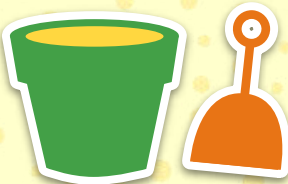


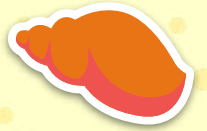


JUNE



Number Corner





June

Day 1

Day 5

Day 9

Day 13

Day 2

Day 6

Day 10

Day 14

Day 3

Day 7

Day 11

Day 15

Day 4

Day 8

Day 12





Day 1



SPLAT!



How many yellow shapes do you see?

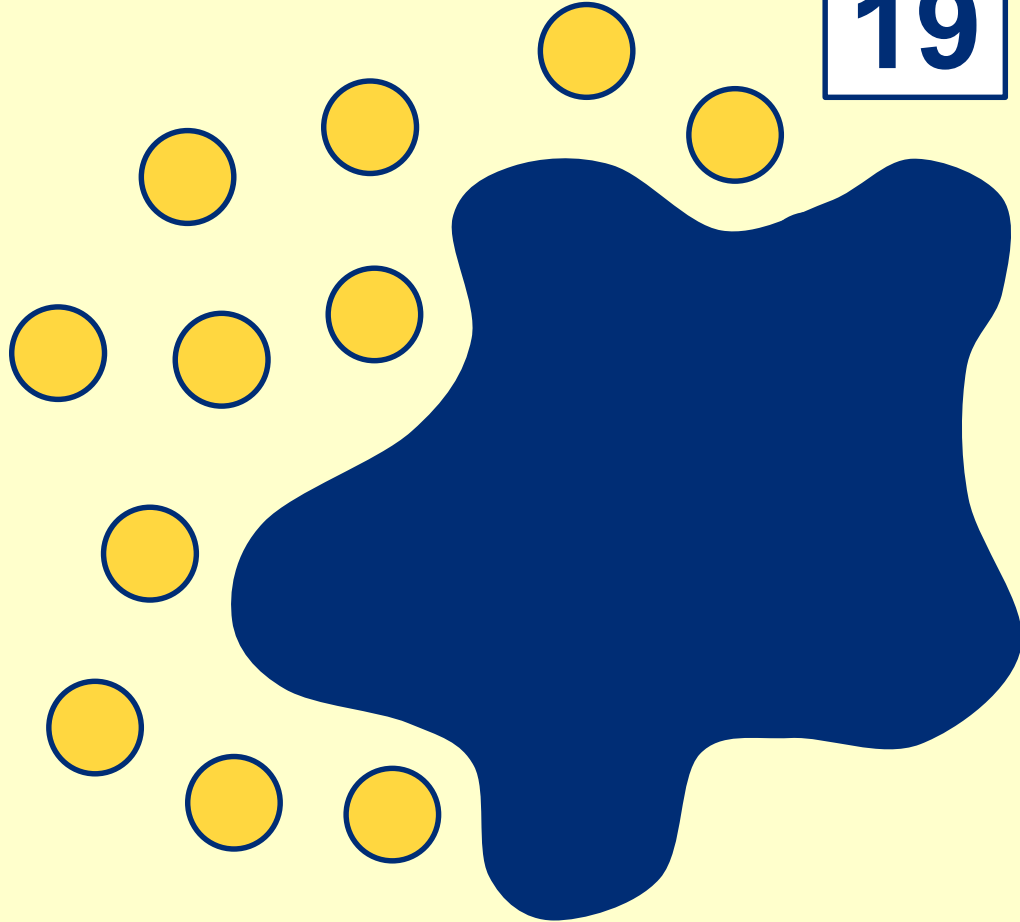
How many shapes are under the splat?
How do you know?

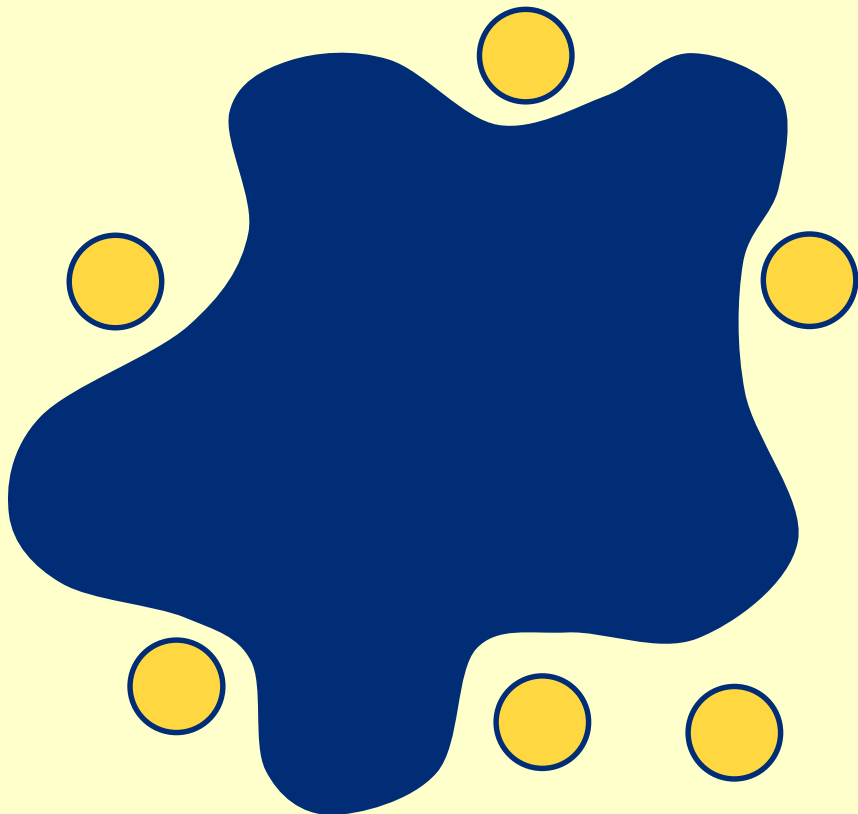
How else could you

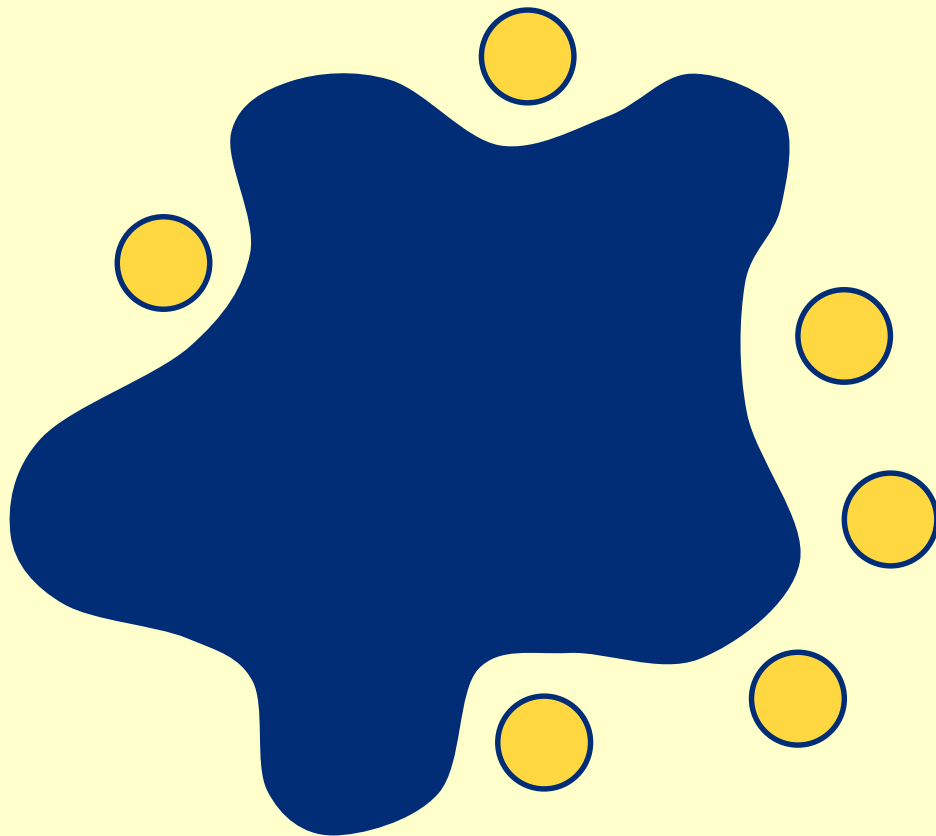
Let's look under the splat to see how many shapes are

