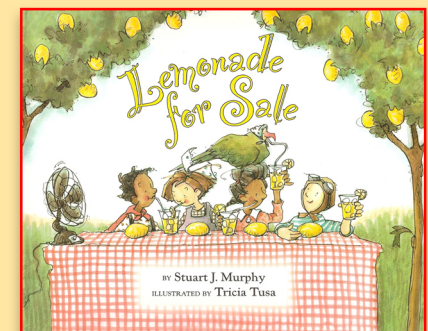
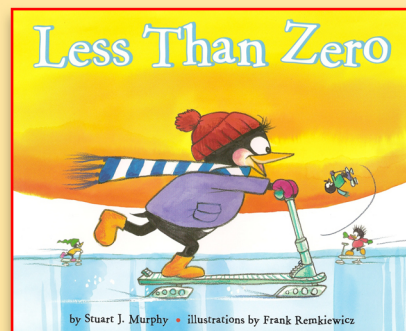
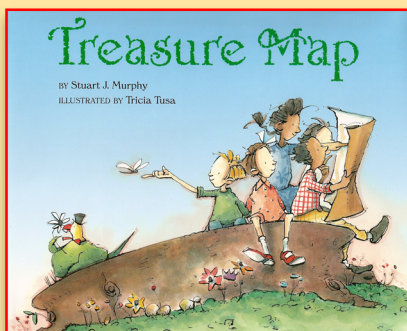
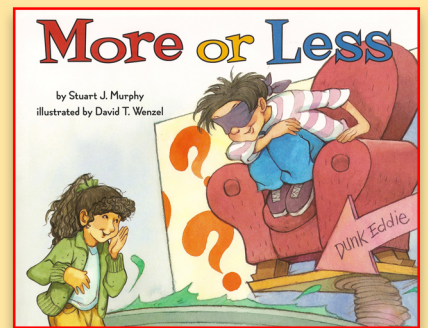
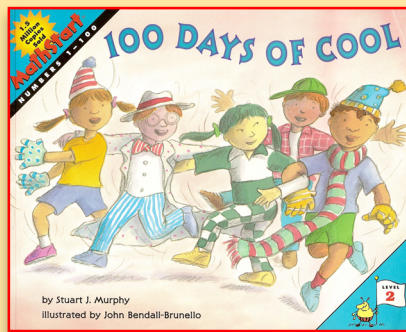
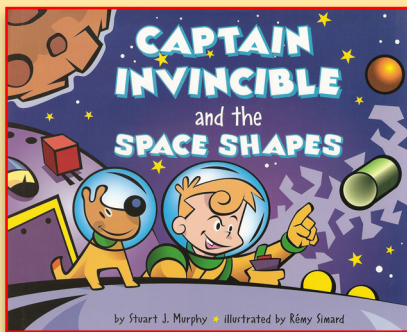


Activities Inspired by
the books of

The
Main Street Kids' Club
a MathStart Musical



Stuart J. Murphy's

MathStart[®]

 HarperCollinsChildren'sBooks

The
Main Street Kids' Club
a **MathStart** Musical

It's Showtime!

A musical based on **MathStart** books?!

Yes! Yes! Yes!

Playwright Scott "Schoolhouse Rock Live!" Ferguson has created an original tale of adventure, mystery, friendship and, of course, math based on six of my stories.

Michael Mahler composed a toe-tappingly wonderful score, so get out your dancing shoes!

Story + Music + Math = **The Main Street Kids' Club**, where cool is the rule, and every day is an adventure!

As one second-grader put it "It's rad!" giving the show two thumbs up!

Start

MainStreetKidsClub.com



Stuart J. Murphy's
MathStart[®]

For information on **licensing a production** contact **Music Theatre International (MTI)**:

212-541-4684

licensing@mtishows.com



Scott developed two scripts. The first is for six actors, which is perfect for children's and community theaters. The second is for five actors, designed for touring productions.

