

Train Unit



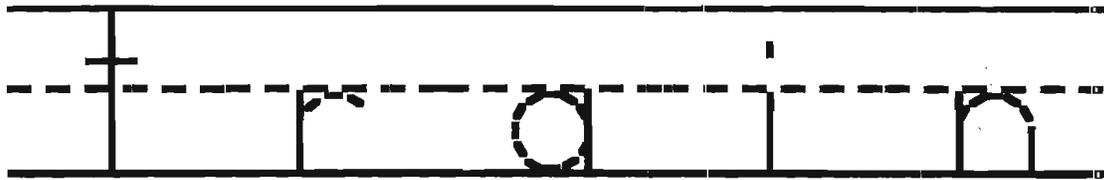
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Fold

Do NOT Disturb!

**ENTER at your
own risk!**





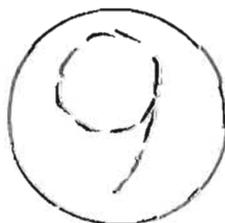
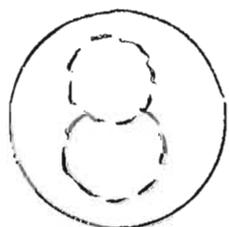
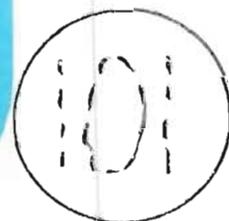
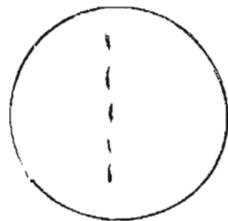
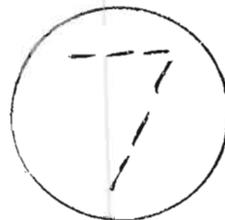
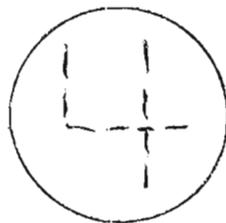
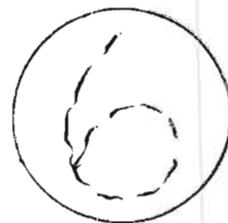
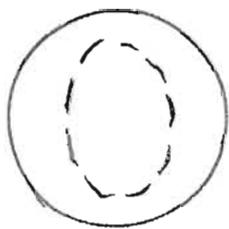
Train starts with the letter Tt. TRACE the word train.
TRACE the upper and lowercase Tt's and write them on the line. WRITE
your name below, then find and circle it.

Train begins with the letter Tt TRACE the letters in the corner.
FIND all the upper and lowercase Tt's and CIRCLE them. There are 10.

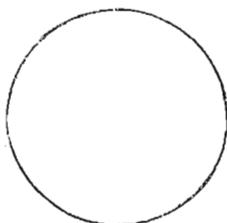
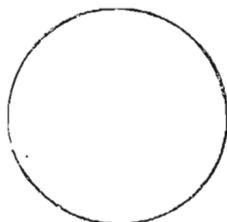
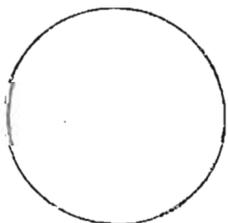
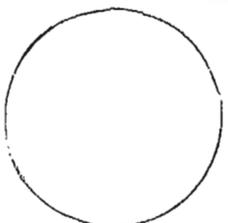
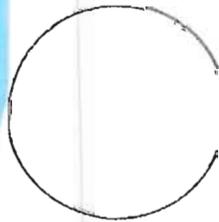
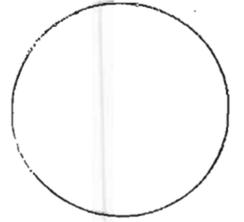
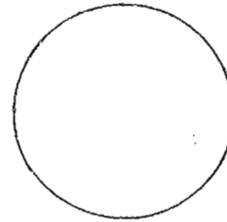
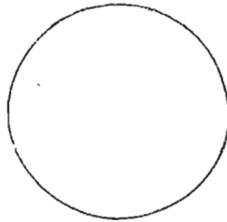
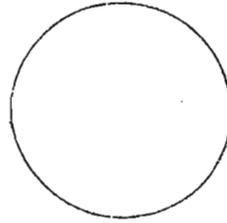
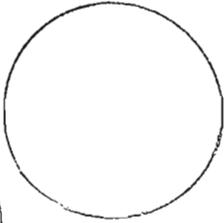
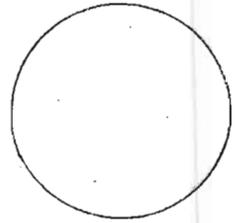
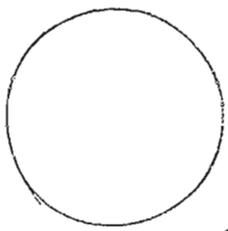


T I f I + E F I T I
 T I
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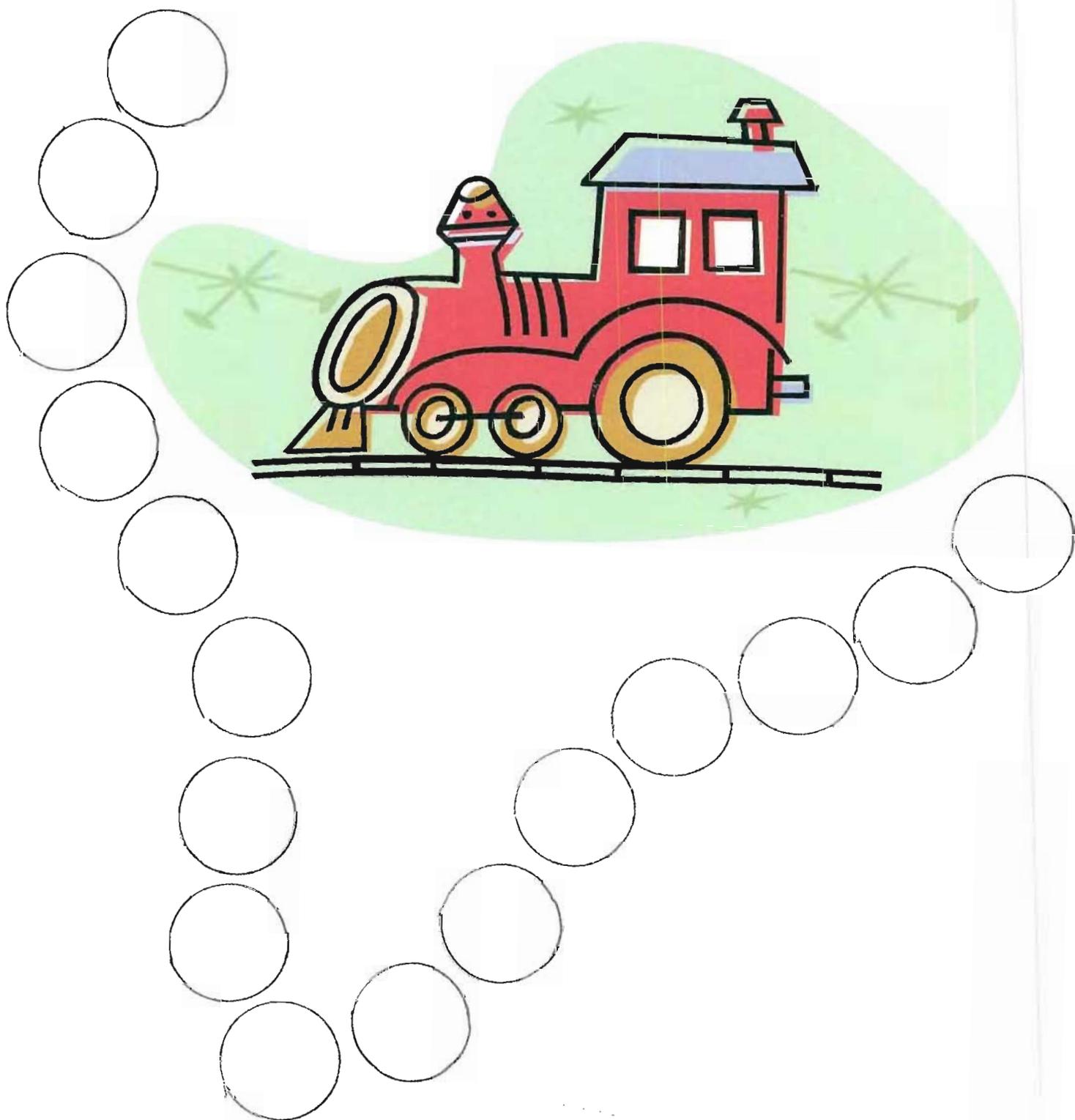
I Spy A Number. Trace the CIRCLE then trace the NUMBER.
Please play with me at home and reinforce my lessons.



I Spy A Number. Trace the CIRCLE then trace the NUMBER.
Please play with me at home and reinforce my lessons.



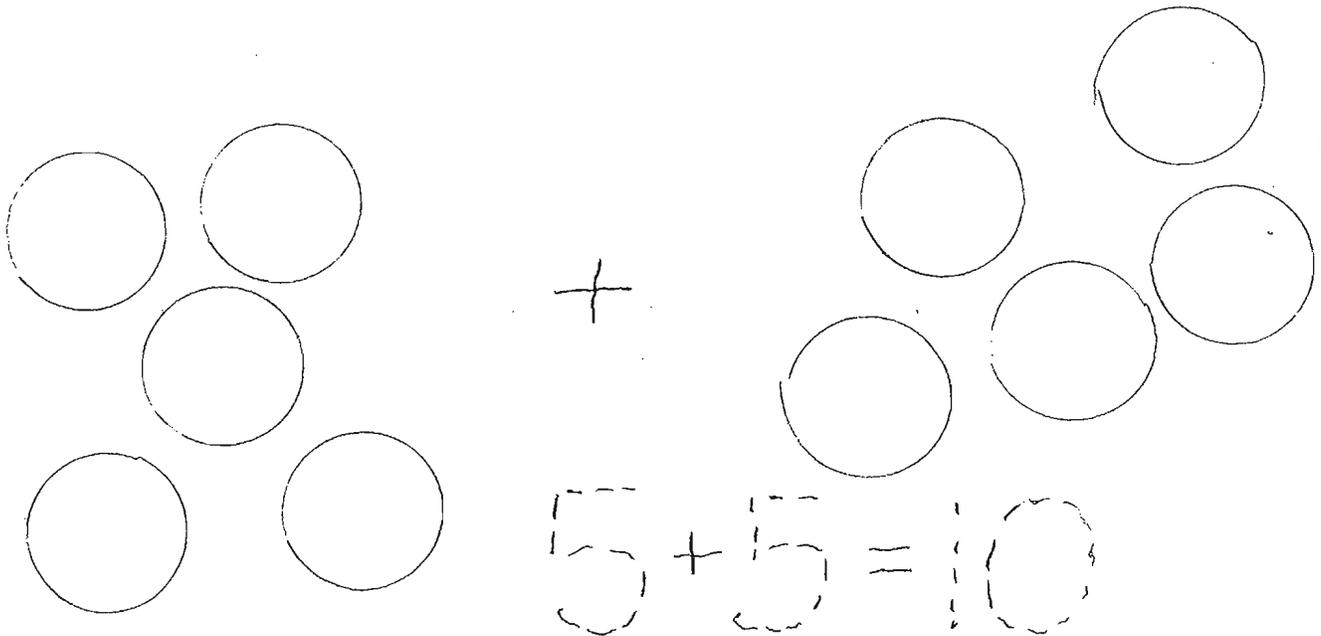
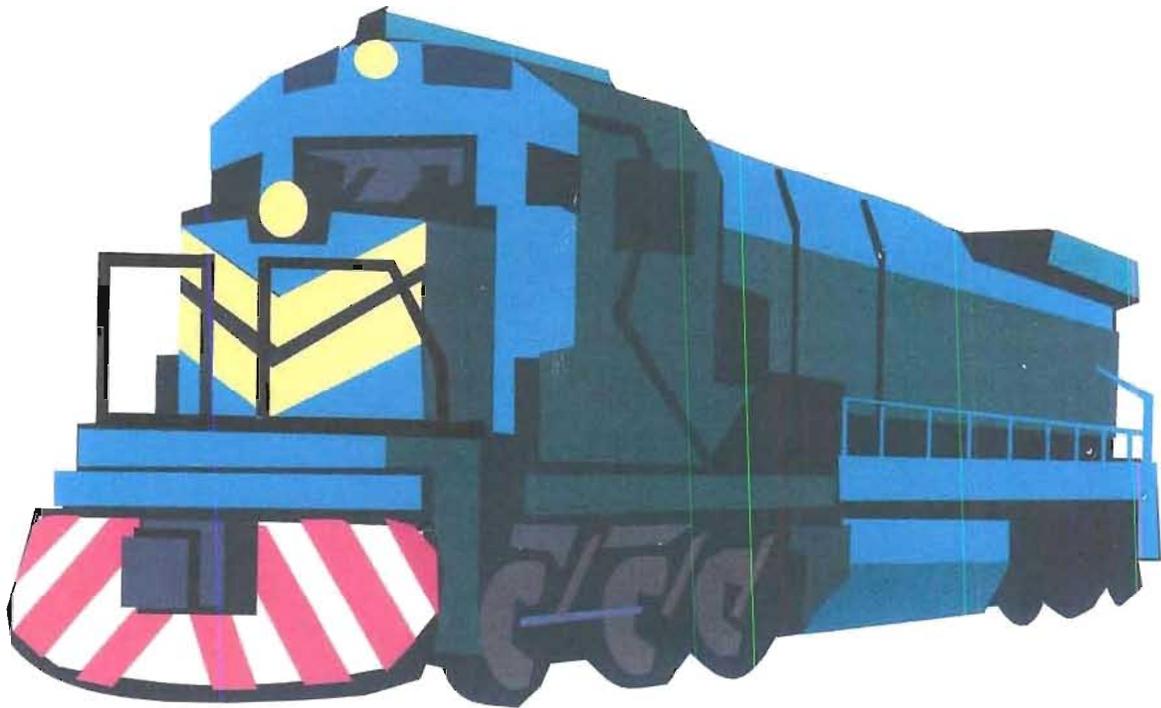
Bingo Dot An ABAB PATTERN!



Bingo dot a group / set of 10

5 + 5 again, 5 + 5 = 10.

