcards
Pack (117pcs)**
9789814884150

**L3 Programme
Guide**
9789814884129

Level 1 (Age 4)



Ants are Amazing
9789814884044



A Muddy Mess
9789814904193



Tom's Toys
9789814904209



Safi and the Snake
9789814904216



Izzy and the Igloo
9789814904223



Five Funny Fat Frogs
9789814904230



Where is Daddy?
9789814904247



Rita and the Rice
9789814904254



Count the Candles
9789814904315



Benjamin Bennett
and the Blue Shoe
9789814904322



Nora's Nasty Cough
9789814904339



Katy Goes to
Kindergarten
9789814904346



The Vegetable
Market
9789814904353



Eddie the Elephant
9789814904360



A Walk in the Woods
9789814904377



Grandma's Jam
9789814904384



Otto the Octopus
9789814904261



Gogo the
Greedy Goat
9789814904278



Lara the Lazy Lion
9789814904285



Helping Hands
9789814904292



Umberto and the
Hurricane
9789814904308



Penny Visits Paris
9789814904391



The Yoyo
9789814904407



Say Please, Baxter
9789814904414



Quiddles
9789814904421



Zac and Zane Play
Hide and Seek
9789814904438

Level 2 (Age 5)



Awesome Sharks
9789814884051



Good Choice,
Charlie
9789814904445



Thelma and the
Loose Tooth
9789814904452



Welcome, Whitney!
9789814904469



Stan's second
Chance
9789814904476



Smile, Mr Smith!
9789814904483



I Spy at the Beach
9789814904490



Scarlet and
the Scooter
9789814904506



Cramer and the
Cracker
9789814904568



Dragons Don't
Dance
9789814904575



Frank and the
Fruit Lady
9789814904582



Grandad
9789814904599



Princess Prunella
9789814904605



Trapped
9789814904612



Different but
the Same
9789814904629



Clip Clap
Riding School
9789814904636



Snorri in the Snow
9789814904513



Skyler Loves Skiing
9789814904520



Winter is Coming
9789814904537



Rhyming
9789814904544



Brain and Brad
Make Breakfast
9789814904551



Flora the Flamingo
9789814904643



Glenda's New
Glasses
9789814904650



Our Plastic Planet
9789814904667



Sleepy Sloths
9789814904674

Level 3 (Age 6)



Harry and the
New Baby
9789814884068



The Big Fish
9789814904681



Keiko's New School
9789814904698



Quack!
9789814904704



The Emperor and
the Baby Bird
9789814904711



The Camping Trip
9789814904728



The Frog and
the Crow
9789814904735



Let's Bake Cookies!
9789814904742



Oh No!
9789814904803



The Foolish Owl
9789814904810



What Will I Be
When I Grow Up?
9789814904827



Wake Up,
Barley Farm!
9789814904834



Sports Day
9789814904841



A Visit to the Hospital
9789814904858



The Haircut
9789814904865



Hawks
9789814904872



Save Our
Rainforests
9789814904759



Noisy Boys!
9789814904766



Maisy Bakes a Cake
9789814904773



I Scream for
Ice Cream
9789814904780



Hold on Tight!
9789814904797



Splish, Splash!
9789814904889



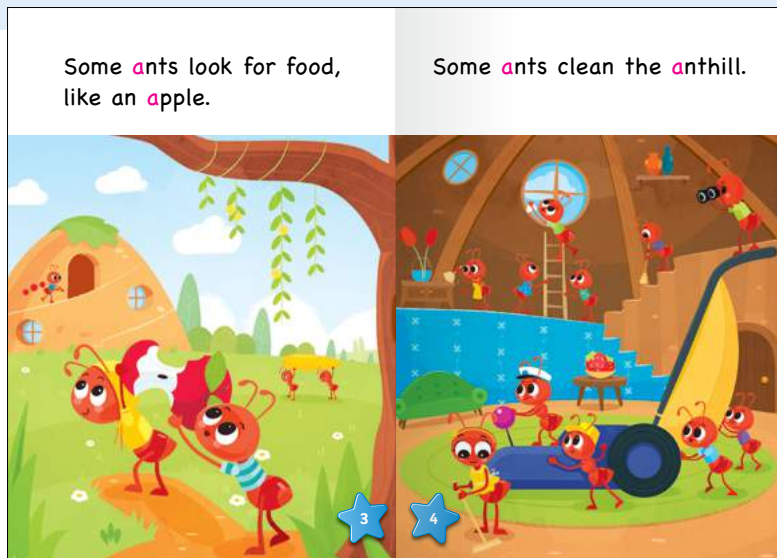
The Stray Kitten
9789814904896



In the Garden
9789814904902

Immerses children in a language-rich environment with authentic stories

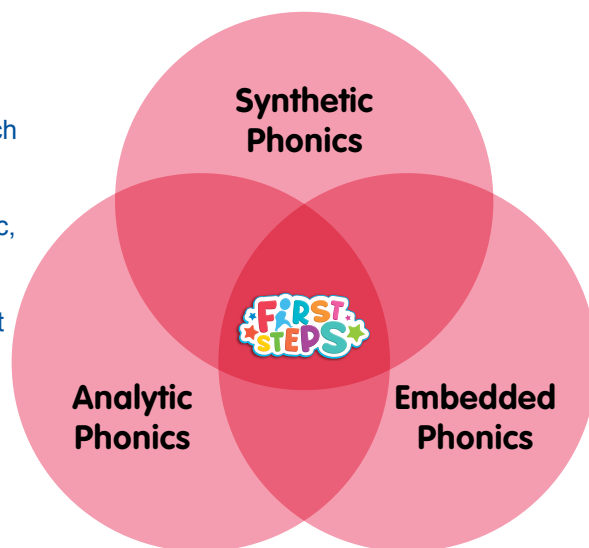
FIRST STEPS From Phonics to Reading programme has been specifically designed to create a language-rich context for effective immersion in English through the introduction of **authentic stories**. Suitable for beginners, stories support young children's development of oral language, natural creativity and are ideal for building vocabulary.



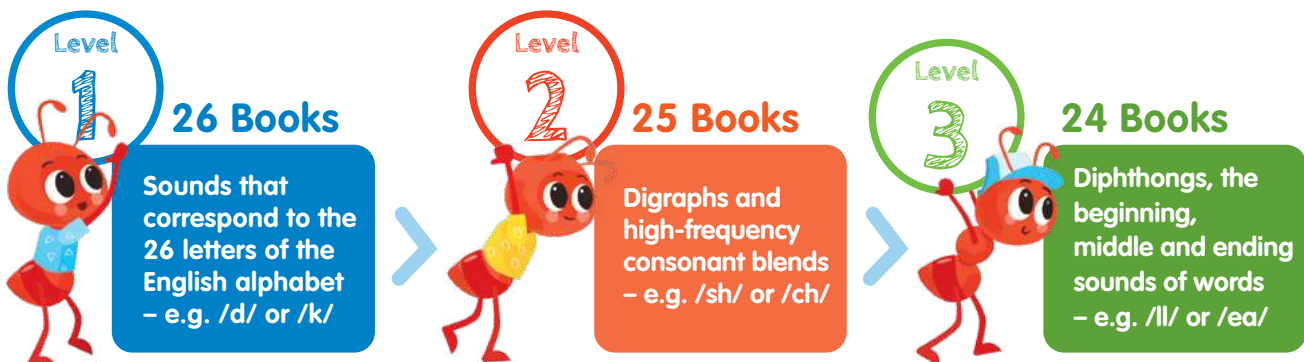
Our programme adopts a unique **balanced, whole-language approach**.

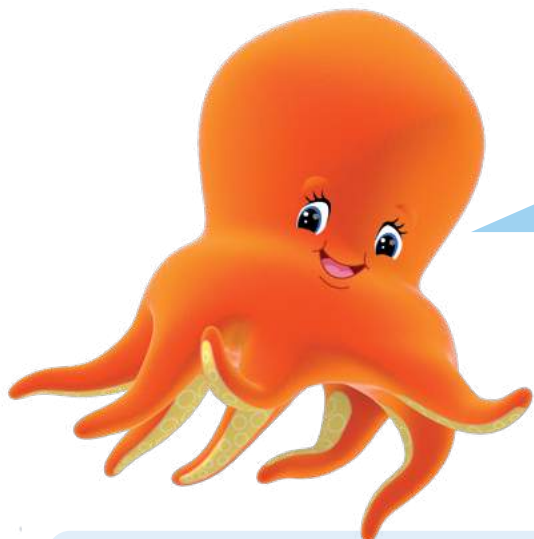
While many phonics programmes adopt one approach to phonics instruction, FIRST STEPS is based on a unique balance of three different approaches to teaching phonics and phonemic awareness: synthetic, analytic and embedded phonics.

Phonemes are taught through the systematic, explicit teaching of sounds that are embedded in relatable and meaningful books designed to provide young learners with authentic and memorable reading experiences.



Our readers are available in 3 levels:



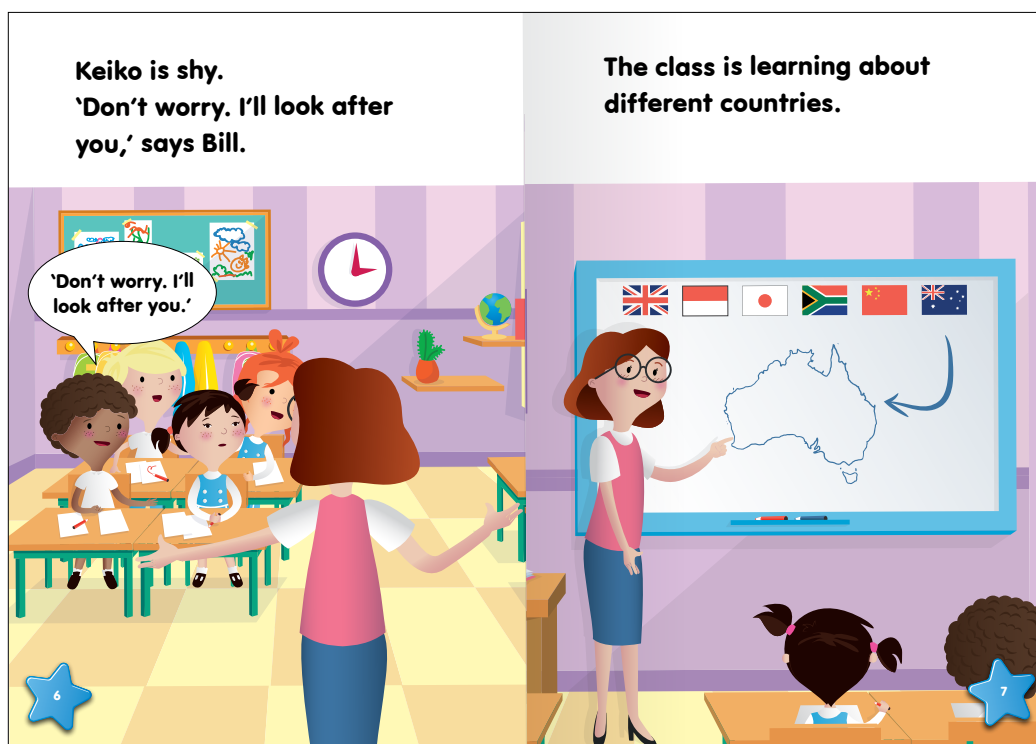


Students will have learnt all **44 sounds of the English Language** and how to **blend them together to read, write and spell** words, and will be able to recognise the **100 most common English sight words** by the end of Level 3!

Equips children with Social and Emotional skills to succeed in future evolving economies

Each of the 75 readers in FIRST STEPS has a distinct Social and Emotional Learning (SEL) focus. This is emphasised through the reading of the book, and further highlighted through questions raised during post-reading. This helps young children learn to understand and respect themselves, others and the world around them.

It encourages children to be curious and adaptable, work collaboratively with their peers and build their problem-solving skills. These 21st century skills that SEL imparts are increasingly necessary and critical for children to successfully navigate their later years and the changing paradigms of global society.



Level 3 Keiko's New School

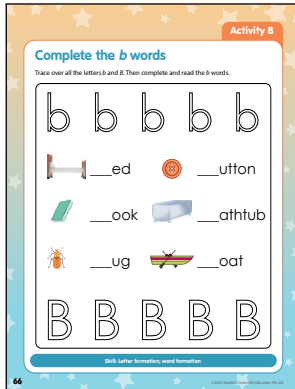
SEL Focus: Social Awareness

Cross-cultural curiosity, understanding and acceptance

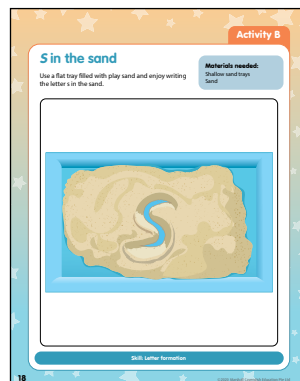
Exposes children to multi-sensory experiences with 600 activities

Young learners learn best when they are exposed to a broad range of multi-sensory experiences. FIRST STEPS supports a multisensory instructional approach to improve children's phonemic awareness and their language and literacy skills.

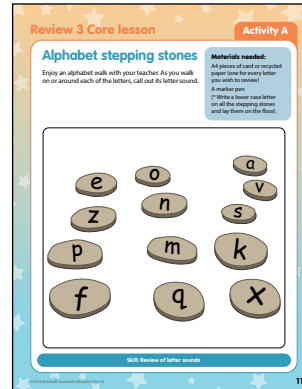
There are 600 engaging activities within this programme and here are some examples:



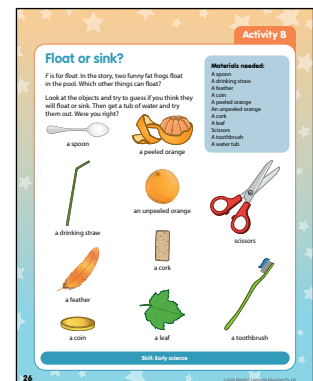
Writing and Word Formation Exercises



Kinesthetic Letter Formation Activities



Movement Games



Early Science Experiments

75 original songs and digital stories to support frontal teaching

Lively, animated versions of the printed readers bring the characters in each reader to life!

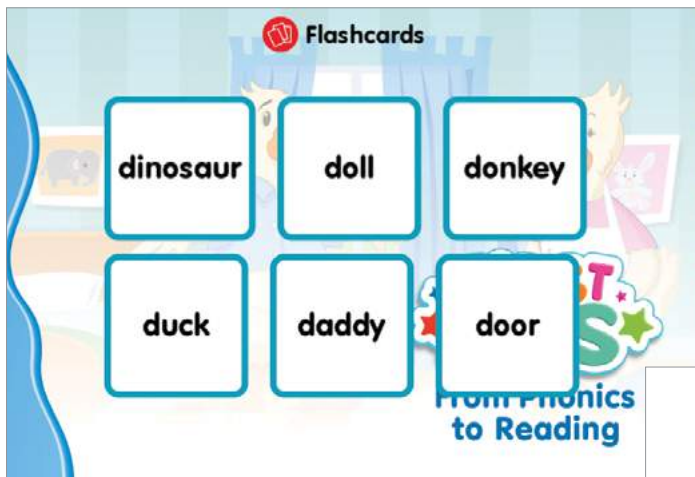
Children will have fun listening and learning to say the target sounds and words. They can also practise the target sounds and words in an engaging way through our digital readers, games, songs, and flashcards.

Available on



App Store, Play Store,
Windows, MacOS.

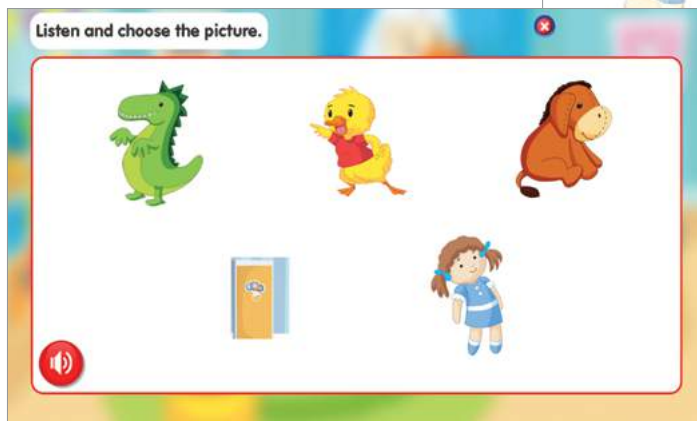




Digital Flashcards



Songs and Chants and Rhymes



Digital Flashcards

Teaching is easy, simple and step-by-step

Each reader has 2 lessons: **Core** and **Consolidation**, and non-specialist teachers are empowered to deliver each lesson with just 4 simple steps:

STEP 1

LEAD IN

A short activity that stimulates children's interest and primes them for learning.

STEP 2

STORY

The main part of the lesson that represents the reader focusing on the keywords and target sound.

STEP 3

ACTIVITIES

Follow-up activities that encourage children to practise the target sound and keywords.

STEP 4

ROUND DOWN

A recap of the lesson's learning points.



Programme components

Flashcards are a long-standing and often under-used teaching resource. Traditionally, they were used to drill students and help them memorise new vocabulary, but nowadays it is recognised that there are many more exciting ways to use flashcards in the young learner classroom that will keep children interested and engaged in learning.

FIRST STEPS From Phonics to Reading programme provides over 400 colourful flashcards in both digital and hard copy format. These flashcards are an excellent resource for practising phonemes and reinforcing key vocabulary from the books. Whilst flashcards can be used at any stage of a lesson, it is recommended, when using them as part of **FIRST STEPS** From Phonics to Reading programme plans, that they be used during the After reading stage, to reinforce the key phonemes (please see **Lesson structure**, page 11). Have the children listen to and repeat the vocabulary word, then flip the card and have them say the discrete sound of the phoneme. You can use some of the great flashcard game ideas below to spice things up a little:

Kim's game

Lay out a selection of flashcards, drill the words, then let the children study them for a few minutes. Cover the cards, remove one discreetly and then have the children guess which one is missing.

Reverse Kim's game

Lay as above but adding a card instead of taking one away. The children have to identify which card has been added.

Pelmanism

After naming the flashcards, lay two sets of the same cards face down on the floor and challenge the children to pick pairs.

Swat it!

Give two children a fly swatter. The teacher says the word and the pair to swat the correct flashcard with the fly swatter.

What did you say?

Use a flashcard and mouth the word with the word you are saying. Repeat with different words.

Flashcard treasure hunt

Hide the flashcards around the room. Have the children return them to the treasure chest (a box) as they do so.



Our **flashcard game bank** supports teachers with countless exciting ideas to keep young children interested as they learn.

Kinder Thinkers

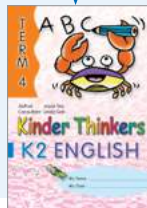
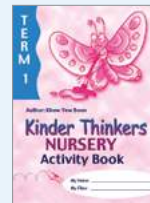
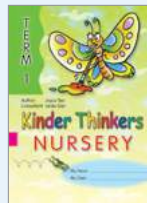
Product Introduction

Providing a great start to learning English, this comprehensive series of course books and activity books **exposes young children to the English alphabet through lively and fun-filled activities**, providing the building blocks for literacy.

