### Week 1: The Big Parade

**Day: 1, 2, 3, 4**

**Common Core Domains and Clusters Addressed:**
- **Counting and Cardinality**
  - Know Number Names and the Count Sequence
  - Count to tell the Number of Objects
  - Compare numbers

**Numbers and Operations in Base Ten**
- Extend the Counting Sequence
- Understand Place Value

The new apprentice arrives in NumberShire and everyone is excited! The villagers decide to throw a parade, but they need help organizing it. Example lessons include comparing groups of floats in the parade and helping Minstrel Max bundle stacks of coins into a ten so that he can help fund the parade.

### Week 2: Building and Baking

**Day: 1, 2, 3, 4**

**Common Core Domains and Clusters Addressed:**
- **Counting and Cardinality**
  - Know Number Names and the Count Sequence
  - Count to tell the Number of Objects
  - Compare numbers

- **Operations and Algebraic Thinking**
  - Understand and Apply Properties of Operations and the Relationship between Addition and Subtraction
  - Add and Subtract within 20

**Numbers and Operations in Base Ten**
- Extend the Counting Sequence
- Understand Place Value

It’s a busy week and there’s a lot to do. First, Thatcher Tom stops by to spruce up the player’s house. He needs help sorting individual blocks of wood and sticks of ten to make teen numbers. The bakery is really busy getting ready for a big event, so the apprentice stops by to help Night Owl the Baker. Challenges include writing numbers in frosting and adding one more cake to each order.
### Week 3: Play Ball!

**Day: 1, 2, 3, 4**

**Common Core Domains and Clusters Addressed:**
- **Counting and Cardinality**
  - Know Number Names and the Count Sequence
  - Compare numbers

**Operations and Algebraic Thinking**
- Represent and Solve Problems Involving Addition and Subtraction
- Understand and Apply Properties of Operations and the Relationship between Addition and Subtraction
- Add and Subtract within 20

**Numbers and Operations in Base Ten**
- Extend the Counting Sequence
- Understand Place Value

The apprentice visits the Count Me Inn to help with the annual Shireball Tournament. Barry, the bellboy, needs help—the ceremonial golden Shireball is missing! The apprentice takes up the search, but first Barry needs help counting his tips using place value cards and solving story problems to clean up the basement.

### Week 4: A Surprise Party

**Day: 1, 2, 3, 4**

**Common Core Domains and Clusters Addressed:**
- **Counting and Cardinality**
  - Know Number Names and the Count Sequence
  - Count to tell the Number of Objects
  - Compare numbers

**Operations and Algebraic Thinking**
- Represent and Solve Problems Involving Addition and Subtraction
- Understand and Apply Properties of Operations and the Relationship between Addition and Subtraction
- Add and Subtract within 20

**Numbers and Operations in Base Ten**
- Extend the Counting Sequence
- Understand Place Value

It’s Sue the Blacksmith’s birthday! The apprentice helps plan a surprise party and all the villagers decide to pitch in and get Sue marbles as a present. The apprentice has to add each new one to the total. Adding one is just like saying the next number! Jester Joe has a new card trick for the party that involves picking the smaller number of two number cards, and everyone is ready to play marbles!
### Week 5: A Mystery Grows

**Day: 1, 2, 3, 4**

**Common Core Domains and Clusters Addressed:**
- **Counting and Cardinality**
  - Know Number Names and the Count Sequence
  - Count to tell the Number of Objects
  - Compare numbers

**Operations and Algebraic Thinking**
- Represent and Solve Problems Involving Addition and Subtraction
- Understand and Apply Properties of Operations and the Relationship between Addition and Subtraction
- Add and Subtract within 20

**Numbers and Operations in Base Ten**
- Extend the Counting Sequence
- Understand Place Value

Farmer Joan suspects her crops are being taken. The apprentice investigates by adding up two fields of radishes and finds one field has zero radishes! After further investigation, Sheriff Badges sets up a stakeout. He sees someone running through the fields, but in all the excitement the Number Cows get out. Farmer Joan needs help sorting the cows into their correct pens by comparing their two digit numbers. The group follows some suspicious footprints to a mysterious cave where the adventure continues in the following week.

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### Week 6: A Cave Adventure

**Day: 1, 2, 3, 4**

**Common Core Domains and Clusters Addressed:**
- **Counting and Cardinality**
- Know Number Names and the Count Sequence
- Count to tell the Number of Objects

**Operations and Algebraic Thinking**
- Understand and Apply Properties of Operations and the Relationship between Addition and Subtraction
- Add and Subtract within 20

**Numbers and Operations in Base Ten**
- Extend the Counting Sequence
- Understand Place Value

Farmer Joan and Sheriff Badges are hot on the trail of the missing vegetables. Inside the cave they find the crops and meet the Gobble-ins who took them! It turns out to be a big misunderstanding, but soon the group has bigger problems, including getting lost deep in the cavern and dealing with dragons! New challenges include showing the dragons nifty math tricks, such as how to quickly add two to any number and adding one to a number and then subtracting it to get the original number again.
# NumberShire Story Line and Math Content by Week

## Week 7: The Puppet Show

**Day: 1, 2, 3, 4**

**Common Core Domains and Clusters Addressed:**
- **Counting and Cardinality**
  - Know Number Names and the Count Sequence
  - Compare numbers
- **Operations and Algebraic Thinking**
  - Represent and Solve Problems Involving Addition and Subtraction
  - Understand and Apply Properties of Operations and the Relationship between Addition and Subtraction
  - Add and Subtract within 20
  - Extend the Counting Sequence
  - Understand Place Value

Jester Joe wants to put on a big puppet show. Every puppet show needs a story, and he needs the apprentice’s help solving story problems to find how many puppets he needs. The apprentice also needs to get Farmer Joan to provide snacks for the audience. She’s got some extras veggies she can donate, but she needs help subtracting them from her supplies first.