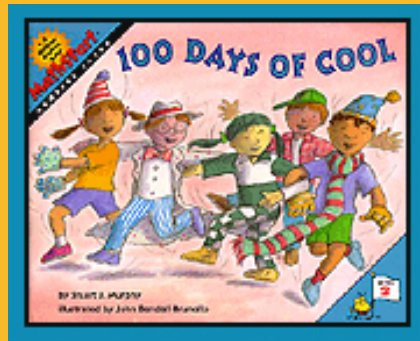
We encourage high school theatre departments to consider taking a license and touring the show to district elementary schools.

For information on booking a performance through **Threatrebam Chicago**:

773-465-8668

theatrebam@mac.com





Stuart J. Murphy's
MathStart[®]

100 Days of Cool
Level 2 / Ages 6+
Numbers 1–100



Understanding the concept of 100 is a benchmark for children as they become familiar with percentages and place value.

Story Description

When Mrs. Lopez tells her class that they're going to celebrate "100 Days of School," Maggie hears "100 of Days of Cool" instead. Mrs. Lopez thinks that's a great idea, too. So for the next 100 days, Maggie, along with her buddies Nathan, Yoshi, and Scott, come up with 100 different ways to be cool. They wear funny glasses, fancy socks, decorate their bikes, even dress up in cloths from the wacky 1970s.

A number line is used to keep track of their progress.

Illustrated by John Bendall-Brunello.



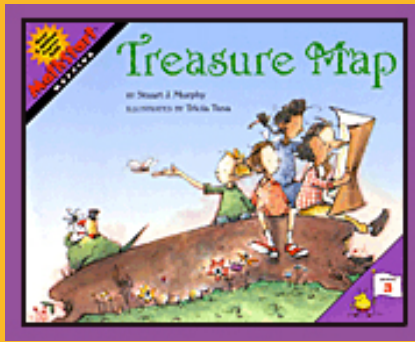
Activities

- Make a number line similar to the one shown in the book on a long, thin sheet of paper. Fold the number line in half and in half again. Use the folds to show how day 25 is $\frac{1}{4}$ of the way to 100, day 50 is halfway, and day 75 is $\frac{3}{4}$ of the way.
- Look at a calendar with your child or students. Starting on January 1, find the 100th day of the year. Together, make a guess in which month the day will fall. What day of the week will it be? Then see if you got it right. Try the same thing again, this time counting from today's date or from a child's birthday to find the 100th day.
- Give your child or a group of students a set of dominos. Have them try to make "trains" (lines of matching dominos) with exactly 100 dots. How many trains can they make?



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Stuart J. Murphy's
MathStart

Treasure Map
Level 3 / Ages 7+
Mapping



Map-reading uses several mathematical skills, including interpreting symbols and understanding scale and direction

Story Description

Buried treasure! Matthew can't wait to tell his friends in the Elm Street Kids' Club about the cool map he found. It's over 50 years old and filled with clues that lead them to the new Wonderland Park. Petey the Parrot cheers them on as they try to make sense of dated directions.

The clues don't always match—a dirt path has now become a paved sidewalk and there's the mystery of what happened to the big old tree. But they finally find the "X" that marks the spot and start digging.

It's a time capsule! The kids decide to add their own treasures to surprise the next group of friends that finds the map. Even Petey contributes a loose tail feather.

Illustrated by Tricia Tusa.



Activities

- Help your child make a map of his or her room. The map should include a key that contains symbols or pictures of real items in the room. You can also make maps of your home, school, backyard, playground, or the neighborhood.
- On your next trip to the mall, help your child first locate where you are on the mall directory map. Then some favorite stores. Look at the key and discuss the meaning of various symbols. Ask your child to find the nearest restroom or restaurant using the map.
- Visit a site on the Internet that provides maps and directions. Help your child or students enter the school's address and that of a nearby park. Print the map and have the children trace the route. Do the directions show the same route the children usually use? What things other than street names does the map show?
- Ask the children in your class where they were born and note it on a map. How many were born in the same city? State? Country? Using an Internet map service, chart trips from school to each of the locations.



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Captain Invincible and the Space Shapes
Level 2 / Ages 6+
3D Shapes

Recognizing and classifying three-dimensional shapes is an important part of geometry

Story Description

Sam—a.k.a. "Captain Invincible"—and his trusty space pooch Comet have their hands and paws full trying to navigate through the universe.

