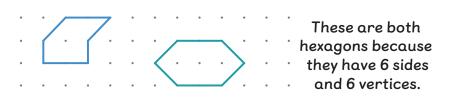
Sub-Unit 1 | Summary

In this sub-unit . . .

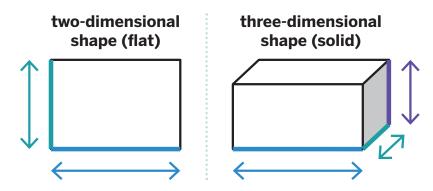
 We sorted, drew, and identified <u>polygons</u>, like <u>quadrilaterals</u>, <u>pentagons</u>, and hexagons, based on their sides and vertices.



 We noticed that shapes in the same category can look different but share some of the same attributes.



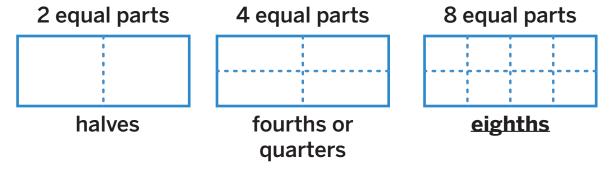
- **Math tip:** Shapes in different categories can share attributes.
- We saw that <u>two-dimensional</u> shapes are flat shapes with 2 dimensions that can be measured, and <u>three-dimensional</u> shapes are solid shapes with 3 dimensions that can be measured.



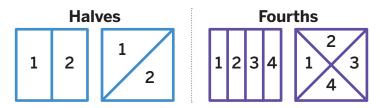
Sub-Unit 2 | Summary

In this sub-unit . . .

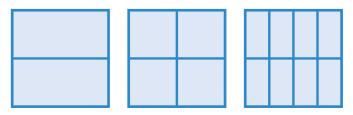
 We saw that we can split shapes into equal parts and name the equal parts.



 We noticed that equal parts of same-sized wholes can look different but still be the same size and have the same name.



- **Math tip:** You can name the equal parts by counting how many parts there are in total.
- We saw that when a shape is split into equal-sized pieces and all the pieces are shaded, it represents the whole shape.



Sub-Unit 3 | Summary

In this sub-unit . . .

• We saw that when telling time, you can think about the clock split into halves and quarters. When the minute hand is 1 quarter past the hour, you can say quarter past. When the minute hand is 1 quarter before the next hour, you can say quarter to.



10 2 9 3 8 4 7 6 5



four o' clock

quarter past four

quarter to five

 We noticed that you can count forward or backward to tell the minutes on an analog clock. To tell the hour, it is important to consider the placement of the hour hand and the minute hand.

5:49

The minute hand is close to the hour, so I started at 60 and counted backward to the 10 and got 50. I then counted back 1 more to get 49.

Count back from 6:00



- **Math tip:** It can be helpful to start at a benchmark time closest to the minute hand and use different counting strategies to tell time.
- We labeled times <u>a.m.</u> or <u>p.m.</u> because times occur twice a day.