## Week 8: Airship Ahoy!

**Day: 1, 2, 3, 4**

**Common Core Domains and Clusters Addressed:**
- **Counting and Cardinality**
  - Know Number Names and the Count Sequence
  - Compare numbers
- **Operations and Algebraic Thinking**
  - Represent and Solve Problems Involving Addition and Subtraction
  - Understand and Apply Properties of Operations and the Relationship between Addition and Subtraction
  - Add and Subtract within 20
  - Extend the Counting Sequence
  - Understand Place Value

The Wealth Elf found an airship in the back of the dragon cave. Using story problem, the apprentice figures out how many balloons it takes to get the airship off the ground. When the rest of the village hears about the airship, they all want to take a ride! The apprentice helps rescue kittens from trees and figures out how high off the ground the airship is. Later when the airship is blown off course, Minstrel Max shares a song about adding doubles together to help count the number of balloons needed to get back home.
### Week 9: The Potato Hunt

**Day:** 1, 2, 3, 4

**Common Core Domains and Clusters Addressed:**
- **Counting and Cardinality**
  - Know Number Names and the Count Sequence
  - Compare numbers
- **Operations and Algebraic Thinking**
  - Represent and Solve Problems Involving Addition and Subtraction
  - Understand and Apply Properties of Operations and the Relationship between Addition and Subtraction
  - Add and Subtract within 20
- **Numbers and Operations in Base Ten**
  - Extend the Counting Sequence
  - Understand Place Value

The annual potato hunt is a time-honored tradition in NumberShire. After a day of potato painting, everyone groups up and the hunt begins! The apprentice is called on to help count up the entire team’s potatoes, which involves solving story problems with three numbers. In order to count more quickly, the apprentice focuses on learning to quickly add 3, 4, and 5 to a number.

### Week 10: The Treehouse Campout

**Day:** 1, 2, 3, 4

**Common Core Domains and Clusters Addressed:**
- **Counting and Cardinality**
  - Know Number Names and the Count Sequence
- **Operations and Algebraic Thinking**
  - Represent and Solve Problems Involving Addition and Subtraction
  - Understand and Apply Properties of Operations and the Relationship between Addition and Subtraction
  - Add and Subtract within 20
  - Work with Addition and Subtraction Equations
- **Numbers and Operations in Base Ten**
  - Extend the Counting Sequence
  - Understand Place Value
  - Use Place Value Understanding and Properties of Operations to Add and Subtract

The twins invite the apprentice over to their treehouse to spend the night. To keep everything fair, the apprentice is asked to make sure they each get an equal amount of popcorn. The twins want to play their favorite game, Jumbled Up, which requires putting numbers in the correct sequence. Edith tells a scary story about monsters to amuse everyone, but when the ladder to the treehouse gets broken, the apprentice is enlisted to track down Thatcher Tom and build a new one.
### NumberShire Story Line and Math Content by Week

**Week 11: Starting Up The Band**

**Day: 1, 2, 3, 4**

**Common Core Domains and Clusters Addressed:**
- **Counting and Cardinality**
  - Know Number Names and the Count Sequence
  - Operations and Algebraic Thinking
  - Represent and Solve Problems Involving Addition and Subtraction
  - Understand and Apply Properties of Operations and the Relationship between Addition and Subtraction
  - Add and Subtract within 20
  - Work with Addition and Subtraction Equations

**Numbers and Operations in Base Ten**
- Extend the Counting Sequence
- Understand Place Value
- Use Place Value Understanding and Properties of Operations to Add and Subtract

Minstrel Max and Sue the Blacksmith want to form a band. When the word gets out, they’re flooded with requests to put on a show. They need help figuring out how many seats they’ll need, so they ask the apprentice to add up some big numbers by tens. The apprentice uses the hundreds chart to figure out how to add ten to a two-digit number. Before the concert is going to start, Sue and Max need help sending out tickets in groups of ten, so the apprentice needs to use the hundreds chart to quickly subtract 10 from a two-digit number. At the end, the apprentice joins the band and they all jam together.

**Week 12: Graduation Day**

**Day: 1, 2, 3, 4**

**Common Core Domains and Clusters Addressed:**
- **Counting and Cardinality**
  - Compare numbers
  - Operations and Algebraic Thinking
  - Represent and Solve Problems Involving Addition and Subtraction
  - Add and Subtract within 20
  - Work with Addition and Subtraction Equations

**Numbers and Operations in Base Ten**
- Understand Place Value
- Use Place Value Understanding and Properties of Operations to Add and Subtract

It’s the final week and everyone wants to spend some time with the apprentice. Everyone reminiscences about their favorite adventures as the apprentice reviews the skills they’ve learned. The apprentice builds a robotic pet and a new instrument, and then there is a big celebration at the end with lots of fireworks.

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