

IM K-5 MATH™

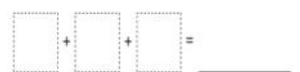
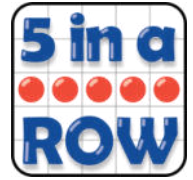




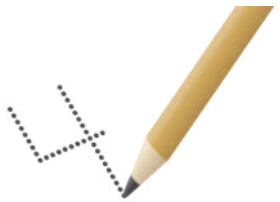
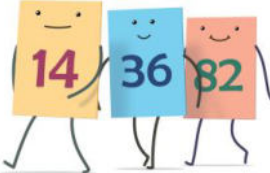

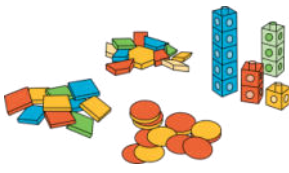



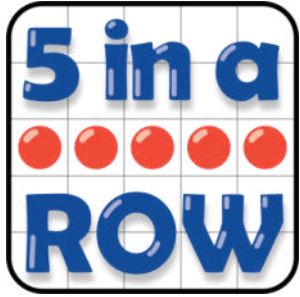
Math Centers



Unit 4 Numbers to 99



 <p><u>How Close?</u></p>	 <p><u>Five in a Row</u></p>	<p>14 = 8 + </p> <p><u>Number Puzzles</u></p>	 <p><u>Check It Off</u></p>	 <p><u>Shake and Spill</u></p>	 <p><u>Grab & Count</u></p>
 <p><u>Write Numbers</u></p>	<p>71 75</p> <p><u>Greatest of Them All</u></p>	 <p><u>Get Your Numbers in Order</u></p>	 <p><u>Mystery Number</u></p>	 <p><u>Counting Collections</u></p>	



Materials:

[Number cards 0-10](#)

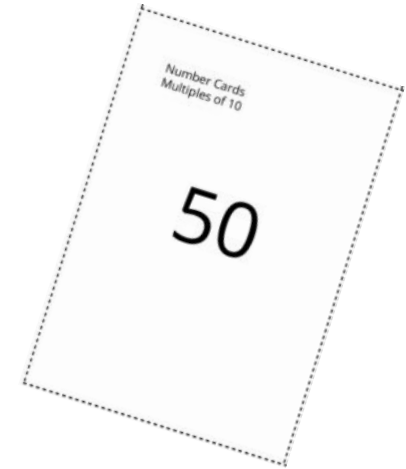
Two-color counters

[Stage 1 or 2 gameboard](#)

[Stage 3 gameboard](#)

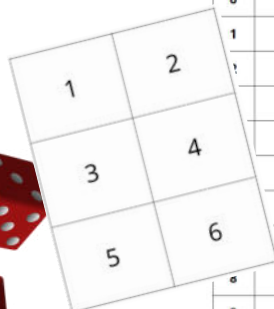
[Stage 4 gameboard](#) / [Multiples of 10 cards](#)

20	40	60	80	30
10	70	90	0	50
60	30	FREE	50	40
90	20	0	30	70
60	50	80	10	40



Stage 4 Directions:

- Take turns flipping one card over, choosing to add 10 to or subtract 10 from the number, and placing your counter on the gameboard to cover the sum or difference.
- The first person to cover five numbers in a row is the winner.



	✓ Found It!	expression
0		
1		
2		
3		
4		
5		
6		
7		
8		
9		
10		

	✓ Found It!	expression
0		
10		
20		
30		
40		
50		
60		
70		
80		
90		

Number Cards Multiples of 10 10	Number Cards Multiples of 10 20	Number Cards Multiples of 10 30	Number Cards Multiples of 10 40
Number Cards Multiples of 10 50	Number Cards Multiples of 10 60	Number Cards Multiples of 10 70	Number Cards Multiples of 10 80

Materials:

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

[Stage 1 \(addition\) gameboard](#)

[Stage 2 \(subtraction\) gameboard](#)

[Stage 3 gameboard](#) / [Multiples of 10 cards](#)

Stage 3 Directions:

- Choose two cards and decide whether you want to add or subtract.
- After you find the sum or difference, check it off on the recording sheet and write the expression.
- Take turns with your partner. At the end of the game the partner who checks off the most numbers wins.

