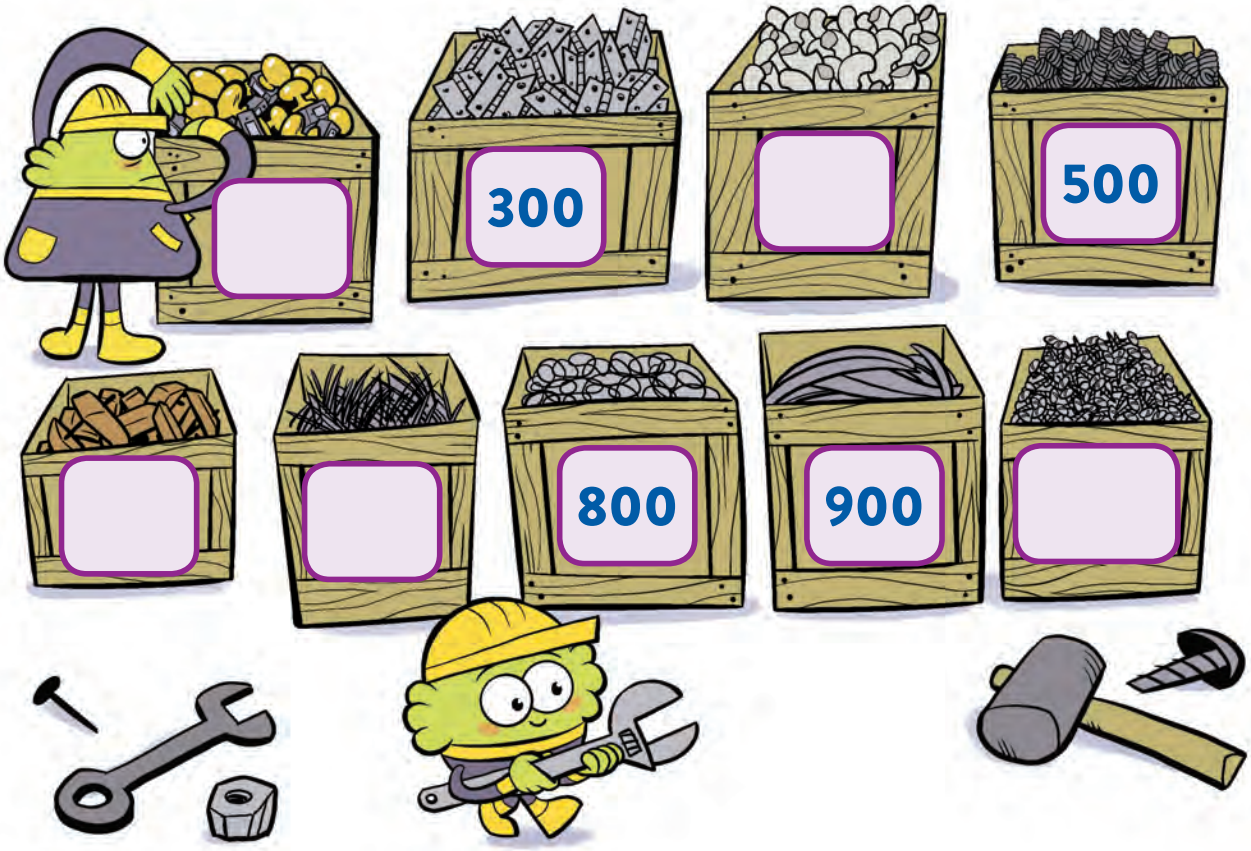
LET'S LEARN ABOUT

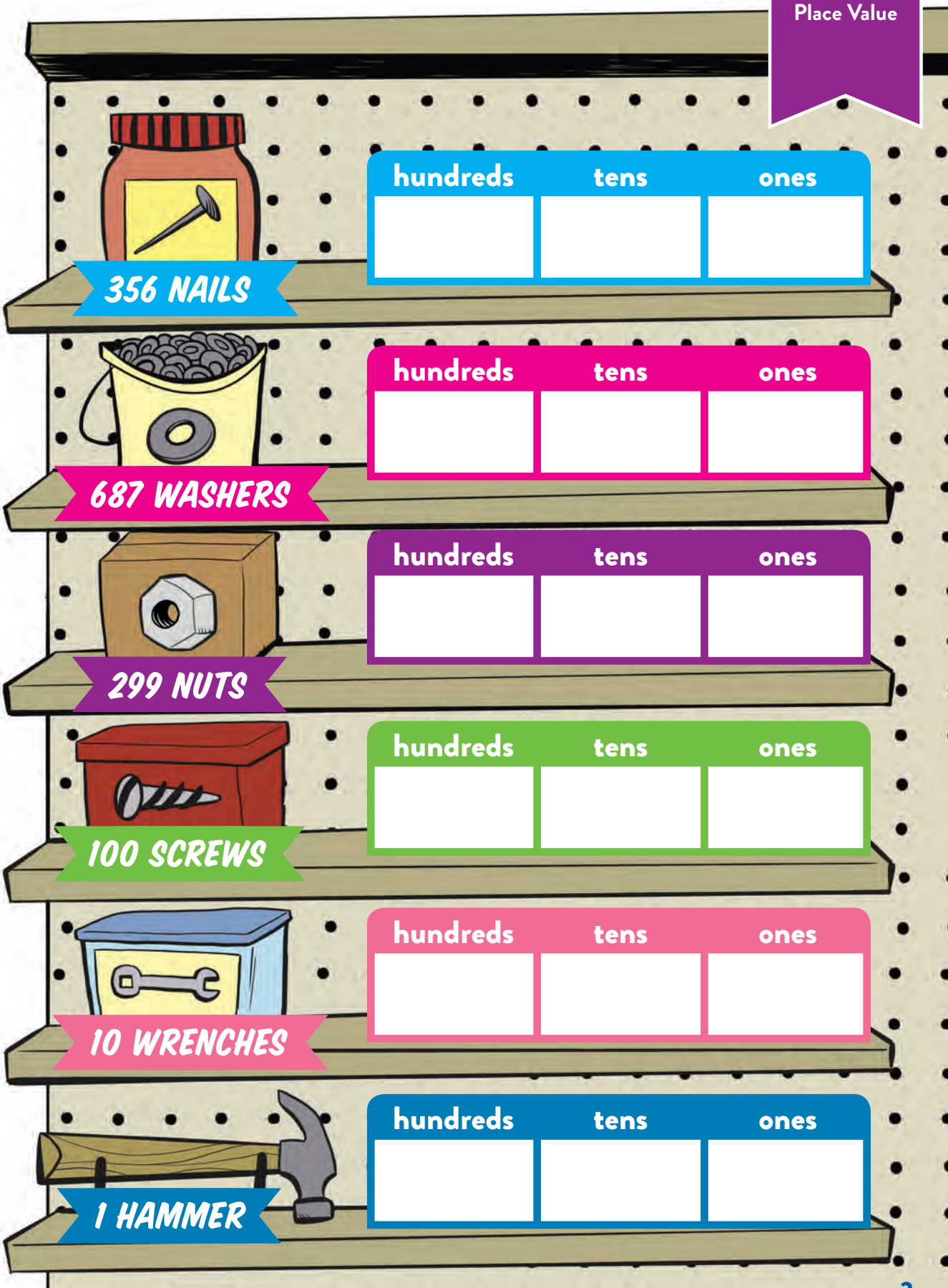
Place Value

Count by tens and write the missing labels on the bags.

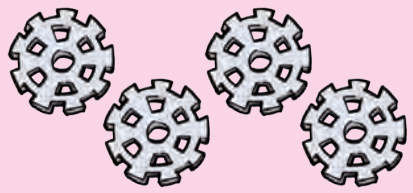
Count by hundreds and write the missing labels on the crates.



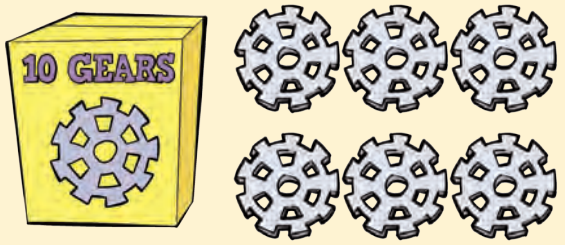
Write the correct digit in each place on the shelf.



