Unit 4

2ⁿᵈ Grade
Bridges in Mathematics

Kid Friendly
Work Place Directions

These simplified instructions are designed to provide highly visual support to young learners. Directions are condensed to fit one page to make preparation easier. Simply print, laminate, and store with the work place!

Types of Work Places:

Pages with this image in the top right corner indicates that the work place is meant to be done with a partner.

Pages with this image are meant to be done independently.

I used products from these stellar sellers:

CREATIVE Clips
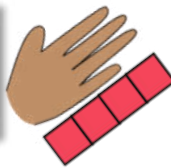KRISTA WALLDEN

Jessica Ann
♥ ♥ ♥ STANFORD
Mrs. Stanford's Class

1. Look at the pictures on your paper. Estimate how long it is in inches. **An estimate is a smart guess**. Write your guess on your paper.

2. Use the tiles to measure it and write it down on your paper.
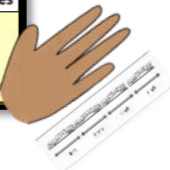
3. Then, use the inchworm ruler to measure it and write it down on your paper.

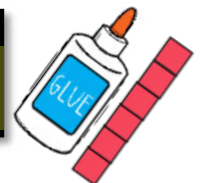4. After you finish the page, answer the question at the top of the next page.

5. Then, you get to pick what to measure! Write what you're measuring on your paper and make another estimate or smart guess!

6. Then measure it with the tiles and write it down.
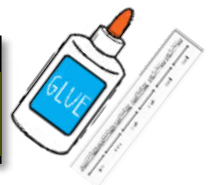
7. Measure it with the ruler and write it down.

4B: Measuring in Yards
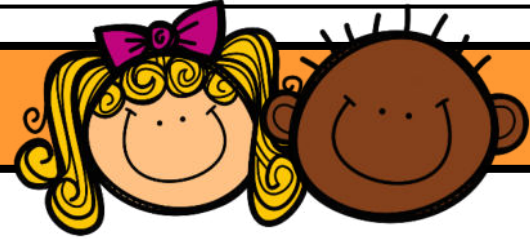
1. With your partner, choose something to measure and write it on your paper.

My Object
a window

2. Then, estimate how long it is **in yards**. Remember, **an estimate is a smart guess**! Write it on your paper.

We think it's 3 yards.

My Object	My Estimate
a window	3 _____ yards

3. Measure it with the string and write it on your paper.

My Object	My Estimate	Actual Length
a window	3 _____ yards	2 _____ yards

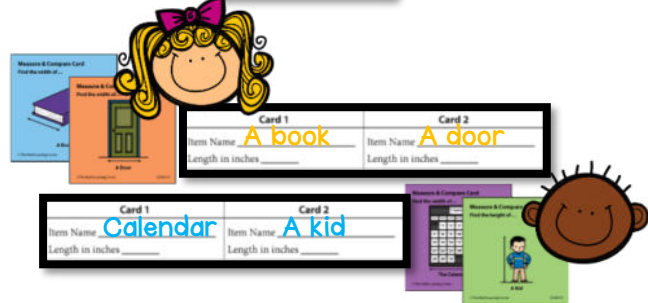4. Keep going until your paper is full.

4C: Measure & Compare
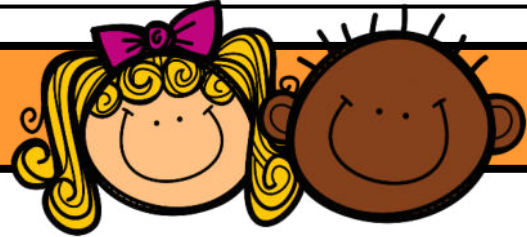
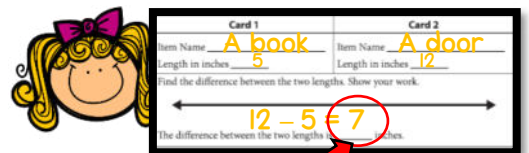1. Mix up the cards and put them face down.

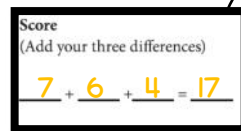2. **Player 1** and **Player 2** each pick two cards. Write down what is on your cards.

3. Measure both objects and write down how many **inches** they are.

4. Find the difference by subtracting both of **your** numbers.

5. Keep playing two more times. Then, add up **your** three differences to get your score.
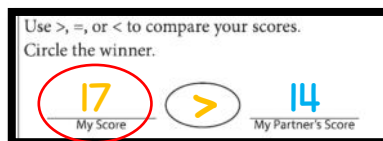
The first time I got 7.
Then I got 6.
Last, I got 4.

7 + 6 + 4 = 17 points.

Score
(Add your three differences)

7 + 6 + 4 = 17

6. **Player 1** rolls the more/less die. If it lands on "less," the person with the smallest number wins. If it lands on "more," the person with the biggest number wins.

More

I got 17 points!

I got 14 points!

7. Write the comparison and circle the winner.

Use >, =, or < to compare your scores.
Circle the winner.
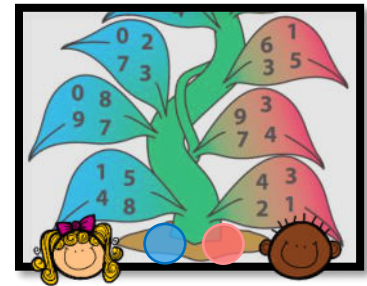
17   >   14
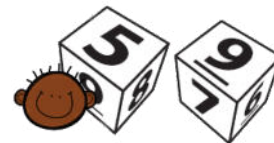My Score   My Partner's Score

1. For this game, **Player 1** will be **red** and **Player 2** will be **blue**.

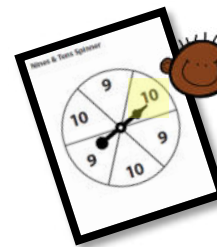2. Put your markers on the bottom of the beanstalk on the side that matches your color.

3. **Player 1** rolls the dice and adds the numbers. If it is less than 10, try again.

$5 + 9 = 14$

$14 - 10 = 4$

4. **Player 1** spins the spinner and subtracts that number from the number they got with the dice.

5. If that number is in the first leaf, you can move your marker up to it. **If your number isn't there, you can't move and it's the next player's turn.**

I got 4. 4 is on the first leaf, so I can move my marker up!

6. Then it's **Player 2**'s turn.

7. Keep taking turns. The first person to get to the top wins!