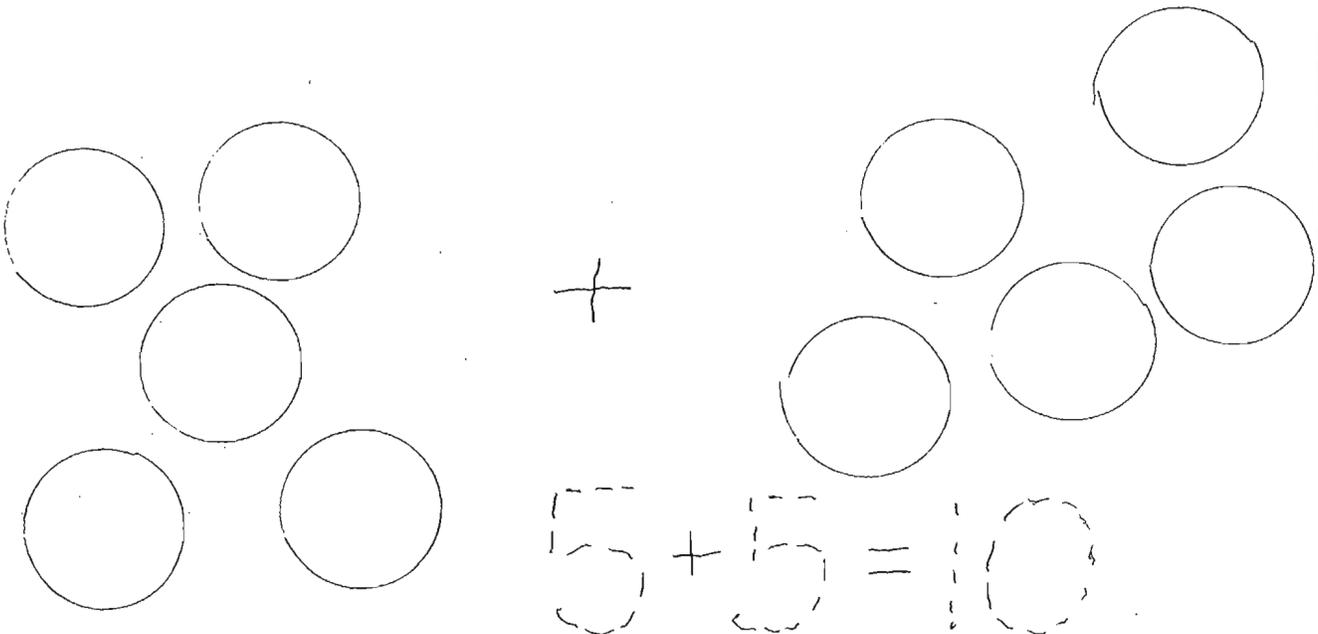
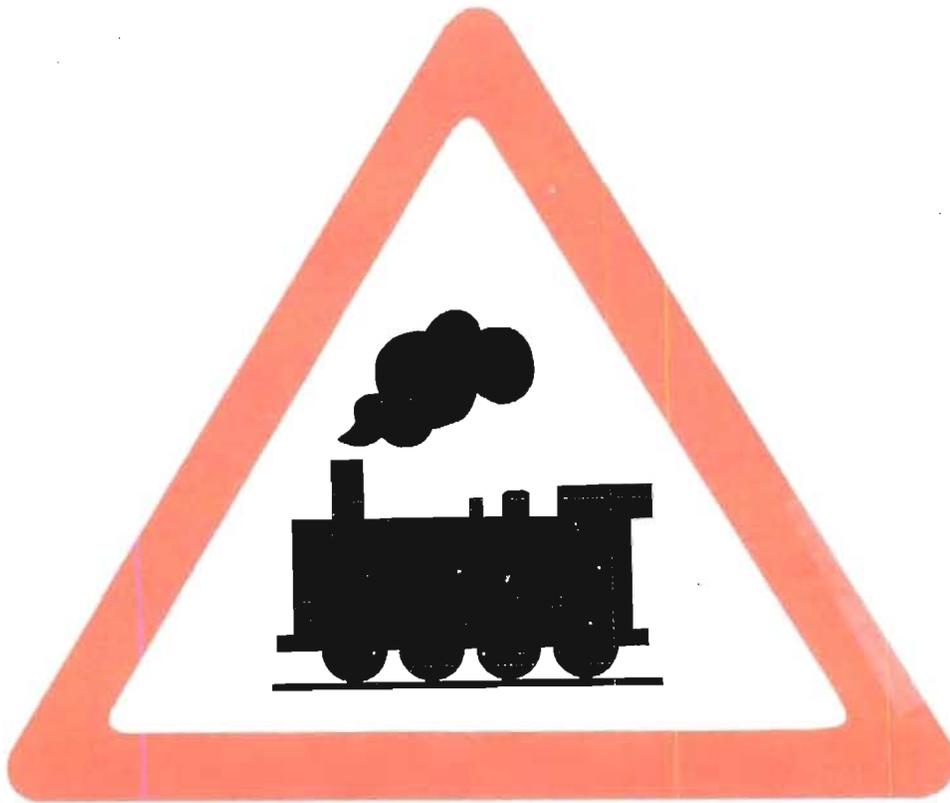
Use a DIFFERENT color for each set of 5.



Bingo dot a group / set of 10

5 + 5 again, 5 + 5 = 10.

Use a DIFFERENT color for each set of 5.



Bingo Dot A Group Or Set Of 5

$$3+2=5 \text{ or } 4+1=5$$

Circle the group/set that you are going to make.
Use a DIFFERENT color for the 2 different sets.

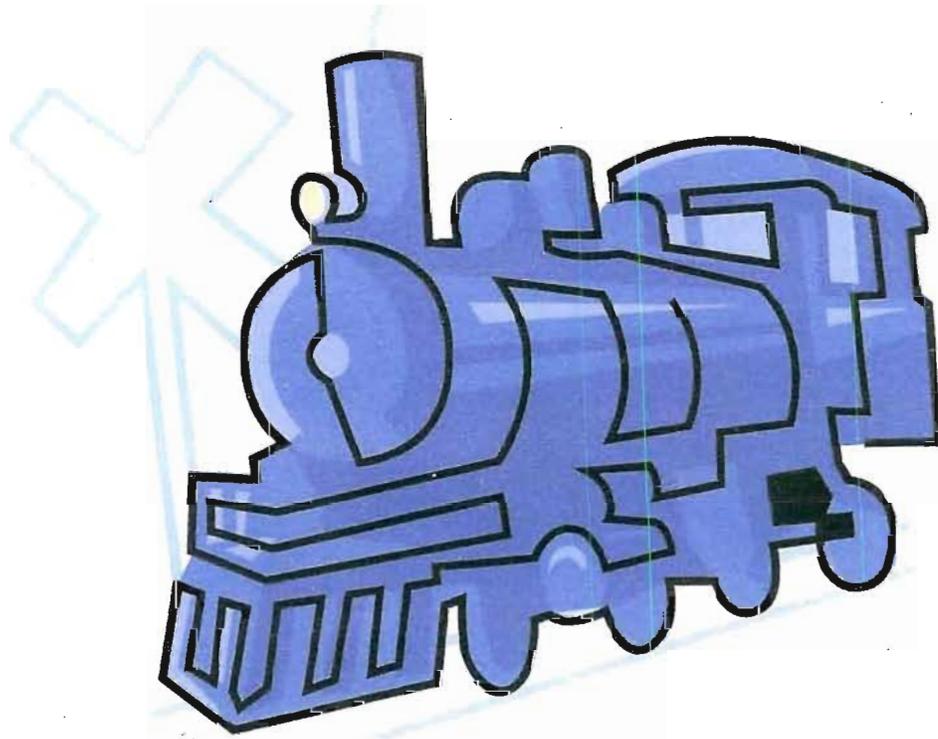


Diagram illustrating the addition problem $3+2=5$ and $4+1=5$ using circles.

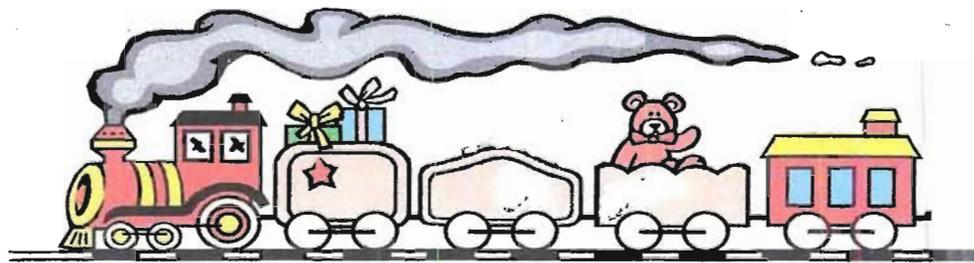
On the left, there are two groups of circles. The top group has three circles, and the bottom group has two circles. A plus sign is between them. An arrow points from this group to the equation $3+2=5$.

On the right, there are two groups of circles. The top group has four circles, and the bottom group has one circle. A plus sign is between them. An arrow points from this group to the equation $4+1=5$.



Stamping a group/set of

_____.



1

1

— one

2

2

— two

3

3

— three

4

4

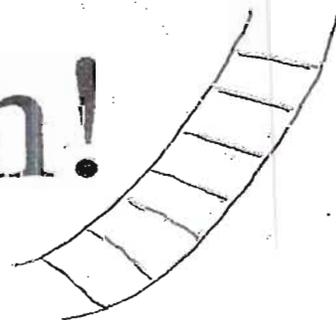
— four

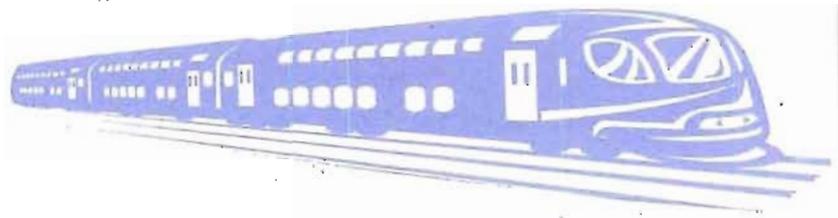
5

5

— five

Number Fun!





1 1 — one

2 2 — two

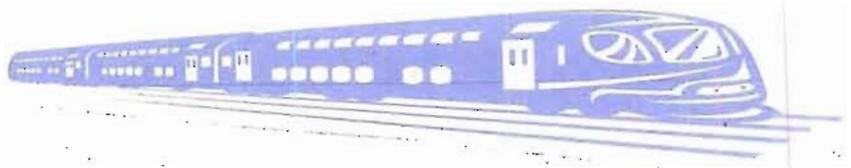
3 3 — three

4 4 — four

5 5 — five



Number Fun!



6

6

six

7

7

seven

8

8

eight

9

9

nine

10

10

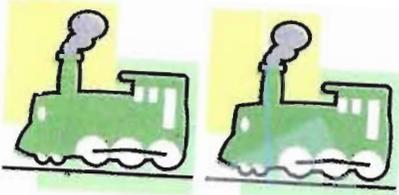
ten

N

umber Fun!



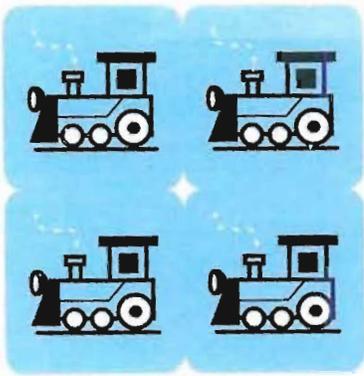
1



2



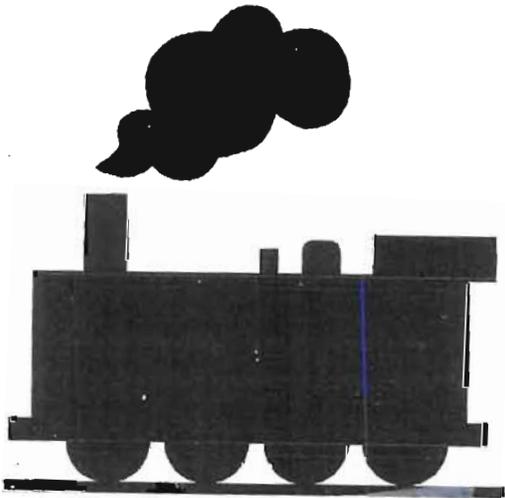
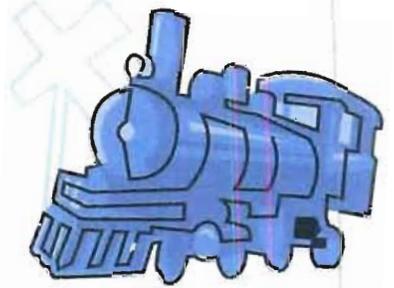
3



4

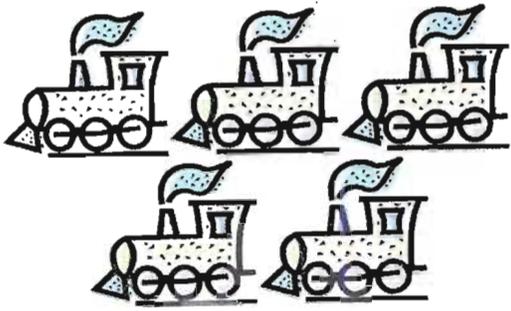


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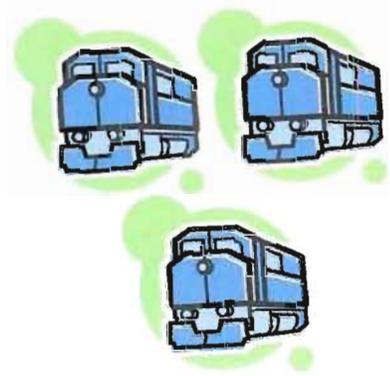


Match the number to the group/set.
Use a DIFFERENT color for each one.