Core Components

Course Book

Activity Book



Nursery

(Age 4)

Term 1 Course Book
9780195886627

Term 1 Activity Book
9780195886672

Term 2 Course Book
9780195887037

Term 2 Activity Book
9780195887044

Term 3 Course Book
9780195887211

Term 3 Activity Book
9780195887310

Term 4 Course Book
9780195887266

Term 4 Activity Book
9780195887365

Kindergarten 1

(Age 5)

Term 1 Course Book
9780195886634

Term 1 Activity Book
9780195886689

Term 2 Course Book
9780195886993

Term 2 Activity Book
9780195887013

Term 3 Course Book
9780195887228

Term 3 Activity Book
9780195887327

Term 4 Course Book
9780195887273

Term 4 Activity Book
9780195887372

Kindergarten 2

(Age 6)

Term 1 Course Book
9780195886641

Term 1 Activity Book
9780195886696

Term 2 Course Book
9780195887006

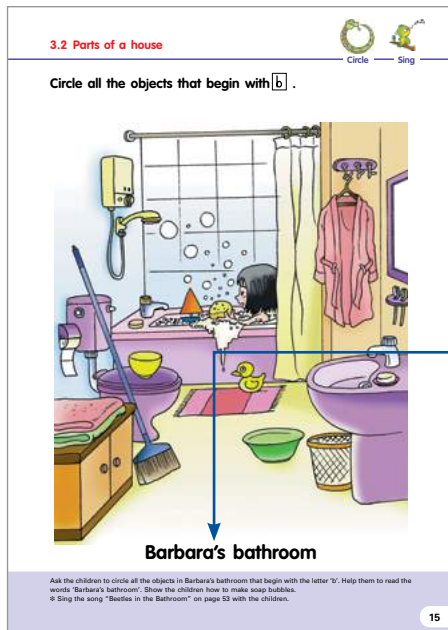
Term 2 Activity Book
9780195887020

Term 3 Course book
9780195887235

Term 3 Activity Book
9780195887334

Term 4 Course Book
9780195887280

Term 4 Activity Book
9780195887389

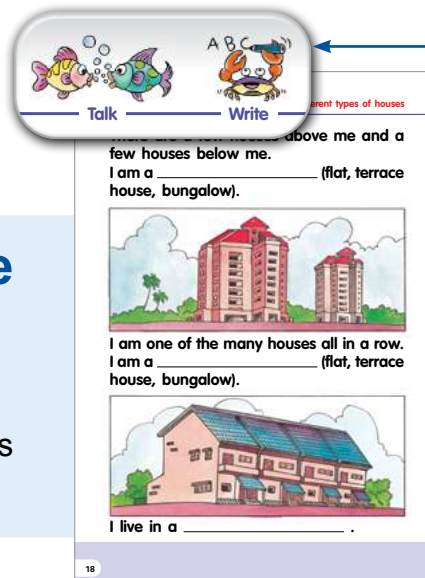


Course Book

Language Introduced in Context

Young children learn language structures, pick up vocabulary and acquire writing skills as they go through engaging activities.

Learning is internalised with topics that young children at that age experience and can relate to.



Language items practised are indicated with clear icons as signposts.

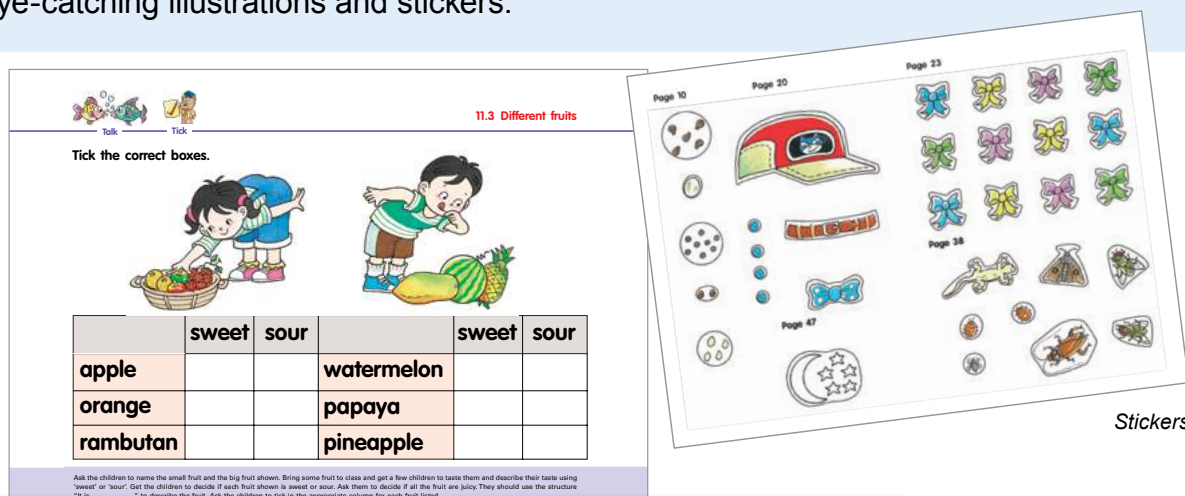
Course Book

Learning is Progressive

Language components are covered progressively and a variety of language skills are practised throughout the series. Motor, visual discrimination and oracy skills are covered throughout as well.

Supports Lesson Instruction

Suggested lesson ideas with extension activities are provided in the margin at the bottom of every activity in the course book. Children are motivated to learn with appealing and colourful eye-catching illustrations and stickers.



Ask the children to name the small fruit and the big fruit shown. Bring some fruit to class and get a few children to taste them and describe their taste using 'sweet' or 'sour'. Get the children to decide if each fruit shown is sweet or sour. Ask them to decide if all the fruit are juicy. They should use the structure 'It is _____' to describe the fruit. Ask the children to tick in the appropriate column for each fruit listed.

Course Book

Product Type

Title

	Reading	Vocabulary	Phonics
Skills-based	<ul style="list-style-type: none"> ● My Reading Buddy Caterpillar Series ● My Reading Buddy Beany's Picture Book Series ● All Kids R Intelligent! English Readers ● Ready to Read 	<ul style="list-style-type: none"> ● Times 1000, 2000, 4000 Word Series (2nd Edition) ● Times 4000 Words Activity Book 	<ul style="list-style-type: none"> ● Phonics Activity World

Skills-based

Legend:

Basic – ●

Intermediate – ●

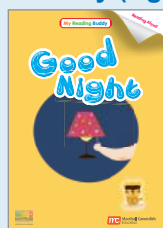
Advanced – ●

My Reading Buddy Caterpillar Series

My Reading Buddy Caterpillar series comprises a set of 12 readers carefully designed to enable young children to learn in an authentic and relatable manner as they develop essential English language skills.

Suitable for children aged 4 to 6, the readers are categorised into 3 grades: Red Caterpillar, Blue Caterpillar and Green Caterpillar, with 4 readers for each grade. The series introduces words commonly encountered by children in daily life and vivid illustrations to spark their reading interest, targeted to improve their reading and speaking skills.

Nursery (Age 4)



▲ **Good Night**
9789814905534



▲ **Colourful Ribbons**
9789814905497



▲ **The Seesaw**
9789814905558



▲ **Black and White**
9789814905473



Kindergarten 1 (Age 5)



▲ **Dad is Tall**
9789814905503



▲ **Drawing Class**
9789814905510



▲ **The Swing**
9789814905565



▲ **Fly Up and Up**
9789814905527

This series is also available in Chinese.



乐中学《毛毛虫》系列
Learning Chinese With Fun Caterpillar Series

Kindergarten 2 (Age 6)



▲ **Caterpillar**
97898-4905480



▲ **Who Wants to Board the Bus**
9789814905572



▲ **The Careless Little Monkey**
9789814905541



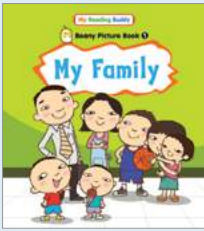
▲ **Yum! I Like It**
9789814905589

Digital readers available in



My Reading Buddy Beany's Picture Book Series

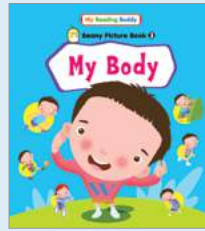
Written for preschool children aged 4 to 6, *My Reading Buddy Beany's Picture Book series* comprises of 10 beautifully-illustrated English readers. Its engaging stories focus on themes based on real-life contexts such as family, animals and shapes which resonate well with children.



▲ Book 1
My Family
9789814905374



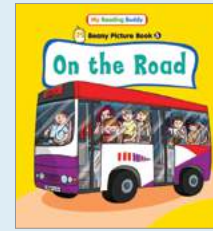
▲ Book 2
Fun with Actions!
9789814905381



▲ Book 3
My Body
9789814905398



▲ Book 4
Colours
9789814905404



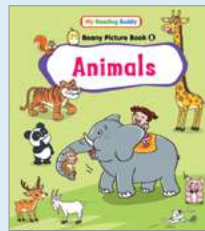
▲ Book 5
On the Road
9789814905411



▲ Book 6
My Kindergarten
9789814905428



▲ Book 7
I Can Count
9789814905435



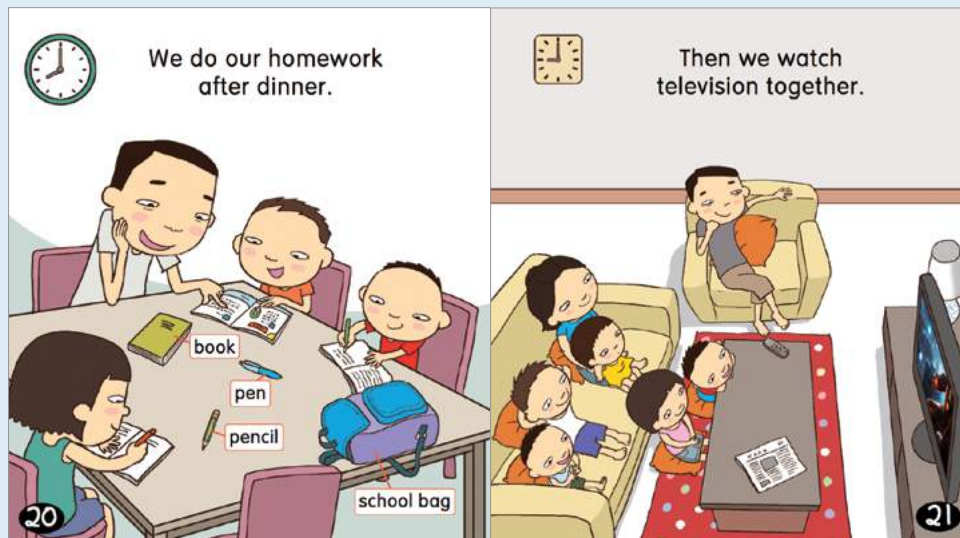
▲ Book 8
Animals
9789814905442



▲ Book 9
Shapes
9789814905459



▲ Book 10
Changes in the Sky
9789814905466



This series is also available in Chinese.



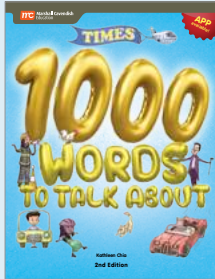
《小豆豆图画书》系列
Beany's Picture Book Series

Digital readers
available in

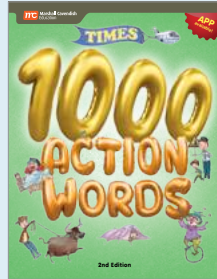


Times 1000, 2000, 4000 Word Series (2nd Edition)

The new edition of *Times Word series* – revamped to cater to modern-day learners – is a range of full-colour books, designed to develop children's ability to read and interpret pictures. Every page is thoughtfully laid out, with culturally sensitive and relatable illustrations and contexts. Through these lively illustrations, children are introduced to common English words within their immediate experience. A mobile app is also available to complement the series to make learning interactive.



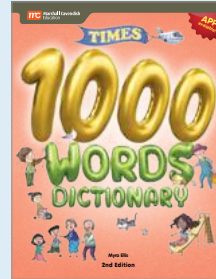
▲ Times 1000 Words To Talk About (2nd Edition)
9789813169265



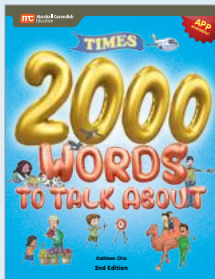
▲ Times 1000 Action Words (2nd Edition)
9789813169272



▲ Times 1000 Words In Pictures (2nd Edition)
9789813169289



▲ Times 1000 Words Dictionary (2nd Edition)
9789813169296



▲ Times 2000 Words To Talk About (2nd Edition)
9789813169241



▲ Times 2000 Words To Start With (2nd Edition)
9789813169258



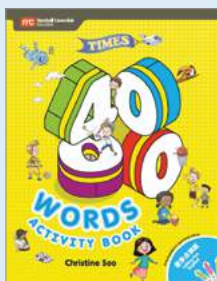
▲ Times Giant Book Of 4000 Words (2nd Edition)
9789813169234



**Comprehensive,
Engaging,
Organised**

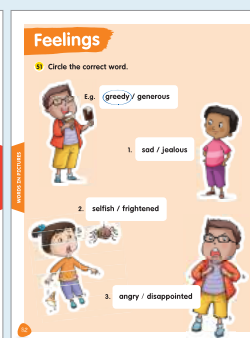
The series is equipped with comprehensive features that make for a complete learning experience. Children's knowledge is reinforced through questions, keywords, and activities, which stimulate greater interest in learning. Parents and educators can engage young learners through conversation by making use of various features present in the books, creating opportunities for children to ask and answer questions and allowing meaningful learning to take place. Content is also organised for easy use and reference.

Times 4000 Words Activity Book



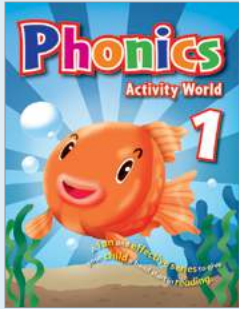
▲ Times 4000 Words Activity Book
9789814941389

Complementing the popular *Times 4000 Words (2nd Edition)* series, this all-new activity book packs over 100 activities to keep young learners interested and stimulated. From matching to word formation quizzes, and crossword puzzles to fill-in-the-blanks exercises, this book deepens children's understanding of the words and their meanings, boosting their English language skills.



Phonics Activity World

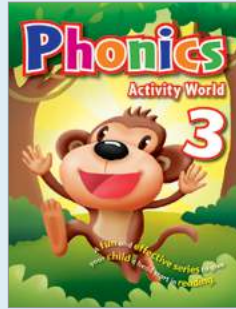
Phonics Activity World is a series that prepares pre-schoolers to read independently through the use of phonics. Each book is packed with colourful illustrations, challenging educational games, and a certificate to celebrate a child's accomplishment. The 'Do You Remember?' section at the end of every unit also enables parents or teachers to assess the child's understanding.



▲ **Phonics Activity World 1**
9780462001876



▲ **Phonics Activity World 2**
9780462001883



▲ **Phonics Activity World 3**
9780462001890

Ready to Read

The *Ready to Read* series adopts a progressive learning approach in getting pre-schoolers to start reading. Every book in this series provides focused practice in 3 systematic steps to build confidence in children and ensure progressive learning:

STEP 1 Let's begin!

A simple introduction to the concept is given before the main skill is taught. Children learn new words through repeated exposure and practice, reading them via *the Look and Say* method. Simple sentences are also introduced to help children begin reading.

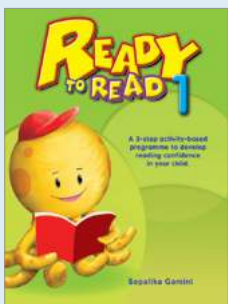
STEP 2 Let's practise!

Children practise tracing key words to improve their motor skills and get introduced to writing.

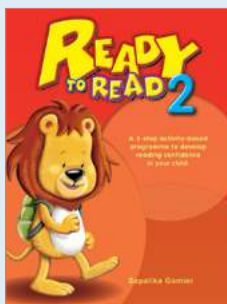
STEP 3 Let's read!

Children read a text before completing task-based activities such as matching or colouring. Each unit ends with a summary – *I Can Read!* which consolidates learning.

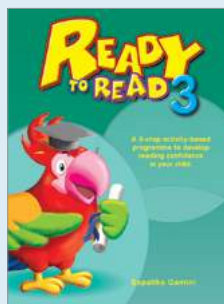
By the end of the series, children would have learnt to read up to 300 words.



▲ **Ready to Read 1**
9780462008882



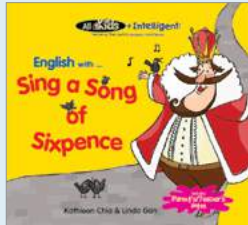
▲ **Ready to Read 2**
9780462008899



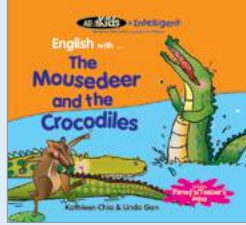
▲ **Ready to Read 3**
9780462008905

All Kids R Intelligent! English Readers

This interactive series of 10 multi-disciplinary readers is designed to help children develop essential language skills and concepts through stories with full-colour illustrations and rhymes. While reading the stories, children are encouraged to make choices and predictions. In addition, activities are accompanied by cut-out activity cards that enhance a child's learning experience. The skills introduced in each book include an introduction to basic phonemic sound and letter blends. *Parent's Notes* also guide educators through the learning process and provide suggestions for follow-up activities.



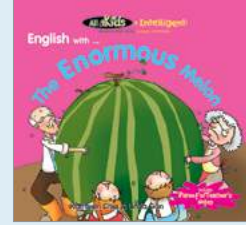
▲ English with ...
Sing a Song of
Sixpence
9789814884310



▲ English with ...
The Mousedeer and
the Crocodiles
9789814884327



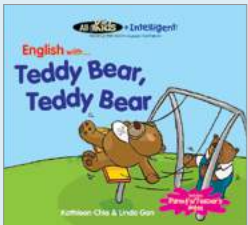
▲ English with ...
Polly Put the
Kettle On
9789814884334



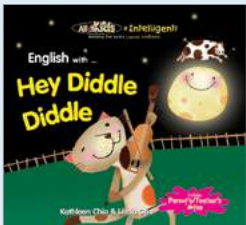
▲ English with ...
The Enormous
Melon
9789814884341



▲ English with ...
There Was a Crooked
Man
9789814884358



▲ English with ...
Teddy Bear,
Teddy Bear
9789810185565*



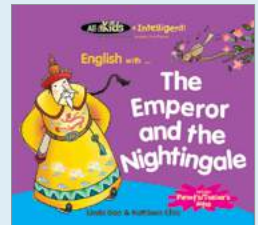
▲ English with ...
Hey Diddle Diddle
9789810185589*



▲ English with ...
The Princess and
the Pea
9789810185657*



▲ English with ...
Wee Willie Winkie
9789810185572*



▲ English with ...
The Emperor and
the Nightingale
9789810185633*

*Subject to change.

Digital readers
available in Happy
Learners App



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on social media!*




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Early Childhood Mathematics



+ Up Down All Around	20
+ Earlybird Kindergarten Mathematics	26
+ Kinder Thinkers	34
+ Math in Focus	36
+ Math in Focus 2020	42
+ Primary Mathematics (2022 Edition) 	48
+ Supplementary Materials	57

UP DOWN ALL AROUND

Product Introduction

Up Down All Around Around is an integrated English and Maths preschool CLIL* programme that focuses on deep conceptual understanding and mastery of skills in children through mathematically-rich activities and tasks. It offers an immersive, engaging, and authentic learning experience like no other!

This programme adopts the highly effective Concrete-Pictorial-Abstract (CPA) approach and builds on children's experiences with maths in daily life, making learning meaningful. Building a strong maths foundation, this series prepares children to learn more complex and abstract concepts in primary school.

*CLIL stands for *Content and Language Integrated Learning*.

