



English Language Arts Mathematics

Manipulatives List

grades **5-6**

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EDUCATION

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SECURE MATERIALS. MAY NOT BE DUPLICATED.

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LAA 1 Manipulatives—grade span 5–6

Some students may require manipulatives to access certain LAA 1 performance tasks. The following list contains suggested manipulatives for the grade span 5–6 performance tasks. For some tasks, students will generally not need manipulatives; therefore, manipulatives are not listed for those tasks. However, if the task administrator determines manipulatives may be needed for those tasks for a student, manipulatives may be used. Manipulatives more familiar to the students, such as those used in the classroom, may be used in place of the ones suggested.

English Language Arts

Task Manipulatives Suggested

- 1–14 These performance tasks do not lend themselves to the use of manipulatives.
- 15 The actual objects (book, pencil, globe) may be used.
- 16 The actual objects (magnifying glass, crayons, backpack, thermometer, paint brush) may be used.
- 17–25 These performance tasks do not lend themselves to the use of manipulatives.

Mathematics

Task Manipulatives Suggested

- 1 Eight one-dollar bills
- 2 One penny, one nickel, one dime, one quarter
- 3 Counters
- 4 Counters, tactile numbers
- 5 Counters
- 6 Fraction shapes, textured materials
- 7 Two dimes, one nickel, tactile numbers
- 8 Thirteen counters (type 1), five counters (type 2)
- 9 Three counters (type 1), three counters (type 2), one counter (type 3)
- 10 Four hearts or counters (type 1), three circles or counters (type 2), four triangles or counters (type 3)
- 11 Wikki Stix, straws, ruler
- 12 Watch or analog clock, digital clock, measuring cup, ruler
- 13 This performance task does not lend itself to the use of manipulatives.
- 14 Circle, triangle, cube (box)
- 15 This performance task does not lend itself to the use of manipulatives.
- 16 Rectangle, circle, pentagon, large triangle, small triangle
- 17 Trapezoid, hexagon, two triangles, circle, square, cube, cylinder
- 18 None for part one; for part two, 3 sets of objects of different lengths
- 19 Wikki Stix or puff paint to trace route
- 20 Three pencils, three books, three caps
- 21 Four counters (type 1), two counters (type 2), tactile numbers
- 22 Nine counters (type 1), five counters (type 2)
- 23 Four counters (type 1), three counters (type 2), tactile numbers
- 24 Twenty-four counters, tactile “+” sign
- 25 Ten counters, tactile numbers, tactile plus and equal symbols

Note: Counters can be used to count objects in a graphic (tree = counter, house = counter). Different types of counters (different colors, different shapes) can represent the various objects in a pattern (red or round counter = bird, yellow or square counter = dog).

Tips for Using Manipulatives

Manipulative	Activity
CD of graphics	Load the graphics CD into the student’s augmentative communication device or print out graphics to allow students to access them in different ways.
Clock/watch	Use a clock or watch to tell time. Match the time on the digital clock or watch to the time on the graphic.
Coins	Place coins on the appropriate graphic in the student booklet. Students may point to, pick up, hold, and feel the edges of each coin.
Counters	Use counters to count objects in a graphic. Counters in multiple colors can identify shapes (red cubes represent hearts, blue cubes represent circles). Cubes are preferred because they do not roll on the table.
Objects	Use objects the student is familiar with instead of the graphics in the <i>Student Booklet</i> (book, crayons, measuring cup, pencil, pitcher, straws).
Standard ruler	Use standard ruler to measure the length of objects in a graphic. The ruler can also be used to determine which line is the highest by positioning the ruler across the top of all lines.
Tactile	Use tactile numbers to feel the shape of the number. Some students identify the number by its tactile number.
Two-dimensional shapes	Print out graphics from CD and cut out shapes (circle, square, stars).
Three-dimensional shapes	Use three-dimensional shapes to compare to graphics and other shapes. Allow the student to pick up, hold, and feel the shape.
Wikki Stix	Use Wikki Stix to measure graphics (animals, pizza), measure height of objects, outline graphics, trace a path on a grid.