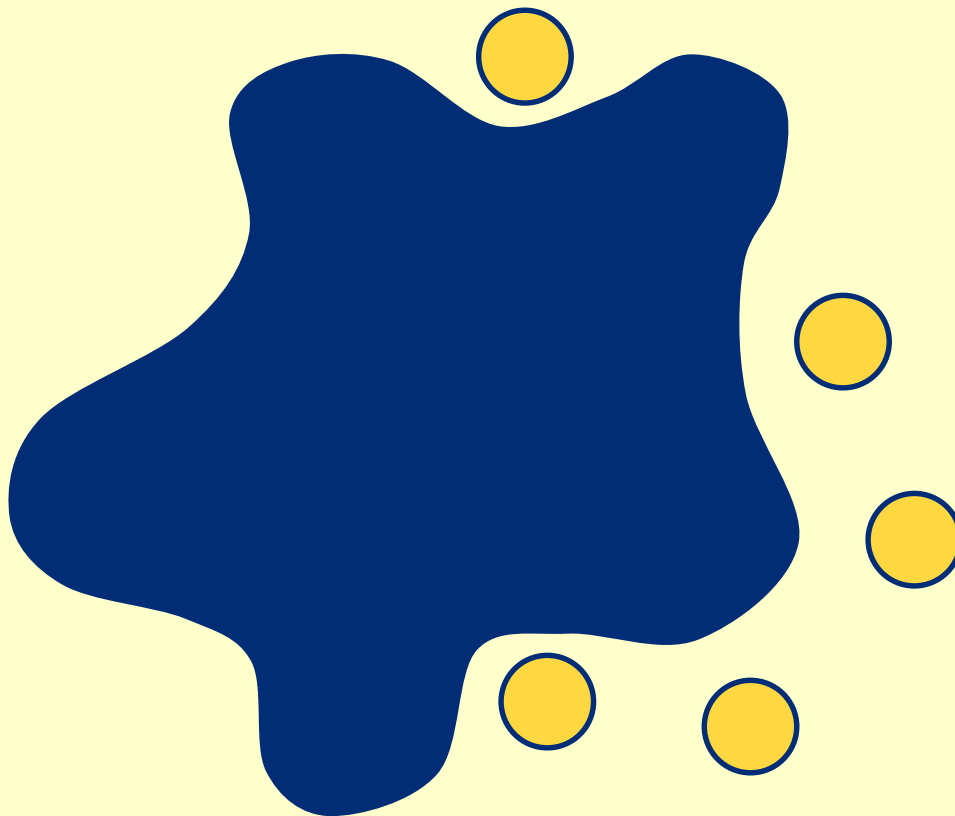
What can we learn from this picture?