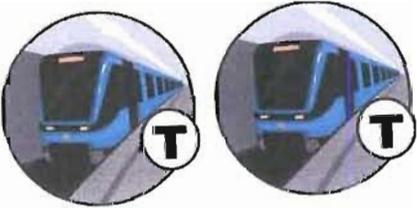
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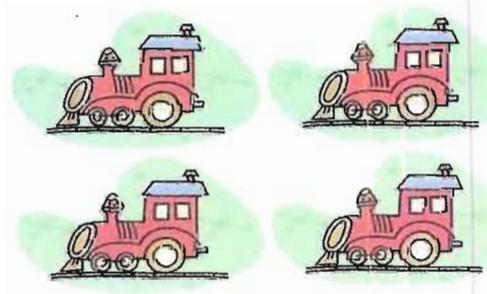
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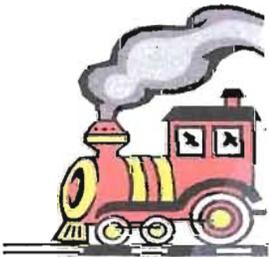
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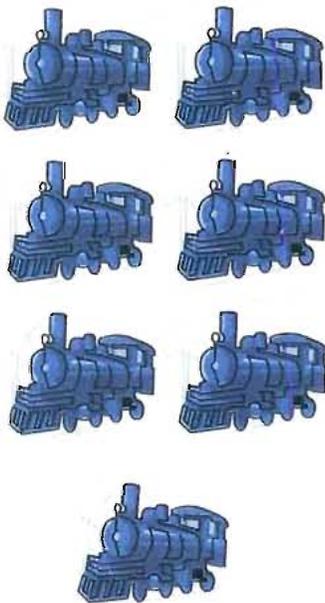
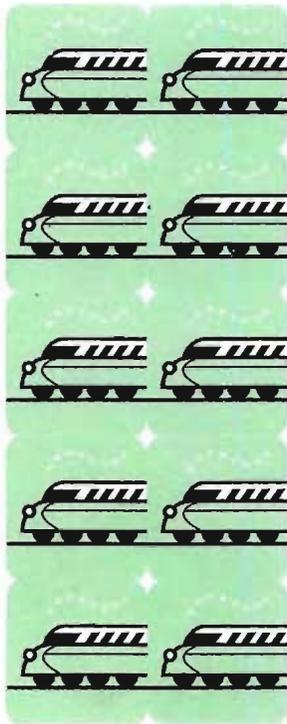
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5



Match the number to the group/set.
Use a DIFFERENT color for each one.



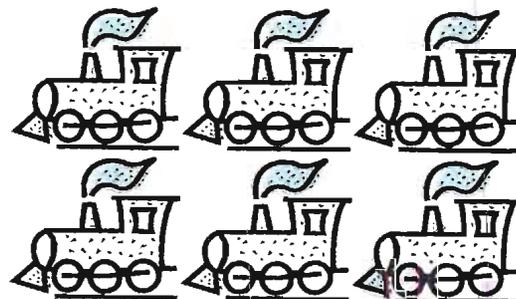
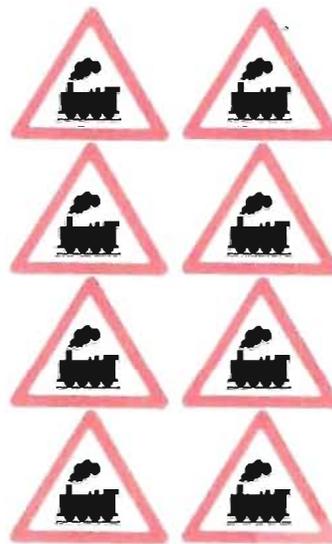
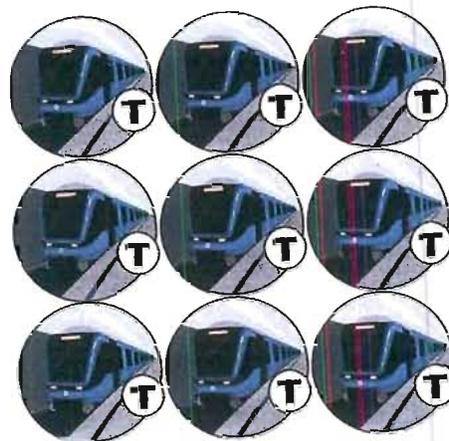
6

7

8

9

10



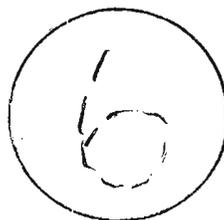
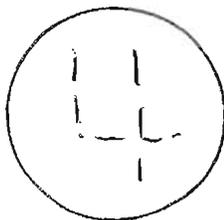
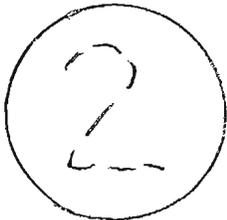
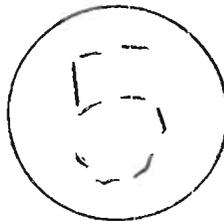
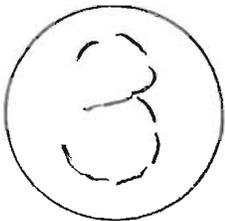
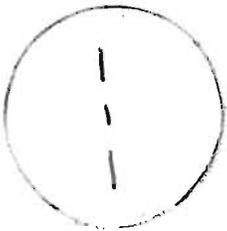
Match the number to the group/set.
Use a DIFFERENT color for each one.



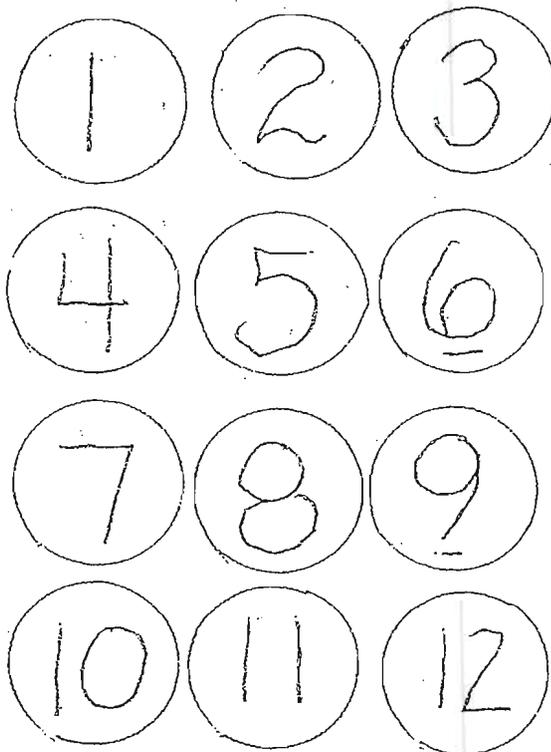
Trains On A Roll

Directions:

- ❖ Pick a partner.
- ❖ Roll the dice.
- ❖ High number goes 1st.
- ❖ Whatever # you roll TRACE the number & the circle.
- ❖ Take turns rolling the dice with your partner.
- ❖ If you've already rolled that # it becomes your partner's turn.
- ❖ The 1st one to complete all the circles is the winner.



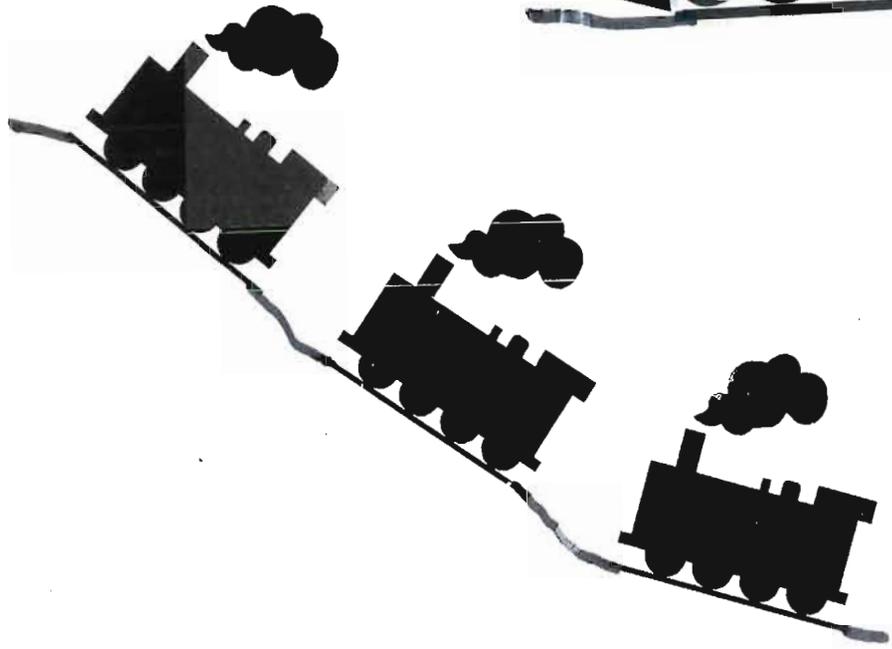
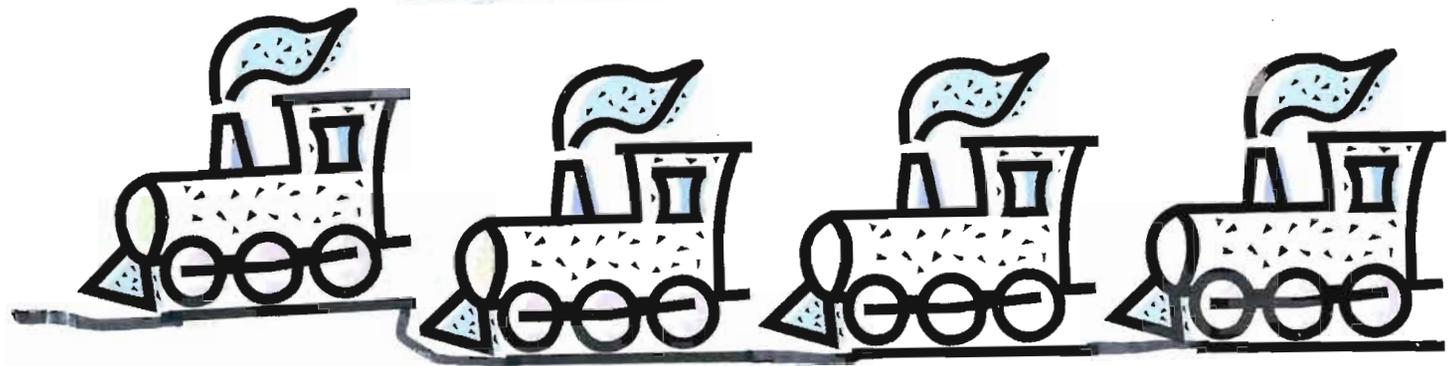
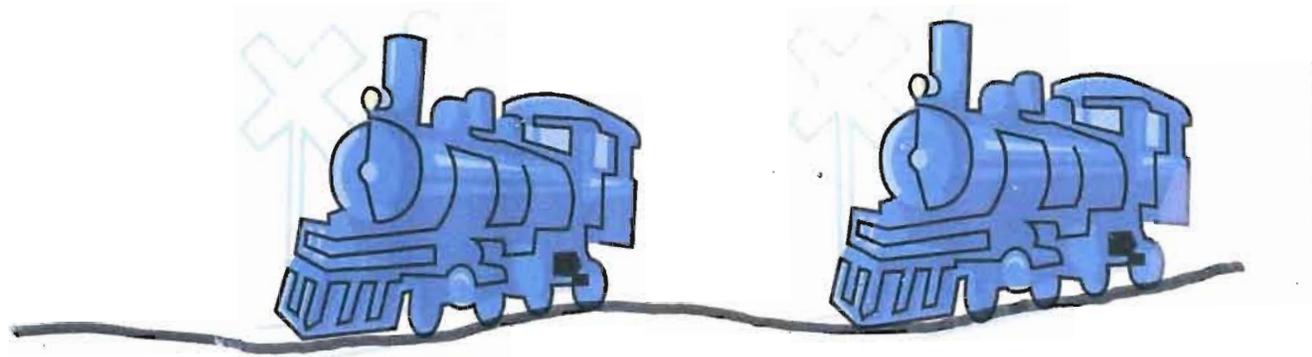
On An Addition & Subtraction Roll

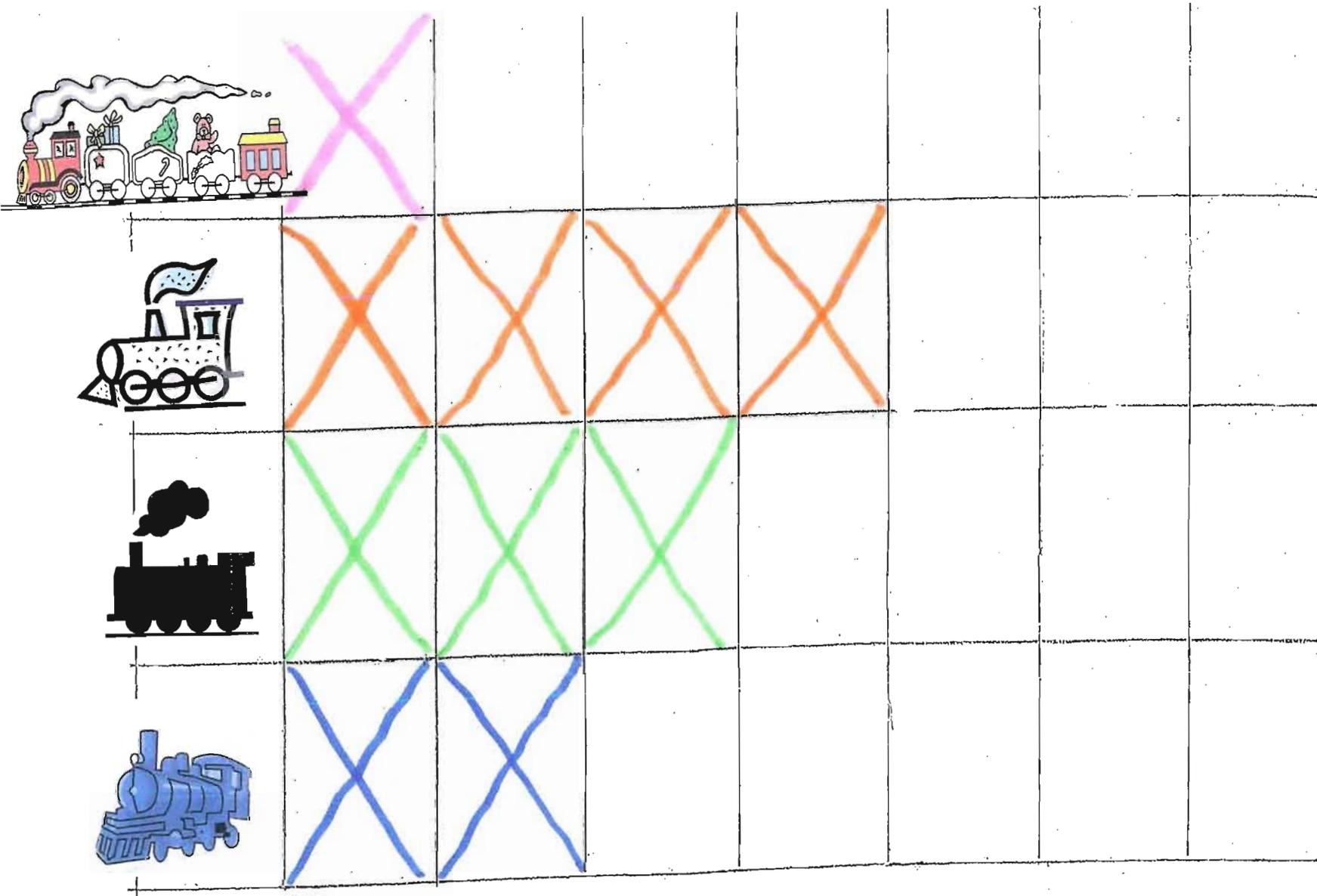


Directions:

- Choose a partner.
- Roll the dice.
- High number goes 1st.
- Roll the dice.
- You may add or subtract the dice to get a number.
- Color in that numbered circle on your paper.
- Write the equation on the back of the paper.
- The 1st player to color in all of their numbers is the winner.