Meteor showers, flying saucers, and a "galactic beast" are some of the dangers lurking among the stars.

They have to push the right button—the cube, pyramid, cylinder, cone, sphere or rectangular prism—in order to land safely in...Sam's bedroom!

Illustrated by Rémy Simard.



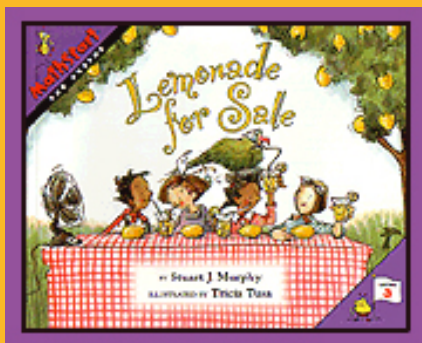
Activities

Ask your child or students: "How is the square different from the other shapes in the same row on the instrument panel?" Then discuss the similarities and differences of all the shapes in the square row. Continue by discussing the circle row.

Have your child or students create their own spaceship using the six shapes found in the story. Shapes can be made out of construction paper, or use shapes found around the house to construct the spaceship (for example, a paper towel roll is a cylinder).

Make up riddles about the attributes of the various space shapes. For example: "I have six faces and they are all the same. Who am I?" (answer: A cube!) Let your child or students try to guess the answers. Encourage them to create their own for others to answer.





Stuart J. Murphy's
MathStart[®]

Lemonade for Sale
Level 3 / Ages 7+
Bar Graphs



Gathering, charting and comparing data is an important skill for assessing progress and making predictions.

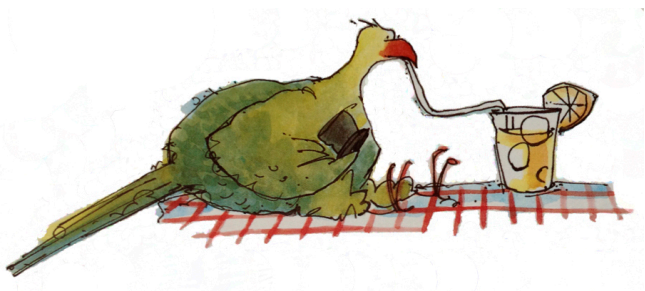
Story Description

When members of the Elm Street Kids' Club decide to sell lemonade to raise money to fix up their clubhouse, they do it in style.

Dressed in special "lemon hats," with Petey the Parrot, the club mascot squawking, "Lemonade for Sale!" business booms at first. Sheri keeps track on a bar graph, plotting the number of cups sold against the days of the week. But sales drop quickly when Jed the Juggler comes to town.

What will the Elm Street kids do?

Illustrated by Tricia Tusa.



Activities

Read the story with your child or class and describe what is going on in each picture. Talk about the graphs that accompany the story. Ask questions such as: "On which day were more cups sold, Monday or Tuesday?" and "How many cups were sold on Wednesday?"

Talk about the different types of bar graphs that children may see. Those with bars that touch (A), or that show picture of the items being counted (B) are often included in school books. Those with space between the bars (C) often appear in magazines and newspapers. Collect examples of as many bar graphs as you can find and together discuss what information is being expressed.

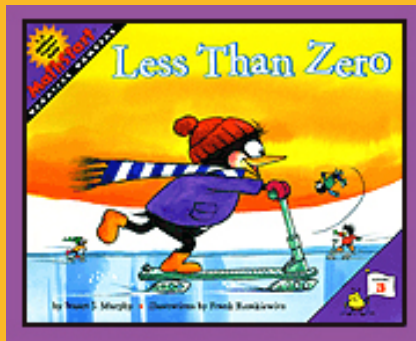
Make graphs of things that happen in the real world such as children playing at the park, dogs being walked past your house, cars parked on the street, by counting them each day for a week. Do more children play at the park on the Monday or Saturday? How many cars are parked on the street on Tuesday morning? How many on Sunday morning? Does the number go up or down from day to day?

