

4A: Tic-Tac-Tock

Names:










[Spin this spinner twice](#) and add the numbers together to get your hour. Now spin it one more time and then spin [this spinner](#). Multiply the two numbers to get your minutes.

[Use this clock app to show your time on the clock.](#)

Get a record sheet from your teacher. It looks like this. Use it to record your times that match the descriptions. Or you and your partner can separately fill one out on here. The first person to get 3 clocks in a row wins!



4A Tic-Tac-Tock Record Sheet

 <p>Fill in this clock if you roll an hour that is even.</p>	 <p>Fill in this clock if you roll an hour that is odd.</p>	 <p>Fill in this clock if you roll minutes that are between 15 and 30.</p>
 <p>Fill in this clock if you roll minutes that are between 30 and 45.</p>	 <p>Fill in this clock if you roll minutes that are even.</p>	 <p>Fill in this clock if you roll minutes that are odd.</p>
 <p>Wild Clock! Fill in this clock anytime!</p>	 <p>Fill in this clock if you roll a multiple of 2 for either the hour or the minutes.</p>	 <p>Fill in this clock if you roll a multiple of 5 for either the hour or the minutes.</p>

4B: Measurement Scavenger Hunt

Names: _____

[1st spinner](#)

[2nd spinner](#)

Spin the spinners, use

the materials to

measure, then record your answers on a record sheet that looks like the one below. Or you and your partner can separately fill one out on here. [Try this game afterwards.](#)

- M**
- Measuring tape marked with millimeters
 - Pan balance scale
 - Metric masses: 7 boxes of 100 paperclips, 1 bag of 50 one-gram cubes, a container of loose 1-gram cubes
 - Modeling clay
 - 1-quart/1-liter measuring cup
 - Pitcher or container with a pour spout, filled with about 1 liter of water
 - Several different unmarked containers of different volumes
 - Dish towel or paper towels

If players spin mass, they will use modeling clay.

- Players make a ball of clay to try to approximate the mass they spun.
- Then, they find the actual mass of the ball of clay they made by placing it on one side of the pan balance scale, and using the metric masses on the other.

If players spin volume, they will use water.

- Players pour water from the pitcher into one of the containers to try to approximate the amount they spun.
- Then they pour water from the container into the measuring cup to find its actual volume.

If players spin length, they find an object in the classroom.

- Players look for an object in the classroom that is approximately the length they spun on the quantity spinner. For example, if they spin 750, they find an object that they think is about 750 millimeters long.
- Then, they measure the object to find out how long it actually is.

Fill out the chart as you do the Measurement Scavenger Hunt.

What did you spin on the Measurement Spinner?	What did you spin on the quantity spinner?	Circle the units you'll need to use for this measurement.	Was your estimate greater than or less than the number you spun?	How would you change your guess?
ex Mass	500	grams milliliters millimeters	greater than	I would take off some clay and try again.
1		grams milliliters millimeters		
2		grams milliliters millimeters		
3		grams milliliters millimeters		
4		grams milliliters millimeters		
5		grams milliliters millimeters		

4C: Target One Thousand

Names: _____

[Spin this spinner 6 times](#) and make two 3-digit numbers. Try to make numbers that when added are close to 1,000. Add your two numbers and then subtract them from 1,000. The difference is your score. The person with the lower score wins each round. Play 3 rounds and add up your scores. The person with the lowest score wins! Get a record sheet from your teacher that looks like this or you and your partner can each fill one out separately on here.



4C Target One Thousand Record Sheet

For each round of the game, players write an addition equation, their score, and their partner's score.

First Game		Sum	Score	Partner's Score
1	_____ + _____ =			
2	_____ + _____ =			
3	_____ + _____ =			
My Final Score _____		My Partner's Final Score _____		

Second Game		Sum	Score	Partner's Score
1	_____ + _____ =			
2	_____ + _____ =			
3	_____ + _____ =			
My Final Score _____		My Partner's Final Score _____		

Third Game		Sum	Score	Partner's Score
1	_____ + _____ =			
2	_____ + _____ =			
3	_____ + _____ =			
My Final Score _____		My Partner's Final Score _____		

4D: Hexagon Spin & Feel

Names:

[Spin this spinner](#) to determine what shape you need to match the fraction in relation to the hexagon. The first person to fill 3 hexagons wins. You can trade smaller blocks for bigger blocks as you fill in your hexagons. When you are on your last hexagon, you can spin more than the last part you need and still win with a piece leftover.

Get a record sheet and pattern blocks from your teacher or use [this app](#). In the app take out 3 yellow hexagons and use the other shapes to put on top of them based on what you spin on each turn. Take a screenshot of your shapes when you are done and add it here.