Graphing Trains.

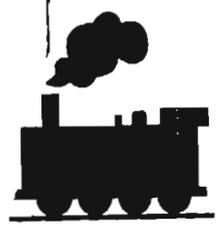




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Count each DIFFERENT kind of train.
 Put that many X's next to the train.
 Use a DIFFERENT color for each kind of train.

Graphing Trains.



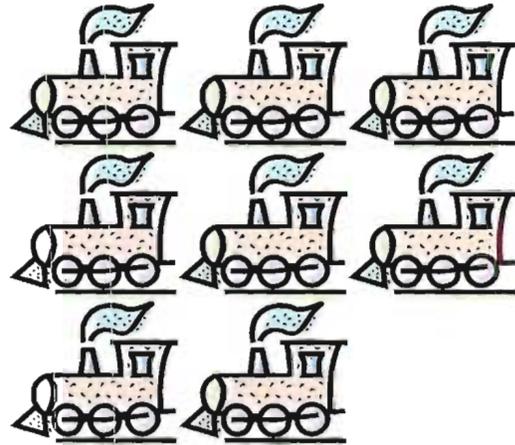
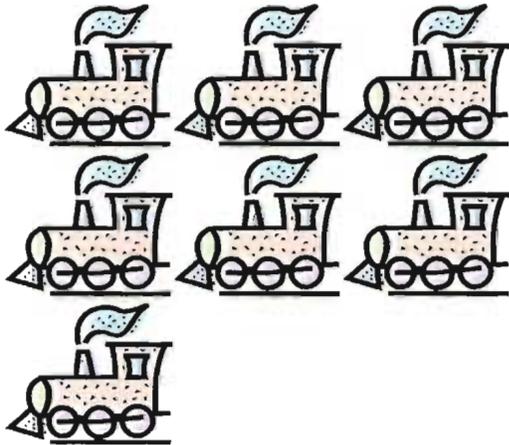
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Count each DIFFERENT kind of train.
Put that many X's next to the train.
Use a DIFFERENT color for each kind of train.

Graphing Trains.

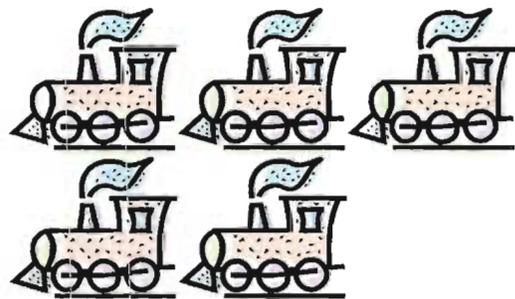
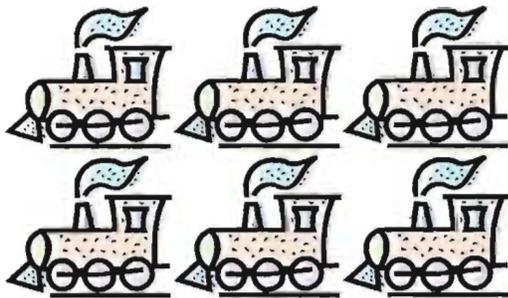
MORE THAN & LESS THAN

CIRCLE the group/set that has MORE trains.
This group is greater than the other group.



$$8 > 7$$

CIRCLE the group/set that has LESS trains. This group is less than the other group.



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$$5 < 6$$

small



medium



large

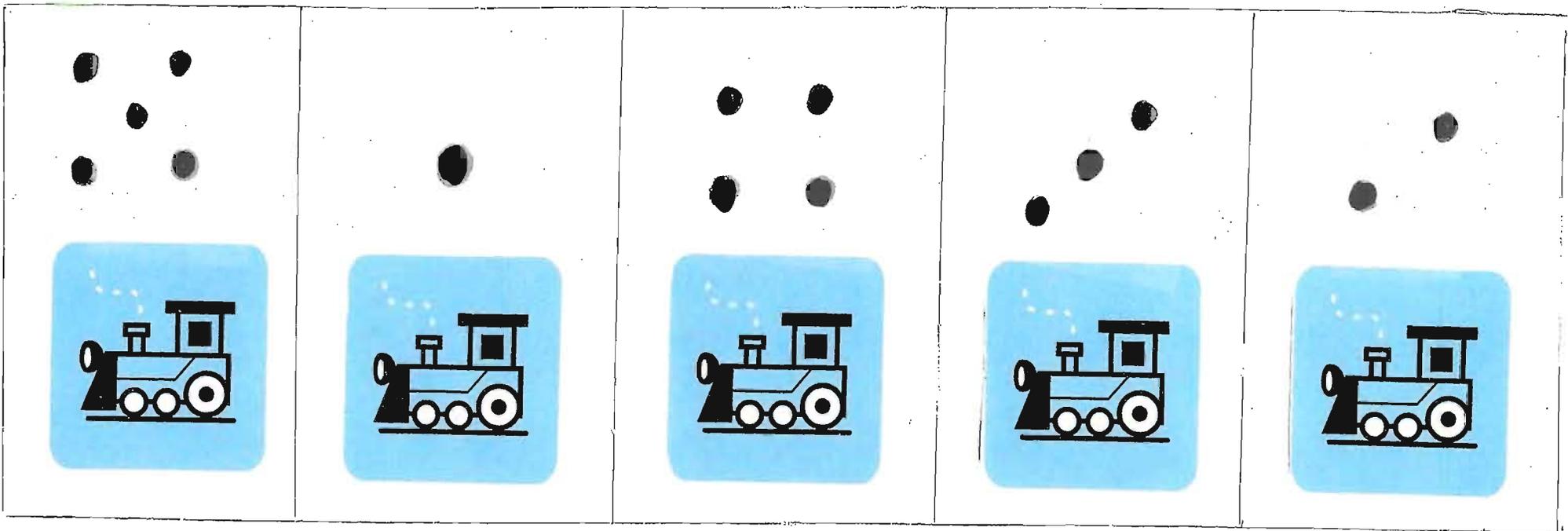
Cut out the trains and glue them to their matching boxes.

Trains come in different sizes.
Arrange these from smallest to largest.

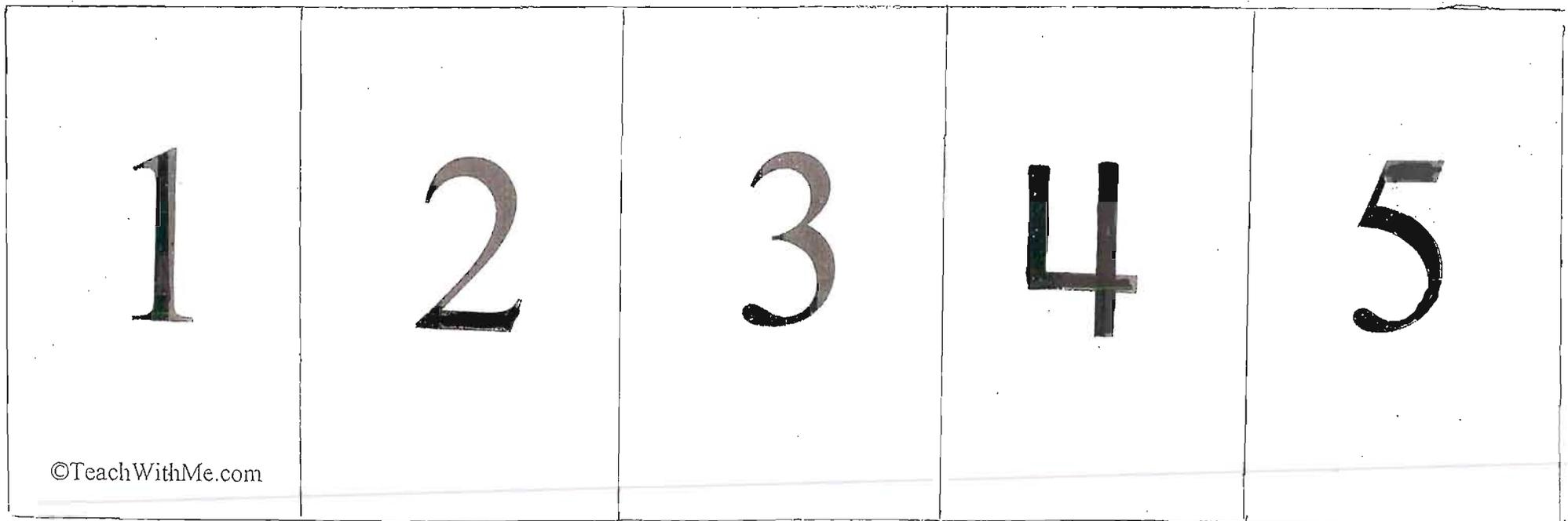
small

medium

large



Match the dotted box to the matching #^od box. Cut it out and glue it to the bottom of it.

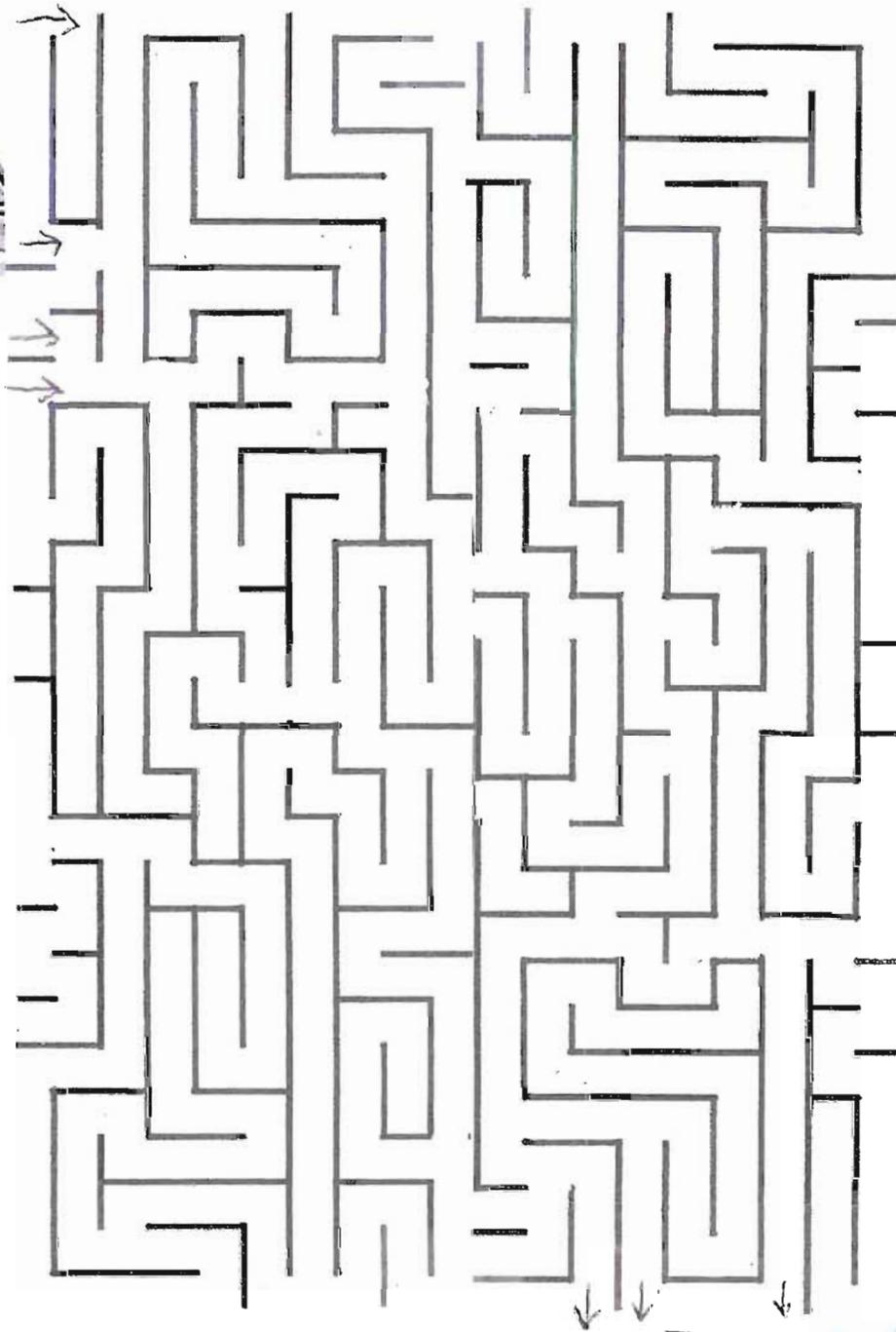


All Aboard!

Get the man to the train. There is more than one way.
How many can you find?