Shake & Spill, Stages 3-5



Materials:

cup

Two-color counters

[Shake & Spill Stage 3 Recording Sheet](#)

[Shake & Spill, Cover Stage 4 Recording Sheet](#)



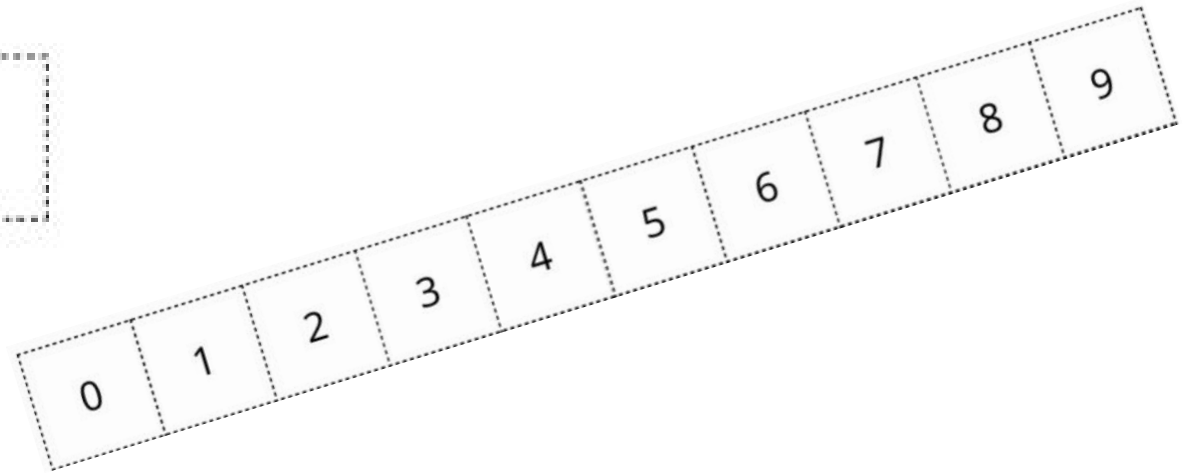
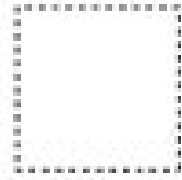
Shake & Spill Directions:

- 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.

$$14 = 8 + \square$$



Materials:

[Stage 1 gameboard](#)

[Stage 2 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.

$$\square + \square + \square = \underline{\hspace{2cm}}$$

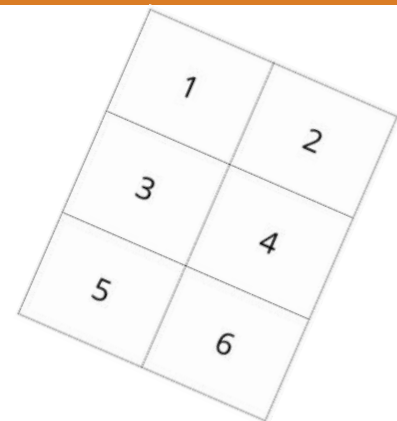
Materials:

[How Close? Stage 1 Recording Sheet](#)

[How Close? Stage 2 Recording Sheet](#)

Connecting Cubes or Counters

[Double 10-Frames](#), [Number Cards 0-10](#)

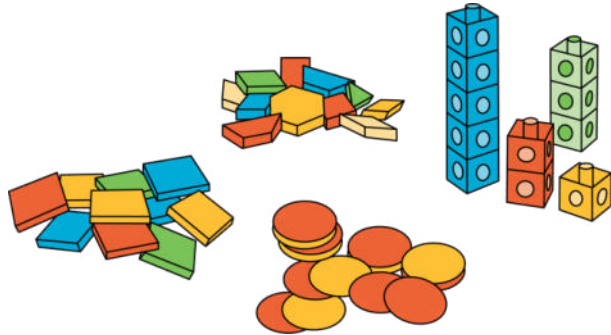


Stage 1: Add to 20 - Directions:

- Each partner:
 - Take 7 cards.
 - Choose 3 numbers.
 - Write an equation to show the sum of the 3 numbers.
 - Compare sums with your partner, whoever is closer to 20 wins a point.
- Take 3 new cards and start the next round.

Stage 2: Directions:

- Each partner:
 - Take 4 cards.
 - Choose 2 or 3 numbers to subtract from 20 in order to get as close as possible to zero.
 - Complete the equation on your recording sheet.
 - Compare equations with your partner, whoever is closer to 0 wins a point.
- Take new cards to start the next round with 4 cards.



