

September Daily Planner

| Day | Date | Calendar Grid | Calendar Collector | Days in School | Computational Fluency | Number Line | Assessment |
|-----|------|--|--|---|---|--|-------------------------------------|
| 1 | | | Activity 1 Spinning for Cubes (p. 17) | Activity 1 One Dot, One Link & One Number Each Day (p. 25) | | Activity 1 Introducing the Number Line Pocket Chart (p. 39) | |
| 2 | | Activity 1 Introducing the Calendar Grid (p. 8) | <i>Update</i> | <i>Update</i> | | Activity 2 Counting Forward & Backward (p. 41) | |
| 3 | | Activity 2 Patterns & Predictions (p. 10) | <i>Update</i> | <i>Update</i> | Activity 1 Introducing the Five-Frame (p. 30) | | |
| 4 | | Activity 2 Patterns & Predictions (p. 10) | <i>Update</i> | <i>Update</i> | | Activity 3 Playing Hop & Stop (p. 42) | |
| 5 | | <i>Update</i> | Activity 2 Looking at the Weekly Collection Total (p. 18) | <i>Update</i> | Activity 2 Flash & Show (p. 32) | | |
| 6 | | <i>Update</i> | Activity 1 Spinning for Cubes (p. 17) | <i>Update</i> | Activity 2 Flash & Show (p. 32) | | |
| 7 | | Activity 2 Patterns & Predictions (p. 10) | <i>Update</i> | <i>Update</i> | | Activity 2 Counting Forward & Backward (p. 41) | |
| 8 | | Activity 2 Patterns & Predictions (p. 10) | <i>Update</i> | <i>Update</i> | Activity 2 Flash & Show (p. 32) | | |
| 9 | | Activity 2 Patterns & Predictions (p. 10) | <i>Update</i> | <i>Update</i> | | Activity 3 Playing Hop & Stop (p. 42) | |
| 10 | | <i>Update</i> | Activity 2 Looking at the Weekly Collection Total (p. 18) | <i>Update</i> | | Activity 4 Writing Numerals (p. 44) | |
| 11 | | <i>Update</i> | Activity 1 Spinning for Cubes (p. 17) | Activity 2 Ten & Some More (p. 26) | Activity 3 Flash & Build Five (p. 33) | | |
| 12 | | Activity 3 Days of the Week (p. 11) | <i>Update</i> | <i>Update</i> | | Activity 5 The Number Behind the Red Door (p. 45) | |
| 13 | | Activity 3 Days of the Week (p. 11) | <i>Update</i> | <i>Update</i> | | | Baseline Assessment, Part 1 (p. 46) |
| 14 | | Activity 3 Days of the Week (p. 11) | <i>Update</i> | <i>Update</i> | | | Baseline Assessment, Part 2 (p. 48) |
| 15 | | <i>Update</i> | Activity 2 Looking at the Weekly Collection Total (p. 18) | <i>Update</i> | Activity 3 Flash & Build Five (p. 33) | | |
| 16 | | Activity 4 Shape Hunters (p. 12) | Activity 3 Estimating & Counting the Month's Total Collection (p. 20) | <i>Update</i> | Activity 3 Flash & Build Five (p. 33) | | |
| 17 | | Activity 4 Shape Hunters (p. 12) | | <i>Update</i> | | Activity 2 Counting Forward & Backward (p. 41) | |
| 18 | | Activity 4 Shape Hunters (p. 12) | | <i>Update</i> | | Activity 3 Playing Hop & Stop (p. 42) | |
| 19 | | Activity 4 Shape Hunters (p. 12) | | <i>Update</i> | | Activity 4 Writing Numerals (p. 44) | |
| 20 | | Activity 4 Shape Hunters (p. 12) | | <i>Update</i> | Activity 4 Completing the How Many to Five? Page (p. 34) | | |

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 – Share predictions about and post the day's marker, sing the matching shape song. After Activity 3, identify the day of the week as well.

Calendar Collector – Spin the spinner, count out the designated number of cubes, 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 a number to the number line.