Set up your own lemonade stand with a group of friends and create a graph to keep track of the sales. On which day did you sell the most? The least? Show when sales were going up or down.



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Stuart J. Murphy's
MathStart[®]

Less Than Zero
Level 3 / Ages 7+
Negative Numbers



The introduction of negative numbers extends a child's knowledge of the number system and is an important concept in algebra.

Story Description

It is so much fun to be a penguin—especially when you can swirl around on your very own ice scooter. Perry really wants one, but they cost 9 clams and he doesn't have a clam to his name. Then mom pays him 4 clams to trim the ice in front of their house. Perry decides to make a chart to track his savings. So far, so good! But then he goes to the Ice Circus with Fuzzy and it costs 5 clams. Fuzzy lends him the extra clam and now Perry is in debt and has to mark his chart at "-1." When Baldy loans him 2 clams for a Fishy Float, the total dips even further, to "-3." Will Perry be able to climb out of negative number territory, pay back his friends, and make enough money for a scooter? Good thing there's always plenty of snow to shovel! The introduction of negative numbers extends a child's knowledge of the number system and is an important concept in algebra.

Illustrated by Frank Remkiewicz.

Activities

- After reading the story, return to the graphs. Have your class (or child) retell the story by looking at the graphs to see what happened to Perry's clams.
- Create a number line that includes numbers from -4 to 10 on a long sheet of paper. As you reread the story, keep track of Perry's clams by using a marker on the number line (a button or a penny will also work). Start with the marker on zero. When Perry gains some clams, move the marker to the right to reach the correct number. When Perry spends or loses his clams, move the marker to the left to change the number. After each move, ask, "How many clams does Perry have now?"
- Have your students (or child) write down the amount each receives for an allowance in a notebook. Then have them keep a running account of the money they spend. Discuss what could happen if they wanted to make a purchase after the allowance is all spent.



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Stuart J. Murphy's
MathStart

Treasure Map
Level 3 / Ages 7+
Mapping



Map-reading uses several mathematical skills, including interpreting symbols and understanding scale and direction

Story Description

Buried treasure! Matthew can't wait to tell his friends in the Elm Street Kids' Club about the cool map he found. It's over 50 years old and filled with clues that lead them to the new Wonderland Park. Petey the Parrot cheers them on as they try to make sense of dated directions.

The clues don't always match—a dirt path has now become a paved sidewalk and there's the mystery of what happened to the big old tree. But they finally find the "X" that marks the spot and start digging.

It's a time capsule! The kids decide to add their own treasures to surprise the next group of friends that finds the map. Even Petey contributes a loose tail feather.

Illustrated by Tricia Tusa.



Activities

- Help your child make a map of his or her room. The map should include a key that contains symbols or pictures of real items in the room. You can also make maps of your home, school, backyard, playground, or the neighborhood.
- On your next trip to the mall, help your child first locate where you are on the mall directory map. Then some favorite stores. Look at the key and discuss the meaning of various symbols. Ask your child to find the nearest restroom or restaurant using the map.
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- Ask the children in your class where they were born and note it on a map. How many were born in the same city? State? Country? Using an Internet map service, chart trips from school to each of the locations.



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Level 1 Books / Ages 3+

Beep Beep, Vroom Vroom!

Pattern Recognition

The Best Bug Parade

Comparing Sizes

Bug Dance

Directions

Circus Shapes

Recognizing Shapes

Double the Ducks

Doubling Numbers

Every Buddy Counts

Counting

The Greatest Gymnast of All

Opposites

Henry the Fourth

Ordinals

A House for Birdie

Understanding Capacity

It's About Time

Hours

Jack the Builder

Counting On

Just Enough Carrots

Comparing Amounts

Leaping Lizards

Counting by 5s and 10s

Mighty Maddie

Comparing Weights

Missing Mittens

Odd and Even Numbers

Monster Musical Chairs

Subtracting One

One...Two...Three...Sassafras!