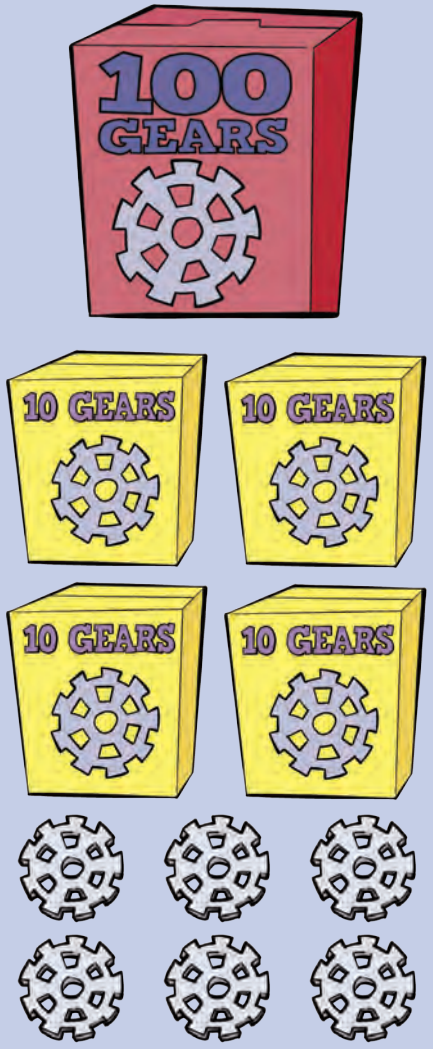
Write the total amount of gears.



