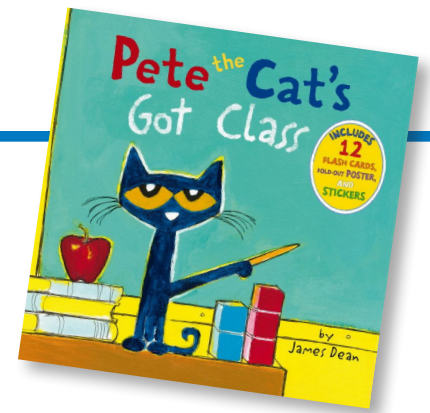


Pete the Cat's Got Class



Themes: School, Math, Friendship

Book Brief: Pete loves math but his friend Tom is having trouble with subtraction. Pete comes up with a plan to help Tom. When their teacher thinks they have copied papers, Pete and Tom bring in the race cars they used as manipulatives to prove that they are on the right track.

Author and Illustrator:
James Dean

TIME TO READ!



Before reading, make predictions: What do you think Pete is doing on the cover? What clues does the author/illustrator provide on the cover that lets you know Pete likes school?

While reading, make connections: What is your favorite subject in school? Do you like math as much as Pete? Have you ever used toys or blocks to help with counting, addition or

subtraction? Have you ever worked with a friend to complete an assignment?

After reading, ask questions:

- ◆ Why did Tom say he hated math?
- ◆ Why does Pete love math?
- ◆ What does Pete teach Tom about math?
- ◆ Why do you think Pete and Tom both missed the same question?
- ◆ How does making connections to real world problems make math easier?

RELATED ACTIVITIES

EDIBLE EQUATIONS

Use goldfish, pretzels or cereal to make up some edible equations. For example: If you have 6 goldfish and eat 2, how many goldfish are left? If you have 22 pretzel rods, how many sets of ten and how many ones do you have?

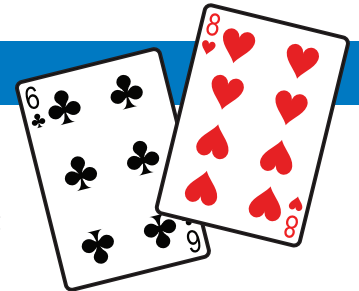
RACE CAR ROUND UP

Pete and Tom used race cars for addition and subtraction. What are some other ways you could use race cars for math? Try sorting them by attributes, create patterns, line them up and measure length, create ramps and measure distance traveled. The possibilities are endless. Gather up some cars and have fun!

IT'S ALL IN THE CARDS

Materials: deck of cards with face cards removed, objects for counting

Here are some fun ways to use a simple deck of cards to learn more about math facts.



- ◆ High/Low: Divide cards between 2-4 players. Players place 2 cards face up and add numbers. Player with highest sum gets all cards. Play ends when 1 player collects all cards.
- ◆ Total Turn Over: Turn over a card. How many ways can you make that number? Write down all equations. Once 2-10 are completed, move to 2 cards, find sum and list all other ways to make that number. Addition, subtraction, multiplication and division can all be utilized in this game.
- ◆ Triple Play: 1 or more players. Divide cards evenly. Each player turns over 3 cards. Players must add card numbers together to find sum. Players receive points for their total sum each round. Play ends when a player reaches 100 points.



ADDITIONAL RESOURCES: OTHER BOOKS BY JAMES DEAN

Pete the Cat: Out of This World, Pete the Cat and the Treasure Map, Pete the Cat and the Missing Cupcakes.



Reading Is
Fundamental