Number Order

A Pair of Socks

Matching

Rabbit's Pajama Party

Sequencing

Seaweed Soup

Matching Sets

3 Little Firefighters

Sorting

Level 2 Books / Ages 6+

Animals on Board

Adding

The Best Vacation Ever

Collecting Data

Bigger, Better, Best!

Area

Captain Invincible & the Space Shapes

3-Dimensional Shapes

Coyotes All Around

Rounding

Elevator Magic

Subtracting

A Fair Bear Share

Regrouping

Get Up and Go!

Timelines

Give Me Half!

Understanding Halves

Let's Fly a Kite

Symmetry

Mall Mania

Addition Strategies

More or Less

Comparing Numbers

100 Days of Cool

Numbers 1 - 100

Pepper's Journal

Calendars

Probably Pistachio

Probability

Racing Around

Perimeter

Same Old Horse

Making Predictions

Spunky Monkeys on Parade

Counting by 2s, 3s, 4s

The Sundae Scoop

Combinations

Super Sand Castle Saturday

Measuring

Tally O'Malley

Tallying

Level 3 Books / Ages 7+

Betcha!

estimating

Dave's Down to Earth Rock Shop

Classifying

Dinosaur Deals

Equivalent Values

Divide and Ride

Dividing

Earth Day Hooray!

Place Value

Game Time!

Time

The Grizzly Gazette

Percentage

Hamster Champs

Angles

Jump, Kangaroo, Jump!

Fractions

Lemonade for Sale

Bar Graphs

Less Than Zero

Negative Numbers

The Penny Pot

Counting Coins

Polly's Pen Pal

Metrics

Ready, Set, Hop!

Building Equations

Rodeo Time

Reading a Schedule

Room for Ripley

Capacity

Safari Park

Solving for Unknowns

Shark Swimathon

Subtracting 2-digit Numbers

Sluggers' Car Wash

Dollars and Cents

Too Many Kangaroo Things to Do!

Multiplying

Treasure Map

Mapping

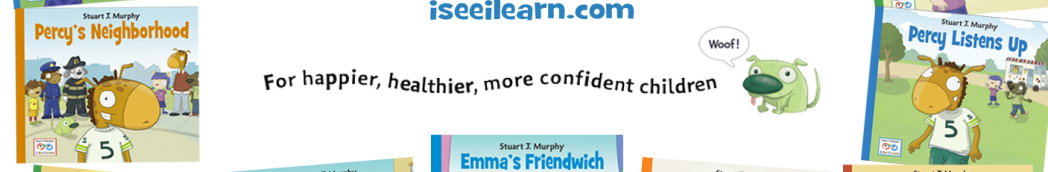
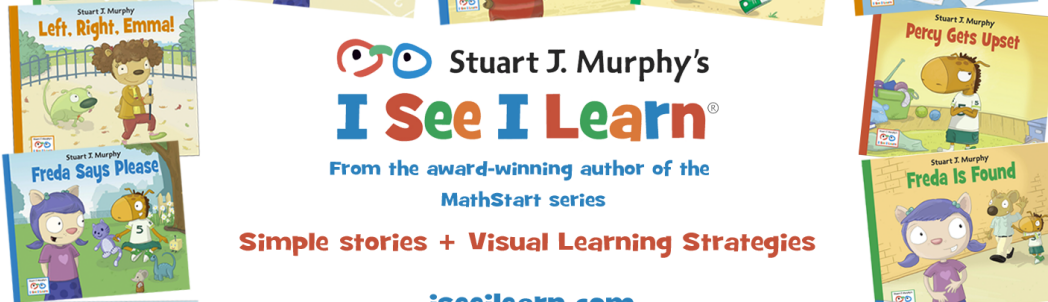


Hello,

Did you know I have another children's series? Just like MathStart, **Stuart J. Murphy's I See I Learn** books combine simple stories and visual learning strategies. The focus is on teaching social, emotional, health and safety, and cognitive skills to children in Pre-K, Kindergarten and First Grade.

Come meet Freda, Percy, Emma, Ajay, Camille, Carlos and their wonderful teacher, Miss Cathy. And don't forget to give Pickle a pat on the head!

Start



For happier, healthier, more confident children