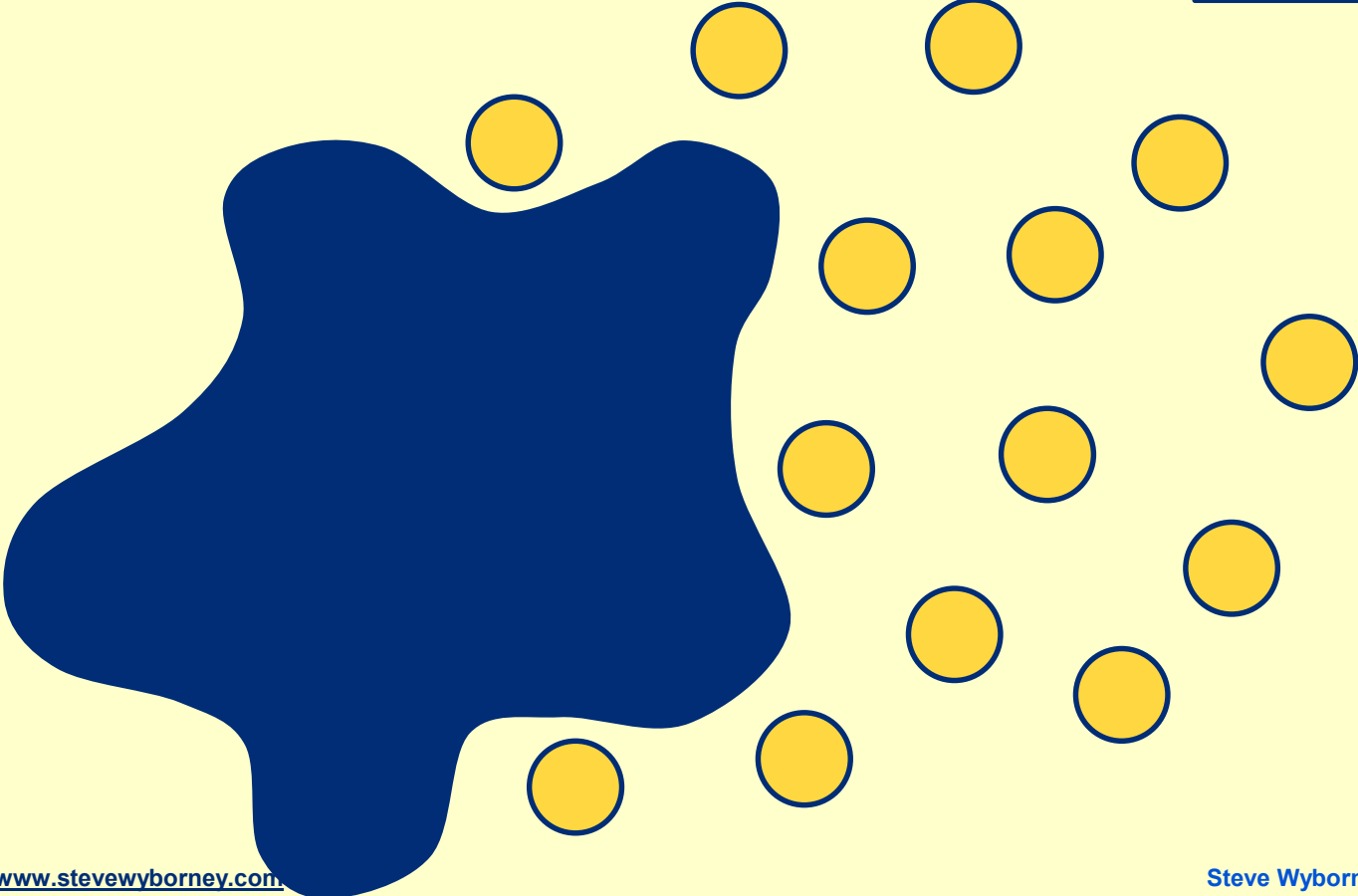
19



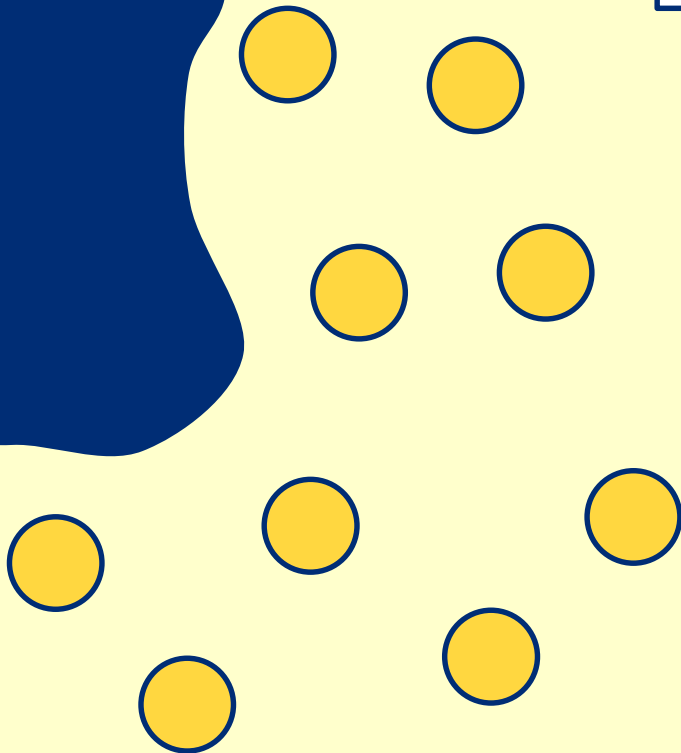
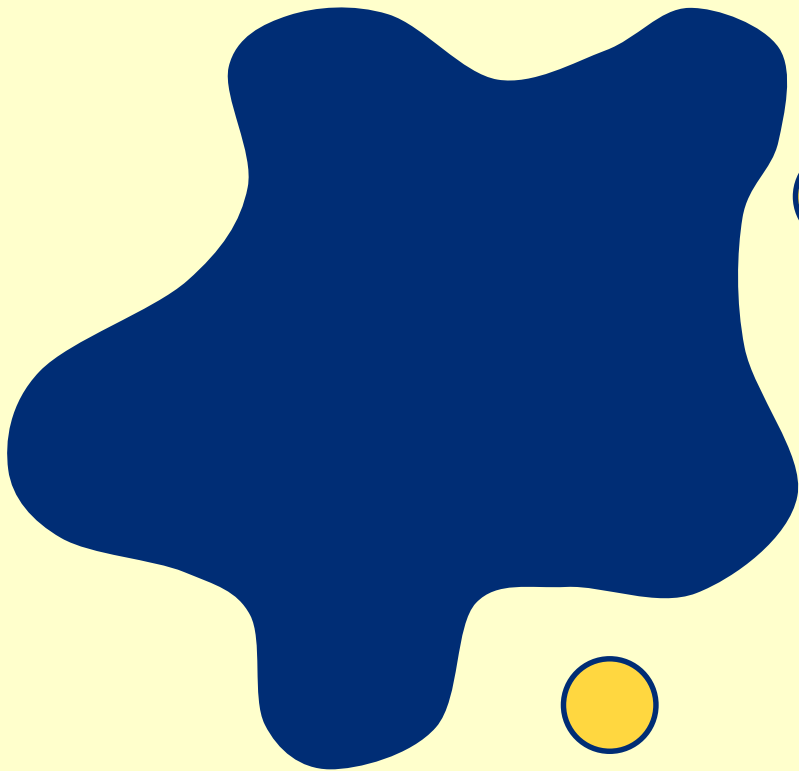