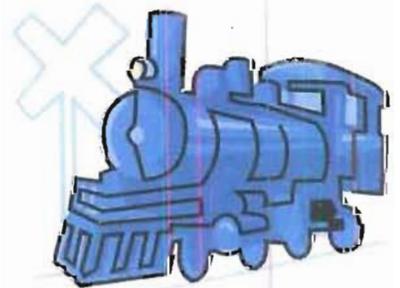


START

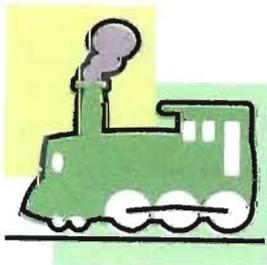
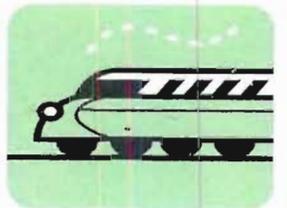
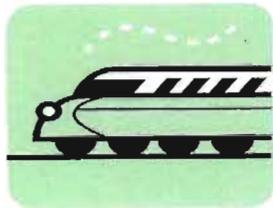
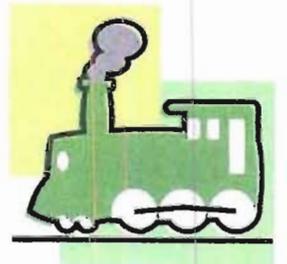


FINISH

MAZE CRAZE

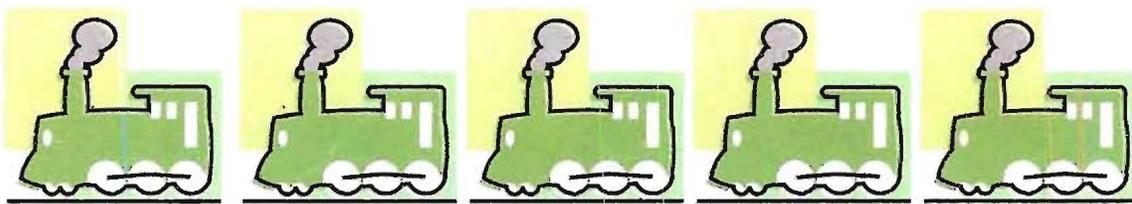


MATCH the twin on the LEFT with its mate on the RIGHT.
Use a DIFFERENT color crayon for each one.

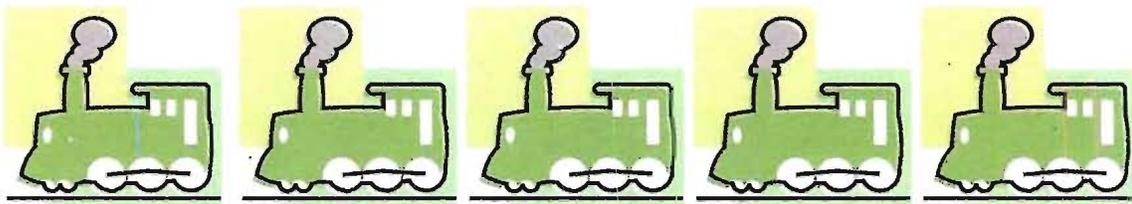


1

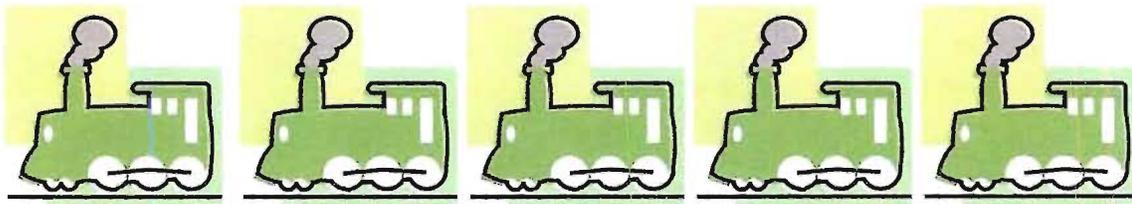
Put an X on the trains to match the number in the row next to them.



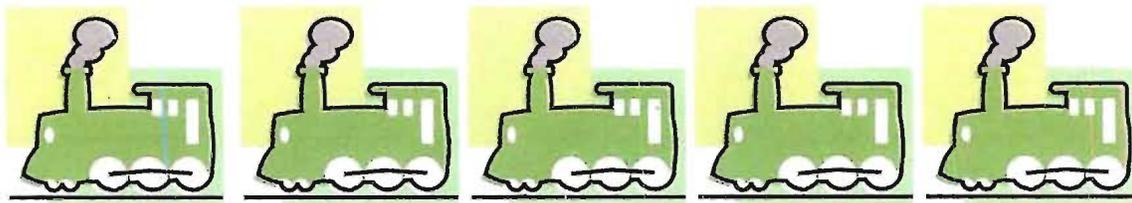
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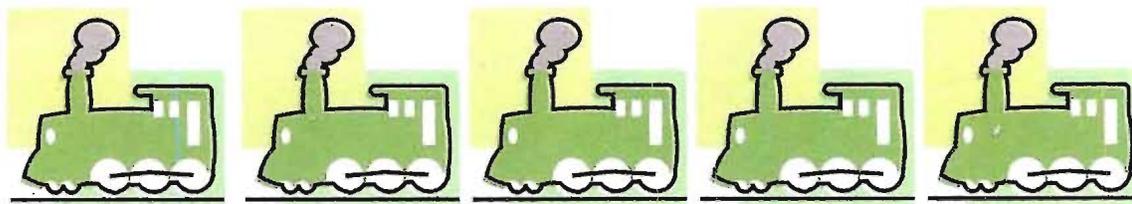
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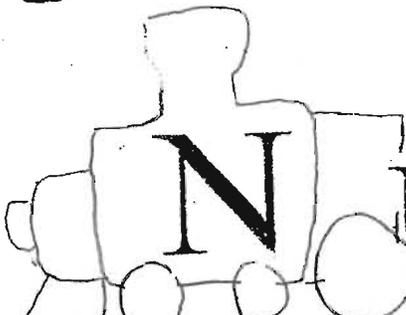


4



5

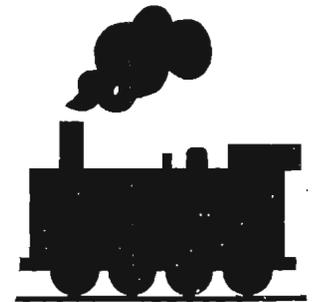
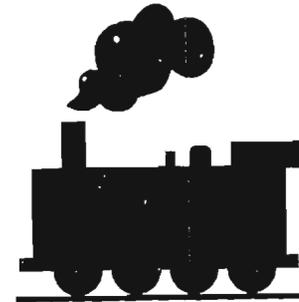
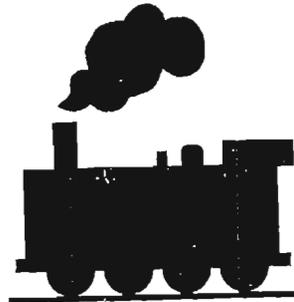
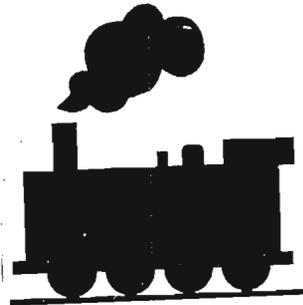
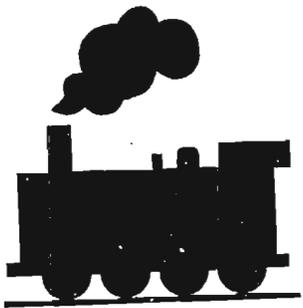


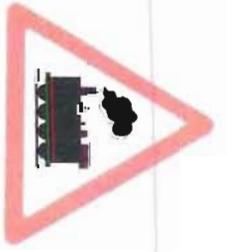
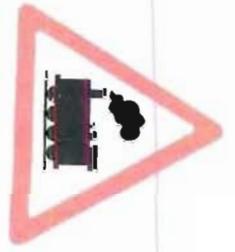
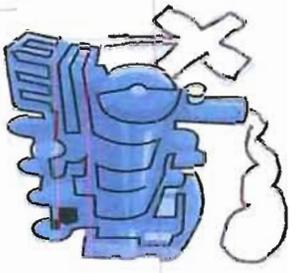
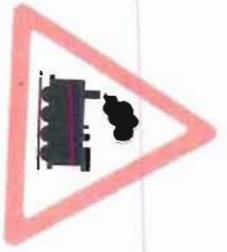
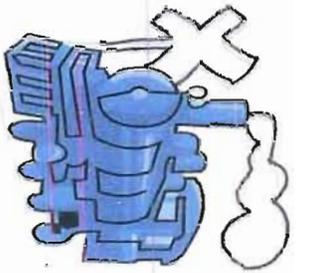
 **N**umber Fun!

Ordinal Numbers

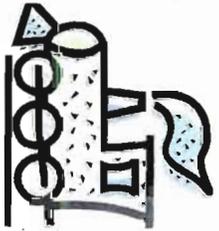
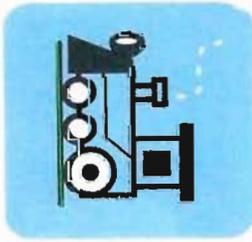
Directions:

- ❖ Put an X on the second train.
- ❖ Put a square around the first train.
- ❖ Circle the fourth train.
- ❖ Underline the third train.
- ❖ Put a T above the fifth train.

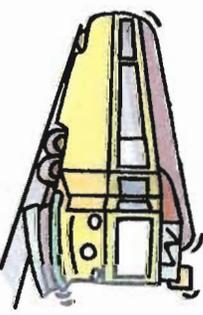
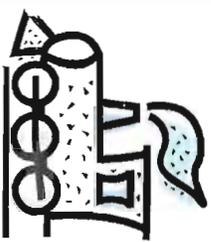
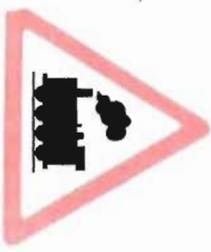
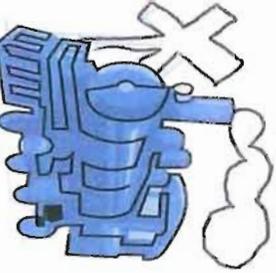
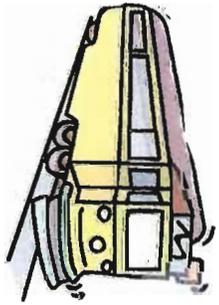
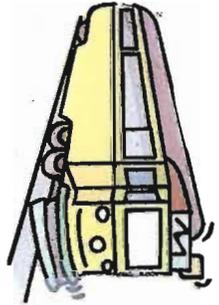
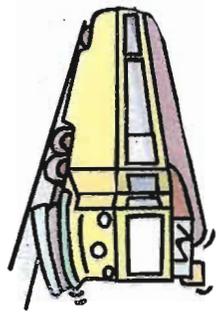




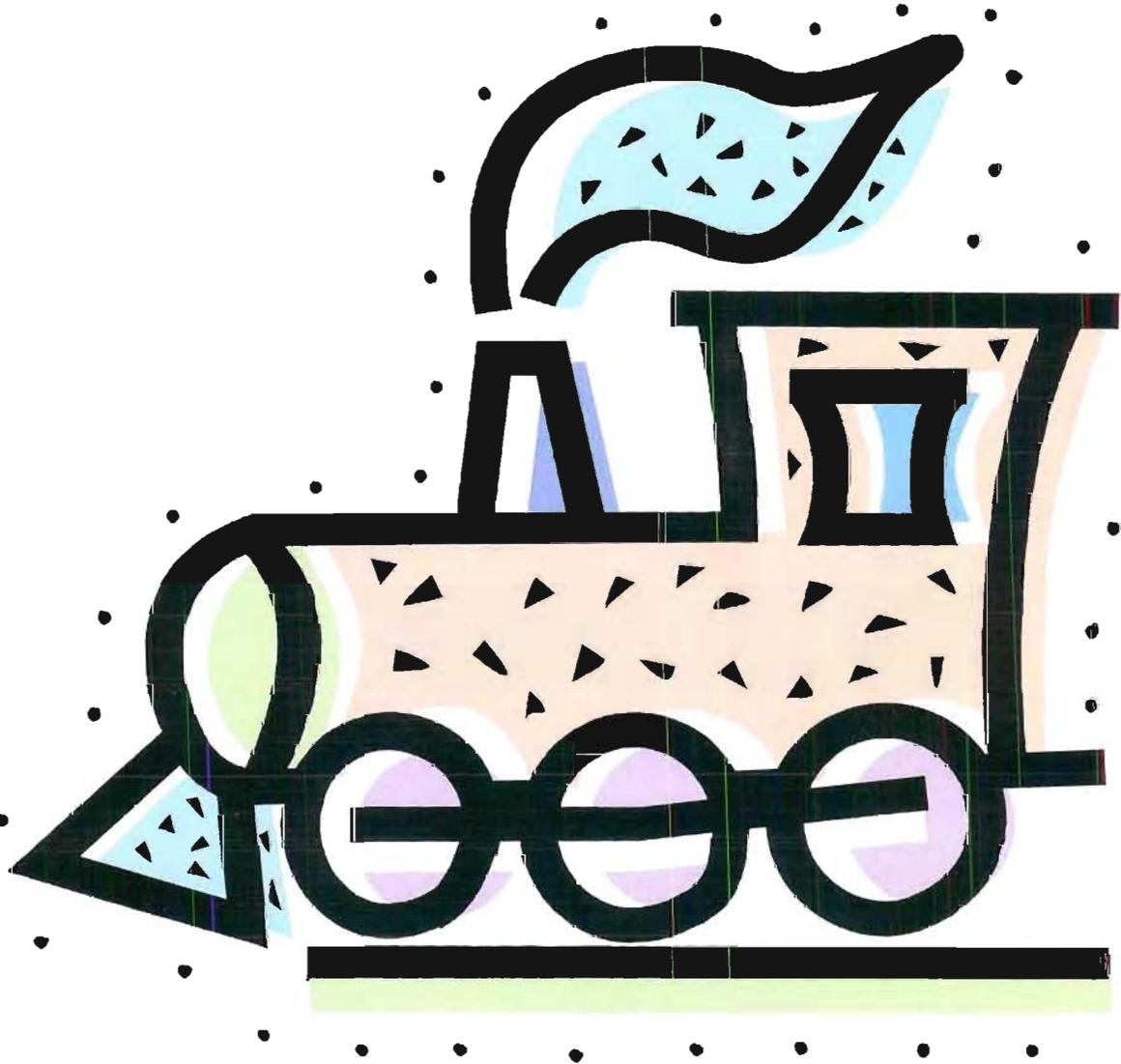
Finish the PATTERN.