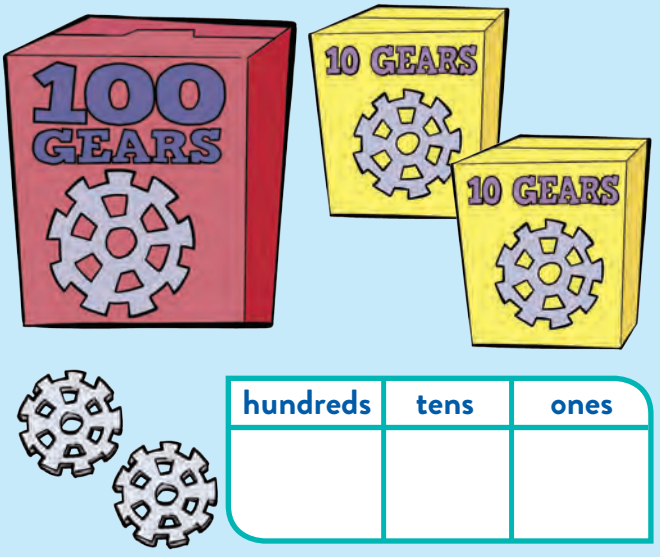
hundreds	tens	ones



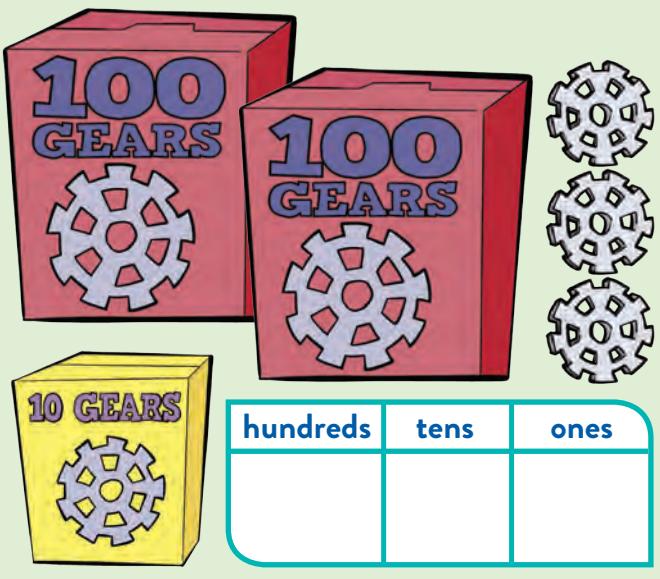
hundreds	tens	ones



hundreds	tens	ones

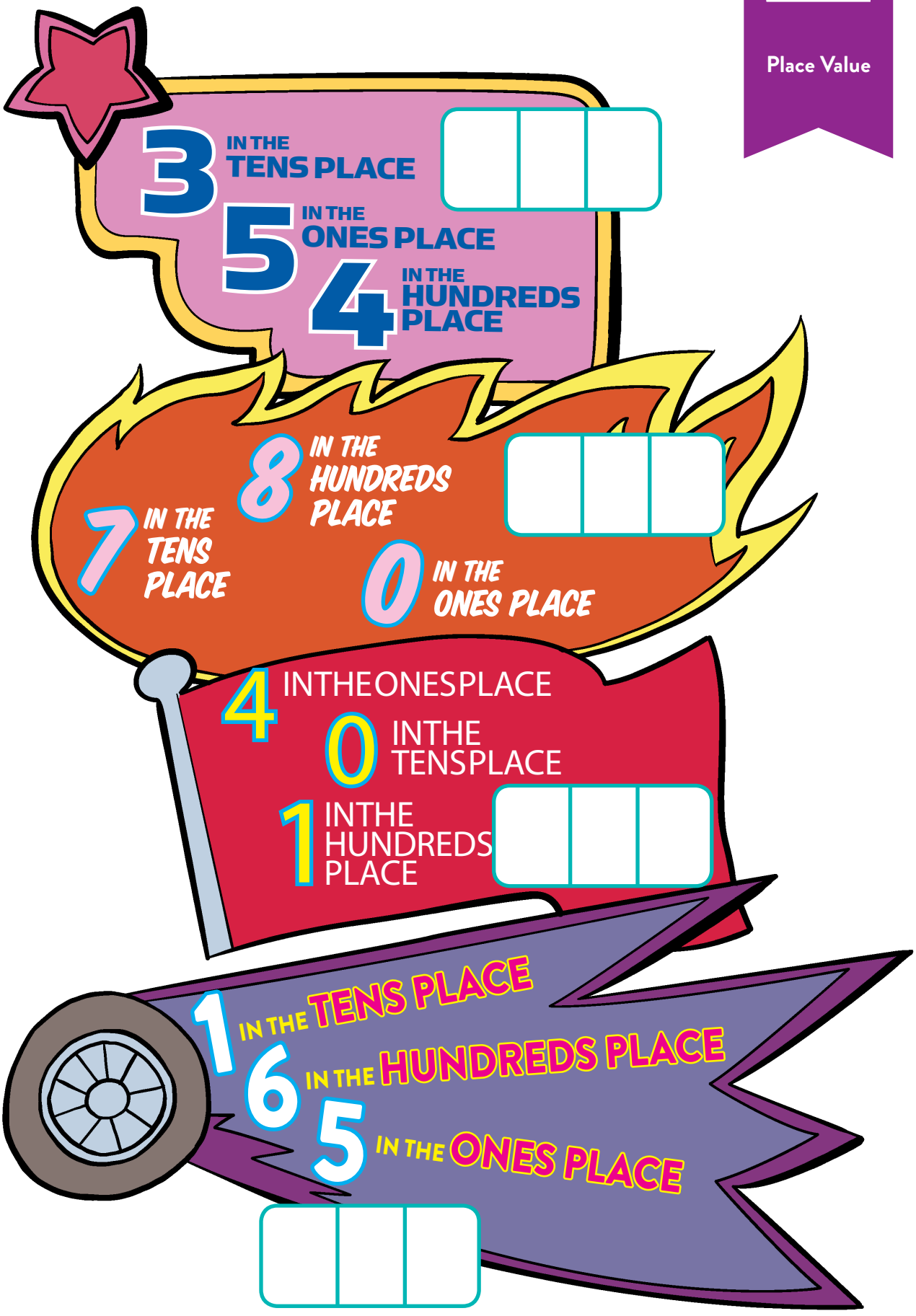


hundreds	tens	ones



hundreds	tens	ones

Read the place values aloud. Then write the number.

