Unit 2 Center Overview

IM K–5 MATH™ v.1

# Math Centers

## Unit 2

**Addition and Subtraction Story Problems**

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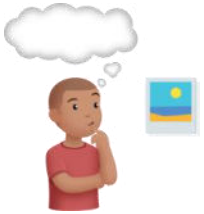
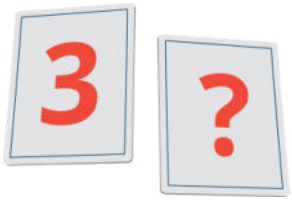
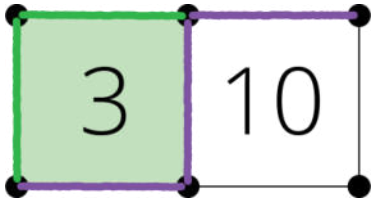
| | | | |
|---|---|---|---|
|  Sort and Display |  Check It Off |  What's Behind My Back |  Math Stories |
|   Find the Pair |  Shake and Spill |   Capture Squares |   Number Puzzles |

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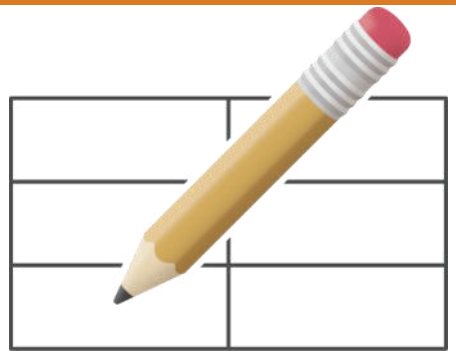
Kendall Hunt

# Sort and Display, Stage 1





Materials:

Collection of objects

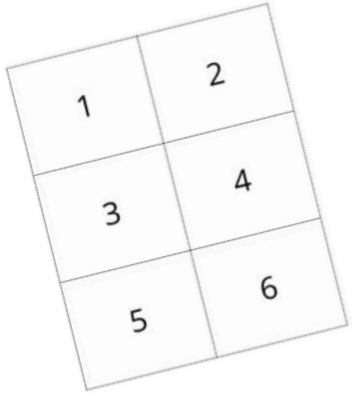
Stage 1 recording sheet

Directions:

- Choose 2 or 3 categories to sort your objects into.
- Show how you sorted.
- Show what you made to a partner. Ask them a question about how you sorted.

# Check It Off, Stage 1: Add, Stage 2: Subtract






| | ✓ Found it! | expression |
|---|---|---|
| 0 | | |
| 1 | | |
| 2 | | |
| 3 | | |
| 4 | | |
| 5 | | |
| 6 | | |
| 7 | | |
| 8 | | |
| 9 | | |
| 10 | | |

Materials:

Number cards 0-10 or Dot cubes (6 is wild card)

Stage 1 (addition) gameboard

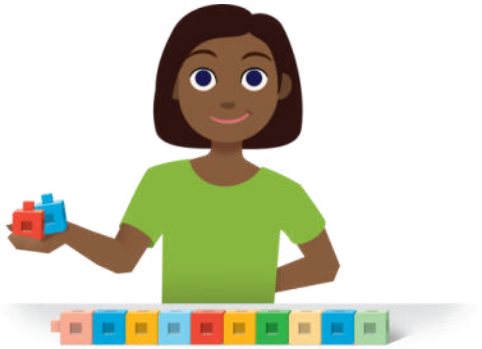
Stage 2 (subtraction) gameboard

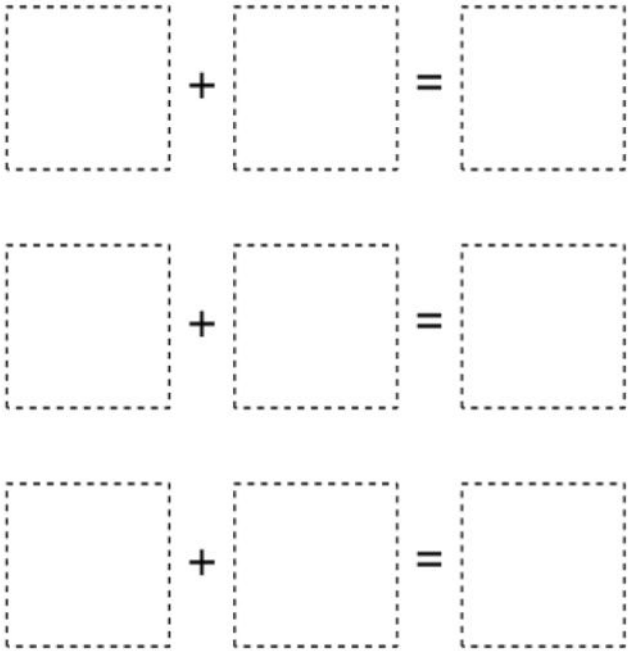
Directions:

- Addition - Take turns choosing two cards, finding the **sum**, and writing an addition expression. You may have more than one expression for each sum.
- Subtraction - Take turns choosing two cards, finding the **difference**, and writing a subtraction expression. You may have more than one expression for each difference.