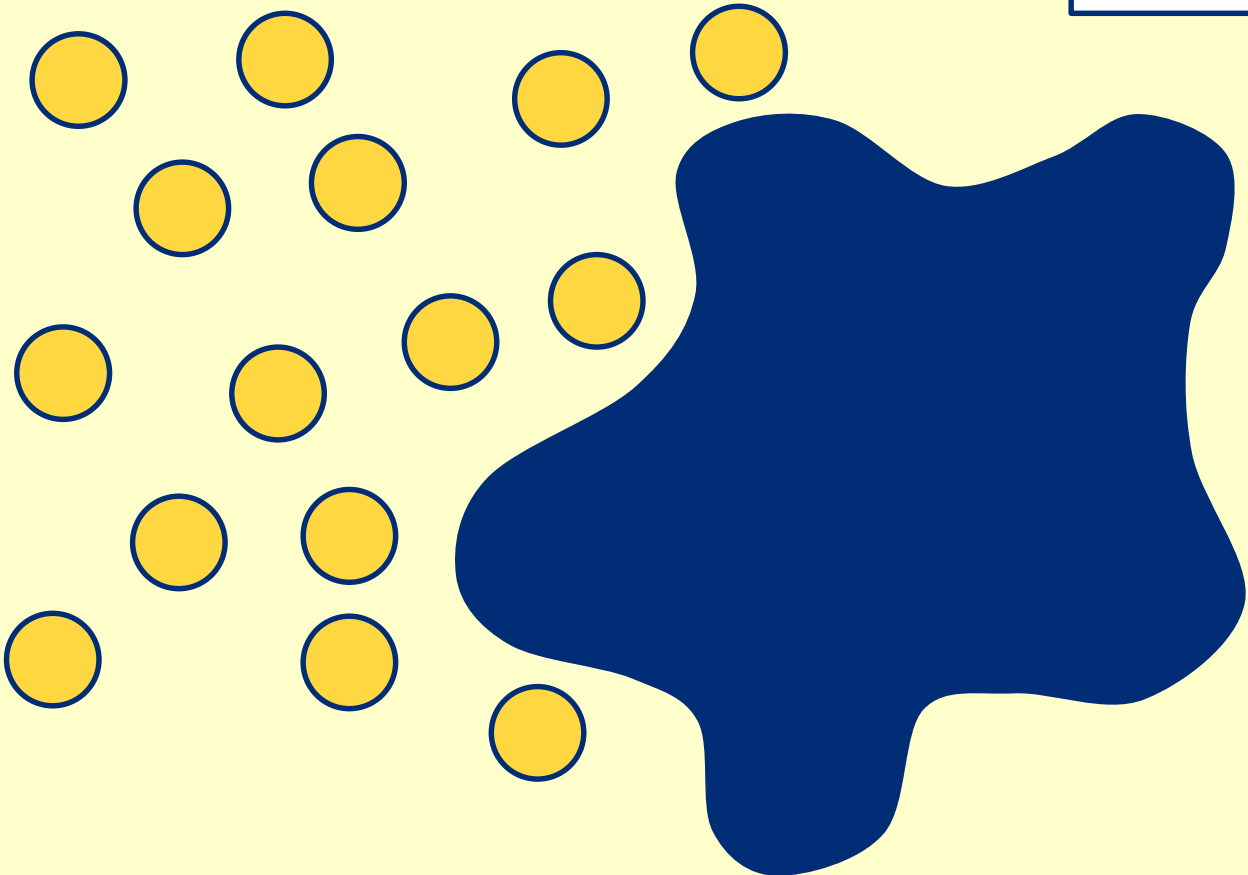


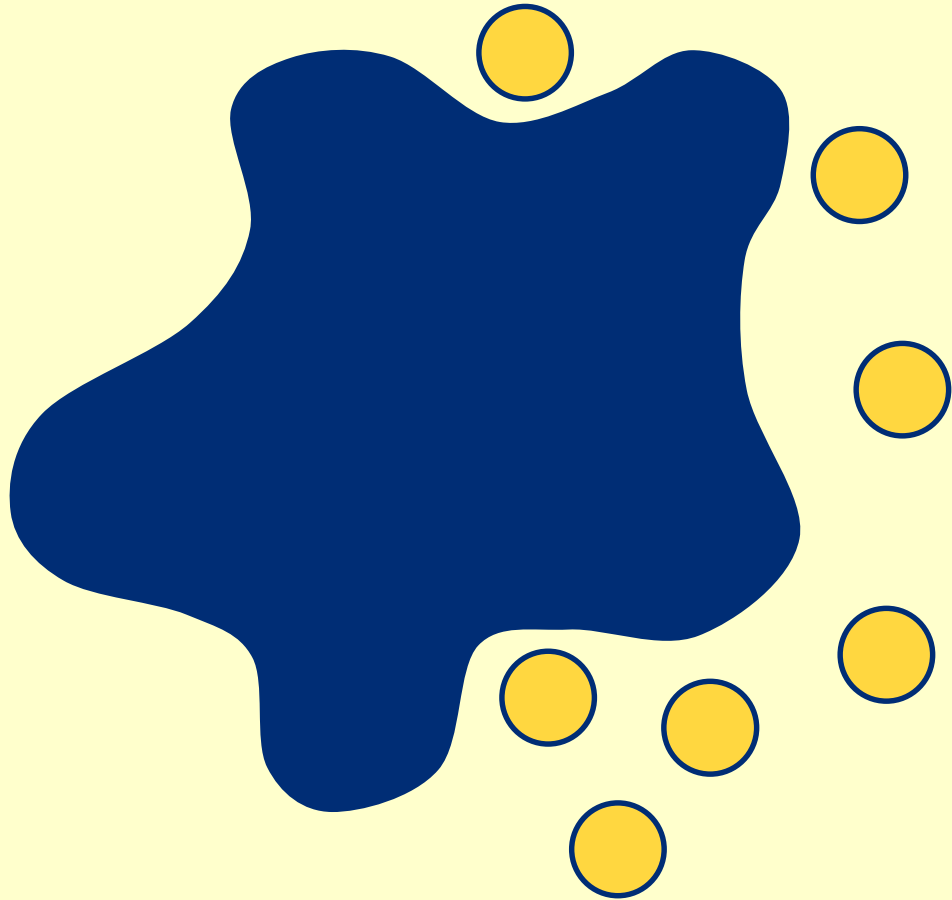


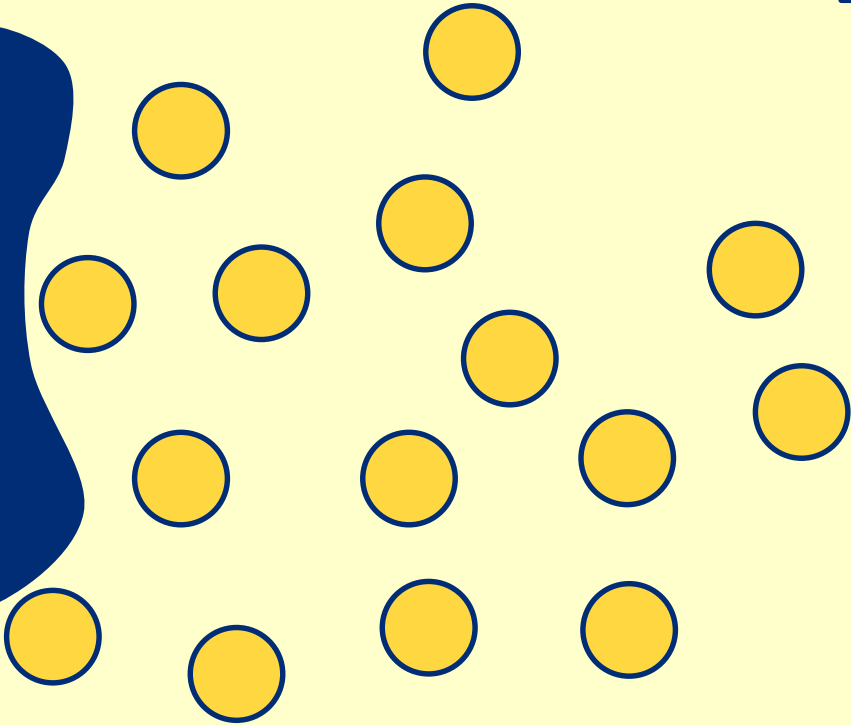
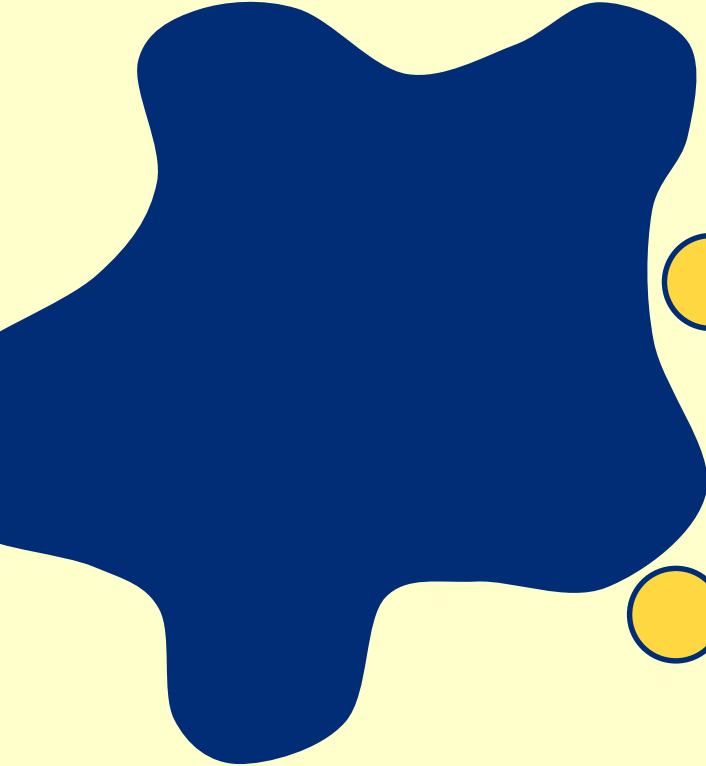