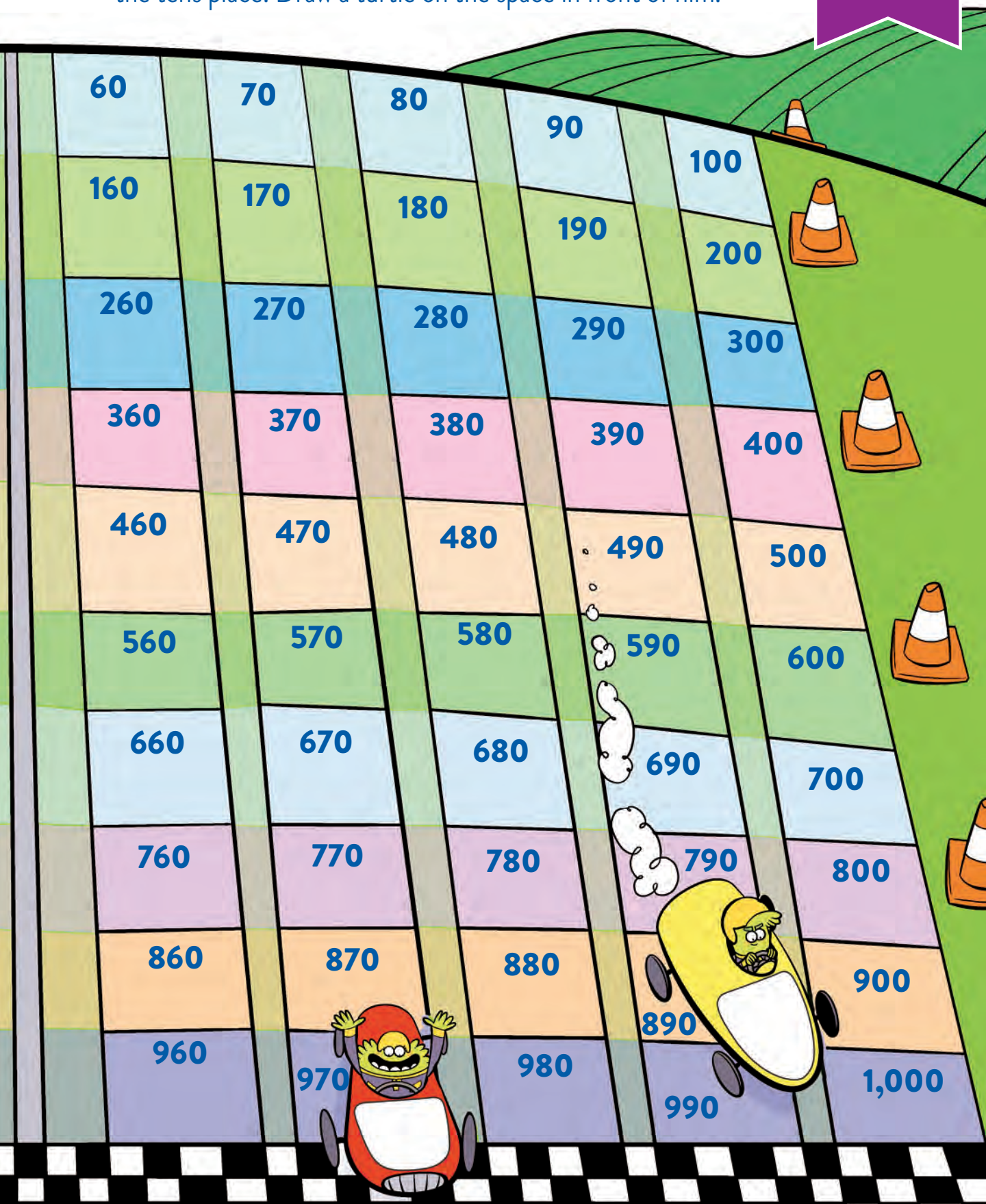


Write an *A* on Amelia's car. She's on a space with a 7 in the tens place.