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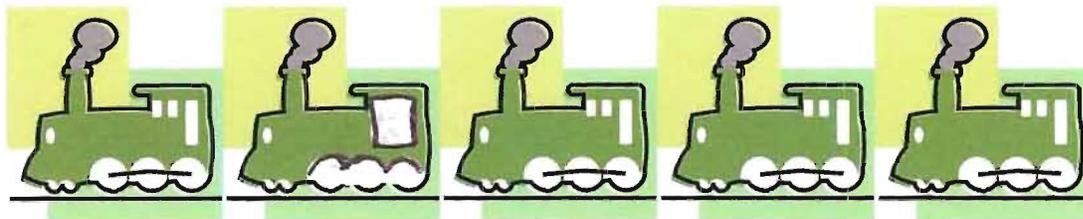
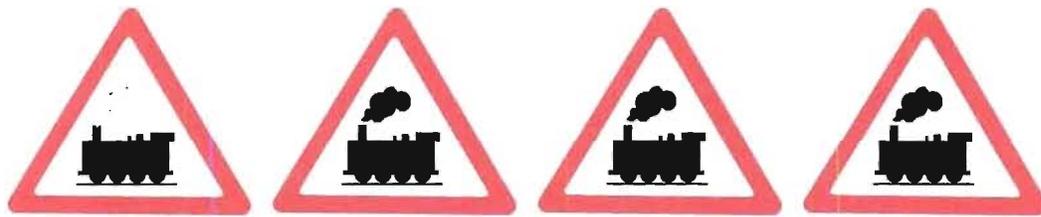
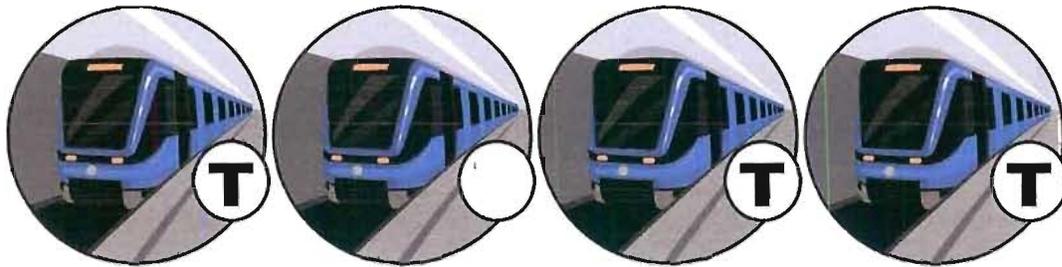
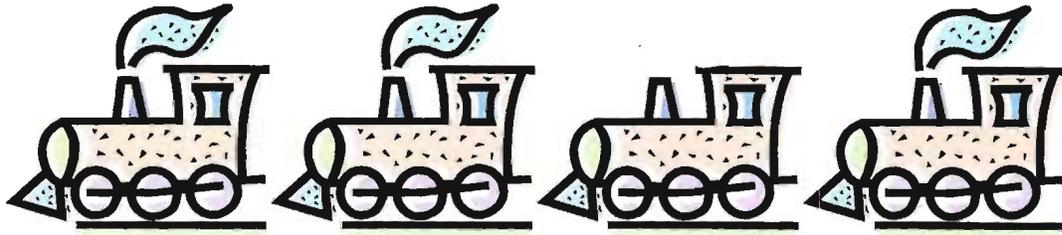


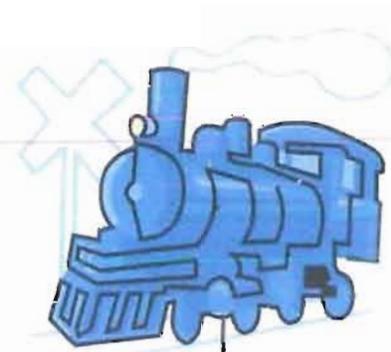
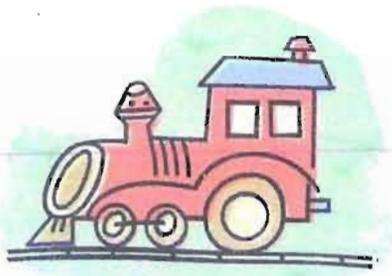
Pinch & Poke



Similarities & Differences

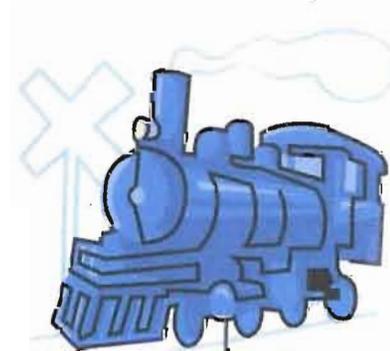
There is a spy, one that is different, in each row. Find it, and zap it with an X.





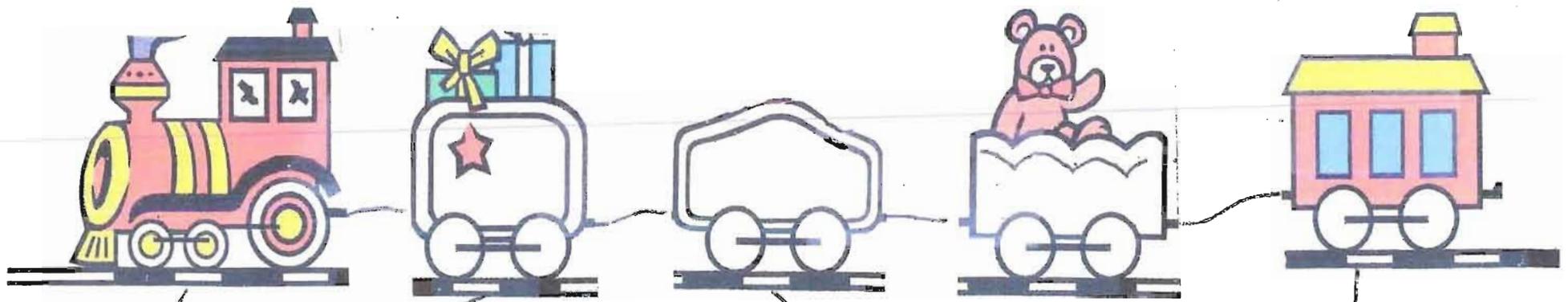
SNIP & CUT

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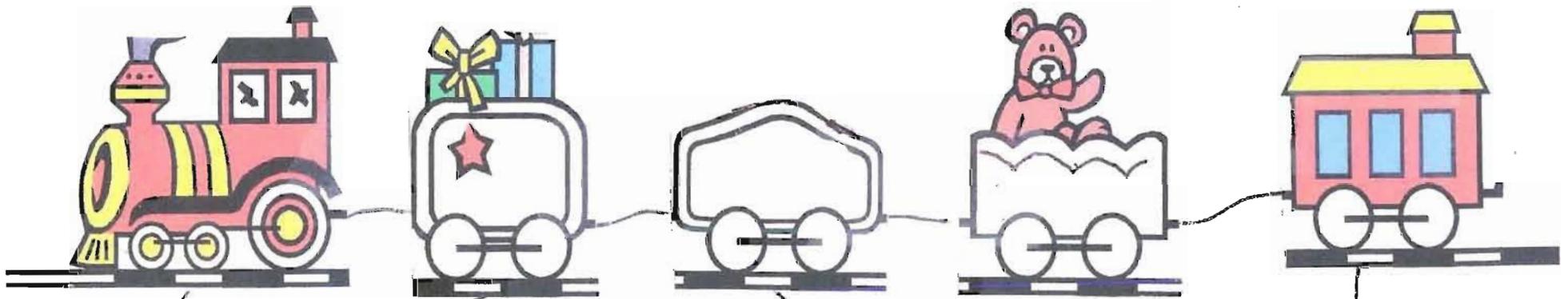
SNIP & CUT

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SNIP & CUT

©TeachWithMe.com



SNIP & CUT

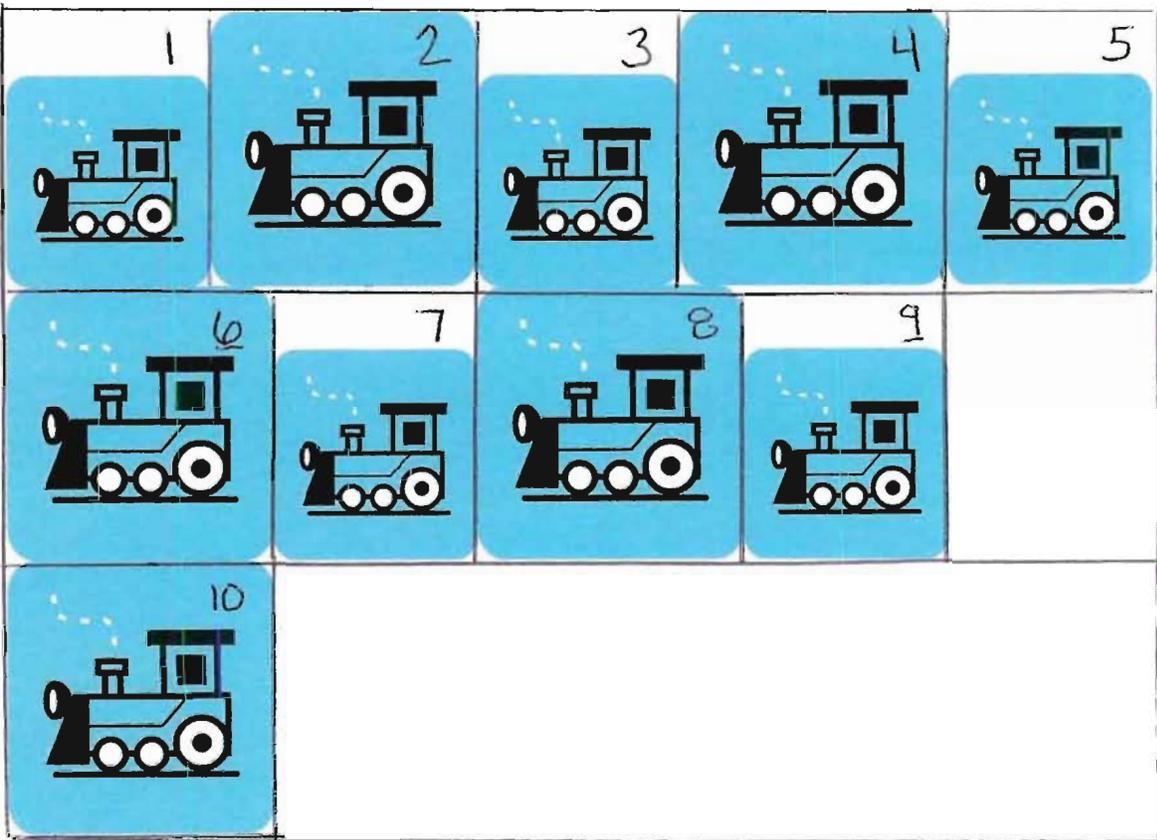
©TeachWithMe.com

Sorting

Here are some things you can do with these trains.

Your teacher will tell you what she wants you to do with your trains.

- ❖ **CUT** out the trains below and sort them into **small** and **large** piles.
- ❖ Sequence the numbers. Put them in order from 1-10
- ❖ Put all the **EVEN** numbers in one pile.
- ❖ Put all the **ODD** numbers in another pile.
- ❖ **GLUE** your trains in a group of how your teacher wants you to glue them.



Sorting Sheet:

Odd

Even

<u>Odd</u>	<u>Even</u>

Sorting Sheet:

Objects Sequenced In Order

1 2 3 4 5 6 7 8 9 10

Put the correct number of TALLY marks next to the number.