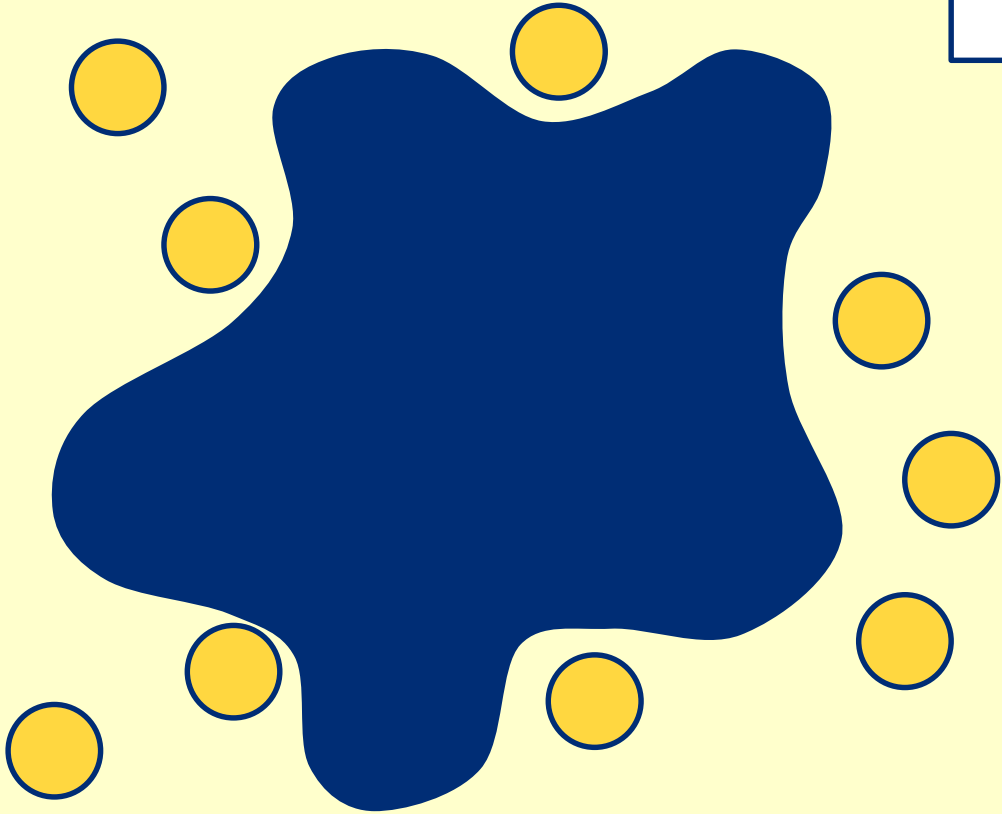
12









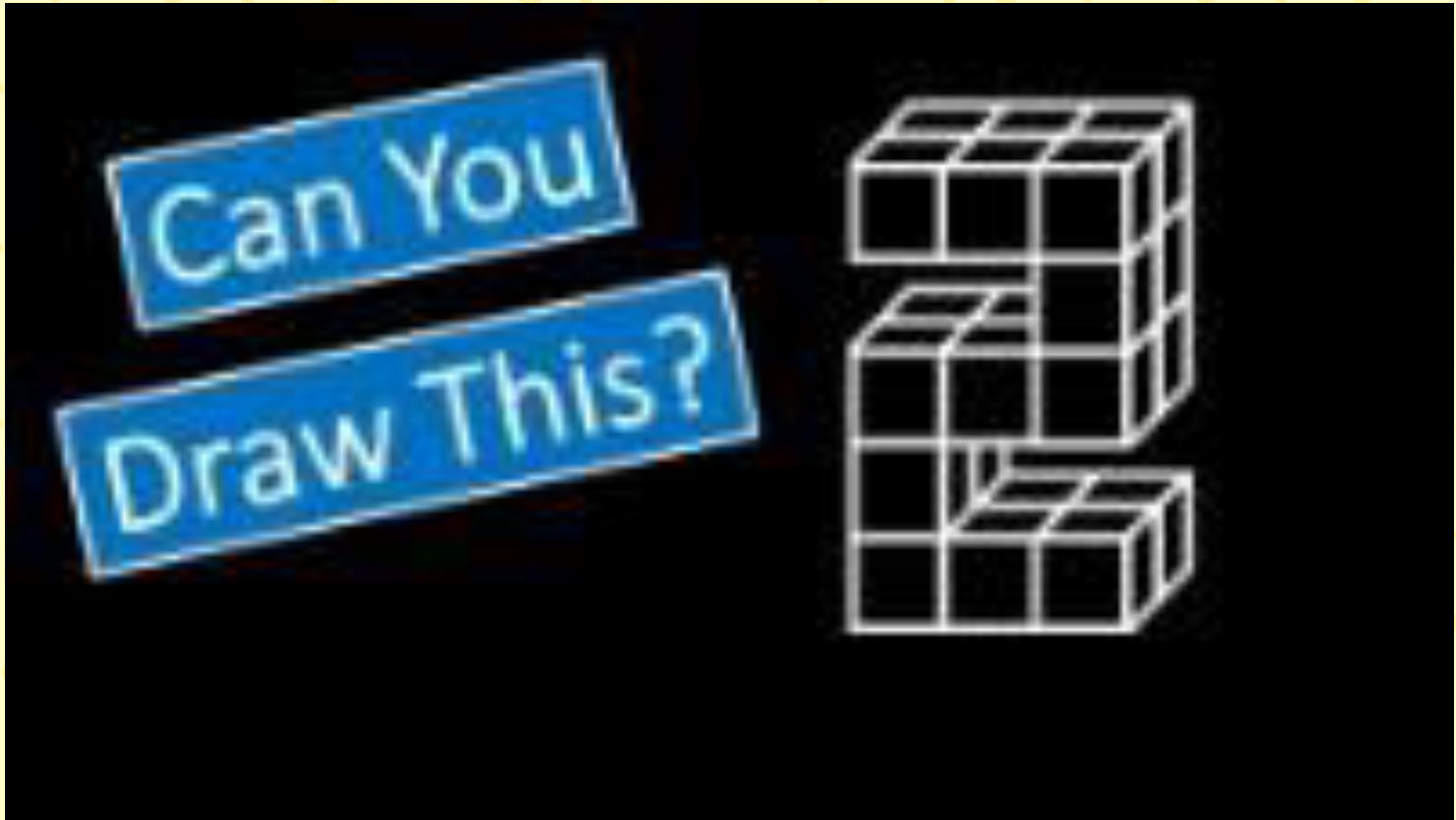




Day 2



Take out a pencil and paper!

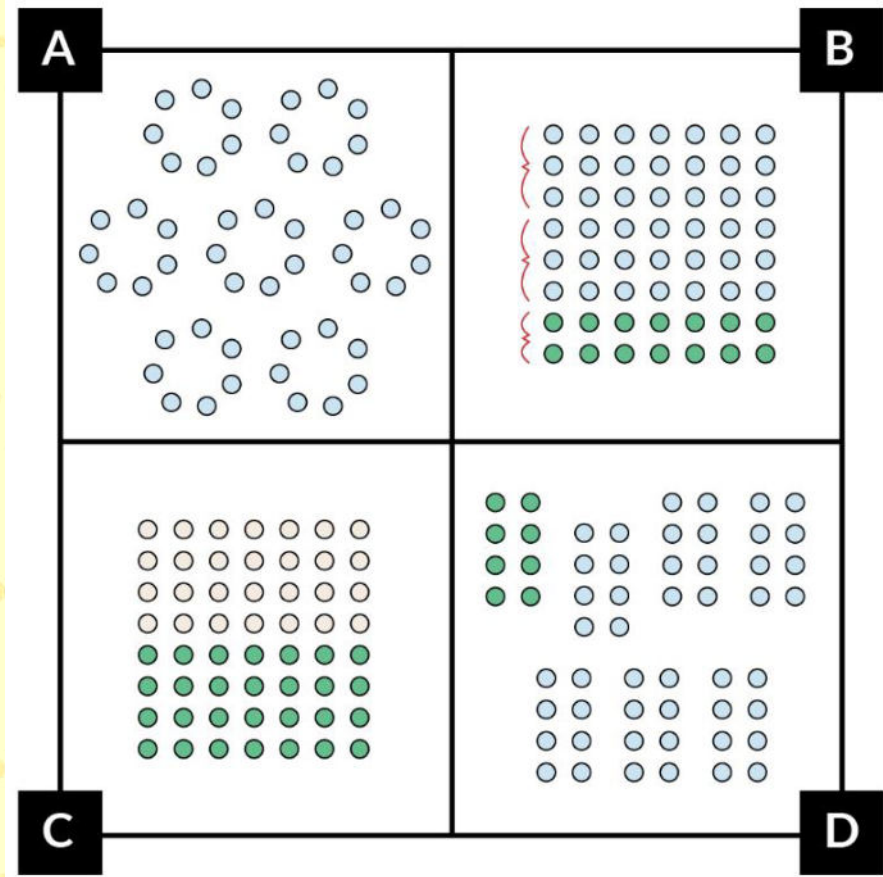




Day 3



Which one doesn't belong?





