

MORNING TUBS

MADE FOR KINDERGARTEN



Perfect for January with 21 activities to practice math, literacy and fine motor skills

Each activity has "I Can" visual direction cards to promote independence

Includes editable sight word activities so you can add your own words


Easy to prep, just add plastic cubes, magnetic letters and mini erasers

What's included?





LITERACY ACTIVITIES

Flip & Cover: Onset and Rime

at	ib	ed	it	am
ug	en	ud	om	in
ad	ot	ub	id	ag




Flip and Cover Onset and Rime

	
i _	j _
	
b _	k _

I Can...

1. Say the name of the picture to identify the onset and rime.

 c at

2. Find and cover the matching rime on the activity mat.

Flip & Cover: Onset and Rime

ib	ed	it	am
ug	en	ud	om

Snowflake Sounds


Spin the spinner and identify the short vowel picture.

Use a game piece to cover a rhyming word on the game mat.

If another player has a game piece on the space, you can bump them off.


If you have a game piece on the space, you can add another on top to "lock" your position. Then your game piece cannot be bumped off.

First player to use all their cubes is the winner.



Bump Games

Snowflake Sounds



I Can...

















1. Spin the spinner and cover a short vowel picture.

Middle Sound Mittens

2. If there is a cube on the picture, you can bump it off. 2 cubes mean it can not be bumped off.

BUMP


Middle Sound Buttons


			
c_p	m_x	m_p	d_t
			
v_t	p_d	r_g	r_d
			
b_s	s_d	r_m	b_x
			
w_g	g_m	j_t	h_m


Nonsense Words

vob	bun	reg
jet	zik	lap
bin	pen	wob
wet	yub	mop
dat	pot	civ
vet	luf	sad

Color Code:


 real word


 nonsense word




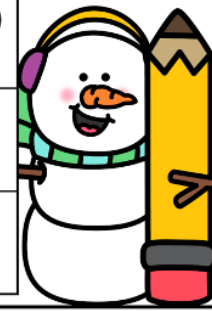
Syllable Build


instruments

 mug

 confetti

 button








I Can...


1. Say the name of the picture to determine the onset and rime.

2. Match the marshmallows to show the onset and rime.

 h it

 d en

 r im

 j et

- ✓ Middle sounds
- ✓ Word families
- ✓ CVC words
- ✓ Onset & rime
- ✓ Vocabulary
- ✓ Syllables
- ✓ Editable sight word practice

What's included?

MATH ACTIVITIES

Count and Build

Prep Directions: Print and laminate the activity mats. There are two levels included: numbers to 10 and 20. Students will need mini erasers or plastic math cubes.

Activity Directions: Students will determine the number represented on the mat. They will either count out math manipulatives like mini erasers to show the number – or – use math cubes to build a tower to show the number.



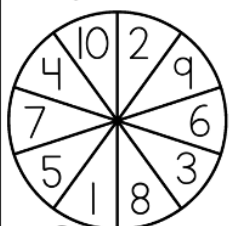
Roll and Remove

Prep Directions: Print and laminate the game board – 2 included. Students will need a dot cube, game board, and 20 manipulatives to cover their game board.

Activity Directions: Before the game begins, players will place 20 manipulatives on their game mat, one per circle.

To Play: Players will take turns rolling the dot cube and counting to determine the number they rolled. They will remove that many manipulatives from the game board. Players will continue to take turns rolling and removing the manipulatives until a player clears their board. To win, the player must roll the exact number needed. For example, if a player has one left on their game board, they must roll a one to win the game.

Spin and Show + 10

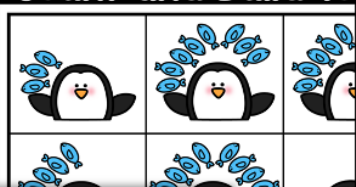


The ne

I Can...

1. Count to identify the number.

Count and Build To



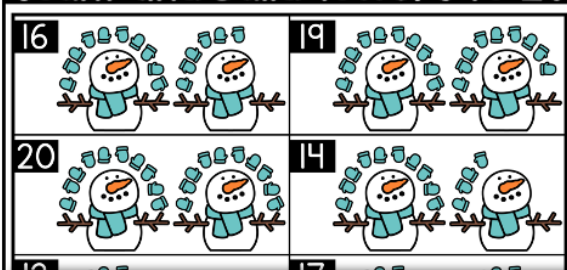
I Can...

1. Roll the dot cube and determine the number.

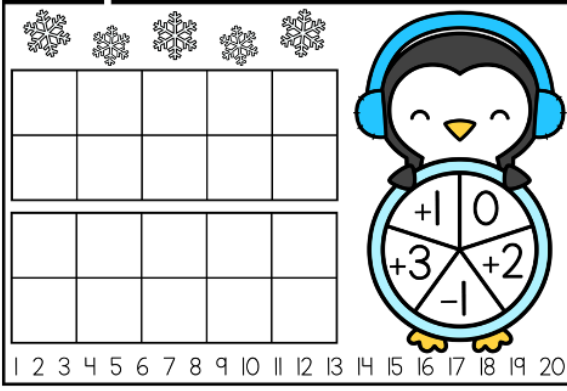
2. Remove from



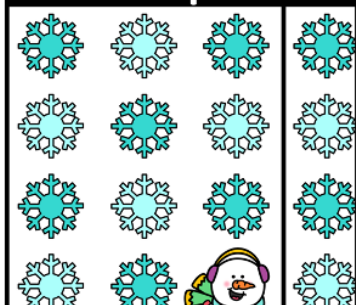
Count and Build Towers to 20



Spin and Race to 20



Who has less? Let's Compare Let's



Roll the dot cube and compare with your partner's roll. The player who rolled the smaller number covers a snowflake on their board. The first player to cover all the snowflakes wins.



- ✓ Counting & building to 10 and 20
- ✓ Matching numbers & quantities up to 20
- ✓ Adding within 5 & 10
- ✓ Comparing numbers
- ✓ Adding 10 to make teen numbers
- ✓ One more & one less

MORNING TUBS



Soft start

Key skills

Students gain confidence in key math and literacy skills when using morning tubs. They also help students build independence.

Check out these

TEACHER REVIEWS



"These activities are extremely high interest for the kiddos. They loved using the recipe cards to make hot chocolate using fun manipulatives. Will definitely use again!" -Courtney Z.

"These morning tubs are amazing! I love that they are both playful and academic. I also love that they are low prep. It's mostly just print and laminate and anything cut is mostly easy to do with a paper cutter. Plus, once prepped, you can reuse again and again. Highly recommend!" -Magnolia R.

"My students loved using this resource for morning tubs and afternoon centers. The activities were engaging and can be adapted in many ways." -Amanda S.

Check out the

MORNING TUBS BUNDLE



"I love these morning tubs! They use every-day classroom supplies, they are teacher and kid friendly and fun! I love the teacher pages and the I can directions!"—Melissa R.

Click the picture below to check out the Kindergarten Morning Tubs bundle, which includes 9 products full of hands-on activities that can be used throughout the year.

