

Unit One: Bugs Galore (Sessions 19–20)

These two sessions revolve around a very interesting probability experiment and are the first introduction to money in the *Bridges* units. If you are using the Number Corner daily challenges, you could easily bypass Sessions 19–20. If you do decide to skip these two lessons, you'll want to eliminate the first Home Connection as well, and simply start assigning homework at the beginning of Unit Two instead.

Unit Two: From Land to Sea (Sessions 23–25)

The last three sessions in Unit Two and the first two in Unit Three present the program's second story problem theme—crabs and sea stars. There is a third set of story problem lessons based around lobsters that starts halfway through Unit Three. Given that these two themes are somewhat similar and set fairly close together, you may want to combine the two in some way, or choose one or the other rather than doing both.

Unit Three: Lobster Legs & Whale Tails (Sessions 8–10)

Sessions 8–10 involve some very interesting sorting and graphing, and provide a welcome break from the computation games and activities. Similar activities are introduced in Unit One and revisited in Units Four and Five, though, so it wouldn't be a disaster to leave them out. Another thing to consider is that, as mentioned above, the lobster story problem theme (Sessions 11–13 and 15–16, Unit Three) follows the sea star and crab story problem sequence (Sessions 23–25, Unit Two, and Sessions 1–2, Unit Three) pretty closely, and you might want to combine the two themes or eliminate one of them.

Unit Four: Penguins (None)

This unit is a hard one to take apart. Like *My Little Farm*, you really have to do the whole thing or skip it entirely. Both of these integrated themes involve about a month of cross-curriculum instruction, perhaps 2 to 3 hours or more each day. Unit Four, a science/research project, is rich in measuring and sorting, while Unit Six, a social studies/research project features a great deal of place value counting and spatial problem solving. The Number Corner daily challenges review and reinforce the skills taught in both these units, though, so if you're doing a consistent job there, you'd be safe in skipping one of the two integrated themes.

Unit Five: Pattern Blocks, Polydrons & Paper Quilts (Sessions 15, 18, and 20)

Sessions 15 and 18, *Three in a Row* and *Cube Moves*, involve some work with coordinate graphing and spatial problem solving, which, while very interesting, are not crucial to the unit. Session 20, *What Shape Will Your Bubble Be?*, may require more soap and water in the classroom than you want to handle. It's a great activity, but not critical to the instructional sequence. This entire unit can be taught somewhat earlier or lots later in the year. It's the only one that can really be taken out of order.