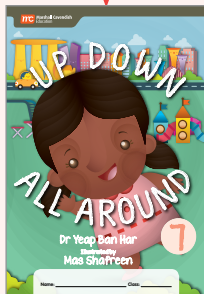
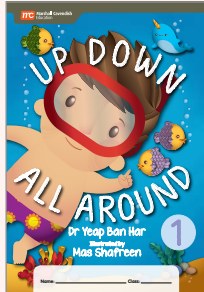


Core Components

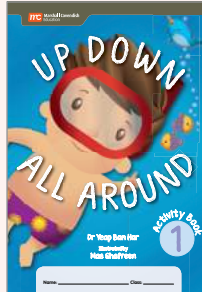
Supporting Resources

Teacher Resources

Student Book



Activity Book Flashcards



Teacher Pack



- Digital Activities
- Scheme of Work
- Lesson Plan PPT for classroom preparation
- Lesson Slides for frontal teaching



Kindergarten 1

(Age 5)

Student Book 1
9789814684293

Student Book 2
9789813166479

Student Book 3
9789814684309

Activity Book 1
9789814861649

Activity Book 2
9789814862486

Activity Book 3
9789814862493

Flashcards 1
9781099105548

Flashcards 2
9781099105753

Flashcards 3
9781099105760

Teacher Pack Pack 1
9789814891967

Kindergarten 2

(Age 6)

Student Book 4
9789813166486

Student Book 5
9789814684316

Student Book 6
9789813166493

Student Book 7
9789814684323

Activity Book 4
9789814862509

Activity Book 5
9789814862516

Activity Book 6
9789814862523

Activity Book 7
9789814862530

Flashcards 4
9781099105777

Flashcards 5
9781099105784

Flashcards 6
9781099105791

Flashcards 7
9781099105807

Teacher Pack Pack 2
9789814891974

Builds a Strong Foundation of Mathematics Concepts which Facilitates A Seamless Transition to Primary School

Up Down All Around promotes the deep understanding of mathematics concepts through its scaffolded and structured approaches. Concepts are introduced using the **Concrete-Pictorial-Abstract (C-P-A) approach** and the **Spiral approach**, which are widely used in primary maths curriculum. These approaches encourage children to discover new ideas, build on what they have learnt and make meaningful connections. As children develop a deep conceptual understanding of maths concepts, they are better prepared to learn more complex and abstract concepts in primary school.

Topic: Let's Count to 3

C - P



Notes

Sing a song.
Rote count from 1 to 10.

▲ Lesson 1: Rote Counting

Fun activities engage and interest children to learn new concepts.

C - P



Notes

Make a fruit salad.
For each type of fruit, count and say the number.

▲ Lesson 2: Rational Counting

Children put meaning to numbers as they count salad ingredients.



Notes

Tell the chef how many of each ingredient he needs. For each type of object, count and show the number using connecting cubes.

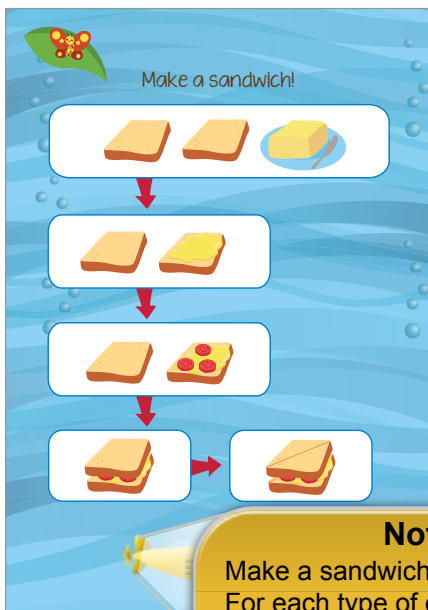


▲ Lesson 3:

1-to-1 Correspondence Using Proportional Materials

Children use connecting cubes to represent the number of soup ingredients.

C - P

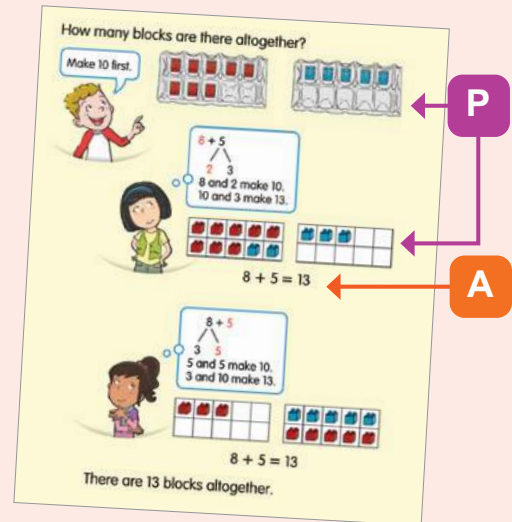
**Notes**

Make a sandwich.
For each type of object, count and show the number using your fingers.

▲ Lesson 4 : 1-to-1**Correspondence****Using Non-Proportional Materials**

Children use fingers to represent the number of sandwich ingredients.

C - P - A is used
in primary school to
learn maths.

**Notes**

3

Make a fruit stick.
For each stick, count the pieces of
fruits and show the number card.

Pupil's Book 1

▲ Lesson 5 : Abstract Numbers

Children are introduced to abstract numbers as they make snacks.

Nurtures a Love for Maths through Play-and-Do Structure

Mathematics should be fun! The Play-and-Do structure in this series allows children to learn through a series of activities and tasks, keeping them engaged while deepening their understanding of key maths concepts. Children first explore concepts and skills through an **activity** (“PLAY”), before applying the concepts or skills in a **numeracy task** (“DO”) to show understanding.

Topic: Let's Make Patterns



Pupil's Book 3

▲ **Play Activity:**

Children identify colour patterns.

▲ **Do Task:**

Children **say** the correct colours to complete AB patterns.



Pupil's Book 2

▲ **Play Activity:**

Children compare heights by looking at the picture.

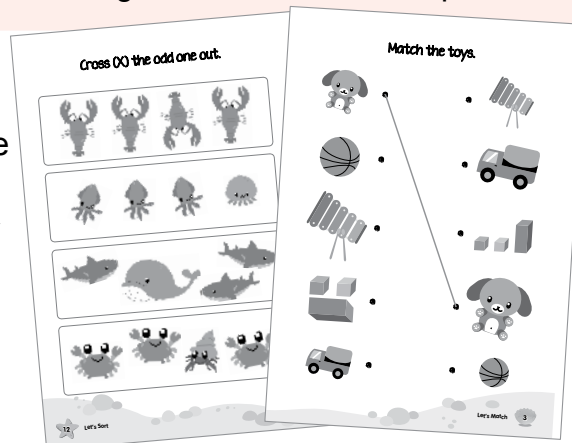
▲ **Do Task:**

Children **make** paper owls and arrange them to compare heights.

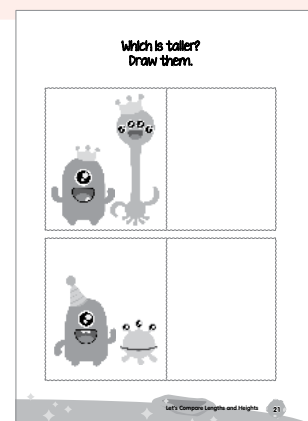
Consolidates Learning and Facilitates Effective Assessment

The *Activity Books* and *Flashcards* enable teachers to revisit concepts, which help children to consolidate their learning and connect ideas across topics. This also facilitates teachers to assess their pupils' understanding of foundational concepts.

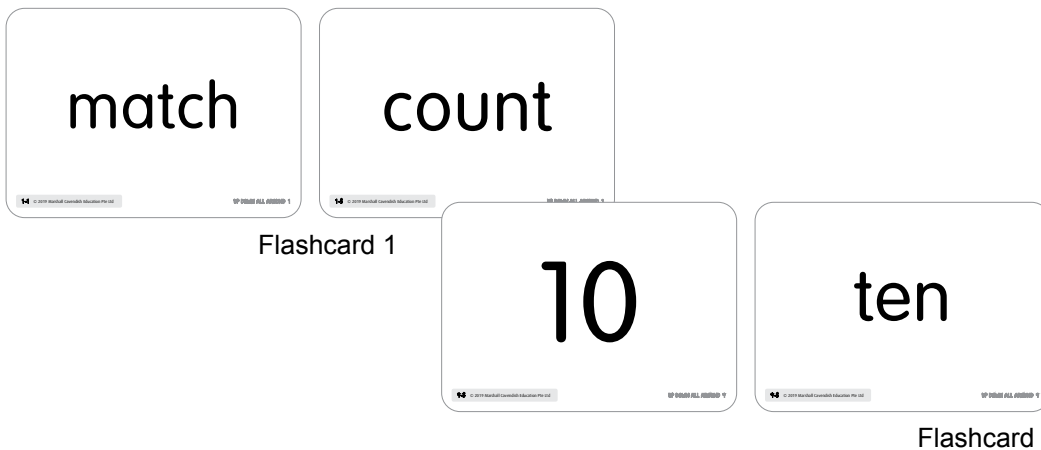
► The **Activity Book** provides additional practice for children to reinforce learning, develop creativity and problem-solving skills.



Activity Book 1



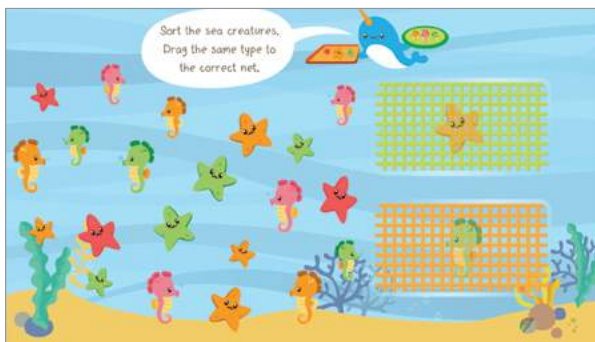
Activity Book 4



▲ Each book includes 16 **flashcards** which are effective memory-aid tools to help children revise words and numbers learnt.

Increases Teachers' Effectiveness in Classroom

Teaching is effective and fuss-free as our comprehensive resources help teachers save preparation time so that they can concentrate on every child's learning needs.



Digital Activity

◀ Engaging children further through the Play-and-Do approach, interactive **digital activities** can be accessed online and offline in class.



Lesson Plan PPT (For Teachers)



Lesson Slides (Student Facing)

▲ **Lesson plans** provide teachers with concise, step-by-step guidance and tips on how to conduct each lesson and how to engage their students.

Lesson slides facilitate the ease-of-use of the programme for teachers with limited teaching experience.



Common Core Edition

Product Introduction

Earlybird Kindergarten Mathematics (Common Core Edition) is a comprehensive, activity-based program that uses the pedagogical principles of the Singapore Math approach to help kindergarten students build a strong foundation in mathematics through fun-filled lessons and activities.

Attractive illustrations rich in mathematical content, hands-on tasks, and meaningful activities engage students' active participation in the learning process. Easy-to-follow instructions allow teachers and parents to provide students with a strong program in mathematics.

Core Components

Teacher Resources

Textbook



Activity Book



Teacher's Guide



Textbook A
9789810189761

Textbook B
9789810189778

Activity Book A
9789810198398

Activity Book B
9789810198404

Teacher's Guide A
9789810198510

Teacher's Guide B
9789810198527

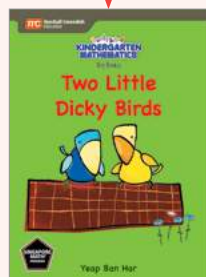
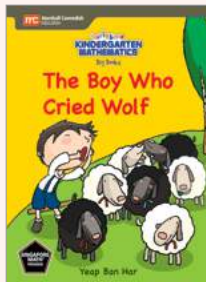
Kindergarten

(Age 5 – 6)

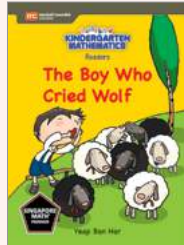
Supporting Resources

Digital Resources

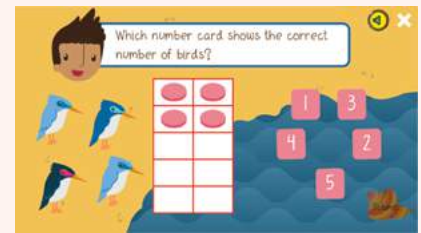
Big Book*



Reader*



Poster*



- Digital User Guide
- Digital Activities



Kindergarten

(Age 5 – 6)

The Boy Who Cried Wolf
9789810189969

Baa, Baa, Black Sheep
9789810189990

The Tortoise and the Hare
9789810189983

One, Two, Buckle My Shoe
9789810199524

Goldilocks
9789810189976

Hickory Dickory Dock
9789810199531

Jack and Jill
9789810199579

Humpty Dumpty
9789810199555

Jack and the Beanstalk
9789810199548

Two Little Dicky Birds
9789810199562

The Boy Who Cried Wolf
9789810119799

Baa, Baa, Black Sheep
9789810195809

The Tortoise and the Hare
9789810119805

One, Two, Buckle My Shoe
9789810119812

Goldilocks
9789810195786

Hickory Dickory Dock
9789810119829

Jack and Jill
9789810119867

Humpty Dumpty
9789810119843

Jack and the Beanstalk
9789810119836

Two Little Dicky Birds
9789810119850

Posters
9789810198824

- * • Minimum order quantity required
- Each item can be purchased separately

Helps Children Build A Strong Mathematics Foundation

This series introduces new mathematics concepts to preschool children using the **Concrete → Pictorial → Abstract (C-P-A) approach**. Using several lessons to unfold each unit, children are guided through systematic variation that reinforces the mathematical concepts introduced and learnt, helping them acquire a strong foundation.

Concrete



First, children make sense of mathematics concepts using materials they can play with.

Pictorial

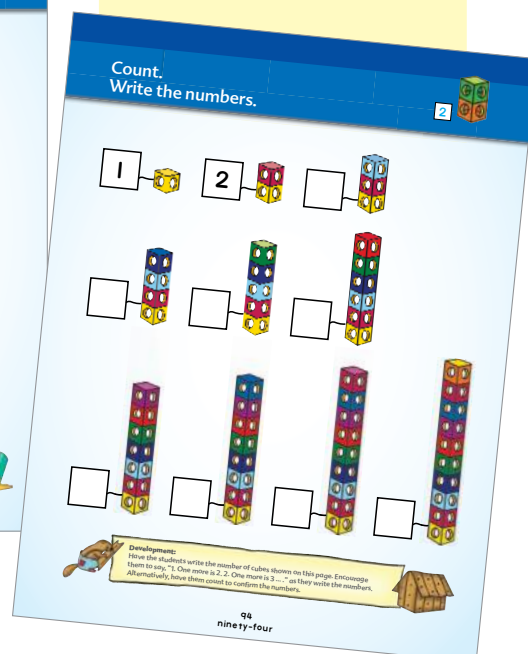
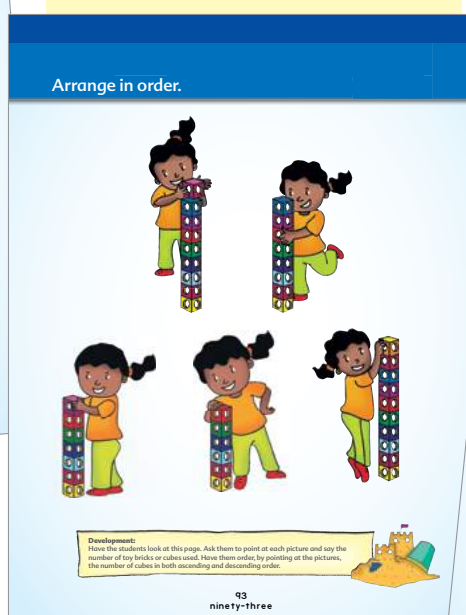
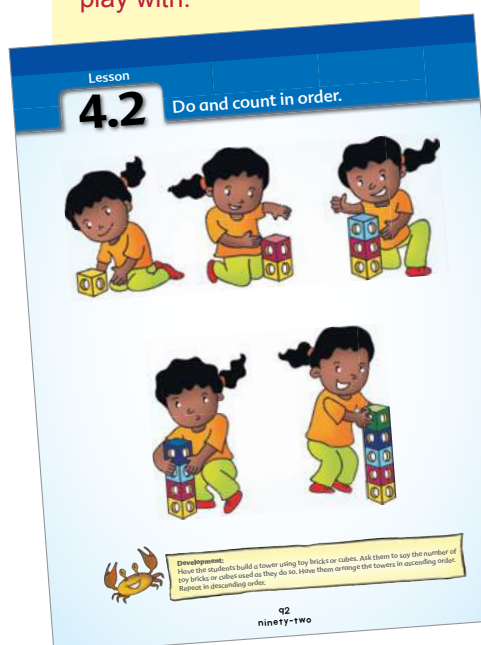


Next, they are shown the same concepts with pictures they have played with or counting units.

Abstract

$$1 + 2 = 3$$

Lastly, children revisit the concepts expressed in numerals.



Textbook

Throughout the series, concepts learnt during earlier lessons are revisited at greater difficulty in later lessons. This spiral approach helps children recall, consolidate and extend what they have learnt. This reinforces their understanding of mathematics and helps them develop a strong foundation.

Children learn to count to 10 before they are taught to count numbers more than 10.

Lesson 3.9 Trace the hats. Then trace the 10's and write more 10's in the boxes.

Development: Ask one student to come to the front of the class, one at a time. Have the rest of the class count on this happens. Show the students the numerals each time. After the tenth student, tell the students to clap ten times. Show them the numeral 10. Tell them to trace the numeral 10 on this page using their index finger. Ask a student to say any number from 1 to 10. Have the class clap the corresponding number of times. Repeat this with different students. Have the students look at this page. Tell them to count the number of children on this page and say "Ten children." Tell them to trace the numeral 10 on this page using their index finger. Tell them to trace and color the hats. Finally, ask them to count the hats and write the numeral 10.

70
seventy

Lesson 12.2 Circle 10 things. Write the numbers.

Development: Place 14 objects on the board in a cluster. Ask a student to arrange these in rows. Tell another student to move ten objects apart from the others. Point to each group of objects and ask, "How many things are there in this group?" Lead the students to say, "10 and 4." Repeat with different numbers of objects. Ask the students to look at this page. Tell the students to circle ten hats in each set. Then, ask the class to say, "10 and..." before writing the correct numbers.

21
twenty-one

Textbook

Children learn shapes before they are introduced to patterns.

Unit 5: Shapes Lesson 5.1 Color the shapes.

Introduction: Give the students cutouts of shapes that include squares, rectangles, circles and triangles (isosceles, isosceles and equilateral triangles) in different sizes. Allow them to examine the cutouts.

Development: Tell the students to find the shapes in the picture. Point to an object in the picture, e.g. the mirror in the shape of a triangle. Ask the students, "Which piece can fit here?" Then, tell the students to color the various shapes.

110
one hundred ten

Review Which have the same shape? Match.