Day 4



Be a Zoo Exhibit Designer!



Welcome to ZooDesigner. You have been hired to design five enclosures for the animals at a local zoo. You have to use your knowledge of how to calculate area and perimeter to design the correct enclosures and to earn your ZooDesigner Points.

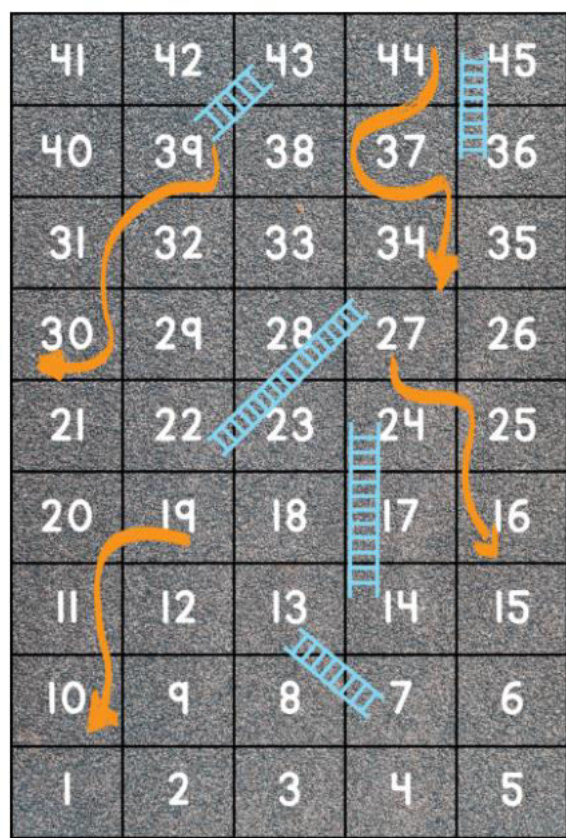
Use the blueprint area to sketch out the dimensions (area, perimeter, or area and perimeter) of the enclosure. If you design the enclosures incorrectly, the animals will escape and the zoo visitors will run for their lives. You, of course, will be fired!



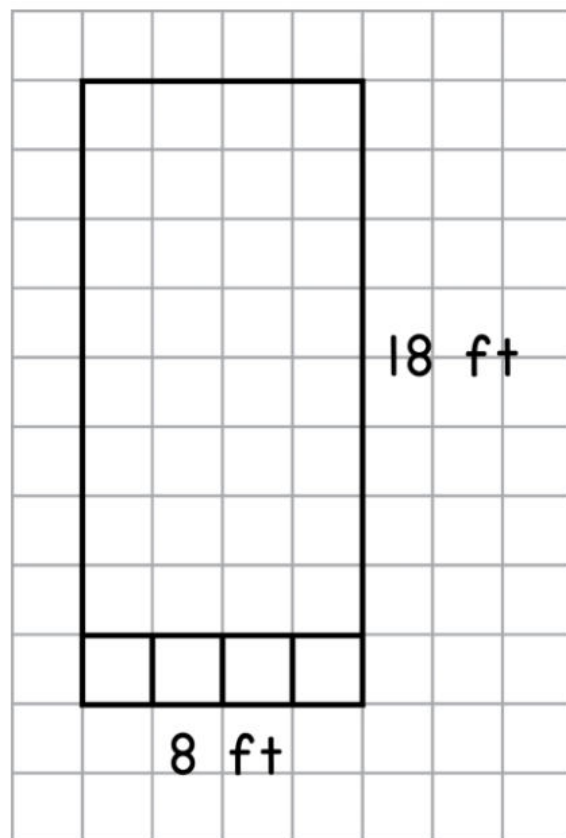
Day 5



What do you notice? What do you wonder?

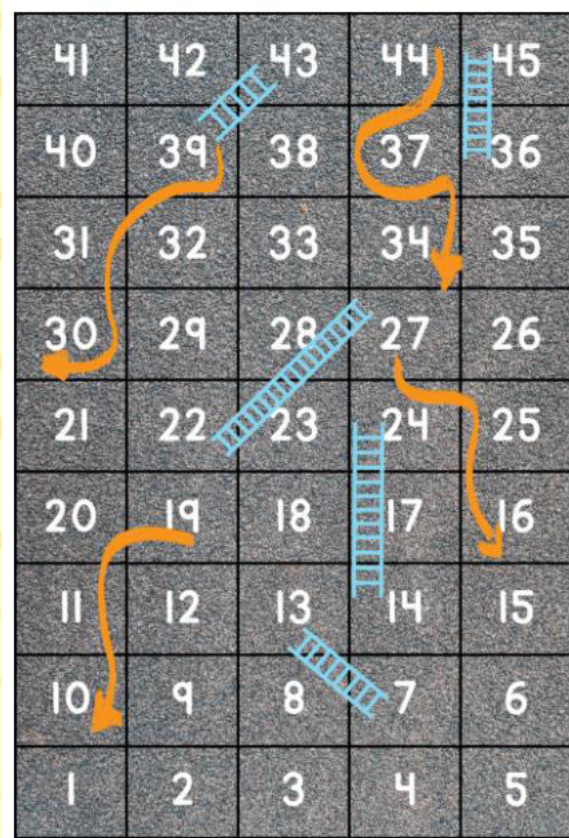


Sasha's Driveway

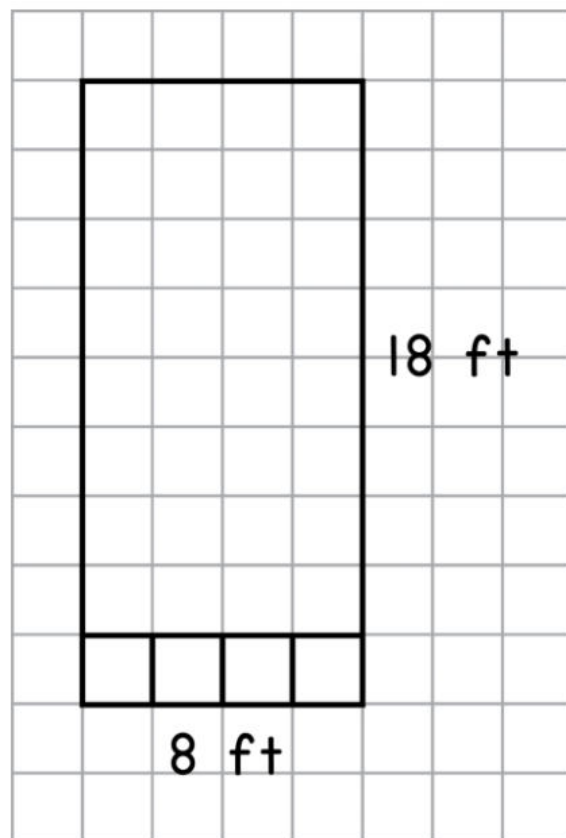


Rayne's Driveway Plan

Use pictures, models, or numbers to describe this situation.



