

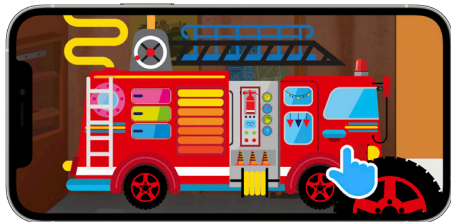
How
MarcoPolo
For Educators
can align with
Star™ Math

MarcoPolo
Learning

How does MarcoPolo For Educators align with Star™ Math?

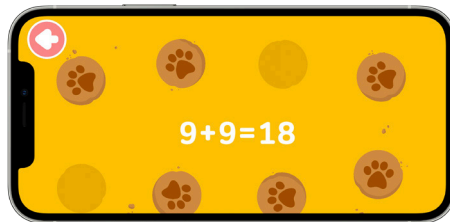
| Skill | Sub-Domains | MarcoPolo Learning Description | Games and Videos |
|-----------------------------------|--|---|--|
| Counting and Cardinality | Number Naming and Number Identification Number-Object Correspondence Sequence Completion | <p>Children are invited to learn alongside the MarcoPolo characters as they explore the world and its relationship to numbers. Whether they are counting beads on an abacus, lobes on a maple tree leaf, or legs on an insect, children construct understanding about numeracy in a real-world context. In addition to video lessons that demonstrate counting with numbers printed on the screen, MarcoPolo has arts and crafts video tutorials that teach concepts of counting and cardinality, such as making symmetrical spots on a ladybug's wings.</p> <p>MarcoPolo contextualized math games include number identification, counting, matching, and memory activities. These games offer children the opportunity to practice counting and cardinality with engaging topics.</p> | <p><u>Games</u> Number Recognition Number Memory Games</p> <p><u>Videos</u> Abacus Maple Tree Insects Weightlifting Pillbug Lily's Ladybug Lily's Centipede</p> |
| Operations and Algebraic Thinking | Composing and Decomposing | <p>The videos and games in the MarcoPolo Learning library teach the principles of operations and algebraic thinking in a real-world context. For example, children watch how a coral reef is formed by looking first at individual polyps, which form groups of colonies, which form a reef. CG animation is used to illustrate abstract concepts that support children's understanding of how numbers are composed and decomposed.</p> <p>MarcoPolo math games offer children the opportunity to practice addition and subtraction skills in a variety of ways, such as using subitizing dots.</p> | <p><u>Games</u> Addition With Subitizing Double Facts</p> <p><u>Videos</u> Abacus Coral Reef Insects Weightlifting Pillbug</p> |

| Skill | Sub-Domains | MarcoPolo Learning Description | Games and Videos |
|----------------------|-------------|--|---|
| Measurement and Data | Measurement | <p>Comparison is a key skill used in teaching measurement in the MarcoPolo video lessons. When children can see how a snake measures up to the same length as two beds and weighs heavier than three adults, they can begin to construct meaning around size. CG animation is used to compare heights, lengths, and weights of different objects and animals. Many of the offline activities (in the Educator Guides) offer children engaging exercises in using non-standard measurements, such as connecting cubes, pencils, and even their own bodies. This supports children in understanding measurement in relation to themselves and everyday tools.</p> <p>In the Workshop Room, children are invited to construct vehicles by completing puzzles. This gives them an opportunity to practice measuring up pieces of the puzzle to the correct place. Children learn about measurement in MarcoPolo Learning through interesting topics while practicing the important skill of comparing.</p> | <p>Games Workshop Puzzles</p> <p>Videos Anaconda Blue Whale Diplodocus Eoraptor Giraffe Marathon Ocean Sunfish Polar Bear Savanna Elephant Stonehenge Tyrannosaurus Rex Jupiter</p> |



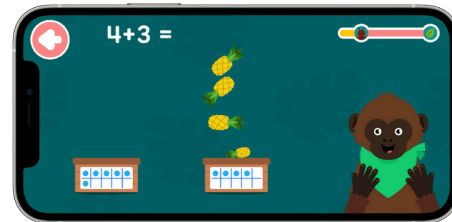
Workshop Puzzles

Increase spatial awareness by moving the puzzle pieces to build a vehicle and learn how it works.



Memory Math

Find the matching numbers to activate working memory, practice number recognition, and learn double facts.



Operations

Practice number recognition and use the dots to help solve addition problems.



Counting

Practice number recognition by moving the food item that corresponds with the animal.

For more information about enhancing and extending learning in your classrooms, visit us at marcopololearning.com/educators today!



115 Broadway, 7th Floor, New York, NY 10006
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