134
one hundred thirty-four

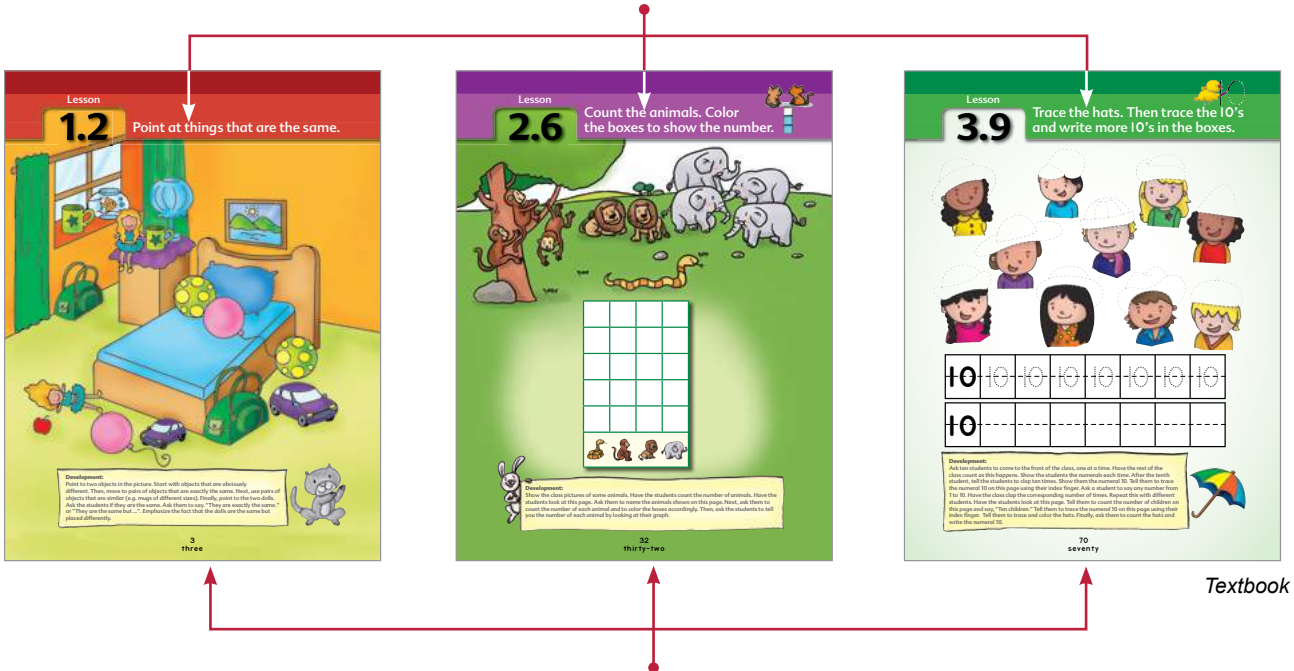
Educators can **assess children's mastery** using the Review pages at the end of each unit.

Textbook

Enables Educators as Facilitators

Resources in this series are designed to facilitate educators in conducting lessons seamlessly and effectively.

Focused Learning Outcomes in each lesson **facilitate educators in guiding children** to learn basic mathematics.

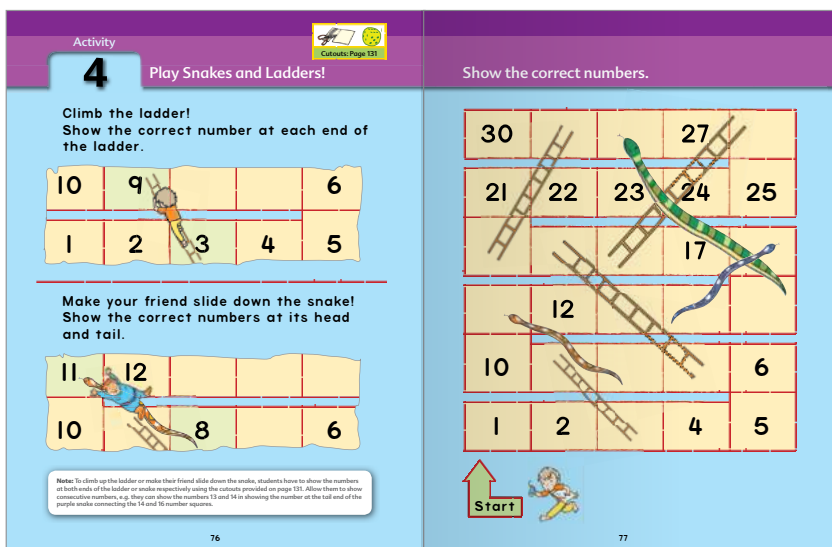


Textbook

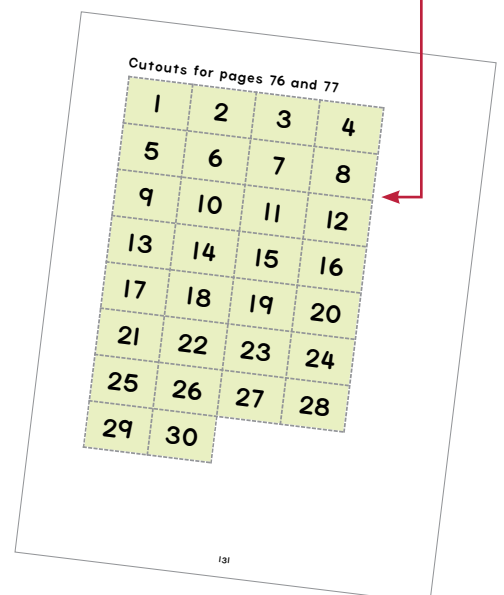
Teaching Notes suggest **ideas and questions educators can use to guide and encourage children** to think logically and seek alternative methods of solving problems.

Educators can use a variety of activities, such as games and practical tasks, from the activity books to supplement children's learning. The activities in each unit is sequenced in progressive level of difficulty to facilitate educators in assessing children's progress.

Using cutouts, children can revise mathematics concepts learnt while **strengthening their thinking and motor skills**.



Activity Book



Each *Teacher's Guide* is designed to equip educators with the necessary materials to teach clearly and systematically. It includes:

- Instructions on using the *Teacher's Guide*
- Detailed *Lesson Plans*
- Correlation Tables
- Curriculum Map
- Photocopiables (Blackline Masters)
- List of suggested materials

Lesson 1.5

Objective

- Students will be able to say if two or more objects look identical by considering attributes such as type, color, and pattern.

Common Core Standards

K.MD.B.3 Classify objects into given categories; count the numbers of objects in each category and sort the categories by count.

Mathematical Practice

MP3 Construct viable arguments and critique the reasoning of others.

Materials

- 4 pencils with the same pattern (3 tall and 1 short)
- 3 red pens
- 1 blue pen
- 4 identical erasers (3 new and 1 used)

Vocabulary/phrases

- different
- same

Introduction

Draw the following shapes on the board in this order: circle, square, circle, triangle, square. Have students identify the same shapes. They do not need to name the shapes.

Development

Let's Do It!

- Draw four circles on the board. Divide two circles into four parts and the other two circles into eight parts.
- Have students identify which circles are pairs.
- Invite a student to the board. Give him/her a black marker. Using your black marker, shade one part of one of the four-part circles. Tell the student to find the similar circle.
- Ask the class, "Are these two colored the same way?" and shade the same part black.
- Have the student color any three parts of one of the eight-part circles. Then, color three different parts of your eight-part circle.
- Ask the class, "Are these two colored the same way?" Elicit the response, "No."
- Color your eight-part circle in the same way the students colored their eight-part circle.
- Ask the class, "Are these two colored the same way now?" Elicit the response, "Yes."

Using the Textbook

- Get students to look at the pictures on Textbook, p. 9.
- Direct students' attention to the kites in the first row. Ask students to say which kites have similar patterns (1 and 4). Ask students to say why kites 2 and 3 do not match. (They have different tails.)
- Have students color kite 1. Then, have them color kite 4 so that it looks exactly the same as kite 1.
- Repeat the last two steps for the beads and balls.

Kindergarten Mathematics Teacher's Guide A 11

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Consolidation

Let's Do It!

- Show students the four pencils. Have them identify the one that looks different. Ask them to tell you in what way it is different from the others.
- Repeat for the pens and the erasers.

Further Consolidation

Using the Textbook

- Get students to look at the pictures on Textbook, p. 10.
- Direct students' attention to the dolls in the first row. Have them identify the doll that looks different. Ask them to tell you in what way the doll is different.
- Repeat for the next two rows of objects.
- Tell students to circle the object that is different in each row. Ask them to use their index finger to draw a circle around the different objects. Then, tell them to draw the circles with a pencil.

Textbook, p. 10

Conclusion

Have students work in pairs. Get Student A to draw four balls, three of which are identical. Have Student B say how the last ball is different. Then, switch roles. Encourage students to use different attributes to make the last ball different such as color, pattern, or size.

Practice

Have students give reasons for their answers for each task in the activity.

- Row 1: It is a wolf.
- Row 2: The sheep is lying down.
- Row 3: The sheep is wearing a blue ribbon.
- Row 4: The sheep is wearing an orange ribbon.
- Row 5: It is eating.

There are four possible answers to Row 6. It can be used as a form of enrichment. Accept all reasonable explanations.

- First sheep: It is eating.
- Second sheep: It is not wearing a ribbon.
- Third sheep: It is lying down.
- Fourth sheep: It is smaller.

Activity Book, p. 6

Kindergarten Mathematics Teacher's Guide A 12

© 2014 Singapore Math Inc.™



BLM 8.4a Tall

Tall	Tall
Tall	Tall

BLM 8.4b Short

Short	Short
Short	Short

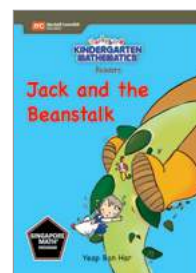
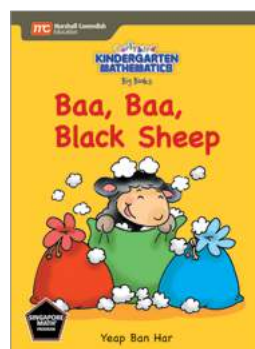
© 2014 Singapore Math Inc.™

Using classic rhymes and stories integrated with basic mathematics concepts, educators can:

- Introduce mathematics ideas by telling a story or rhyme
- Complement mathematics concepts taught in *Textbook* which are later reinforced in *Activity Books*
- Cultivate children's interest in mathematics

(Lesson plans for readers are available only for Standard Edition and can be found in the Teacher's Guides.)

Educators can use each of the ten *posters* to facilitate class discussion and review topics taught.



Big Book* & Reader*



Posters*

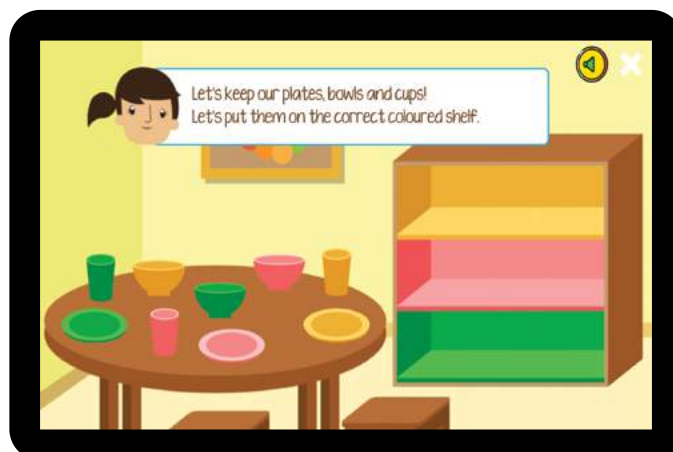
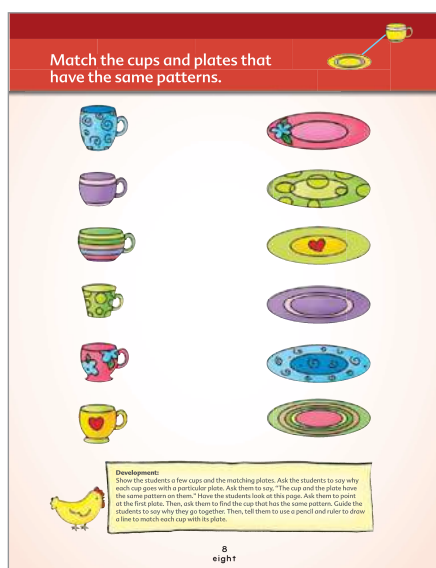
- * • Minimum order quantity required
- Each item can be purchased separately

Reinforces Learning with Digital Activities

Complementing with *MC EduHub* teaching platform, the new **Digital Guide** is designed to help teachers understand how they can use the new digital activities to enhance their lesson delivery.

These digital activities are useful to provide students with opportunities to practise and consolidate their understanding of mathematics concept taught in each lesson. Extension units cover topics that are beyond the syllabus which helps to stretch the children's abilities and expand their knowledge of key mathematics concepts.

Also available on



The Earlybird Kindergarten Mathematics series is also customised in the **Kazakh** and **Russian** language, and aligned to the following syllabus:



Earlybird Kindergarten Mathematics (Standards Edition)



New Earlybird Kindergarten Mathematics

Kinder Thinkers

Product Introduction

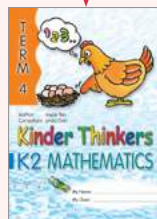
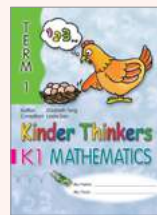
This series focuses on the **holistic development of children** so that they will have a headstart in learning mathematics.

It includes a variety of age-appropriate materials and engaging activities to develop:

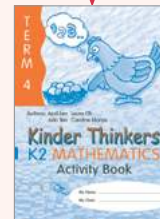
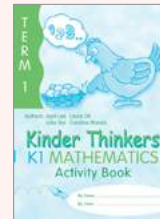
- language and literacy skills,
- basic number concepts,
- social skills and
- creative and problem-solving skills.

Core Components

Course Book



Activity Book



Kindergarten 1

(Age 5)

Term 1 Course Book
9780195886658

Term 2 Course Book
9780195887051

Term 3 Course Book
9780195887242

Term 4 Course Book
9780195887297

Term 1 Activity Book
9780195886702

Term 2 Activity Book
9780195887075

Term 3 Activity Book
9780195887341

Term 4 Activity Book
9780195887396

Kindergarten 2

(Age 6)

Term 1 Course Book
9780195886665

Term 2 Course Book
9780195887068

Term 3 Course Book
9780195887259

Term 4 Course Book
9780195887303

Term 1 Activity Book
9780195886719

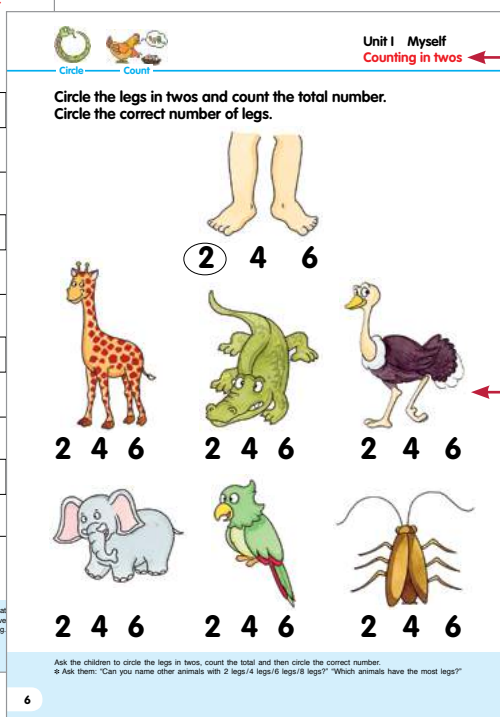
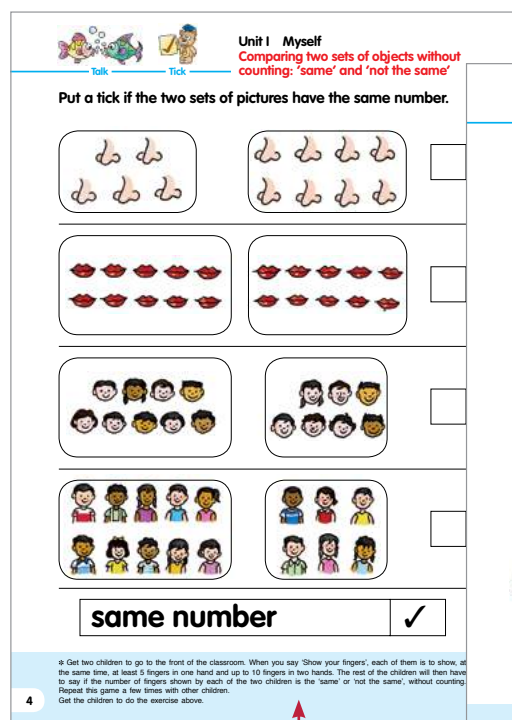
Term 2 Activity Book
9780195887082

Term 3 Activity Book
9780195887358

Term 4 Activity Book
9780195887402

A Holistic and Progressive Approach

Basic mathematics concepts are introduced progressively to develop necessary mathematical skills in young learners.

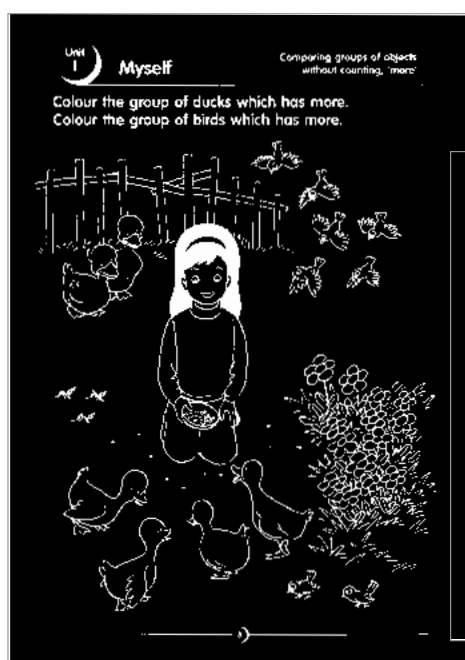


Beginning with skills children are familiar with, new skills are added on gradually.

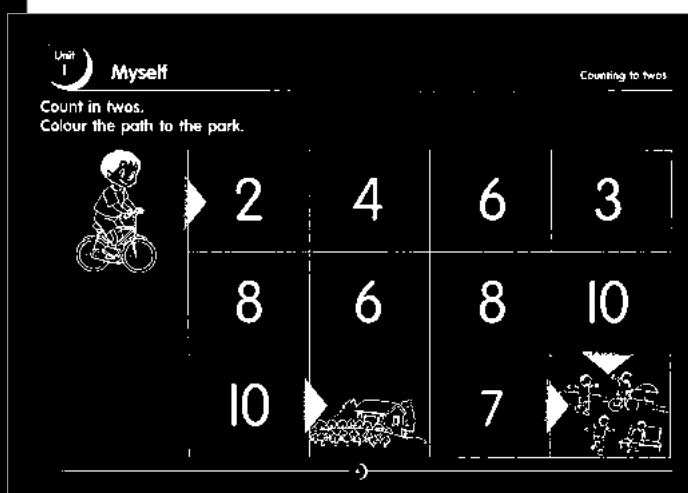
Engaging activities, together with colourful illustrations, encourage children's participation and **develop their language, literacy, numeracy and motor skills.**

Educator's Flash provides educators with suggestions to make the activities interactive. Through interaction with their peers, children develop social, numeracy and motor skills.

Coursebook



Activity Books contain additional practice for children to **reinforce learning, develop creativity and problem-solving skills.**



Activity Book

Product Introduction

This series is designed to meet the unique needs of educators and children in America. Its coherent syllabus and abundant resources focus on **developing children into problem solvers with a deep understanding in mathematics.**

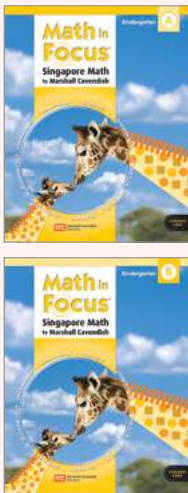
Aligned to both national and international research recommendations, this series is the U.S. edition of Singapore's world-class curriculum.

This series is also available for elementary and middle level.