# What's Behind My Back, Stage 2: 10 cubes








Materials:

10 connecting cubes

Two-color counters, 10-frames

Stage 2 recording sheet

Directions:

- Start with a tower of 10 cubes.
- Partner A: Put the tower behind your back, and break off some cubes. Show your partner the rest of the tower.
- Partner B: Record an addition equation with a blank to represent the missing cubes.
- Partner A: Ask, "How many are behind my back? How do you know?"

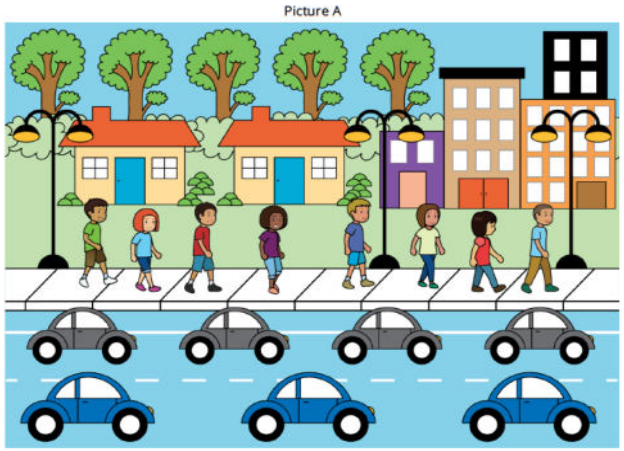
# Math Stories, Add and Subtract



Materials:

[Math Stories pictures]

[Stage 4 recording sheet]



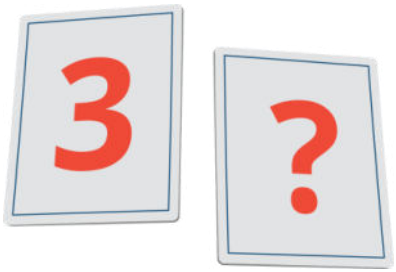


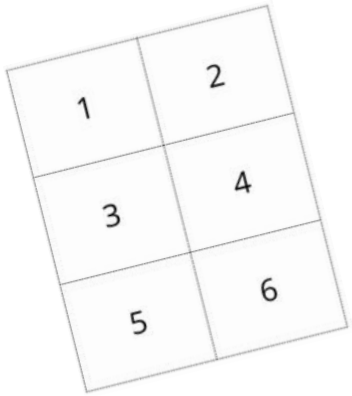
Directions:

- Start with a tower of 10 cubes.
- Partner A: Put the tower behind your back, and break off some cubes. Show your partner the rest of the tower.
- Partner B: Record an addition equation with a blank to represent the missing cubes.
- Partner A: Ask, "How many are behind my back? How do you know?"

# Find the Pair, Stage 2: Make 10






____ + ____ = 10

____ + ____ = 10

____ + ____ = 10

Materials:

Number cards 0-10

Two-color counters, 10-frames

Stage 2 recording sheet

Directions:

- Each person gets 5 cards to start.
- Ask your partner for a number that can be added to one of your cards to make 10.
- If they have the card, put the pair of cards down and fill in the equation.
- If they don't have that card, pick a card from a pile.
- The partner with the most pairs at the end of the game wins.

# Shake & Spill, Stage 3 and Stage 4



Materials:

cup

Two-color counters

Shake & Spill Stage 3 Recording Sheet

Shake & Spill, Cover Stage 4 Recording Sheet

## Shake & Spill Directions:

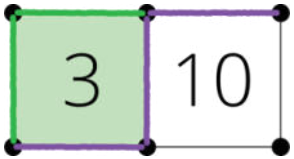
- Decide how many counters to use (up to 10).
- Partner A: Shake and spill.
- Both partners: Determine how many red counters and how many yellow counters there are and write an equation to show the total.
- Switch roles and start the next round.

## Shake & Spill, Cover Directions:

- Choose how many counters to put in the cup.
- Partner A: Close your eyes.
- Partner B: Shake and spill. Cover up the yellow
- counters with the cup.
- Partner A: Open your eyes and figure out how many
- counters are under the cup.
- Partner B: Show how many.
- Both partners: Record an equation.
- Switch roles and start the next round.