Draw flames on Brian's car. He is on a space with an 8 in the hundreds place.

Draw an oil spill in the space behind Callie's car. She is on a space with a 2 in the tens place.

Dimitri swerved to miss a turtle! He's on a space with a 4 in the tens place. Draw a turtle on the space in front of him.



LET'S START!

GATHER THESE TOOLS AND MATERIALS.

4 bottle caps

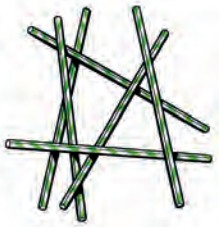
4 buttons

15 paper clips

4 coins

Glue

10 craft sticks

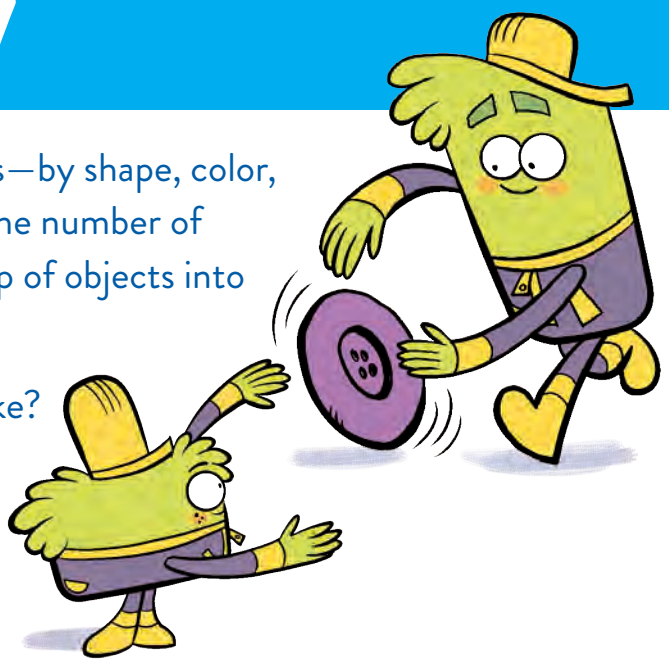


15 straws

20 toothpicks

30 pieces of dried tube pasta

LET'S TINKER!



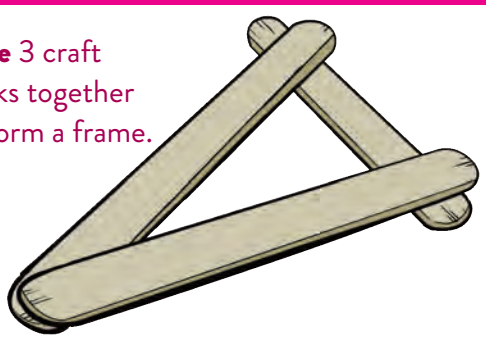
Put your objects into different groups—by shape, color, size, or whatever you decide. **Count** the number of objects in each group. **Sort** each group of objects into sets of 10.

How many groups of ten can you make?
How many objects are left over?

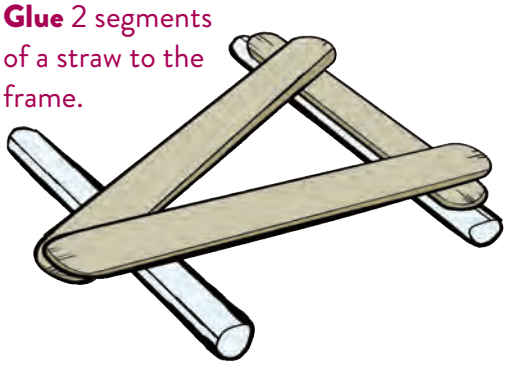
Put all your sets of 10 together.
Do you make it to 100?

LET'S MAKE: CRAFT STICK RACER!

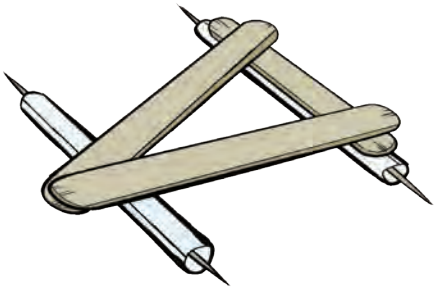
1. Glue 3 craft sticks together to form a frame.