Core Components

Teacher Resources

Big Book



Big Book A
9780547684581

Big Book B
9780547684512

Student Book



Student Book A
Part 1
9780547625263

Student Book A
Part 2
9780547625287

Student Book B
Part 1
9780547625249

Student Book B
Part 2
9780547625355

Teacher's Edition



Teacher's Edition A
9780547625270

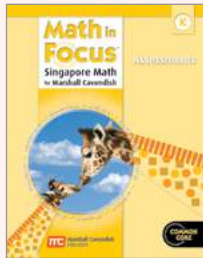
Teacher's Edition B
9780547625201

Kindergarten

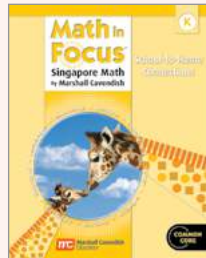
(Age 5 – 6)

Supporting Resources

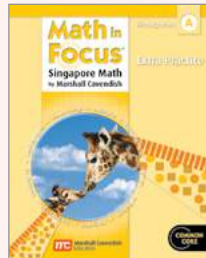
Assessment



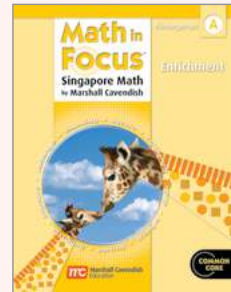
School-to-Home Connections



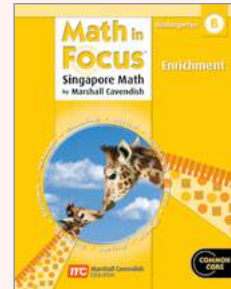
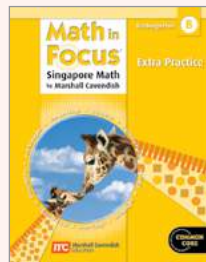
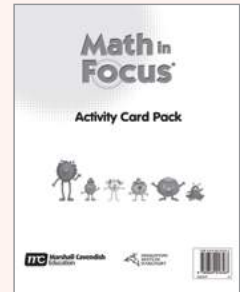
Extra Practice



Enrichment



Activity Card Pack



Assessments
9780547625454

School-to-Home Connections
9780547647005

Extra Practice A
9780547679020
Extra Practice B
9780547679051

Enrichment A
9780547666709
Enrichment B
9780547666716

Activity Card Pack
9780669016567

Kindergarten

(Age 5 – 6)

Develops Children's Interest, Skills and Concepts in Tandem

Lessons are structured using an Investigate-Discover-Explore-Apply approach to help children connect mathematics with the world around them. Through participation in hands-on activities and engaging in discussion with peers to seek out solutions, children develop communication and problem-solving skills.

Investigate

Educators **make mathematics inviting** by introducing concepts to children using fun and interactive activities such as songs or rhymes found on the colourful pages in the *Big Books*.



Discover


Children **uncover new mathematical ideas and connect numbers with their environment** through a series of questions and activities.



Explore

Through exploratory activities, children **reinforce the new mathematical concepts** they have learnt.

DAY 1



ACTIVITY 3
Explore

Math Focus: Extend the concepts of big and small through a game.

Materials: Student Activity Cards 3.1a-d, 1-1, 1 set per pair


Classroom Setup: Children work in pairs at the math center.

1. **Begin** the day by inviting children to gather around a table.
2. Invite two volunteers to help you model the activity.
3. Give a set of materials to the volunteers.
4. Tell them to mix the cards, place them face down, and divide them into two equal piles. Each volunteer gets one of the piles.
5. Then, they play the game of *Snapp* by each turning over one card at the same time. The object is to find an animal pair such as a big and small cat.
6. The first player to whisper 'Snapp' when a pair of animal cards are turned over keeps all of the cards that have been turned over by both players.
7. Check that children have paired the cards by animal type, not by size.
8. **Math Talk:** When children find a match, have them describe and compare the animals. Model language such as:
 - This is a big cat.
 - This is a small cat.
 - This cat is bigger (or smaller) than that one.
9. Distribute materials to the children.
10. After modeling the activity, let children work in pairs at the math center.

Best Practices: Set a time limit. The winner is the one who has the most cards at the end of the time limit. Alternatively, children can play until one player ends up with all the cards.

For Advanced Learners: For children who are more than capable of pairing up big and small animals by type, let them find and sort all the cards for big animal and all the cards for small animals. Then, have them put each group in order according to the size of the animal.

DAY 2



ACTIVITY 3
Explore

Math Focus: Extend the concept of 10.

Materials: Connecting cubes, 10 per group

Student Numerical Cards: 1-10, 1 set per group

Classroom Setup: Children work in small groups at the math center.

1. **Begin** the day by inviting children to gather around a table.
2. Invite three volunteers to help you model the activity.
3. Appoint one volunteer to be the Guesser. The other volunteers and you will be the Builders.
4. Each Builder gets 10 connecting cubes.
5. Shuffle the numerical cards.
6. Ask each Builder to pick a numerical card and build a tower with that number of cubes.
7. **Best Practices:** Ensure that the Guesser does not get to see the numerical cards.
7. After building the towers, line them up in ascending order.
8. Point to the middle-sized tower. Ask the Guesser: How many cubes do you think were used here?
9. Encourage the Guesser to guess the number of cubes instead of count the number of cubes.
10. Once the Guesser has guessed, count out the number of cubes and then display the corresponding numerical card in front of the middle-sized tower.
11. Direct the Guesser's attention to the smallest tower.
12. Ask:
 - How many cubes do you think were used here?
 - Why do you say so? (The tower is smaller so the number of cubes is less.)
13. Once the Guesser has guessed correctly, count out the number of cubes and then display the corresponding numerical card in front of the smallest tower.
14. Repeat steps 11 to 13 for the biggest tower.
15. Distribute materials to the children.
16. After modeling the activity, let children work in groups of four at the math center.
17. Ensure that every child gets the chance to play the role of the Guesser.
18. While children engage in the activity, ask check questions such as:
 - If I used 7 cubes to make a tower, would using 10 cubes make a bigger or smaller tower? Why?
 - If I used 8 cubes to make a tower, how many cubes can I use to make a bigger tower? (9 or 10)


116 CHAPTER 5: LESSON 1

CHAPTER 6: LESSON 1 135


Teacher's Edition

Lesson 4 'Before' and 'After'


Color the box.




Before After



Before After




Before After




Before After

What do you do before school? Color.




(color this picture)




(color this picture)

What do you do after school? Color.




(color this picture)



(color this picture)

Make an X on the wrong common attribute.

1




small

triangle

red

2




square

small

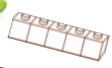
green

3



Color, count, and write. Write the number sentence.

1




There are _____

There are _____

5 is _____ and _____

2



There are _____

There are _____

5 is _____ and _____

Chapter 5

Lesson 4

Chapter 6

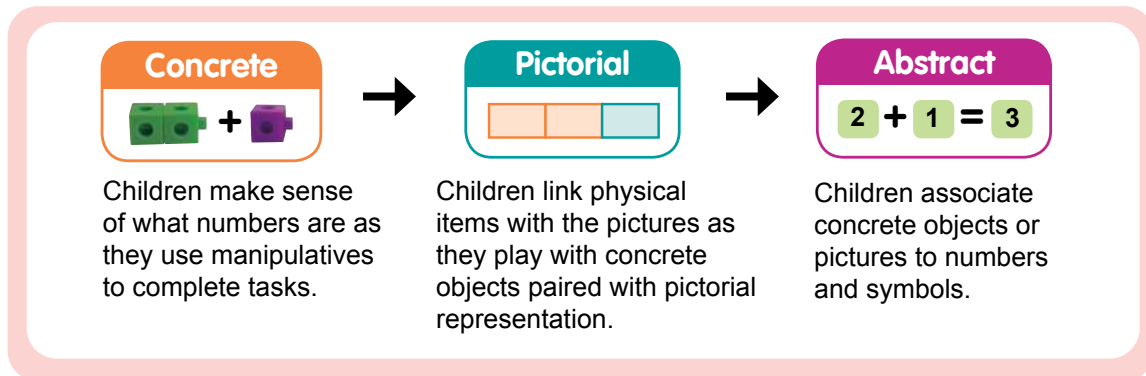
Apply

Children can **apply new skills and concepts** they have learnt when they practise related exercises.

Student Book

Learns through Varying Representations of Mathematical Concepts

Using the concrete-to-pictorial-to-abstract approach and balanced instruction to develop concepts, children learn mathematics using a rich array of manipulatives and everyday classroom objects. With abundant opportunities for children to explore concepts, practise skills and communicate ideas, they can better achieve mastery in mathematics.



Lesson 4 Combining Sets
Count and circle.

Concrete

Pictorial

Abstract

Chapter 9

Student Book

Chapter 17 Addition Stories
Lesson 1 Writing Addition Sentences and Representing Addition Stories
Count and write.

Concrete

Pictorial

Abstract

Lesson 1

Student Book

Enables Educators to Instil Fun while Engaging Children

To help educators ensure children learn mathematics in greater depth, the *Teacher's Edition* is packed with suggestions on how educators can pace and conduct their lessons so as to help children develop a deep understanding in mathematics and achieve proficiency in the subject while enjoying the lesson at the same time.

Table of Contents		Book A
1 All About 1 and 2 2 DAY Lesson	1 Investigate: Numbers 1 and 2 2 Discover: Numbers 1 and 2 3 Explore: Counting 1 and 2 4 Apply: Concepts of 1 and 2	
2 Finding Matches 3 DAY Lesson	1 Investigate: Sameness 2 Discover: Same Objects 3 Explore: Sameness 4 Apply: Same and Not the Same	
3 Not the Same but Different: All About 3 3 DAY Lesson	1 Investigate: Number 3 2 Discover: Same and Different 3 Explore: Attributes 4 Apply: Concept of 3 5 Apply: Concept of 3	11
4 Why Is This Different? All About 4 3 DAY Lesson	1 Investigate: Number 4 2 Discover: Attributes 3 Explore: Counting to 4 4 Apply: Concept of 4 5 Apply: Matching Numerals and Objects	16
5 All About 5 2 DAY Lesson	1 Investigate: Number 5 2 Discover: Similarities and Differences 3 Explore: Concepts of 1 to 5 4 Apply: Counting to 5	22
6 Spotting Small Differences 2 DAY Lesson	1 Investigate: Subtle Differences 2 Discover: Subtle Differences 3 Explore: Spotting Differences 4 Apply: Subtle Differences	27

Teacher's Edition

Count and write.

1. 3

2. 3

3. 3

4. 3

5. 3

6. 3

7. 3

8. 3

9. 3

10. 3

Best Practices Encourage children to see that the same number of objects can be arranged in different ways.

For Struggling Learners For children who may be confused when asked how many, show them how to count and say the number names for each object. Count 1, 2, 3. 3 (the last number) tells how many.

For Advanced Learners For children who are more than capable of recognizing formations of 3, give them 3 connecting cubes and ask them to arrange the cubes in different ways. Because the cubes are a physical material, this will allow for 3-dimensional arrangements as well.

Teacher's Edition

Educators can help children **learn at the right pace** by developing the concepts through multi-day and multi-page lessons.

DAY 1

Teacher's Edition KA, p. 11
Big Book KA, p. 4

DAY 2

Teacher's Edition KA, p. 12

MATERIALS

- Connecting cubes, 3 red
- Counters, 3 red and 3 green

Teacher's Edition

Best Practices and **Differentiated Instruction** provide educators with **guidance and practical tips to manage and teach children**, and allow them to have fun while learning mathematics.

2020

Product Introduction

Mathematicians are problem solvers first. When children cannot find the meaning in numbers and symbols, problem solving is a struggle. *Math in Focus® Singapore Math® by Marshall Cavendish® 2020* builds on the successful formula of the previous editions to help students learn the language of math. Through hands-on learning, visualisation, and pictorial representations, their understanding, confidence, and love of math grows.

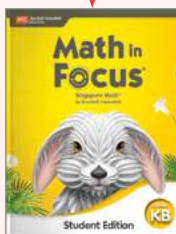
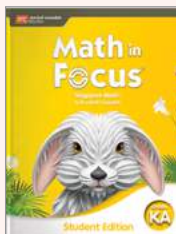
Math in Focus® 2020 delivers the program's most extensive revisions since its release. Aligned to match the shifts in Singapore's curriculum and offer teachers and students an unparalleled digital experience, *Math in Focus®* ensures teachers and students approach each math lesson with the enthusiasm and confidence that has proven to yield success.

This series is also available for elementary and middle levels.

Core Components

Teacher Resources

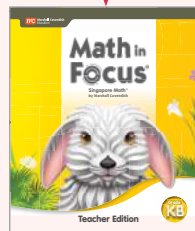
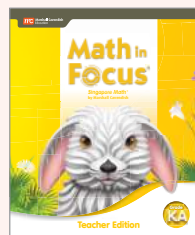
Student Edition



Student Book A
9780358101703

Student Book B
9780358101765

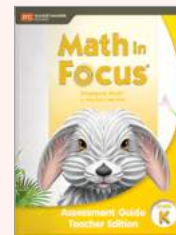
Non CCSS Teacher Edition



**Non CCSS
Teacher Edition A**
9780358104421

**Non CCSS
Teacher Edition B**
9780358104438

Assessment Guide Teacher Edition



**Assessment Guide
Teacher Edition**
9780359104933

Classroom Presentation

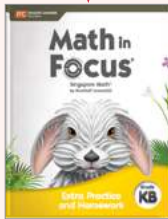
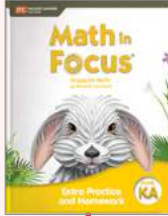
**Classroom
Presentation**
9789814884419

Kindergarten

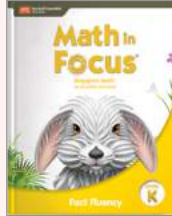
(Age 5 – 6)

Supporting Resources

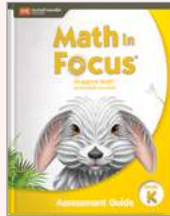
Extra Practice and Homework



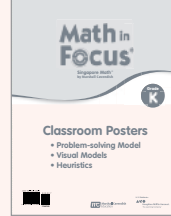
Fact Fluency



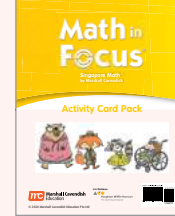
Assessment Guide



Classroom Posters



Activity Card



Enrichment

Extra Practice and Homework A
9780358102960

Fact Fluency
9780358105138

Assessment Guide
9780358103165

Classroom Posters
9780358105039

Activity Card Pack
9780358104926

Enrichment
9789814884518

Extra Practice and Homework B
9780358102977

Kindergarten

(Age 5 – 6)

Ensure Mastery of Concepts through a Learning Experience built on Sound Pedagogy

Math in Focus® 2020 leverages research and practices globally to employ a consistent K-8 pedagogical approach based on powerful visual models and effective hands-on learning experiences using the **Concrete-Pictorial-Abstract (C-P-A)** approach. This unique approach equips learners with critical-thinking skills, positive attitudes and confidence needed to set the stage for achievement.

The consistent use of the **Concrete-Pictorial-Abstract (CPA)** approach helps students to make connections and develop conceptual understanding.

Concrete

Count.
Show how you count.

2

3

4

5

Pictorial

Count.
Color to show how many.

3

4

Abstract

Trace each number.

3

3

4

4

Research has shown that when students look at mathematical concepts from different perspectives and within new contexts or situations, it deepens their understanding. In *Math in Focus*®, such mathematical and perceptual variations are used to help students encounter a concept in its multiple facets so they can gain mastery of it.

Powerful **visual models** are a hallmark of the Singapore Math approach, which helps to build, reinforce and extend conceptual understanding.

PRACTICE

Name: _____ Date: _____

Write each missing number.

1

2

3

4

Math in Focus

Visual models can help you represent and solve problems.

able to sort things.

Red

Yellow

Use a **Counting Tape** to count on or count back.

5 6 7 8

1 2 3

5 + 3 = 8

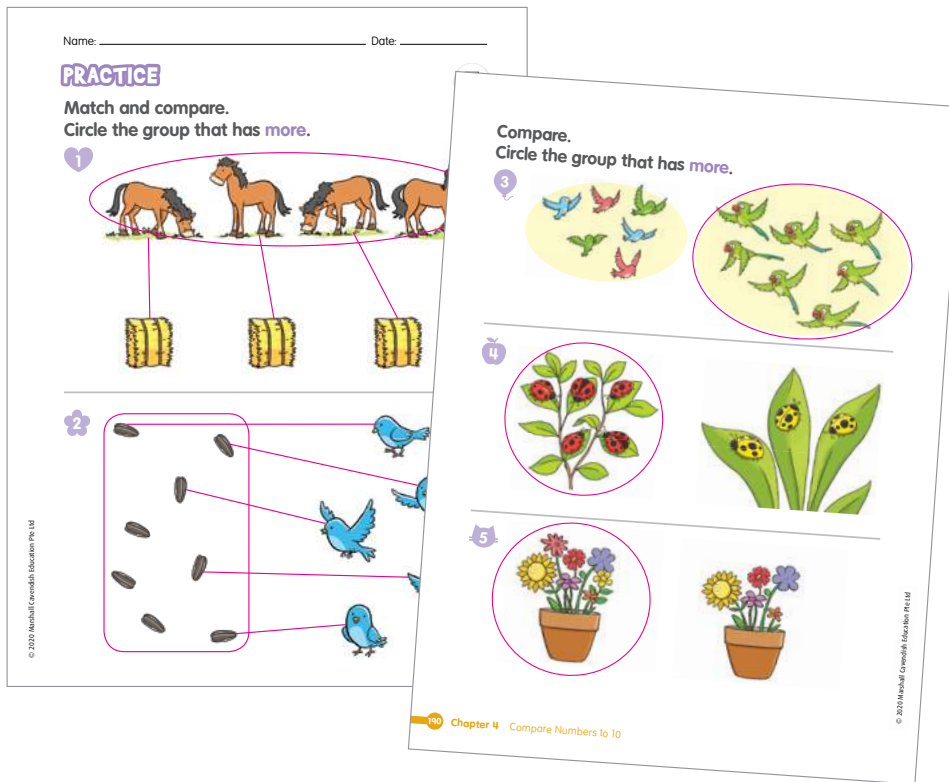
5 6 7 8

3 2 1

8 - 3 = 5

Classroom Poster

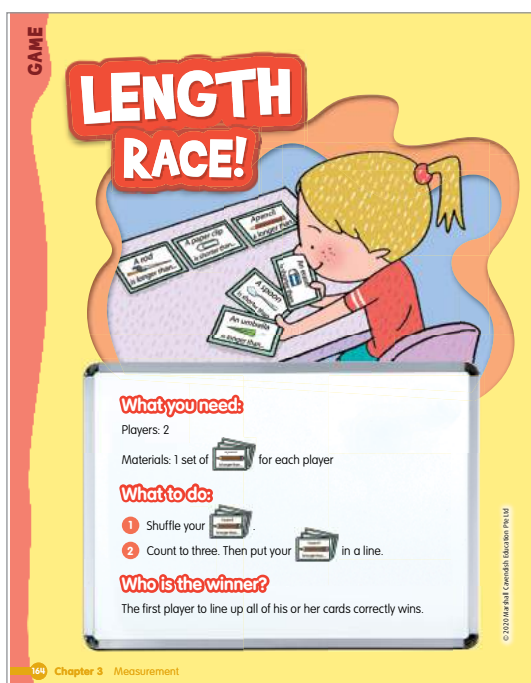
With **mathematical variation**, the concept being taught and the presentation remain the same but the mathematics varies with incremental difficulty level.



