

## Tabletop Jr.



**Tabletop Jr.** can support, supplement, and extend your class's work in:

- grouping, sorting, and classifying
- logical reasoning
- pattern making
- measuring
- collecting and organizing information
- graphing and interpreting data.

**Construction Panel** is your tool to make your objects.

Below the construction panel are 4 accessories. Drag objects to them.

- The **duplicator**: Drop an object here to make an exact double, or "twin" object.
- The **shed**: Hide objects inside. The shed doors bulge. Click the doors to retrieve any hidden objects.
- The **yard**: Place objects here that you want to set aside for now.
- The **recycling bin**: Dispose of objects here. Only the most recently discarded object can be returned to the tabletop.

There are 7 **Plot** options -

- **Free**: Allows you to arrange objects on the tabletop however you choose. This plot is different from other plots because it is NOT governed by a rule.
- **Bunch Up**: Sorts objects into clusters or "bunches".
- **Stack Up**: Arranges the objects on your tabletop in columns or stacks.
- **Axes**: Organizes data in rows and columns. **Loops**: Allows you to plot up to 3 loops at a time.
- **Link Up**: Allows you to join objects in a chain. A dot appears to mark the successful link.
- **Tile Up**: Allows you to place objects within a pattern of rectangular or hexagonal cells.

Tabletop Jr. manual can be found in your learning carousel or media center. Manual includes project ideas, challenge cards, and blackline masters.