# Capture Squares, Stage 1 and Stage 2





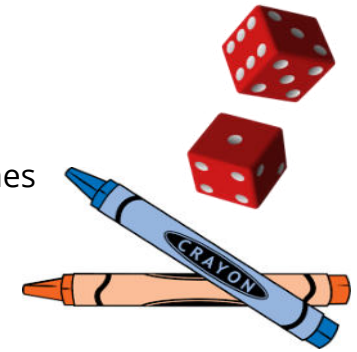

Materials:

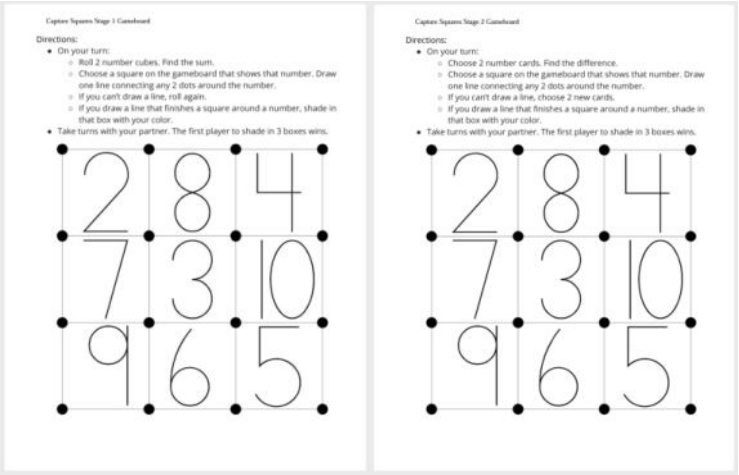
Number cubes, crayons

Two-color counters, 10-frames

Stage 1 gameboard

Stage 2 gameboard




## Capture Squares, Stage 1 Directions:

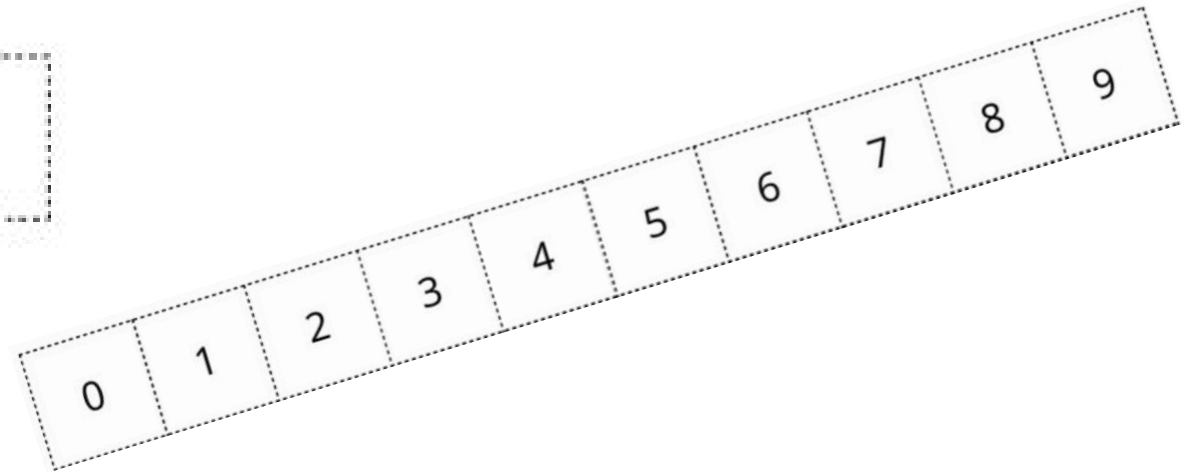
- Roll 2 number cubes. Find the sum.
  - Choose a square on the gameboard that shows that number. Draw one line connecting any 2 dots around the number.
  - If you can't draw a line, roll again.
  - If you draw a line that finishes a square around a number, shade in that box with your color.
- Take turns with your partner. The first player to shade in 3 boxes wins.

## Capture Squares, Stage 2 Directions:

- Roll 2 number cubes draw 2 number cards. Find the difference.
  - Choose a square on the gameboard that shows that number. Draw one line connecting any 2 dots around the number.
  - If you can't draw a line, roll again.
  - If you draw a line that finishes a square around a number, shade in that box with your color.
- Take turns with your partner. The first player to shade in 3 boxes wins.

# Number Puzzles, Within 10

$14 = 8 + \square$




Materials:

Stage 1 gameboard

Number puzzles digit cards

Directions:

- Each group gets a set of digit cards and a game board.
- Place the digit cards so that every equation is true. Use each number card once.
- Complete a puzzle before moving to the next one.
- Finish as many as you can.