Student Edition

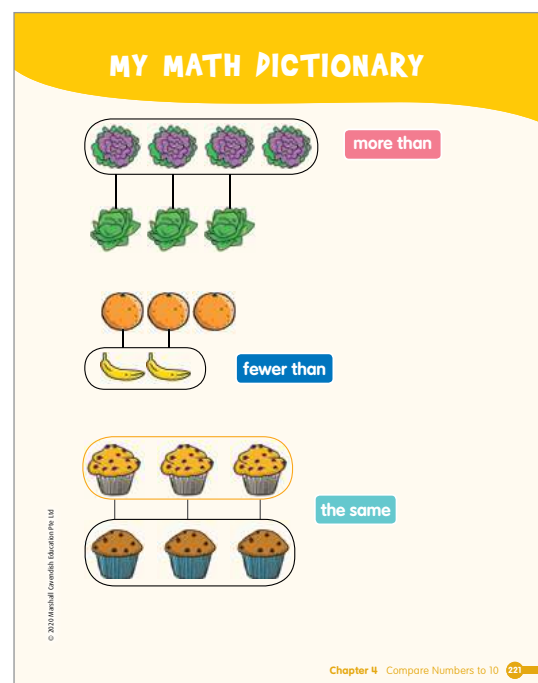
With **perceptual variation**, the mathematical concept is the same but is presented in different ways in the questions, challenging students to recognise the same principles in new forms which is key to their development as problem solvers.

With games and the math dictionary, students can reinforce and consolidate the concepts learnt in each chapter.



Student Edition

Game is a fun activity, with a winning strategy, that allows students to discover interesting ways to achieve mastery of the concepts learned.



Student Edition

My Math Dictionary provides a quick summary of the vocabulary in the chapter to consolidate learning.

Empower Teachers through Powerful Teaching Support to Meet the Needs of Students

Instructional strategies and tips are embedded across *Math in Focus*® 2020 to highlight key mathematical concepts and skills for classrooms of diverse learners. This program guides and empowers teachers, including new or non-specialist teachers, in stimulating mathematical thinking and deepening conceptual understanding.

Chapter Planning Guide		
Total pacing: 12 days	Chapter Opener	1 All About 1 and 2
Pacing	Page 1 Pacing: 1 day	Pages 2 – 10 Pacing: 2 days
Learning Objectives	When do we count?	Count groups of 1 and 2. Read and write the numerals 1 and 2, and recognize them in words.
New Vocabulary		One, two
Materials		1 set of counters per student 1 set of Student Activity Cards 1 to 10 per pair 1 copy of FA 1 copy of GA 1 copy of HA 1 copy of NA 2 cups per group 1 toy car or 1 set of bus
Instructional Resources	Student Edition KA, p. 1	Student Edition Extra Practice Enrichment
Mathematical Habits	1 Persevere in solving problems 4 Use mathematical models	1 Persevere 2 Use math 4 Use math
Standards for Mathematical Content		K.CC.3 Write K.CC.4 Count K.CC.5 Read K.CC.6 Write K.CC.7 Understand K.CC.8 Compare K.CC.9 Classify K.CC.10 Identify
Fact Fluency		Fact Builder, p. 1 Fact Builder, p. 2

Teacher Edition

Chapter Planning Guide is useful for classroom preparation as it shows each lesson in a chapter, the resources needed, new vocabulary to be taught, and the Common Core State Standards for mathematical content and practices.

Learning Continuum

The Learning Continuum provides a snapshot of students' prerequisite knowledge, the learning objectives they will encounter in Chapter 3, and what they will learn next.

What have students learned?

In Chapter 1, students have learned:

- All about 1 and 2 (K.CC.3, K.CC.4, K.CC.5a, K.CC.5b, K.CC.5c)
- All about 3 and 4 (K.CC.3, K.CC.4, K.CC.5a, K.CC.5b, K.CC.5c)
- All about 5 (K.CC.3, K.CC.4, K.CC.5a, K.CC.5b, K.CC.5c)

In Chapter 2, students have learned:

- All about 6 and 7 (K.CC.3, K.CC.4, K.CC.5a, K.CC.5b, K.CC.5c)
- All about 8 and 9 (K.CC.3, K.CC.4, K.CC.5a, K.CC.5b, K.CC.5c)
- All about 10 (K.CC.3, K.CC.4, K.CC.5a, K.CC.5b, K.CC.5c)

What are students learning?

Learning Objectives	Examples and Outcomes
1 Compare Lengths	<ul style="list-style-type: none"> Compare the lengths of two objects (K.MD.2)
1 Compare Lengths	<ul style="list-style-type: none"> Measure length using non-standard units (K.MD.2)

Learning Continuum provides exemplar problems to demonstrate pre-requisite skills taught, the concepts and skills students will learn in the upcoming chapter, and what they will learn next.

Best Practice provides suggestions and tips for effective teaching of the section and for classroom management.

Common Error highlights common pitfalls and suggests ways to rectify common mistakes and misconceptions.

4 Order Numbers to 10

LEARN Order

Student Edition Page 89

TRY (page 90)

Write each missing number.

Student Edition Page 90

Best Practice

Display the TRY questions and read the instructions. Together with the class, work on the TRY questions.

For (a), encourage and guide students to see that the numbers are in increasing order. Ask students what number comes after 8.

For (b), encourage and guide students to see that the numbers are in increasing order. Ask students what number comes after 5.

For (c), encourage and guide students to see that the numbers are in decreasing order. Ask students to count back from 10 and fill in the missing number.

For (d), encourage and guide students to see that the numbers are in increasing order. Ask students to count on from 5 and fill in the missing numbers.

Common Error

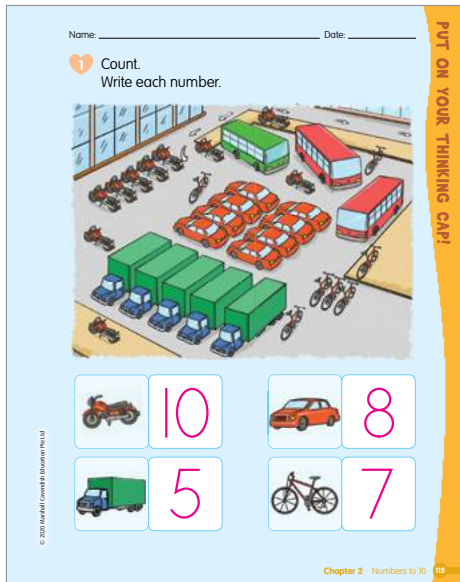
Students may count backward with some numbers, then revert to counting forward.

For Advanced Learners

Challenge students to arrange numbers from 10 to 0. Have 11 students stand in a row. Provide each student with a copy of **Numerical Cards 0 to 10** (TE7). Ask students to arrange themselves from 10 to 0. Sing along to the song *Ten in the Bed* to reinforce counting backwards from 10.

Differentiated Resources and Instructions Support Diverse Learners

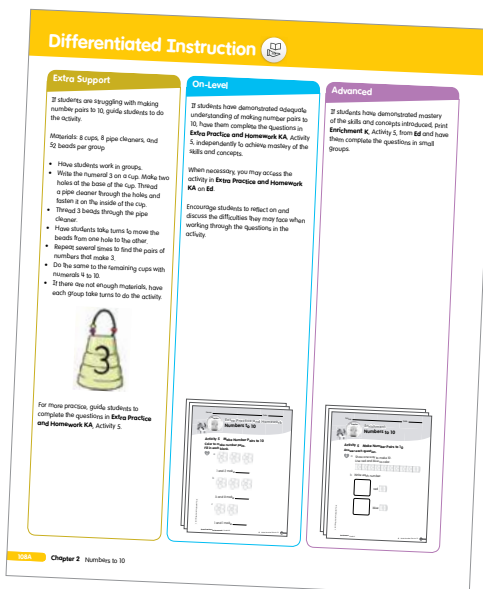
Math in Focus® 2020 caters to a myriad of learning needs through carefully chosen activities and resources. From extra support, on-level to advanced learners, this program provides differentiated resources to all students for remediation, reinforcement or enrichment.



Student Edition

Put On Your Thinking Cap! questions available in the Student Edition are included to provide additional challenge for students. It requires students to apply heuristics or strategies, and higher-order thinking skills.

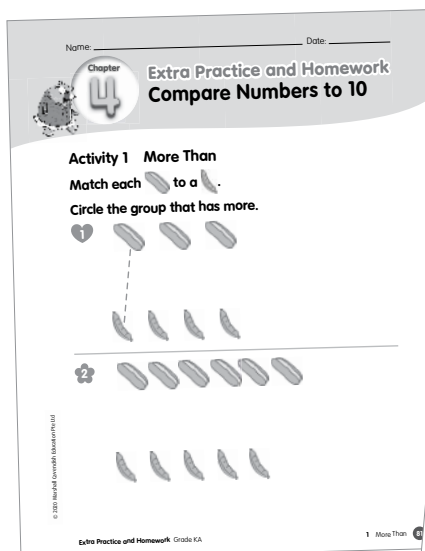
Differentiated Instruction recommendations tagged to learning objectives in each section provide teachers with suggested activities for extra support learners, on-level and advanced learners.



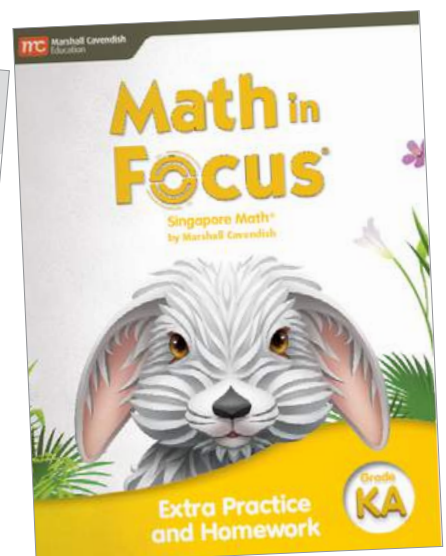
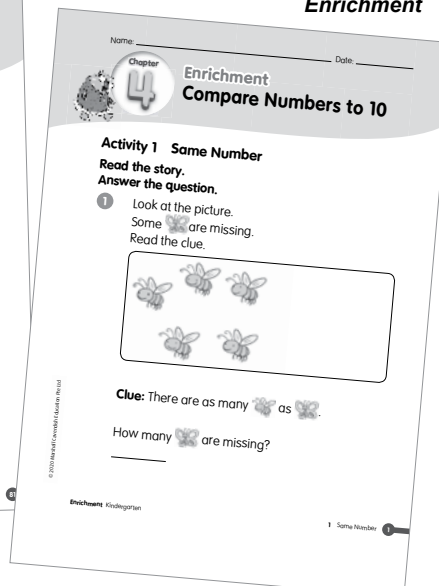
Teacher Edition

Additional resources are available to reinforce and advance student's thinking, and provide opportunities for them to hone critical and creative thinking.

Suitable for On-Level Learners
Extra Practice and Homework



Suitable for Advanced Learners
Enrichment





PRIMARY MATHEMATICS (2022 Edition)

Product Introduction

The latest edition of **PRIMARY MATHEMATICS (2022 Edition)** offers a Kindergarten program for the first time, focusing on the progression to mastery and a seamless transition from Kindergarten to elementary and middle school.

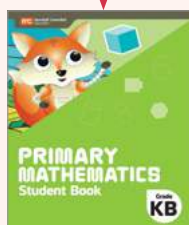
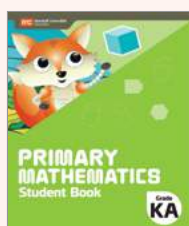
Fully aligned to U.S. State Standards, this new program incorporates the latest thinking in the teaching and learning of mathematics, while staying true to the original Singapore Math® approach and maintaining popular mathematical features such as the Concrete-Pictorial-Abstract (C-P-A) approach to learning, the spiral progression, visual models, and mathematical and perceptual variations.

Through providing an effective and blended learning experience, **PRIMARY MATHEMATICS (2022 Edition)** aims to develop mathematical thinking, metacognition, and a growth mindset in children. This program also introduces Productive Struggle through tasks to teach children to persevere, think creatively, and solve problems in various ways.

Note: This series is also available for elementary and middle levels.

Core Components

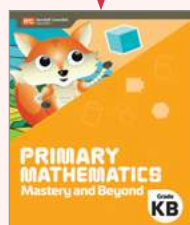
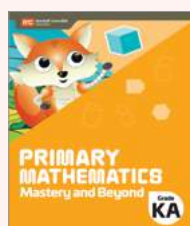
Student Edition



Student Book KA
9789814911344

Student Book KB
9789814911351

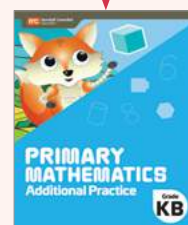
Mastery and Beyond



Mastery and Beyond KA
9789814911740

Mastery and Beyond KB
9789814911757

Additional Practice



Additional Practice KA
9789814911542

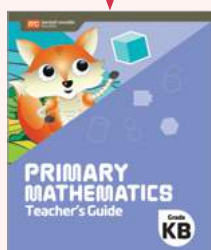
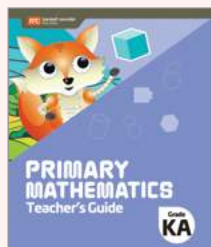
Additional Practice KB
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Kindergarten

(Age 5 – 6)

Teacher Resources

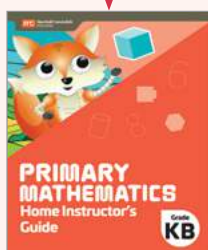
Teacher's Guide



Teacher's Guide KA
9789814911948

Teacher's Guide KB
9789814911955

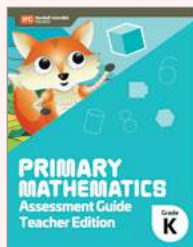
Home Instructor's Guide



Home Instructor's Guide KA
9789814913140

Home Instructor's Guide KB
9789814913157

Assessment Guide Teacher Edition



Assessment Guide Teacher's Edition Kindergarten
9789814913348

Digital Resources

For Teachers

- Student Book eBook A and B
- Additional Practice and Homework eBook A and B
- Mastery and Beyond eBook A and B
- Transition Guide (pdf)
- Teacher's Guide eBook
- Digital Manipulatives
- Key Concept Interactives
- Assessment Guide Teacher Edition (pdf)
- Reteach (pdf)
- Extension (pdf)
- Home Instructor's Guide (pdf)
- School-to-Home Letters (word doc)

Rich Learning Delivered Effectively and Simply

PRIMARY MATHEMATICS (2022 Edition) builds progression in learning, conceptual understanding, procedural math skills and a sense of accomplishment through active learning.



This program is designed based on the **READINESS–ENGAGEMENT–MASTERY** instructional design, which has been supported by research to show model results in effective instruction. Students go through these 3 phases of learning to construct knowledge, build skills, make new connections and progress to the next level of understanding.

READINESS

In this phase, teachers engage students' interest and captivate their attention through interesting, relatable scenarios using the **Chapter Opener** of the **Student Book**. Teachers ascertain readiness to learn by helping students make connections to previously learned concepts and skills.

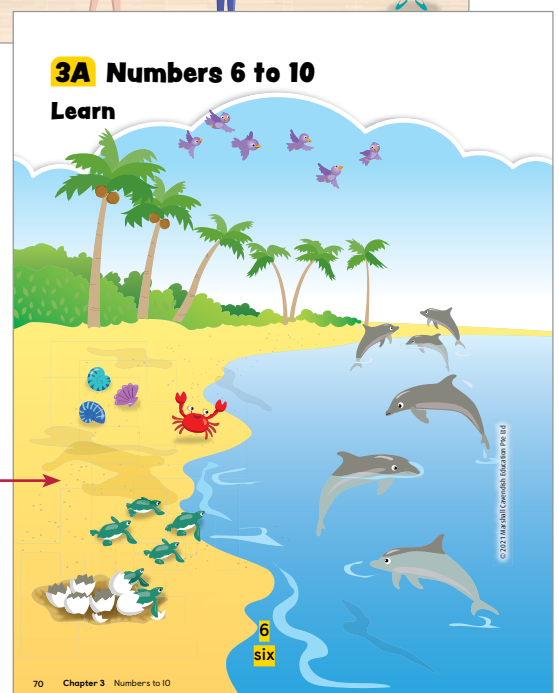
Chapter Opener stimulates curiosity and interest through a context that connects Math to real life, taps on prior knowledge and encourages discussion.



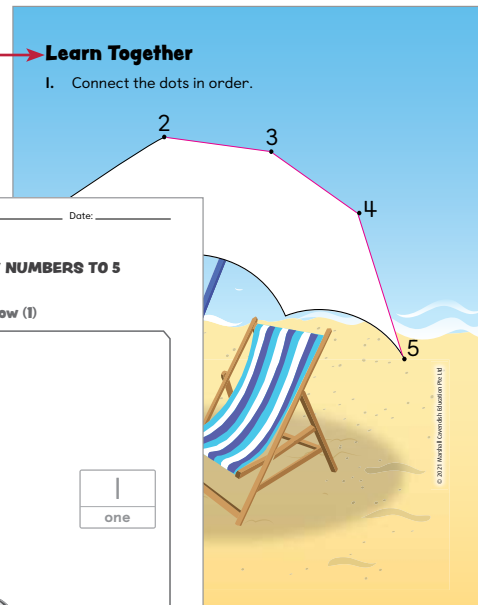
ENGAGEMENT

Students learn by doing and are challenged to construct new knowledge through engaging activities, direct instruction, or guided inquiry. They are engaged in learning through the **Learn** and **Learn Together** sections of the Student Book and in Reteach.

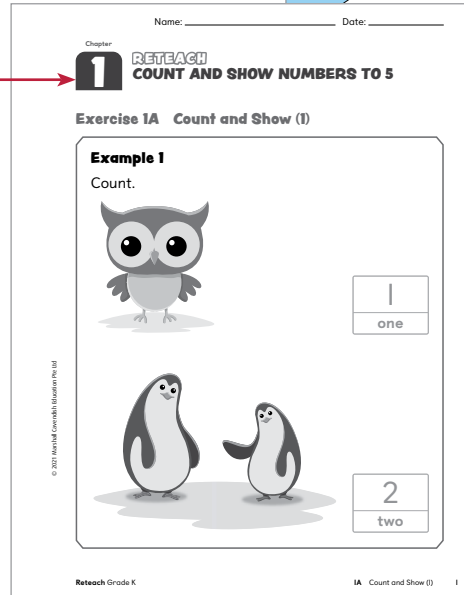
Learn is a teacher-directed inquiry related to the Anchor Task. It introduces the most fundamental aspect of a concept for that learning objective. Students learn through concrete experiences and visual models.



Learn Together consists of a series of problems that progresses from the simplest concept in *Learn* to more complex ones, developing and deepening students' understanding. *Learn Together* is student-centric.



Reteach is a differentiated online resource that consists of worked examples and scaffolded, levelled questions for students who need more support in reaching mastery.



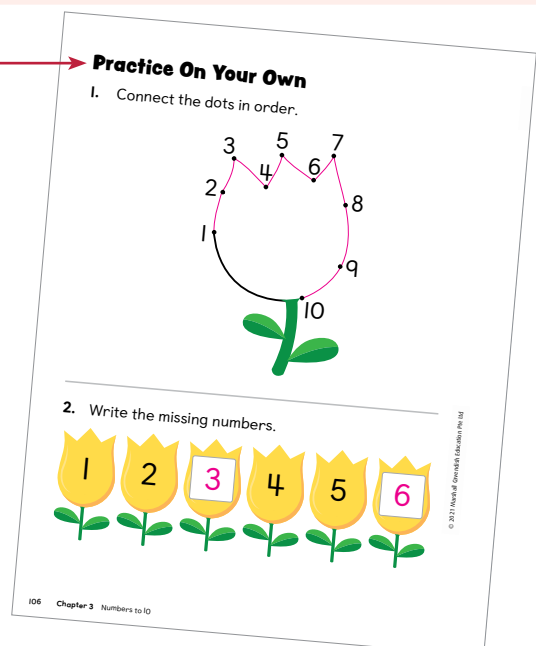
MASTERY

Students gain fluency and confidence through levelled practice. They gain mastery through review, reflection, and journalling. They also tackle problems in unique and effective ways.

