,\*apt] #b b#b4ai

?9k ab :at w 2 tactually 4t9ct or app1l+ to ! /ud5t4

,! %ape is plac$ approximately #a/d 9\* away f ! prec$+ & foll[+ brl "\*s "<.1,tactile .1,graphics1 #c4d4aa4c">4 ,items clos] ?an #a\_/#h 9\* a"p \_c 2 felt z 2+ sep>ate1 s l1v+ a #a\_/#h to #a/d 9\* space 5sures t ! %ape w 2 tactually 4t9ctive f ! surr.d+ brl "\*s4

^1,example ^1#b4ag 3ta9s two ma? problems4 ,ea\* ma? problem 3ta9s a %ape4 ,^! simple %apes c 2 made ) graphic >t tape1 a tactile /ick]1 foam /ick]1 or

textur$ pap]4

,example #b4ag

#13 #14

#19-2 .k #cf

,\*apt] #b a#b4bj

,practice #b4d

.7,use a brlwrit] to write ! foll[+ ma? problems4 ,l1ve adequate room = ea\* %ape )9 ! problem4 ,afws1 use a v>iety (

mat]ials & cr1te a simple tactile graphic = ! circle1 triangle1 & squ>e4.'

five plus five equals

?irte5 m9us equals

plus f\r equals

,! ,5gli% ,lr ,9dicator &

,multiple ,\*oice ,"qs

,"s"ts 9 ma?1 /ud5ts ( all ages >e giv5 ^7multiple \*oice "qs^' ) answ] \*oices4 ,! answ] \*oices >e (t5 label$ a1 ;b1 ;c1 & ;d4

#ch

,\*apt] #b #b4cb

777777777777777777777777777777

,c.t+ ,fun6

\_%

----

----

\_:

,draw a picture = ea\* numb]4

@.<,ask4@.@>

\_%

#5

#2

\_:

ggggggGggggggggggggggggggggggg

#fa

,\*apt] #b #b4db

,answ] #b4d

\_%

#5+5 .k

#13- .k

+4 .k

\_:

^1,note3 ,"s /ud5ts :o r1d brl c see colors1 & !y may appreciate & b5efit f hav+ %apes ) color4 ,= /ud5ts :o d n see colors1 y may \*oose n to 9dicate ! color ( ! %apes if \_! purpose is n m1n+;l to !

mat]ial4

#ha

,\*apt] #b #b4df

,answ] #b4f "<3t9u$">

\_%

#1 #2 #3 #4

#5 #6 #7 #8 #9

\_:

#hg