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List of Blackline Masters (BLMs)

Grade 1 Mathematics Blackline Masters

Number (N)

BLM K-4.1: Assessment Checklist

BLM 1.N.1&3.1: Number Cards

BLM 1.N.1&3.2: Number Cards to 100

BLM 1.N.1&3.3: 100 Chart

BLM 1.N.1&3.4: I Have . . . Who Has . . . ? Game

BLM 1.N.2.1: Dominoes (Total of Pips To Ten)

BLM 1.N.2.2: Dot Cards

BLM 1.N.2.3: Five Frames

BLM 1.N.2.4: Large Ten Frames

BLM 1.N.2.5: Regular Dot Cards

BLM 1.N.2.6: Dominoes (Double Six)

BLM 1.N.2.7: Finger Patterns

BLM 1.N.28: Matching Cards

BLM 1.N.4.1: Flash Frames

BLM 1.N.4.2: Number Words and Numerals

BLM 1.N.4.3: Observation Checklist

BLM 1.N.4.4: Part-Whole Board

BLM 1.N.4.5: Dominoes (Double Nine)

BLM 1.N.4.6: How Many More?

BLM 1.N.4.7: Clothesline Numbers

BLM 1.N.4.8: Clothesline Numbers (Multiples of 10)

BLM 1.N.5&6&8.1: Dot Cards to 20

BLM 1.N.5&6&8.2: More, Less, or the Same

BLM 1.N.5&6&8.3: Partner Match

BLM 1.N.5&6&8.4: More and Less

BLM 1.N.5&6&8.5: Handfuls

BLM 1.N.5&6&8.6: Bucket Pull

BLM 1.N.5&6&8.7: Double Ten-Frame Board

BLM 1.N.5&6&8.8: Putting the Pieces Together: I Have . . . Who Has . . .

BLM 1.N.7.1: Collection Count

BLM 1.N.7.2: Spinner: 1 – 10

BLM 1.N.9&10.1: Number Frames

BLM 1.N.9&10.2: Triangular Flashcards

Patterns and Relations (PR)

BLM 1.PR.1&2.1: Pattern Observation Checklist

BLM 1.PR.1&2.2: Action Cards

BLM 1.PR.1&2.3: Pattern Detective Centre

BLM 1.PR.1&2.4: Putting the Pieces Together: Representing Patterns

BLM 1.PR.1&2.5: Putting the Pieces Together: Representing Patterns Group Assignment

BLM 1.PR.3&4.1: True or False Game

Shape and Space (SS)

BLM 1.SS.1.1: Assessment Observation

BLM 1.SS.1.2: Journal Learning Log Entry

BLM 1.SS.1.3: Balance Scales

BLM 1.SS.1.4: More or Less

BLM 1.SS.1.5: Comparison Centre

BLM 1.SS.2&3&4.1: Tangram

BLM 1.SS.4.1: Shapes