Students gain mastery through these resources:

- Student Book
 - Practice On Your Own
 - Think!
 - Performance Task
- Extension
- Additional Practice
- Mastery and Beyond
- Assessment Guide Teacher Edition

Practice On Your Own is an independent practice at the end of a lesson. It serves as a formative assessment, allowing teachers to support students with differentiated resources. Also available online in auto-graded format, with data-driven reports that illustrate the performance at individual student, class, and school level.



Think! leads students to reflect on mathematical concepts and challenges them to use different strategies to solve a problem.

Think!

4. Alonzo sees some  and  in the park. He counts 10 wheels. How many  and  does he see?
2 tricycles and 2 bicycles; 5 bicycles



102 Chapter 3 Numbers to 10

Performance Tasks are formative assessment tasks, set in real-world contexts, with accompanying rubrics. The questions require application of concepts and skills learned or they may be open-ended but with limited possible answers.

Name: _____ Date: _____

Performance Task

I. (a) This is a page in Kim's book. Paste the missing pictures.





Performance Task 167




Chapter 1
1 **ADDITIONAL PRACTICE**
COUNT AND SHOW NUMBERS TO 5

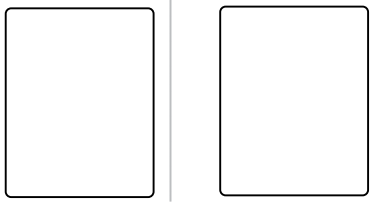
Exercise 1A Count and Show (I)

I. Match.



2. Draw  to show the number.

(a)  (b)  



Additional Practice Grade KA 1A Count and Show (I) 1

Additional Practice is a differentiated resource that provides extra practice at the end of each lesson to enable students to hone their skills and sharpen their grasp of concepts.


Extension is a differentiated online resource that consists of higher-order thinking and novel problems to motivate advanced students with challenging practice.


Name: _____ Date: _____

Chapter **1** **KINDERGARTEN EXTENSION**
COUNT AND SHOW NUMBERS TO 5

Exercise 1A Count and Show (1)

I. Count and color.






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1
one

2
two



1
one

2
two

Kindergarten Extension Grade K


1A Count and Show (1) I

Name: _____ Date: _____


Chapter **6** **MASTERY AND BEYOND**
NUMBER PAIRS

Practice 1


1. Put 5 apples on two plates.



whole




part



part

2 and 3 make 5.



5	—	2
whole	part	part
—	—	3
whole	part	part

Mastery and Beyond Grade KA

Chapter 6 Number Pairs 81

Mastery and Beyond consolidates concepts and skills at a section level of a chapter to deepen and strengthen students' understanding.

Quality teacher's resources for effective instruction

Developed by an expert panel of educators, **PRIMARY MATHEMATICS (2022 Edition)** also offers a robust suite of quality teacher's resources to make planning seamless and their lessons coherent.

The **Teacher's Guide** arm teachers with a repertoire of strategies facilitate exploration, classroom discussions, and student-centric learning. It also provides ideas for differentiation at various junctures in a lesson, including concept development.

Chapter 2 WRITE NUMBERS TO 5

Across-Grades Progression

Looking Back	Looking Here	Looking Ahead
Grade K Chapter 1 Section 1A Count and Show • Count and Show 2 and 3 • Count and Show 3 and 4 • Count and Show 5 • What is Zero?	Grade K Chapter 2 Section 2A Count and Write • Count and Write 1 and 2 • Count and Write 3 and 4 • Count and Write 5 • Count and Write 6 to 5 Section 2B How Many?	Grade K Chapter 3 Section 3A Numbers 6 to 10 • Count, Show, and Write 6 • Count, Show, and Write 7 • Count, Show, and Write 8 • Count, Show, and Write 9 • Count and Show Numbers to 10 • Count and Write Numbers to 10

Chapter Overview

In this chapter, students learn to compare sets of objects using comparison language. The concept of comparing numbers builds and extends students' knowledge of counting, reading, and writing numbers, developed in the earlier chapters, to include the awareness that each number is 1 more than the preceding number. Through the use of concrete and pictorial representations, students will use the language of comparison (more than, greater than, fewer than, less than, equal to, and the same) to further explore the "1 more" and "1 less/fewer" concept. Progressively, the comparison will advance from comparison using concrete materials to comparison with pictorial support to comparing of numbers without visual support.

Key Ideas

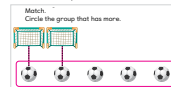
- Students will use concrete materials and pictorial representations to compare two groups by matching the items in each group, and determine which group has more, fewer, or the same.
- Students will use pictorial representations to compare quantities, and connect the comparison to their corresponding numerical representations and apply the language of comparison of greater than, less than, and equal to.
- Students will relate their prior knowledge of counting on and counting back to the 1 more and 1 less/fewer concept and understand that each number is 1 more than the preceding number or 1 less than the next number.

Concrete-Pictorial-Abstract Progression

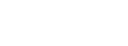
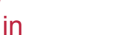
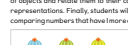
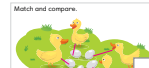
Throughout the chapter, students will have multiple experiences working with concrete materials such as connecting cubes and counters to compare quantities. These concrete materials encourage students to explore the best way of organizing objects when comparing.



Then, students will learn to use strategies to compare two sets of objects in pictorial form. At first, objects are arranged in parallel rows and columns to facilitate comparison using one-to-one correspondence.



Subsequently objects are arranged in varying configurations to help students acquire number conservation.



Across-Grades Progression is a table that provides a broad overview of the concepts and their related prior knowledge and new knowledge. It shows the learning objectives of the chapter in *Looking Here*, students' prior knowledge in *Looking Back*, and what students will learn next in *Looking Ahead*.

Chapter Overview provides a big picture of the topic by summarising how prior knowledge is developed and linked to the key learning objectives of the chapter. **Key Ideas** provides teachers with the essential mathematical understandings of each chapter, illustrated by key examples. **Concrete-Pictorial-Abstract Progression** provides teachers with an overview of the concrete materials used, pictorial representation students will encounter as well as abstract representations students are expected to encounter in the chapter.

Chapter Opener supports teachers with suggestions on how to engage students in mathematical conversations.

Readiness Engagement Mastery

Lesson 1

Chapter Opener (page 1)

School is a big part of a kindergarten's life. For many students, this is their first experience in a classroom setting, where it is all exciting and new.

- The picture provides a familiar context for students to review rote-counting, practice subitizing, and matching one-to-one correspondence with numbers to 5.
- Before displaying the picture on page 1, encourage students to share what they know about their classroom and their experiences so far.

- What do you see when you look around our classroom?** friends, crayons, tables, chairs. What are some things we can do in our classroom? We learn and play together.
- Display the picture. Invite students to look at the picture and share what they see in the picture. **Teacher:** students, wall drawing, table, chairs, blocks, pencils, erasers, paper.

- What are the students doing?** sitting at the table, drawing. Group students into pairs to discuss the picture and count groups of objects on the page.
- Encourage students to talk about situations where they count in their daily lives.

- Think about your day. When are the times that you count?** What are some things that you have counted in the classroom?

- Why do we count in our classroom?** to see if there are enough of what we need, make sure everyone is here.

- When we count, we are doing math.**

- Use the following questions to facilitate student discussions.

- What can you count in this picture?** students, teacher, pencils, blocks, crayons. How many students do you see? 5. How many chairs do you see? 5. Why do you think there are 5 chairs?

- I chair is for the teacher, someone is absent. Why do you need to count the chairs in a classroom?** to see if there are enough chairs for each student. When you count, how do you keep track of your counting? point at the picture and count; hold our fingers up to keep track; use counters and cubes to help us count. What groups of 2 do you see? 2 erasers. How many pieces of paper do you see on the table? 5. Why is counting the pieces of paper important? so that each student can have something to color on. Why is being able to count important? This is so that we know when we have enough of something.

- You will be learning how to count and show objects in different ways.**

- English Language Support**

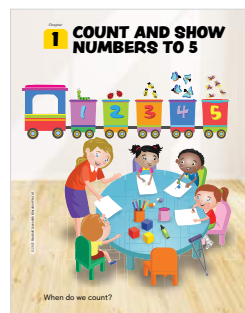
- Help students relate counting to real-world situations using these sentence frames.

- There are _____ students at the table.

- There are _____ pieces of paper at the table.

- There are enough _____ for each student.

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Student Book Page 1

Caution

Students may have difficulty keeping track of the objects they have counted. Guide them to touch and move each object as they count, touch and point to pictures as they count, or hold up fingers to keep track of the quantities as they count.

Promoting Growth

Encourage students to count concrete materials and create different arrangements for each number using math tools as well as sketching these arrangements.

Best Practice

Highlight to students that they are using cubes to represent objects. This can be a challenging transition for some students. You may need to use real-world objects such as teddy bears, buttons, or erasers to develop their number concept.

Caution highlights common errors and provides suggestions to rectify the errors.

Promoting Growth highlights common learning difficulties that students may encounter for the chapter.

English Language Support provides sentence frames to guide students in discussing the chapter opener.

Lesson Opener provides teaching ideas for teachers to orchestrate concrete experiences in **Anchor Task**.

Activity provides the intent of the collaborative tasks and the steps to carry out the task and suggested prompts to facilitate discussions.

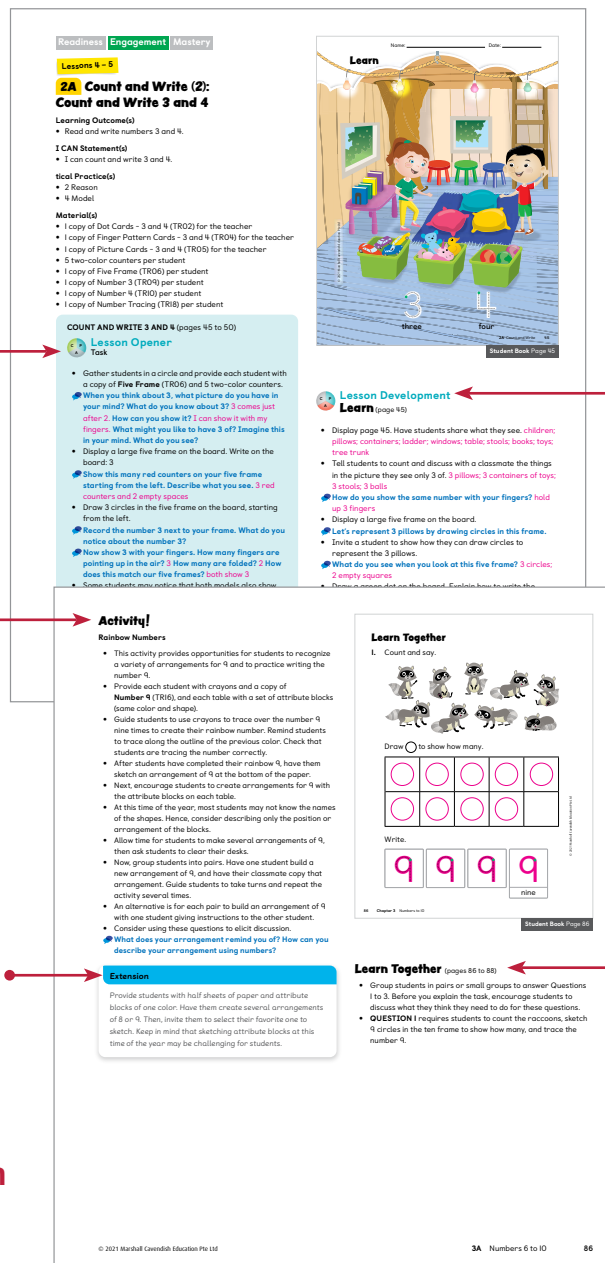
Extension provides suggestions to challenge students and help them apply concepts in different situations.

Differentiated Instruction suggests activities for students of differing abilities.

Lesson Development provides ideas for concrete experiences and support for students of differing abilities.

Learn Together gives prompts and questions to lead students towards deeper understanding.

Rubric provides the scoring guide for each question in the Performance Task and relates the points scored to the criteria in the Performance Task Rubric.



Differentiated Instruction

Additional Support

- Print Reteach K, Exercise 1A (I) and guide students to complete the questions.
- Materials: 10 counters, Number Cards (TR01), Finger Pattern Cards (TR02), and Dot Cards (TR02) for 1 and 2 only.
- Group students in pairs. Distribute the counters and cards to each pair.
- Ask students to draw a card and use counters to show the quantity/number.
- Their classmate will check to see if the counters match the quantity/number.
- Encourage students to take turns to count aloud as they show the number.
- In order to build a strong foundation in understanding 1 and 2, you may guide students by asking the following questions:
 - How did you count that number? How do you change from 1 counter to 2 counters?

On-Level Practice

- Encourage students to summarize their learning and make connections to what they have previously learned. Have them give examples to show their understanding.
- Materials: Number Cards (TR01)
- Provide students with Number Cards (TR01) labeled 1 or 2. Have them use stickers or stamps to match the quantity.
- Have students work on Additional Practice 3A, Exercise 1A (I) on their own, in pairs, or small groups.
- If time permits, encourage students to discuss their work and share ideas.

Extension

- Encourage students to summarize their learning, make connections to what they have previously learned, and challenge them to ask questions regarding what they want to learn more about.
- Print Extension K, Exercise 1A (I) and have students complete the questions on their own, in pairs, or small groups.
- If time permits, encourage students to discuss their work and share their ideas.

RETEACH

Coming Soon

ADDITIONAL PRACTICE

Coming Soon

EXTENSION

Coming Soon

Performance Task Rubric

Print the Performance Task Rubric in the Teacher Resources for students to assess their learning and their quality of work.

Rubric

Use the scoring guide to help you grade students' work. You may write your comments to help them improve on their work. Know what they have done well.

Item	Description	Points
1.	The student: <ul style="list-style-type: none"> draws more than 5 balls. (Accept any amount greater than 5) draws the correct number. draws fewer than 5 balls. (Accept any amount fewer than 5) writes the correct number. 	0.5 0.5 0.5 0.5
2.	The student: <ul style="list-style-type: none"> draws the three groups of 5. 	1
3.	The student: <ul style="list-style-type: none"> writes a number on the t-shirt. circles only with numbers larger than the written number. fills the shirt with numbers less than the written number. 	0.5 1 1
4.	The student: <ul style="list-style-type: none"> counts 8 eggs and writes the number 8. draws 3 eggs. writes the number 3. draws 5 eggs. writes the number 5. 	0.5 0.5 0.5 0.5 0.5
Total		8

Use this table as a guide to help you relate students' scores to their performance levels.

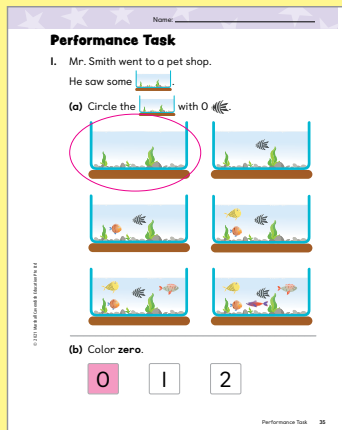
Level	Score
😊😊😊😊😊	7-8
😊😊😊😊😊	2.5-6.5
😊😊😊😊😊	0-2

Assign Cumulative Assessment 2 in Assessment Guide Teacher Edition to assess students' understanding of the chapter.

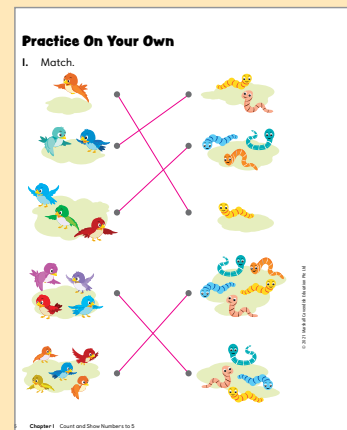
55 Early Childhood Mathematics

Assessment Opportunities

Assessment is an integral part of the teaching and learning process. The assessment opportunities in **PRIMARY MATHEMATICS (2022 Edition)** offer a complete picture of a student's progress. The **Student Book** provides both **diagnostic assessment** opportunities in Recall and **formative, ongoing progress monitoring** opportunities at the lesson and chapter levels.

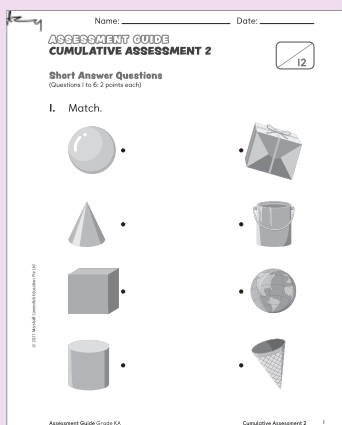


Performance Task is a formative assessment task set in a real-world context that provides opportunities for students to demonstrate their understanding and proficiency.

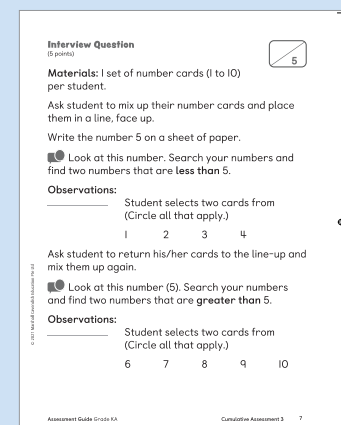


Practice On Your Own at the end of each lesson is a formative assessment to inform teachers on how well students have learned and the appropriate differentiated resource to assign. At the same time, Practice On Your Own also serves to help students achieve mastery at a lesson level.

The **Assessment Guide** provides **summative assessment** opportunities at the chapter level. These assessments serve as a reporting tool for teachers to assess students learning, as well as gather feedback on their teaching. Unique to the Kindergarten level, this program includes **Interview** questions in the Assessment Guide. Understanding that young students are unable to write paragraphs of text to articulate their thinking, we assess their understanding through verbal responses and concrete objects.



Cumulative Assessment occurs at the end of a few chapters to consolidate the learning of concepts and skills.



Interviews are included after each cumulative review for teachers to assess students' understanding through verbal responses.

Product Type

Title

Practice

- Singapore Math® Fact Fluency Grade K
- My Pals are Here! Get Set for Primary 1 Maths
- Ready For Maths
- Earlybird Pre-School Mathematics (Revised Edition)

Skill-based

- All Kids R Intelligent! Maths Readers

Legend:

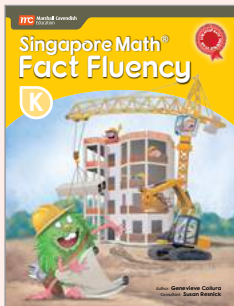
Basic – ●

Intermediate – ●

Advanced – ●

Practice

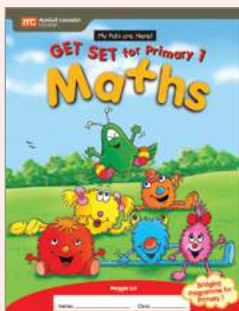
Singapore Math® Fact Fluency Grade K



This book helps children learn mathematics and build confidence in the subject. Succinct instructions guide children in the understanding of mathematical concepts while structured practices encourage children to think logically and apply what they have learnt.

▲ Singapore Math®
Fact Fluency Grade K
9789814736336

My Pals are Here! Get Set for Primary 1 Maths



My Pals are Here! Get Set for Primary 1 Maths features fun-filled and challenging learning activities to prepare children for Grade 1.