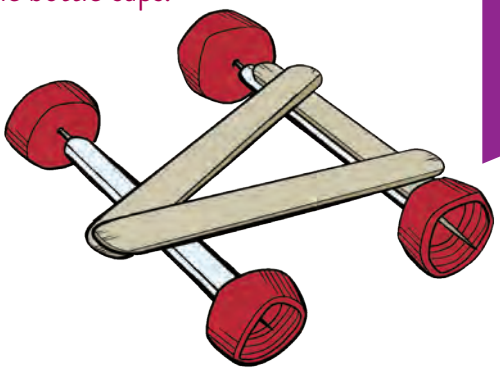
2. Glue 2 segments of a straw to the frame.



3. Place a toothpick through each straw. (If necessary, you can tape toothpicks together to make them longer.)



4. With an adult's help, **poke** a hole big enough to insert the toothpicks into the bottle caps.



Test your racer. Can it roll for 10 seconds? 20 seconds? For how many groups of 10 seconds can you get it to roll?

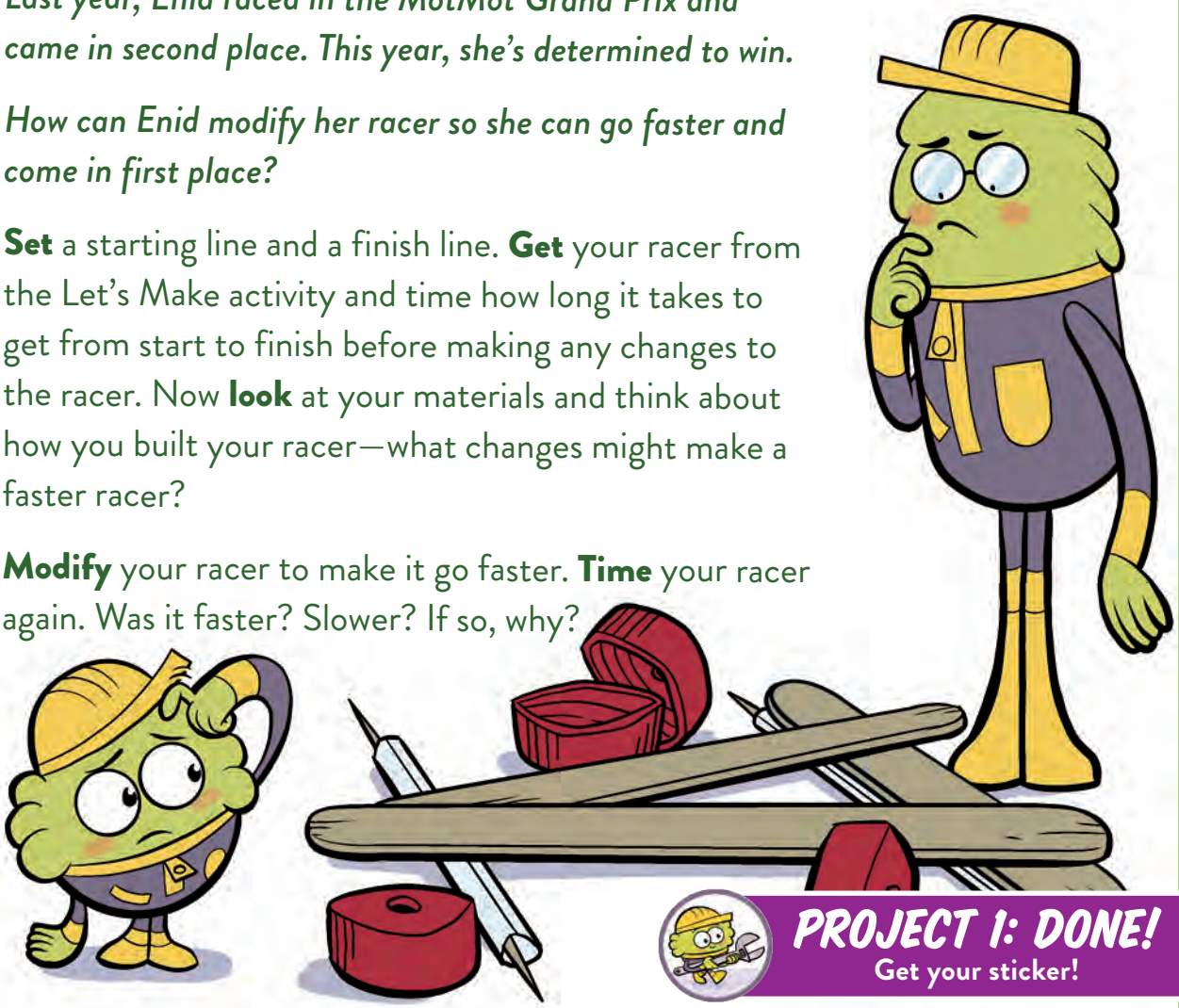
LET'S ENGINEER!

