Bridges Breakouts
Grades K–5

Bridges Breakouts are derived from Bridges in Mathematics First Edition but are designed to be used independently of the curriculum. These units and activities are both affordable and easy to implement, making them ideal supplements for any K-5 program. Like the Bridges curriculum, Bridges Breakouts provide problem solving opportunities, skills practice, and continual encounters with broader math concepts. Teachers appreciate the simple, straightforward instructions; children love the games and activities.

Note: Unless otherwise noted, these materials were developed prior to the publication of the Common Core State Standards. While the content retains its educational value, the grade level alignment may have shifted for some lessons and activities.

Skill Building Supplements
These sets of blacklines are designed specifically to build computational fluency. While appropriate for all students, these materials are particularly beneficial for those struggling to learn or retain basic facts and/or grade-appropriate strategies.

- Building Computational Fluency, Grade 1
- Building Computational Fluency, Grade 2
- Building Computational Fluency, Grade 3
- Building Computational Fluency, Grade 4
- Building Computational Fluency, Grades 5/6

Replacement Units
Replacement Units provide 3–6 weeks of in-depth instruction around a specific mathematical strand.

- Geometry – Pattern Blocks, Polydrons and Paper Quilts (Grade 1)
- Penguins: Measuring, Sorting, Computation and More (Grade 1)
- My Little Farm (Grade 1)
- Geometry – Shapes, Symmetry, Area and Number (Grades 2-4)
- Bridge Design and Construction (Grades 3-5)

Games & Activities
Games and Activities provide teachers with fresh materials to enhance their curriculum.

- Math Buckets Sorting and Patterning (Grades K-2)
- Bugs Across the Curriculum (Grades K-2)
- Frogs Across the Curriculum (Grades K-2)
- Sea Creatures Across the Curriculum (Grades K-2)
- Exploring Time: Hours, Minutes, and Paper Clocks (Grade 1)
- Exploring Money: Adding, Counting, Sorting and Patterning (Grade 1)
- Crossing the Pond: A Probability Game (Grades 2-3)
- Math with a Sock: Probability and Fractions (Grades 2-4)

CCSS aligned:

- Pattern Block Lessons to Meet CCSS (Grades K-2)
- Pattern Block Lessons to Meet CCSS (Grades 3-5)

For use at home:

- Hands-On Math: Geometry with Geoblocks (Grades 1-4)
- Hands-On Math: Measurement with Marbles (Grades 1-4)