1

7

2

8

3

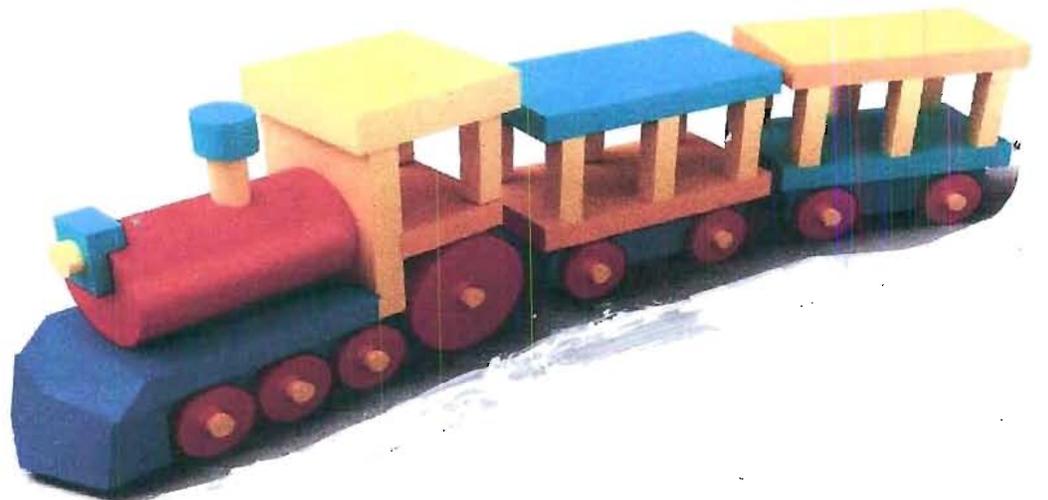
9

4

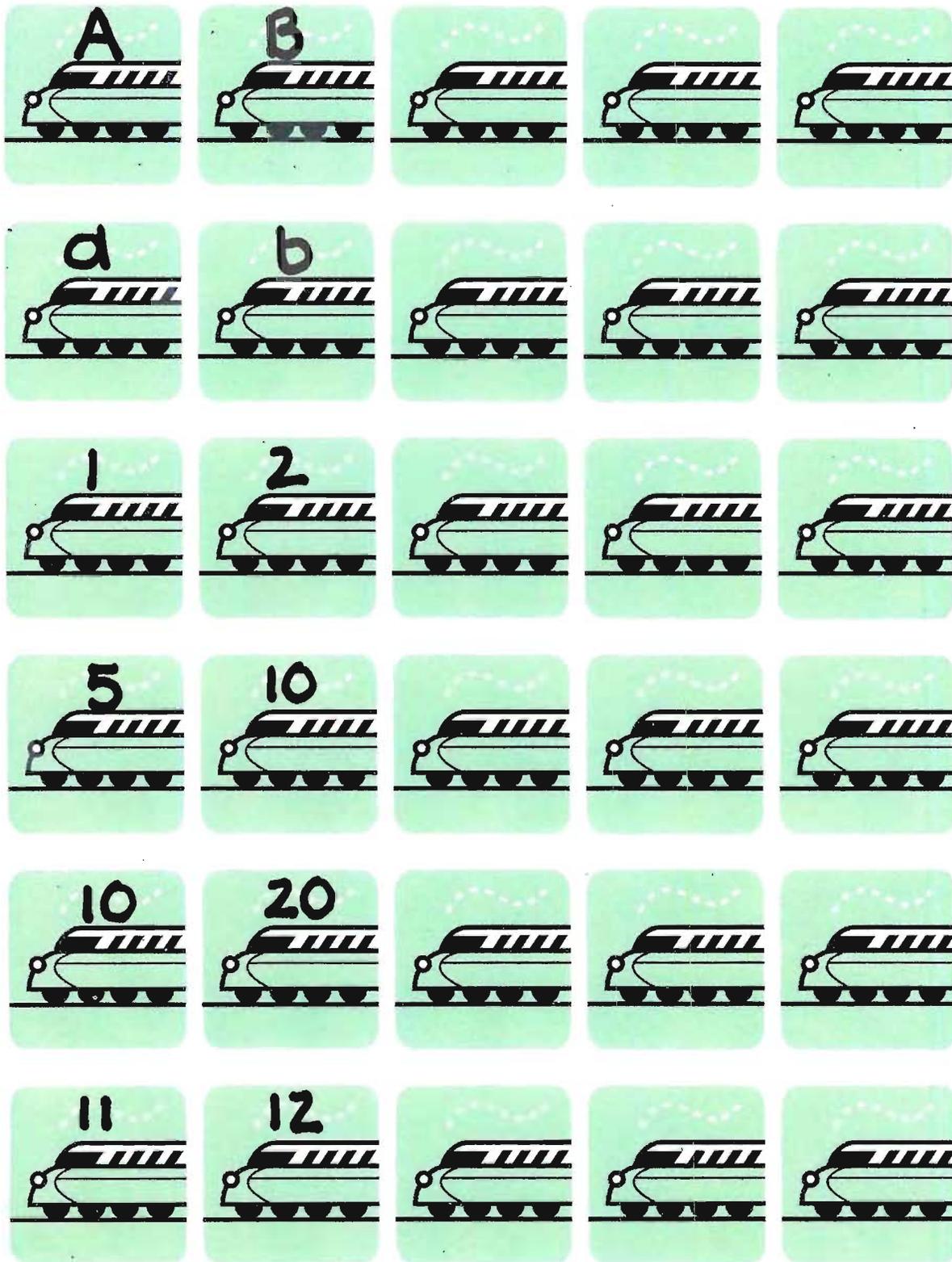
10

5

6

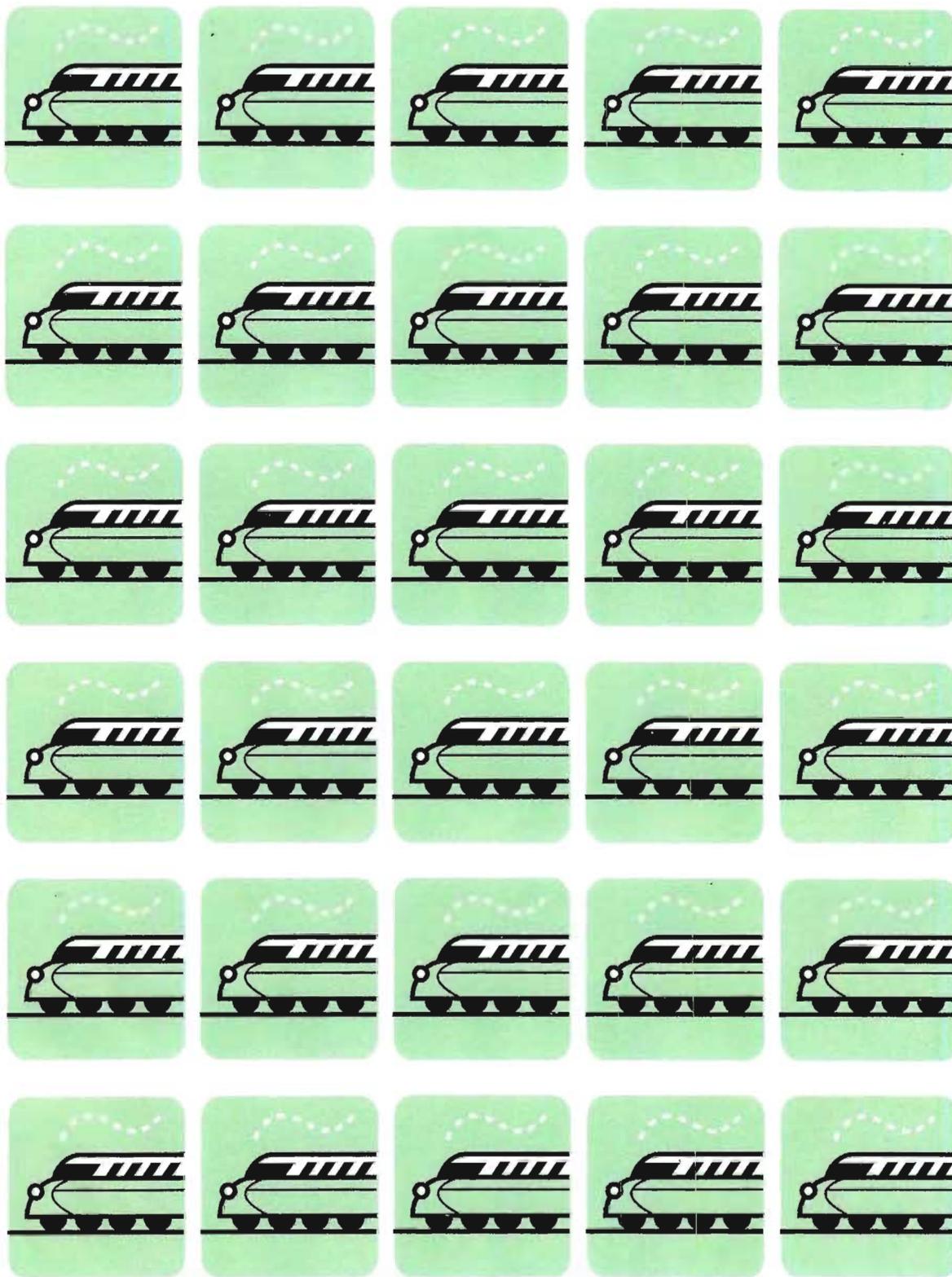


What's Missing?



Fill in the missing link.

What's Missing?

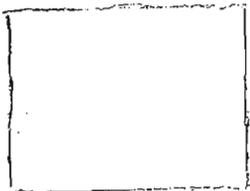


Fill in the missing link.

ALPHABET

Fill in the missing letters.

		C		
F				
	L			
			S	
				Y



Uppercase

ALPHABET

Fill in the missing letters.

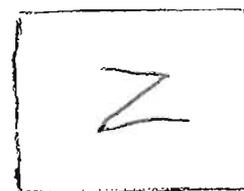


Uppercase

ALPHABET

Fill in the missing letters.

a				
f				
k				
p				
u				



Lowercase

ALPHABET

Fill in the missing letters.



Lowercase

COUNTING:

Fill in the missing numbers.

0				
	6			
		12		
			18	
				24



COUNTING:

Fill in the missing numbers.



Match the number to the word.

Use a DIFFERENT color for each one.



1

five



2

one



3

four



4

two

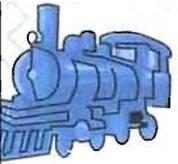


5

three

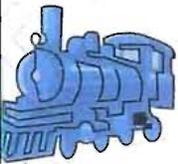
Match the number to the word.

Use a DIFFERENT color for each one.



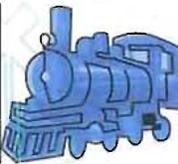
6

eight



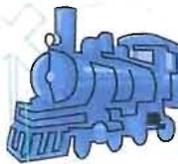
7

seven



8

ten



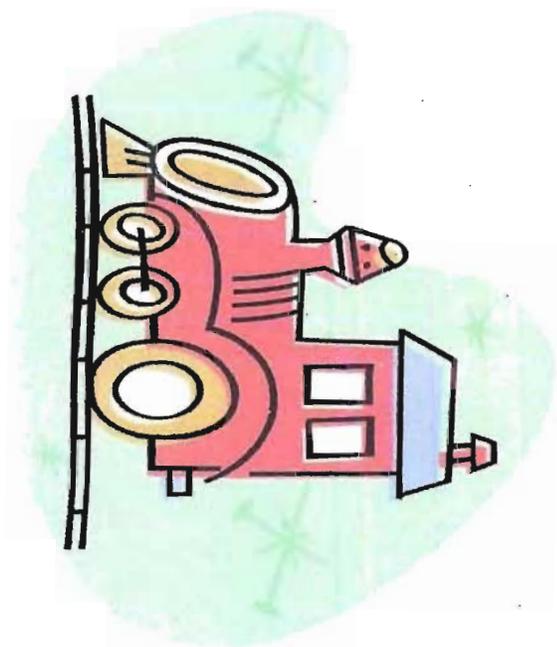
9

six



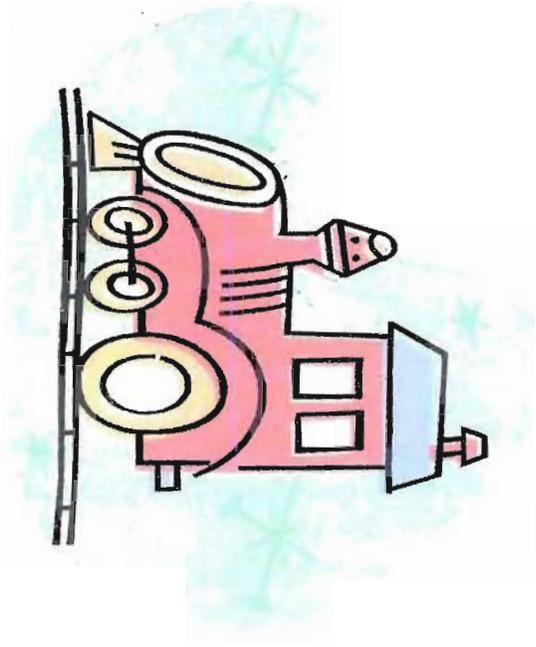
10

nine



Look how well I write my name!

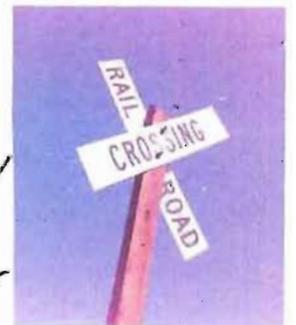
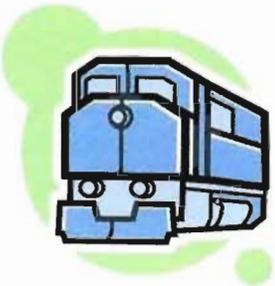
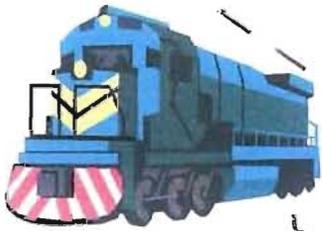
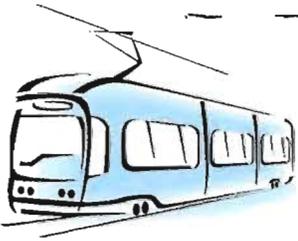
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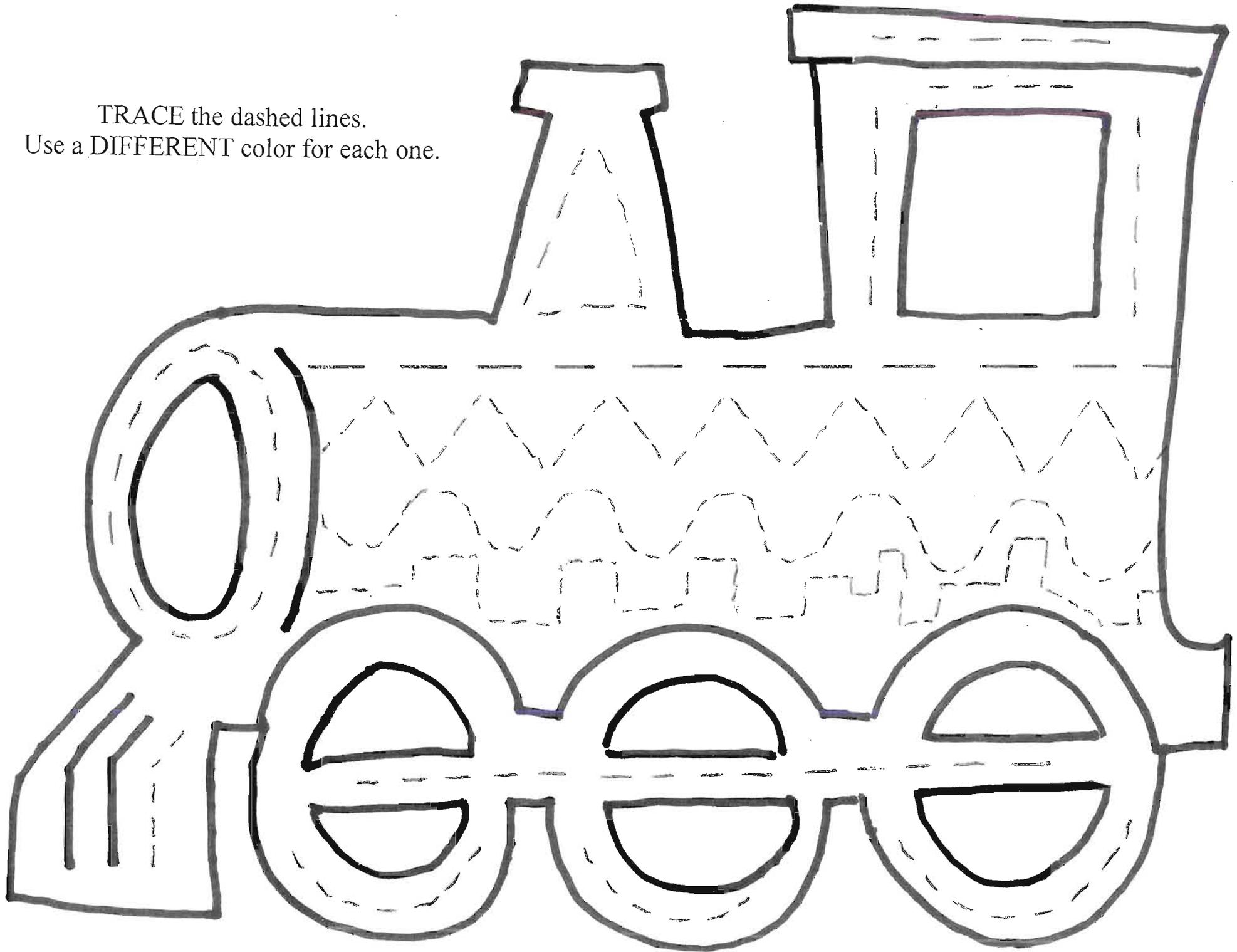
Look how well I write my name!