Sasha's Driveway



Rayne's Driveway Plan



Day 6



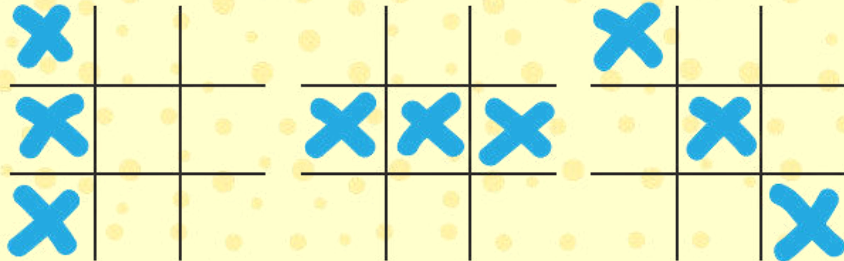


Multiplication Facts Tic-Tac-Toe



How to Play

1. Draw a large tic-tac-toe grid on a sheet of paper.
2. Each player chooses a different color pen, pencil, or marker.
3. Players take turns choosing a space on the Multiplication Facts Tic-Tac-Toe Board and recording their response in the corresponding space on the record sheet.
4. The first player to claim 3 spaces in a row, column, or on the diagonal wins the game.
5. Have fun!



Three ways to win!

Let's play
Teacher
vs. Class!

An equation that has a product with a 5 in the ones place.

An equation that has a product with two even digits.

An equation that has a product with a 3 in the tens place.

An equation that has a product with the tens digit greater than the ones digit.

An equation that has an odd product.

An equation that has a product with the ones digit greater than the tens digit.

An equation that has a product with digits that have a sum of 9.

An equation that has a product with two odd digits.

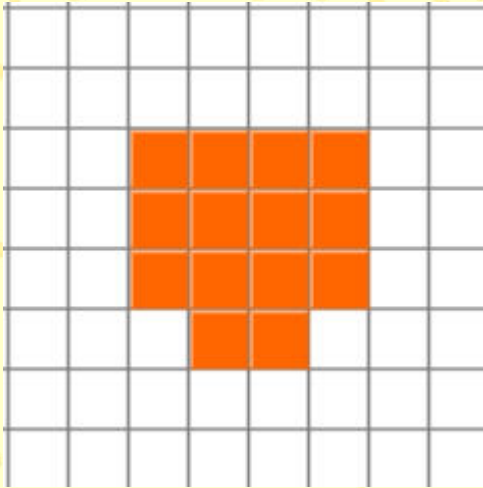
An equation that has an even product.



Day 7



Shape Explorer



What is this shape's area?
What is the perimeter?

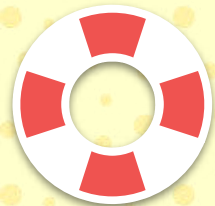
Explore using the Shape Explorer online activity.
Check your answers using the online tools!





Days





Multiplication Strategies Review

This year, we have read several poems by Greg Tang to help us learn strategies for multiplying with single digits. Let's review the poems!



Multiplication Poster

Using one of the poems from Greg Tang, create a poster that shows the multiplication equations for a specific factor. Show how you can use his strategy to multiply. Add words and drawings to make your poster more attractive!

Multiplying by 2

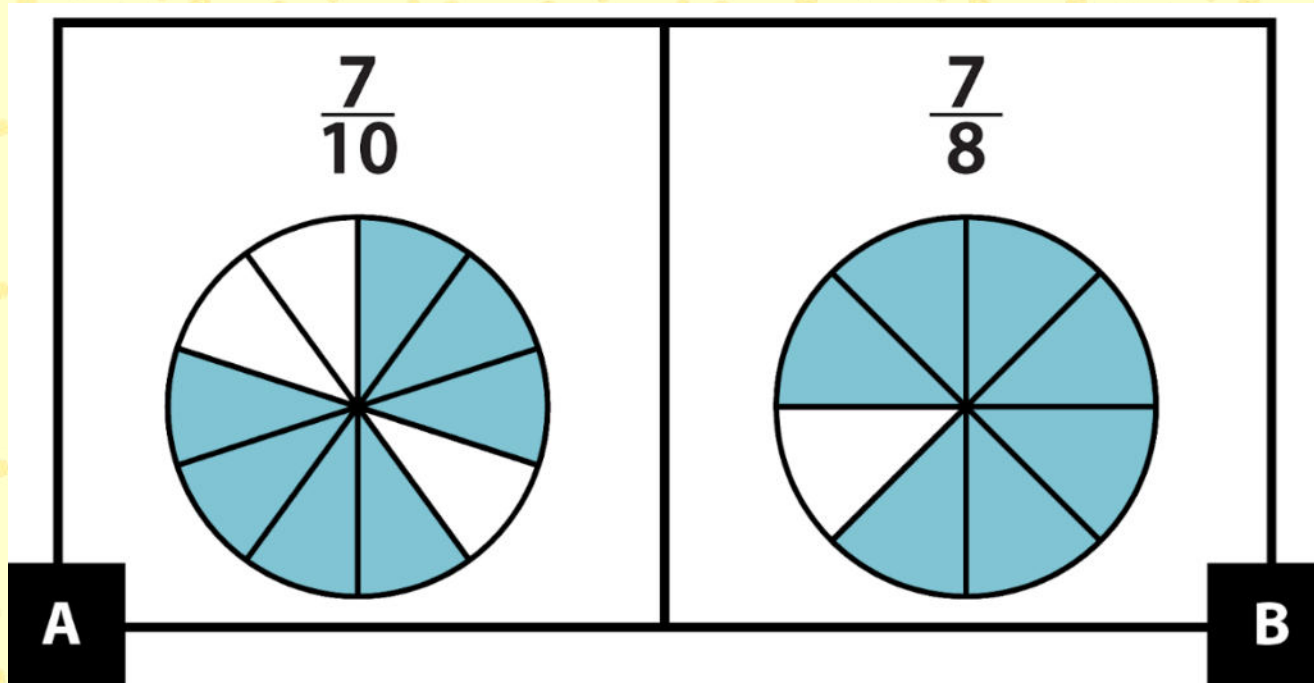
$$2 \times 2 = 4$$



Day 9



What is the same? Different?



Make a third picture that shows a whole divided into parts. Draw your own, or use the [MLC Fractions app](#). Explain how your picture is the same as A and B, and how it is different.





Day 10



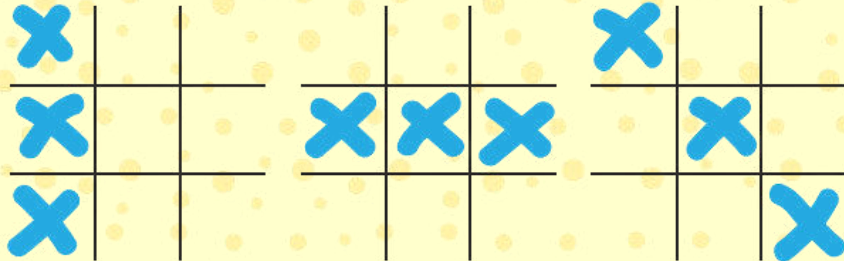


Multiplication Facts Tic-Tac-Toe



How to Play

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5. Have fun!



Three ways to win!

Play with a
partner!

An equation that has a product with a 5 in the ones place.

An equation that has a product with two even digits.

An equation that has a product with a 3 in the tens place.

An equation that has a product with the tens digit greater than the ones digit.

An equation that has an odd product.

An equation that has a product with the ones digit greater than the tens digit.

An equation that has a product with digits that have a sum of 9.

An equation that has a product with two odd digits.

An equation that has an even product.