Last year, Enid raced in the MotMot Grand Prix and came in second place. This year, she's determined to win.

How can Enid modify her racer so she can go faster and come in first place?

Set a starting line and a finish line. **Get** your racer from the Let's Make activity and time how long it takes to get from start to finish before making any changes to the racer. Now **look** at your materials and think about how you built your racer—what changes might make a faster racer?

Modify your racer to make it go faster. **Time** your racer again. Was it faster? Slower? If so, why?



PROJECT 1: DONE!
Get your sticker!

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TINKER

MAKE

ENGINEER

The NEW way to
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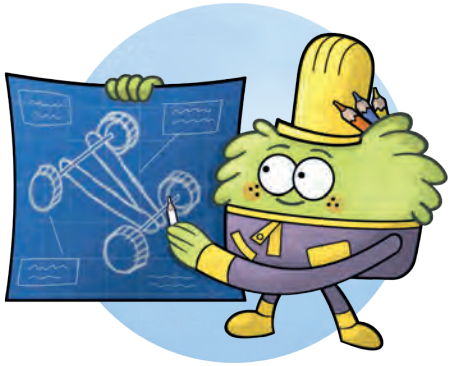
DEAR READER,



At the TinkerActive workshop, our mission is to inspire a generation of fearless **learners**, **makers**, and **problem solvers**. We all know that kids have to learn the ABCs and 123s. But the future belongs to the children who learn to think beyond the basics.

So we designed **TINKERACTIVE WORKBOOKS** to do both: build children's foundational knowledge ***and*** encourage them to try new things, discover new skills, and imagine new possibilities. That's what "Tinker, Make, and Engineer" means to us, and we believe that it can lead to lifelong learners who create a better world.

Tinker — TRY NEW THINGS

Make — DISCOVER NEW SKILLS

Engineer — IMAGINE NEW POSSIBILITIES

SO HOW DO WE DO IT?

Each chapter includes **curriculum-based activities** as well as tinkering, making, and engineering projects, where kids can actually use the concepts they just learned to solve problems hands-on.

Every TinkerActive Workbook has been created in consultation with an **award-winning teacher** to ensure that we cover the core competencies and align with Common Core State Standards and Next Generation Science Standards.

We also include **achievement stickers** for each project, and a **secret magnetic merit badge** so kids can celebrate their accomplishments!

CLOSE-UP OF MERIT BADGE

Our goals are to cheer on your child, to ask, "Why do you think that?" and to help them explore all the possible answers. By supporting your child's innate curiosity, who knows what we might learn together!

Visit **TinkerActiveWorkbooks.com** to learn more about the workbook series and share your workbook fun with **#TinkerActive**.

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Yours in discovery,
THE TINKERACTIVE TEAM

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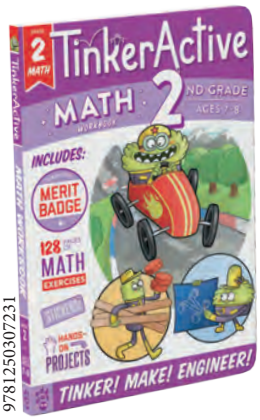

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