©TeachWithMe.com

TRACE the lines. Use a DIFFERENT color for each one.



TRACE the dashed lines.
Use a DIFFERENT color for each one.





Train Punctuation Sentences.

Put the correct punctuation (. ! ?) at the end of each sentence.

1. Can you check the schedule for the trains
2. I need to catch a train today
3. Oh no That's my train that's leaving
4. Stop Wait for me
5. Yikes I tripped over that man's suitcase
6. Do you know when the next train leaves for Milwaukee
7. Help That man took my suitcase
8. I don't know when my train is arriving
9. Look out That train is pulling in the station
10. When do we have to meet your aunt



Body Part Identification

- ❖ Put the train on your shoulder.
- ❖ Put the train on your shin.
- ❖ Put the train on your knee.
- ❖ Put the train on your elbow.
- ❖ Put the train on your leg.
- ❖ Put the train on your wrist.
- ❖ Put the train on your thigh.
- ❖ Put the train on your forehead.
- ❖ Put the train on your waist.
- ❖ Put the train on your hip.
- ❖ Put the train on your left hand.
- ❖ Put the train on your right hand.
- ❖ Put the train on your palm.
- ❖ Put the train on your head.
- ❖ Put the train on your heel.
- ❖ Put the train on your toes.
- ❖ Put the train on your foot.
- ❖ Put the train on your back.
- ❖ Put the train on your neck.
 - Turn around.
 - Sit down.
 - You're done.
 - Having fun?



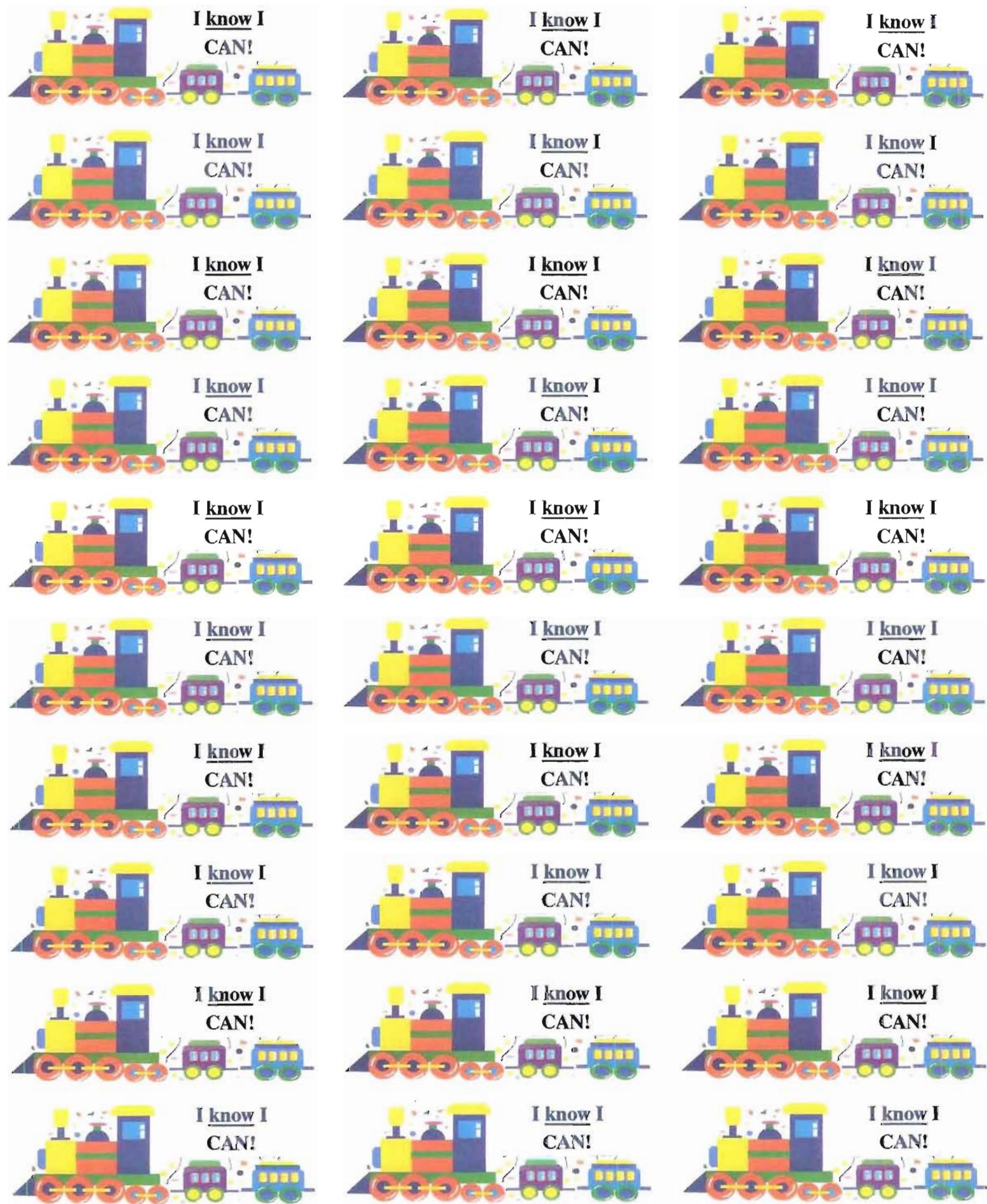
Train Pokey

Put your train in
Take your train out
Put your train in
Now you shake it all about
You do the Train Pokey and you turn your self around.
That's what it's all about.

You put your train up.
You put your train down.
You put your train up.
Now you twirl it all around.
You do the Train Pokey and you turn your self around.
That's what it's all about.

You put your train to the left.
You put your train to the right.
You put your train to the left.
Now you hide it out of sight.
You do the Train Pokey and you turn your self around.
That's what it's all about.

You do the Train Pokey.
You do the Train Pokey.
You do the Train Pokey.
Chug-a-chug-a-chug-a
Choo-Choo!



Put in a sheet of labels & print stickers.



I know I
CAN!



I know I
CAN!



I know I
CAN!



I know I
CAN!



I know I
CAN!



I know I
CAN!



I know I
CAN!



I know I
CAN!



I know I
CAN!



I know I
CAN!



I know I
CAN!



I know I
CAN!



I know I
CAN!



I know I
CAN!



I know I
CAN!



I know I
CAN!



I know I
CAN!



I know I
CAN!



I know I
CAN!



I know I
CAN!



I know I
CAN!



I know I
CAN!



I know I
CAN!



I know I
CAN!



I know I
CAN!



I know I
CAN!



I know I
CAN!



I know I
CAN!



I know I
CAN!



I know I
CAN!

I can't. ☹️

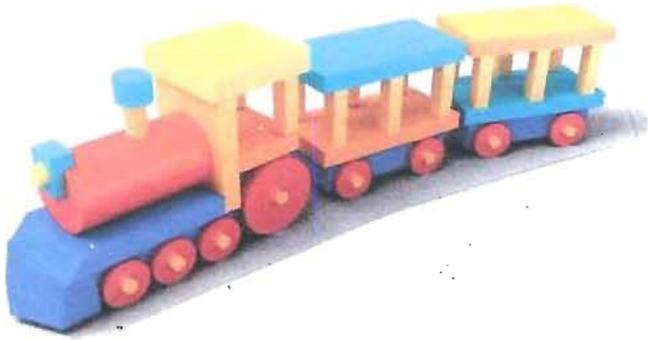
I can! ☺

I can! ☺

I can! ☺

I can! ☺

TRACE and WRITE the spatial direction words.



above _____

beside _____

left _____

right _____

on _____

under _____

between _____

behind _____



Train Slider

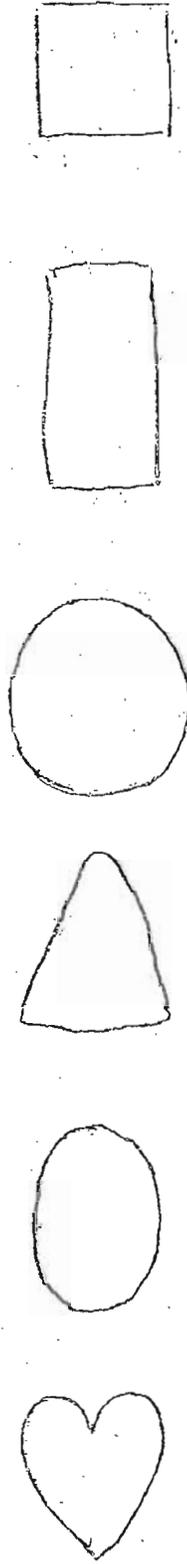
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0
1
2
3
4
5
6
7
8
9
10

A
B
C
D
E
F
G
H
I

J
K
L
M
N
O
P
Q
R
S
T

U
V
W
X
Y
Z



@teachwithme.com Sliders

Students Can
Color the
Shapes

Cut Out Sliders. Insert Into Slider Train Slits

to review numbers, letters & shapes.

For the alpha bet Slider Glue 2nd Strip "J" under "I" & 3rd strip "U" under "T". To Avoid accidentally pulling out Strips you can glue a larger strip of paper on the end & then simply fold the end tabs in to pull the strip out to change to another slider.

Slider Info-Strip Slider

Materials:

- Construction paper
- Scissors
- Glue sticks (If you want to back with construction paper)

Directions:

Prep:

- Run off master.
- Pre-cut slider strips
- Pre-cut slits in slider shape

The next day...

1. Children CUT out their slider shape. (You can mount it on a complimentary colored sheet of construction paper for more durability.)
2. Students WRITE their name on the BACK of their slider shape.
3. Children insert slider strip from the back to the front. Teacher decides what slider students will be working on. (ABC, 123, Shapes)
4. As a whole group, we use the manipulative to review the information on the slider.
5. I encourage the children to do it again for their parents and include a note about the slider in my newsletter.
6. I ask parents to ask their child to share their slider with them. It helps reinforce lessons, builds self-esteem, and shows their child that they care about what they are learning in school.
7. Since we have a slider for each theme, they make a nice collection. My students love collecting them.
8. Sliders are a nice quick and easy art project that nails and reviews several report card standards in a fun way. It's a great fine motor skill as well.
9. After my students are done with their slider, they clean up their work station, leave their slider at the table and transition to a Tummy Tubby Time activity. When everyone is done, they get their slider and sit on our *Circle of Friends* carpet.
10. Depending on time, we insert 1 or 2 sliders and review the material as a whole group. I'll have them put the shortest shape slider strip in, take the other sliders back to their desk, and we'll review body parts (put your slider on your elbow, knee, wrist etc.), then we'll use it for spatial directions; (put your slider on, behind, above, beside you.) We'll finish up with the *Slider Pokey* and finally "Blast Off" counting from 10-0 and then go put our sliders in our backpacks. ☺



Congratulations!

_____ has done “train-mendous” work today!

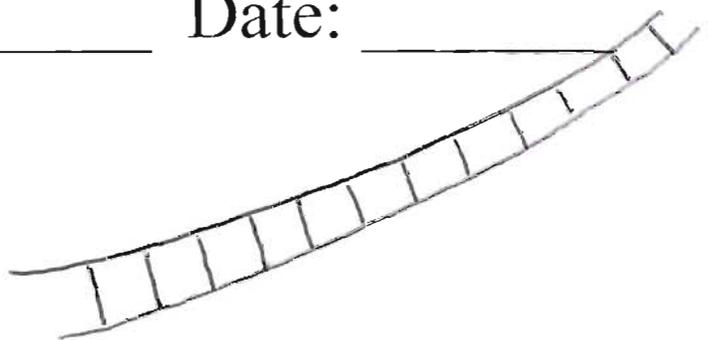


Keep on the right track!

“I think I can! I think I can!”

“I KNOW I can!”

Teacher: _____ Date: _____





Train Books

1. A Cow On The Line by Awdry \$2.25
2. All Aboard Trains, Courtney \$2.25
3. Catch Me, Catch Me! (A Thomas The Tank Story) by Awdry \$2.25
4. Chugga-Chugga Choo-Choo, Lewis \$6.95
5. Diesel's Devious Deed (Thomas The Tank Stories) by Awdry \$2.95
6. Down By The Station by Hillenbrand \$3.95
7. Engine, Engine, Number Nine by Calmenson \$3.95
8. I Love Trains By Sturges \$4.95
9. Meet The Little Engine That Could by Piper \$3.99
10. Tell The Time With Thomas, Awdry & Stott \$7.99
11. The East To Read The Little Engine That Could by Piper \$1.95
12. The Little Caboose A Little Golden Book by Potter \$3.95
13. The Little Engine That Could By Watty Piper
14. (picture Puzzle Board Book) \$6.99
15. The Little Engine That Could (Storybook with a windup train that follows on the board-book pages.) \$18.99
16. The Little Engine That Could (Original storybook) by Awdry \$6.95
17. The Little Engine That Could ABC Time by Ong \$3.49
18. The Little Engine That Could Large-Book Edition by Sanderson \$9.95
19. The Little Engine That Could & The Big Chase by Muntean \$3.49
20. The Little Engine That Could Let's Count 1-2-3 by Ong \$12.99
21. The Little Engine That Could Pop-Up Book by Piper \$10.99
22. The Little Engine That Could Storybook Treasury by Platt & Munk Publishers \$10.99 Includes:
 - a. The Little Engine That Could Sounds All Around
 - b. The Little Engine That Could Baby Animals
 - c. The Little Engine That Could And The Lost Hippo
23. The Train Book by Johnson \$6.95
24. The Train To Timbuctoo by Brown \$4.50
25. Thomas's ABC Book by Awdry \$5.99
26. Thomas and Friends ABC Wipe Off Sound Board Activity Book \$9.99
27. Thomas and Friends Board Book \$3.95
28. Thomas and the School Trip by Awdry \$6.95
29. Thomas Gets Tricked by Awdry \$3.95
30. Train Song By Siebeert \$5.95
31. Train To Somewhere, Eve Bunting, \$5.95
32. Trouble For Thomas by Awdry \$3.95