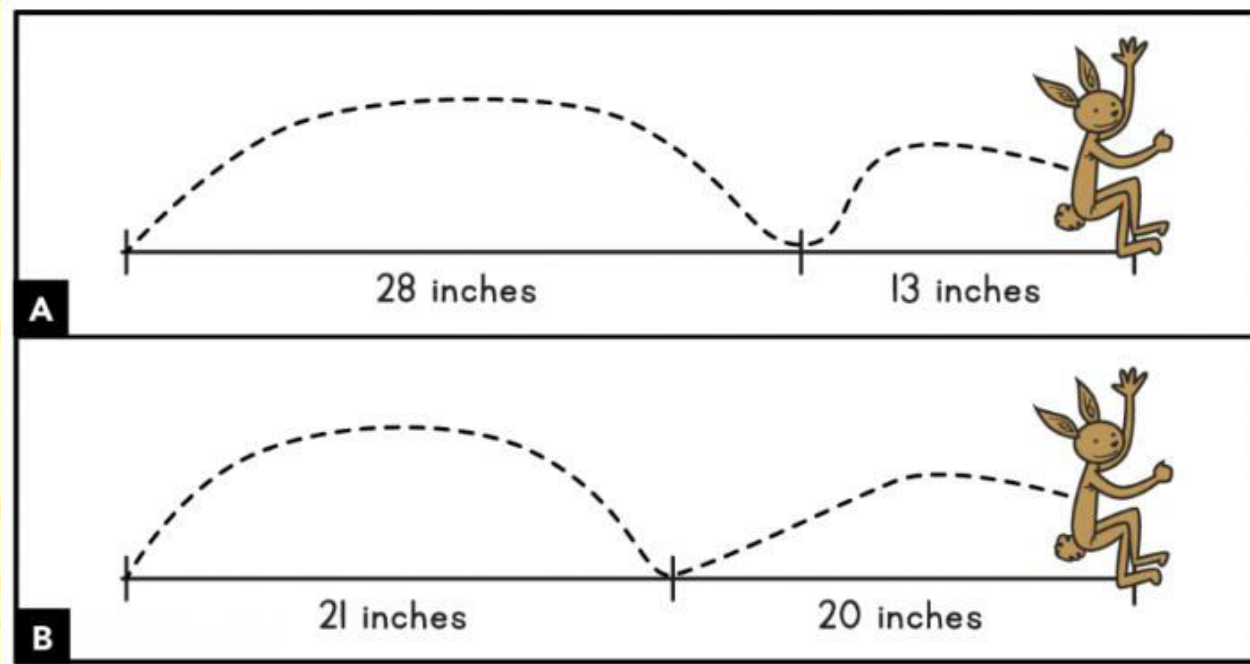


Day 11





What is the same? Different?



Make a third picture that shows the distance the rabbit hopped.
Draw your own on your dry-erase board. Explain how your picture is the same as A and B, and how it is different.



Day 12



What comes next??



- Where do you think this pattern will end? What number will be on the last jersey?
- What might earlier pictures look like? Why do you think so?

Create your own number pattern and share it with someone else. Ask them what comes next!



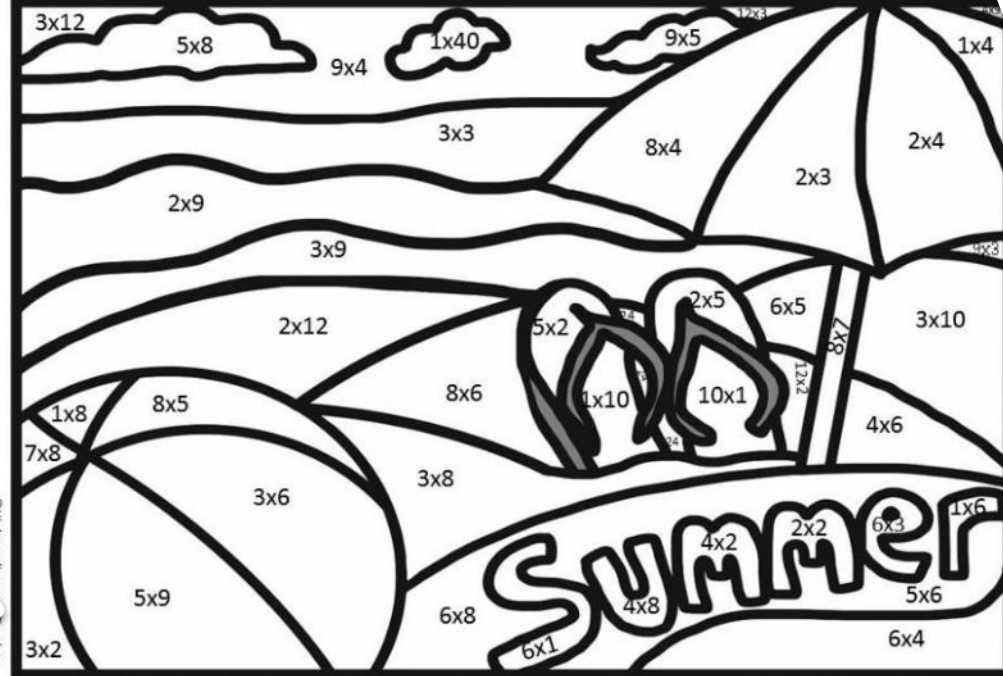


Day 13



Let's practice our multiplication!

Name: _____



Color Key	White: 40, 45, 56	Red: 6	Blue: 18	Dark Blue: 9	Brown: 24	Pink: 10
	Light Brown: 30, 48	Green: 4	Sky Blue: 36	Light Blue: 27	Orange: 32	Yellow: 8



Day 14





Jellyfish Add



Color any 3 numbers that can make an addition equation.

a game for 2 players

Need: Pencils

Players take turns to color any 3 numbers on the board that can make an addition equation. The numbers can be anywhere on the board, e.g. A player could color 6, 8 and 14 for $6+8=14$. The last player to color 3 numbers to make an addition equation is the winner.



What's $6+8$?

14



Game 1					
16	18	12	9	15	11
8	9	9	8	9	6
12	15	9	14	10	6
6	7	6	10	2	5
13	14	7	12	7	13
11	15	5	4	16	6
17	3	7	9	8	11
5	8	5	11	10	13
6	2	9	7	7	3
5	7	13	17	12	4
4	14	15	4	8	14
8	8	7	3	9	11

Game 2					
5	7	13	9	8	11
4	14	15	11	10	13
8	8	7	7	7	3
11	17	12	4	15	11
17	4	8	14	9	6
5	3	9	11	10	6
6	15	4	19	2	5
15	9	14	12	7	13
16	18	12	9	15	5
8	9	9	8	3	7
6	7	6	10	8	5
13	14	7	12	2	9





Day 15



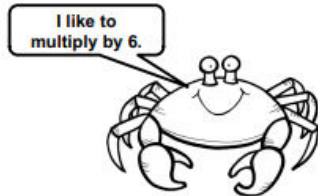
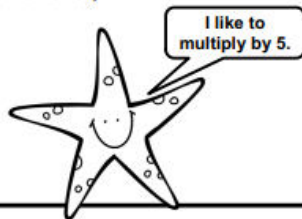


Crab and Starfish Multiply by 5 and 6

Roll the dice and multiply by 5 or 6.

a game for 2 players Need: 2 Dice, Pencils

Each player uses a different colored pencil. Players take turns to roll 2 dice and add the numbers together. They then choose to multiply the total by 5 or 6 and color this number on the board. The first player to make a line of four is the winner. The line can go across, down or horizontally.



Game 1

10	55	20	54	35	36	15
36	25	24	12	30	18	48
18	60	15	45	60	40	54
30	48	40	42	10	30	55
42	35	36	18	12	72	20
45	48	25	66	24	30	60
72	60	30	45	40	42	25
30	24	15	54	20	60	66

Game 2

42	12	35	48	15	60	10
55	25	18	40	24	55	30
45	15	36	30	42	54	20
30	60	48	54	55	18	72
24	20	36	35	25	66	40
30	18	60	24	5	60	66
40	12	35	42	36	72	45
54	10	48	30	25	20	72