Educators can use the activities to familiarise children with mathematical concepts, skills and problem-solving strategies gained during kindergarten years, while developing confidence and enthusiasm in young learners.

▲ Get Set for Primary 1
Maths
9789810159870

Ready For Maths

In this series, the first four books develop a child's number sense and mental mathematical skills through simple arithmetic. The other four books enable children to develop fundamental skills in each respective strand of mathematics.

Educators may use the three steps and teaching notes for each activity in each book to help children understand mathematics in everyday situations and the world around them, learn systematically and progress gradually.

STEP 1 Let's begin!

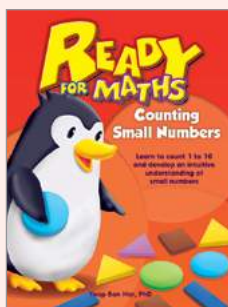
The educator uses an activity to introduce a new concept to the children.

STEP 2 Let's learn!

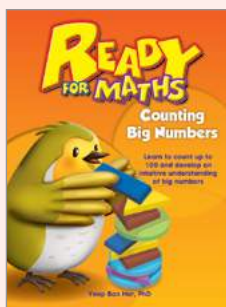
As the children become familiar with the concept, the educator encourages and guides children in using the concept to solve simple problems.

STEP 3 Let's move ahead!

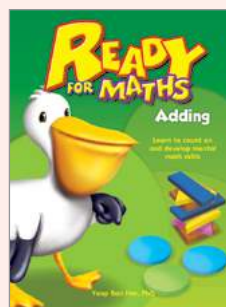
Once the children are confident in solving simple problems, the educator facilitates the children in learning more complex concepts and solving harder problems.



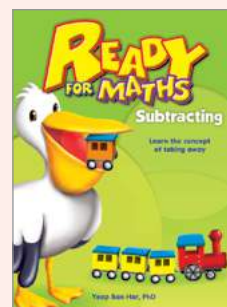
▲ **Counting Small Numbers**
9789810167806



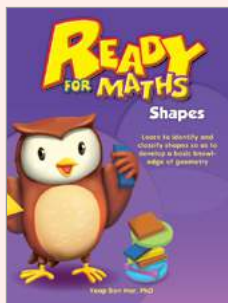
▲ **Counting Big Numbers**
9789810167813



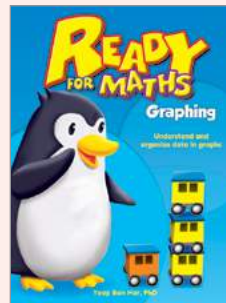
▲ **Adding**
9789810167820



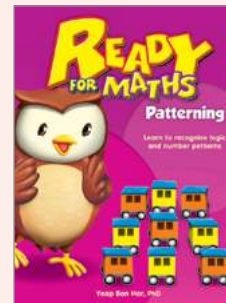
▲ **Subtracting**
9789810167837



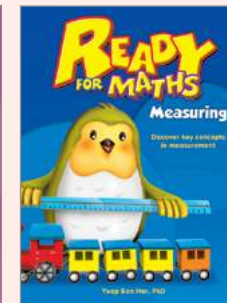
▲ **Shapes**
9789810167868



▲ **Graphing**
9789810167851



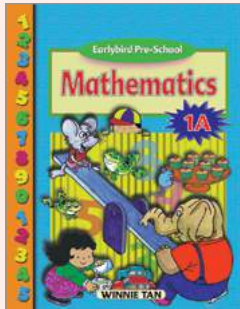
▲ **Patterning**
9789810167875



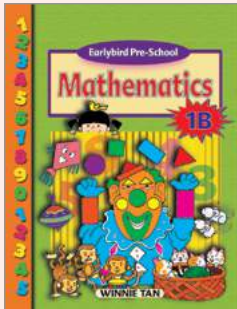
▲ **Measuring**
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Earlybird Pre-School Mathematics (Revised Edition)

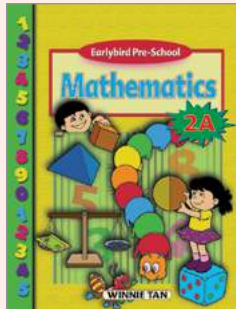
This series of four books gives children a fun-filled introduction to basic mathematical concepts of numbers, length, shapes, weight, capacity, time and money. With this firm foundation and a positive attitude towards mathematics, pre-schoolers will be fully prepared for primary school.



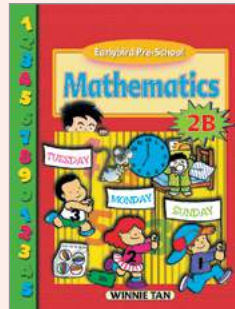
▲ **Book 1A**
9789810107659



▲ **Book 1B**
9789810107796



▲ **Book 2A**
9789810107802

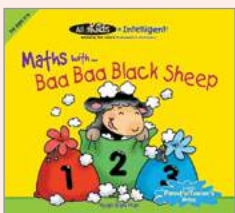


▲ **Book 2B**
9789810107819

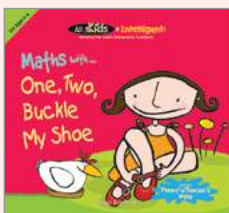
Skills-based

All Kids R Intelligent! Maths Readers

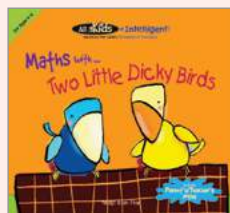
This dynamic and interactive series of multi-disciplinary readers consists of 10 readers to engage a child's multiple intelligences and thinking skills in maths through beautifully illustrated stories and rhyme. Besides focusing on the development and consolidation of basic mathematical concepts such as counting, volume, sequencing and time, the series provides educators with cut-out cards to carry out activities that enhance the child's learning experience. The *Parent's Notes* guide the educator through the learning process and provide suggestions for follow-up activities. These readers make learning appealing, interactive and memorable for children.



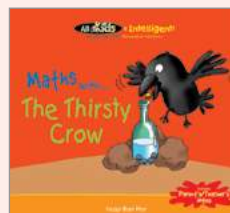
▲ **Maths with...
Baa Baa Black
Sheep**
9789814884280



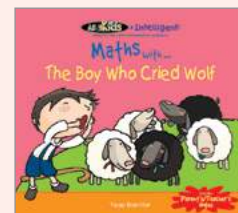
▲ **Maths with...
One, Two, Buckle
My Shoe**
9789814884266



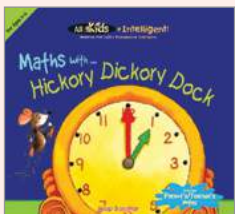
▲ **Maths with...
Two Little Dicky
Birds**
9789814884273



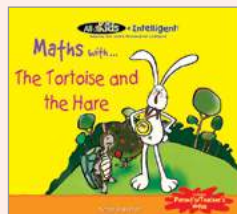
▲ **Maths with...
The Thirsty Crow**
9789814884297



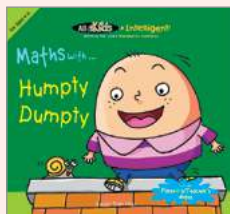
▲ **Maths with...
The Boy Who
Cried Wolf**
9789814884303



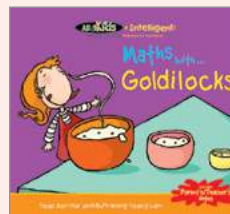
▲ **Maths with...
Hickory Dickory
Dock**
9789810159733*



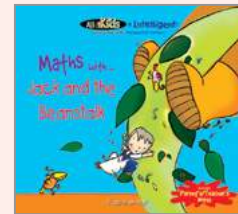
▲ **Maths with...
The Tortoise and
the Hare**
9789810174989*



▲ **Maths with...
Humpty Dumpty**
9789810159740*



▲ **Maths with...
Goldilocks**
9789810174958*



▲ **Maths with...
Jack and the
Beanstalk**
9789810174972*

*Subject to change.

Digital readers
available in Happy
Learners App



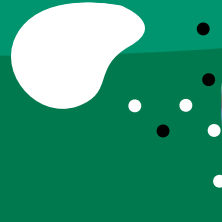
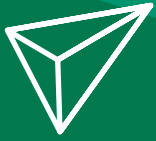
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Early Childhood Science



+ Bigeye Tots **New**

62

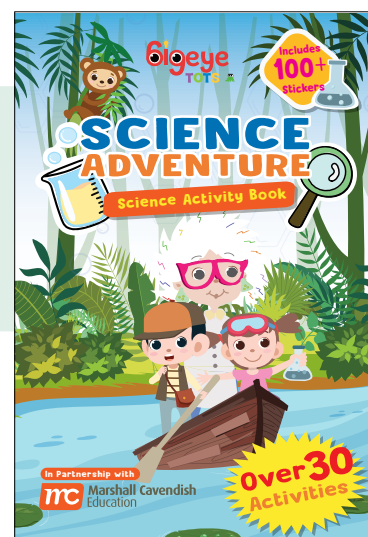


Product Introduction

Bigeye Tots is designed to provide STEAM education to young learners between the ages of 4 to 6 through engaging activities relayed in a fun storytelling manner. It is delivered through hands-on experiments and a variety of activities to enrich the minds of young learners. Parents and educators can use this resource as a supplementary material to nurture the scientist in children. With an experts-led Biotech STEAM curriculum, learners are encouraged to solve real-world problems through hands-on biotechnology exploration. Young learners are encouraged to ask questions, observe and gather evidence, and draw conclusions during the programme. This empowers them to become creative, critical thinkers and better problem solvers, which are essential 21st century competencies.

Bigeye Tots Science Adventure

Embark on a Science Adventure with Bigeye Tots' Science Activity Book which has over 30 hands-on activities designed for young learners.

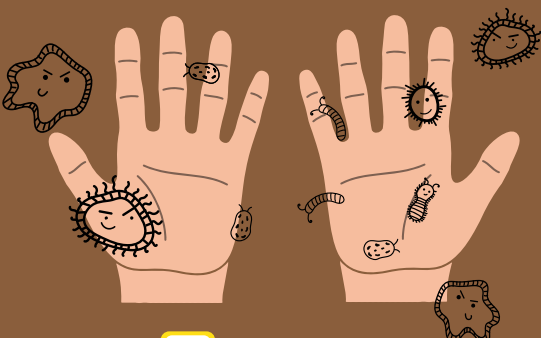


Science Activity Book



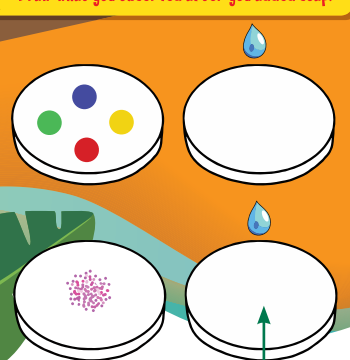
Storytelling

Follow Wonder Nana, a grandma scientist, on an adventure with her grandkids, Amelia and Parker, as they learn more about the world around us.



There are germs on the hand.

Drawing time!
Draw what you observed after you added soap.



While they are eating their lunch, they see a small white bunny hopping around. The bunny seems hungry, so Amelia takes out some lettuce from her sandwich and shares with the bunny. The bunny happily eats the lettuce and hops away.

"I wish the bunny could stay with us forever."

Me too, but don't worry Amelia. Let's make our own hopping bunny."

Experiment time!
What you need: 2 Paper Cups, 1 Battery, 1 Rubber Band, Tape

1. Stack 2 paper cups together.
2. Use stickers to decorate the outer cup to make it look like a bunny.
3. Make 2 parallel cuts, ~1 cm apart, in the rim of the cups on one side.
4. Repeat the same on the opposite side to make flaps.
5. Grab a battery and wrap a rubber band along the long side.
6. Secure the rubber band with a piece of tape.
7. Hang one of the rubber band loops to one set of the flaps.
8. Hang the other loop to the second set of flaps.
9. Spin the battery around itself for a few rounds and put the cups on a surface.
10. Observe how the bunny starts to hop around and move.
11. Explore different surfaces (rough, smooth, slope).

Drawing Activity

Drawing activity helps to develop fine motor skills and encourage visual analysis.

Hands-on Experiment

Learners experiment with trial and error, learn from their mistakes, and try again.

The rain finally stops and a beautiful rainbow appears.

"Wow, I love the rainbow colours."

"Do you want to do some experiments to make colours?"

"Yaaay, we love experiments!"

Drawing time!
Help Parker colour image parts that have the letter mark using suitable colour from the reference.

A	
B	
C	
D	

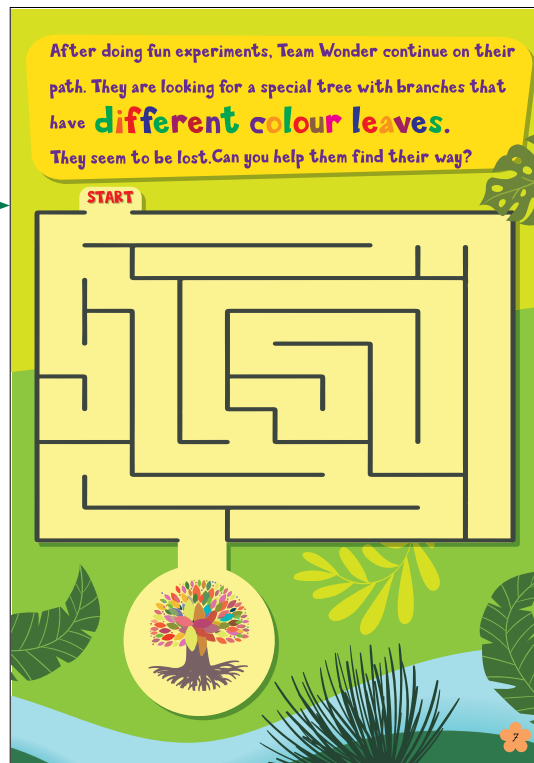


Colouring Activity

Colouring activity will stimulate creativity and encourage self-expression among young learners.

Maze Puzzle

Maze puzzle helps to boost problem-solving skills and improve cognitive thought processes.



Classifying and Sorting

Classifying activities will help young learners develop a range of thinking skills. It also builds the foundation for problem-solving.



Sticker Activities

Young learners use visual scanning to search for the stickers they want for the activity. It also helps with fine motor skills.



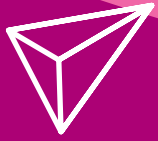
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Applied Learning Programme



+ MCE Coding Lab

67

+ Life Science

68

MCE Coding Lab: ubbu block-based coding

Suitable for Kindergarten 1 to 2 | age 5 - 6

Available on 

ubbu is a blocked-based coding programme that prepares learners for the future. There are 30 hours of class time per level to develop **logical reasoning**, **troubleshooting**, and **creativity**. This allows learners to become capable and informed citizens who can understand, navigate, and participate in the digital world.

ubbu benefits every learner with skills of tomorrow.

After attending **ubbu**, learners improved their performance in subjects such as **Math (17%)** and **Logical reasoning (5%)**.

Why **ubbu**?



Easy Implementation

- Designed for teachers with no prior experience in coding.
- Available online or offline.
- Guided learning path for learners.

Framework and Standards

- Aligned to CSTA, UN Sustainable Development Goals.
- STEAM focus.
- Cultivate 21st century competencies and skills.

User-friendly Programme

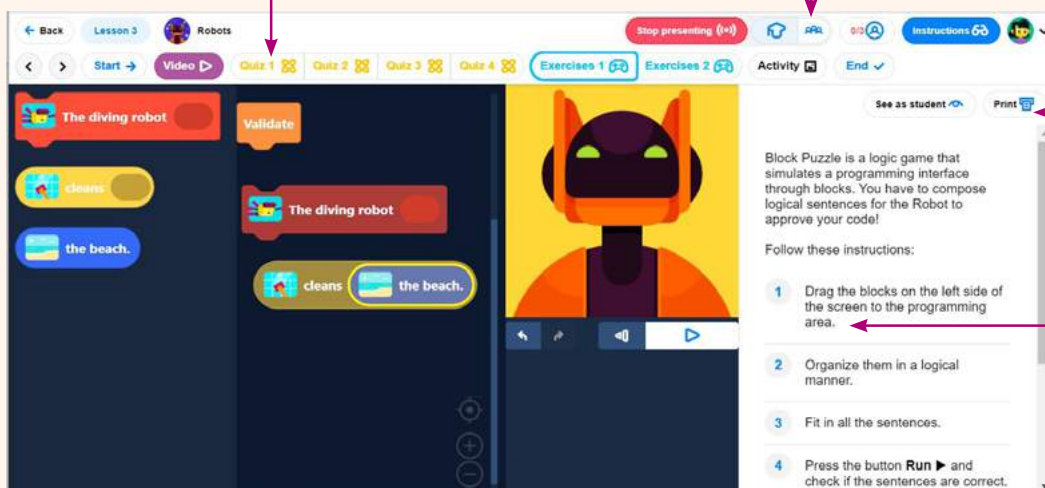
- Comprehensive lesson plans for teachers.
- Interactive lesson content with videos, stories and games to engage learners.
- Recommended for K to Grade 6.

Focus on Learners

- Understand individual learner's learning journey with data.
- Summative assessment to check understanding.
- Certificate of achievement for each completed level.

Fun and engaging multimodal learning activities

Enables learners to follow their teacher's screen or finish their task



Downloadable lesson plan

Instruction guide to help teachers to conduct a lesson

BENEFIT

For teachers:

- ✓ **Easy-to-teach** programme even with no prior coding experience.
- ✓ **Detailed and ready-to-use** lesson plans.
- ✓ **Ready solutions**, topics for discussion and learner's performance data.

Life Science



Life science is an important area of study which leads to important insights into medical discoveries, improving human health. Through our integrated STEM and Biotechnology integrated programmes, we hope to inculcate in our learners a sense of curiosity about the world around them and help develop important competencies to prepare them for the challenges of the future world.

Our Programme

- Bigeye Tots



Suitable for Nursery – Kindergarten 2 | Age 4 – 6

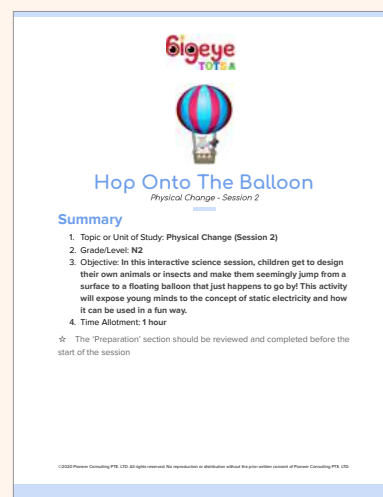
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Bigeye Tots Programme

A total of 30 themes, each containing 4 experiments that promote scientific investigations in Physics, Chemistry, Biology, Ecology and Engineering for young learners. Worksheets and Teacher's Guides are available to facilitate the scientific exploration and guide learners' thinking process.



Worksheet



Teacher's Guide

Nursery 2 Themes:

- Science of Colours
- Our Environment
- My Body
- World of Chemistry
- World Around Us
- Physical Change
- Observe & Measure
- Personal Hygiene
- Science of Animals
- Junior Engineer

Kindergarten 1 Themes:

- Matter Around Us
- Save Our Seas
- The Wonders of Paper
- Growing Our Veggies
- Personal Hygiene
- Our Wonderful Body
- Invisible Forces Around Us
- Force & Motion
- Life on Earth
- Chemical Reactions

Kindergarten 2 Themes:

- Be an Engineer
- Human Anatomy
- Science of Matter
- Reactions & Its Wonders
- Interactions
- Biology of Life
- Transport System in Nature
- Diversity in Nature
- Science of Recycling
- Bacteria & Viruses Around Us

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