

One-a-piller, Two-a-piller

Name _____

Common Core:

CCSS.Math.Content.K.CC.A.1

CCSS.Math.Content.K.CC.A.2

CCSS.Math.Content.K.CC.A.3

CCSS.Math.Content.K.CC.B.4c

CCSS.Math.Content.K.CC.C.6

Directions:

Choose a number for your caterpillar and name it. For example, if you choose the number 4, name your caterpillar Four-a-piller. Fill the caterpillar segments with math problems that equal your chosen number. For example, a four-a-piller would have problems such as $2 + 2$ or $5 - 1$.

My Caterpillar's name

