



Kindergarten Math & Activities

COMPETENCY GOAL 1: The learner will recognize, model, and write whole numbers through 30. Objective 1.01b. Count objects in a set.

Ghost Town Site: All areas of Ghost Town in the Sky

Activity: Count the number of cars in the train including the locomotive.
Count the number of cable cars.
Count the number of riders in the cable car that are riding up with you.
Count the number of cars on the Tumble Weed Coaster.
Count the number of horses on the 1929 Carousel.

COMPETENCY GOAL 2: The learner will explore concepts of measurement. Objective 2.01 Compare attributes of two objects using appropriate vocabulary (color, weight, height, width, length, texture).

Ghost Town Site: Entrance and Main Street

Activity: Compare the cable cars to the chair lift – noticing color, length, differences and similarities.
Compare the outside of the Frontier Church to Diamond Lil's – noticing shapes, height, color, what it is made out of, number of windows.

COMPETENCY GOAL 3: The learner will explore concepts of geometry. Objective 3.01 Identify, build, draw, and name triangles, rectangles, and circles; identify, build, and name spheres and cubes.

Ghost Town Site: All areas of Ghost Town in the Sky

Activity: Have the students look for examples of circles, rectangles, and triangles as they walk through Ghost Town. Ask them to look at the buildings to see if they can see several of these shapes in the design. For example, the Frontier Church has a rectangle as the base, a triangle for the roof, another rectangle and triangle for the steeple.

After returning to school have the students share the examples that they saw. Ask them to think about the buildings that they saw. What shapes did they see in the buildings? Have them use manipulatives or blocks to build a building that they saw at Ghost Town. Have them draw the building.