

Workplace #	Workplace Title	Introduce/Enter	Remove
1A	Explore Unifix Cubes	Unit 1, Ses. 2	
1B	Explore Pattern Blocks	Unit 1, Ses. 2	
1C	Explore Tiles	Unit 1, Ses. 2	
1 D	Explore Geoboards	Unit 1, Ses. 2	
1 E	Explore Geoblocks	Unit 1, Ses. 2	
1 F	Explore Math Buckets	Unit 1, Ses. 2	
2A	Unifix Cube Growing Patterns	Unit 1, Ses. 6	1A
2B	Race You to 50¢	Unit 1, Ses. 7	1B
2C	Match the Beetle Game(*?)	Unit 1, Ses. 9	1C
2D	Geoboards & Records. 7 bands	Unit 1, Ses. 11	1D
2E	Geoblocks	Unit 1, Ses. 11	1E
2F	Count & Compare 5's	Unit 1, Ses. 12	1F
3A	Pattern Block Growing Patterns	Unit 1, Ses. 16	2A
3B	An Hour or Bust!	Unit 1, Ses. 17	2B
3C	Math Bucket Mystery Patterns	Unit 1, Ses. 13	2C
3D	Which One Doesn't Belong?	Unit 1, Ses. 15	2D
3E	Which One Doesn't Belong, Invent a Sheet	Unit 1, Ses. 15	2D
3F	Count & Compare 2	Unit 1, Ses. 22	2E
Note:	There are no new Workplaces introduced in Unit 2 (Ants).	Continue with above Workplaces.	
4A	Shake, Reach & Record	Unit 3, Ses. 4	3A
4B	Make the Sum	Unit 3, Ses. 7	3B
4C	Spin & Add	Unit 3, Ses. 2	3C
4D	Spin & Subtract	Unit 3, Ses. 5	3D
4E	Cats & Mice	Unit 3, Ses. 9 (Supplement D1.1)	3E
4F	Bucket O'Bugs Subtractions	Unit 3, Ses. 6	3F
5A	Turn Them Over	Unit 3, Ses. 10 (Supplement D1.2)	4A

5B	Crossing the Pond	Unit 3, Ses. 16	4B
5C	Battling Bugs	Unit 3, Ses. 14	4C
5D	Scout Them Out	Unit 3, Ses. 17	4D
5E	Cover Up	Unit 3, Ses. 13	4E
5F	Kids in the House	Unit 3, Ses.. 15	4F
6A	Faces of Mystery	Unit 4, Ses. 4	5A
6B	How Can You Build It?	Unit 4, Ses. 8, Supplement A1.2	5B
6C	Last Shape In Wins	Unit 4, Ses. 1	5C
6D	Caterpillar Fill & Add	Unit 4, Ses. 5	5D
6E	Build-4-Less	Unit 4, Ses. 6	5E
6F	Triangle Draw	Unit 4, Ses. 2	5F

Workplace #	Workplace Title	Introduce/Enter	Remove
7A	Geoblock Architecture	Unit 4, Ses. 10	6A
7B	No More than 80	Unit 4, Ses. 11	6B
7C	Halves & Half-Notes	Unit 4, Ses. 12	6C
7D	Design Your Own Mini-Quilt	Unit 4, Ses. 13	6D
7E*	Find the Area*	Unit 4, Ses. 20	6E
7F*	Make the Area*	Unit 4, Ses. 21	6F
8A	25¢ or Bust!	Unit 5, Ses. 12	7A
8B	Handfuls of Treasure	Unit 5, Ses. 13	7B
8C	Scoop 100	Unit 5, Ses. 15	7C
8D	Find the Mass	Unit 5, Ses. 18	7D
8E	Beat You to \$1.00	Unit 5, Ses. 14	7E
8F	Base Ten Triple Spin	Unit 5, Ses. 16	7F
9A	Hawaiian Dream Vacation	Unit 5, Ses. 26	8A
9B	Pick 2	Unit 5, Ses. 23	8B
9C	Race to 100 & Back	Unit 5, Ses. 28, Supplement A5.3	8C
9D	Make 100! Under or Over?	Unit 5, Ses. 21	8D
9E	Beat You to \$2.00	Unit 5, Ses. 27	8E
9F	Shopping for Key Chain Charms	Unit 5, Ses. 25	8F
Note:	There are no new Workplaces introduced in Unit 6 (Marbles)	Continue with above Workplaces.	

10A*	Robot Glyphs*	Unit 7, Ses. 3, Supplement A7.1	9A
10B*	Fair Shares*	Unit 7, Ses. 4	9B
10C	The Gardener's Friend Game	Unit 7, Ses. 6	9C
10D	Pick & Peek	Unit 7, Ses. 7	9D
10E	Anything But 1	Unit 7, Ses. 8	9E
10F	The Indy 500	Unit 7, Ses. 9	9F

*The lessons leading into these workplaces have been replaced with supplement lessons. After examining the workplaces, either omit them, include them (feeling that your students can still be successful with them), or substitute a prior workplace for these. If your students need/want more time with a workplace, decide if you want to delay introducing one, omit one and continue with the old, or simply run with 7 workplaces until you are ready to remove the extra workplace.

2nd Grade Bridges Workplace, Gradual Entry