

November Daily Planner

Day	Date	Calendar Grid	Calendar Collector	Days in School	Computational Fluency	Number Line
1		Activity 1 Introducing the November Calendar Markers (p. 8)	Activity 1 Spinning for Sticks (p. 21)	Update		
2		Activity 2 Square & Cube (p. 9)	Update	Update	Activity 1 Spill the Beans (p. 34)	
3		Update	Update	Activity 1 Drawing to Make Ten (p. 29)		Activity 1 Playing the Before & After Game (p. 39)
4		Activity 3 Circle & Sphere (p. 11)	Update	Update		Activity 2 Playing Hop High, Count Low (p. 41)
5		Update	Activity 2 Looking at the Weekly Collection Total (p. 22)	Update		Activity 3 Writing Numbers Pages (p. 43)
6		Update	Activity 1 Spinning for Sticks (p. 21)	Update	Activity 1 Spill the Beans (p. 34)	
7		Activity 4 Rectangle & Cylinder (p. 13)	Update	Update	Activity 2 Plunk It (p. 35)	
8		Update	Update	Activity 1 Drawing to Make Ten (p. 29)		Activity 4 What's Behind the Red Door? (p. 44)
9		Activity 5 Circle & Cone (p. 15)	Update	Update		Activity 1 Playing the Before & After Game (p. 39)
10		Update	Activity 2 Looking at the Weekly Collection Total (p. 22)	Update		Activity 3 Writing Numbers Pages (p. 43)
11		Update	Activity 3 Estimating & Counting the Month's Total Collection (p. 25)	Update	Activity 2 Plunk It (p. 35)	
12		Activity 6 Shapes Alive! (p. 17)		Update	Activity 1 Spill the Beans (p. 34)	
13		Update		Activity 1 Drawing to Make Ten (p. 29)		Activity 1 Playing the Before & After Game (p. 39)
14		Activity 7 Making the Pattern Strips (p. 18)		Update		Activity 2 Playing Hop High, Count Low (p. 41)
15		Update		Update	Activity 2 Plunk It (p. 35)	Activity 3 Writing Numbers Pages (p. 43)

Note On days when the Calendar Grid, Calendar Collector, and Days in School are not featured in an activity, the class will update them together. Update procedures are described at the beginning of each workout write-up. Summaries of the update procedures appear below.

Calendar Grid – Sing the Days of the Week Song, make predictions about and post the day's marker, and share observations about the marker.

Calendar Collector – Spin the spinner, collect the designated number of craft sticks, count them in several different ways, and add them to the pocket for the week.

Days in School – Add a dot to the ten-frame, a link to the chain, and have students figure out how many more are needed in one of the collections to make 10. Count all the dots and links collected so far, and record the result on the Classroom Number Line.