Materials:

Collection of objects

Double 10-frame

[Stage 1 & 2 recording sheet](#)

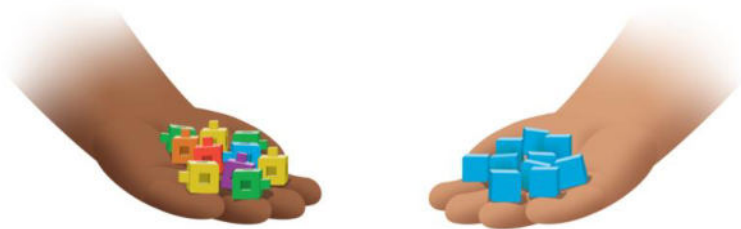
My count:

How many? _____



Directions:

Work with a partner to figure out how many objects are in your collection and then each partner shows how many. You may draw pictures or write numbers to represent your collection.



Materials:

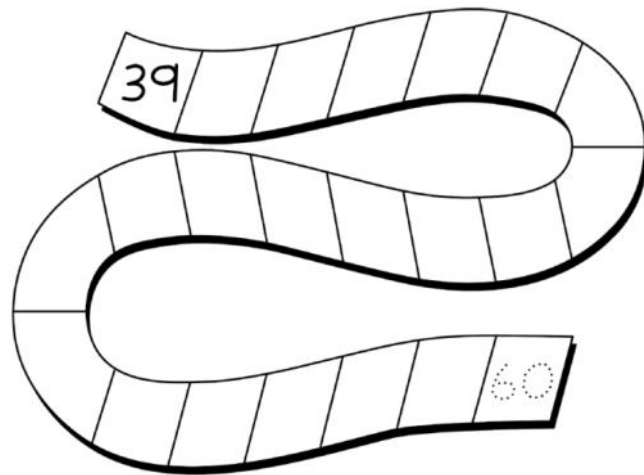
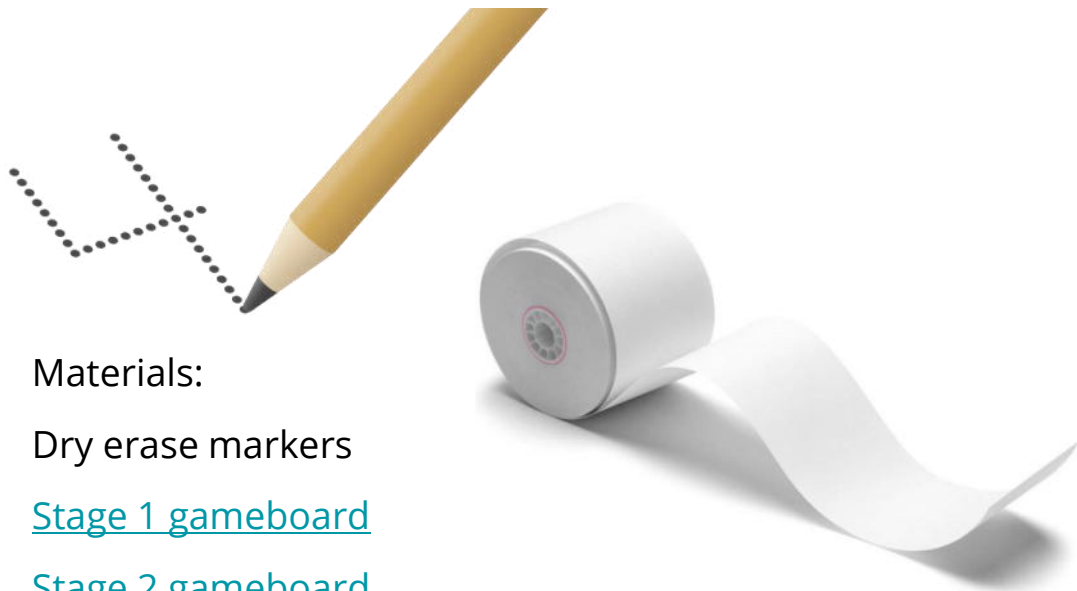
Base-ten blocks

[Stage 2 recording sheet](#)

My estimate: _____	My count: _____
My estimate: _____	My count: _____

Directions:

- Each partner grabs a handful of cubes and puts them together.
- Make an estimate of how many cubes without counting.
- Count to see how many cubes you have.



Materials:

Dry erase markers

[Stage 1 gameboard](#)

[Stage 2 gameboard](#)

Directions:

- Partner A: Write the next 1, 2, or 3 numbers on the gameboard.
- Take turns choosing how many numbers to write and then writing them. The player who writes the last number on the gameboard wins.





Materials:

Dry erase markers, [0-10 cards](#)

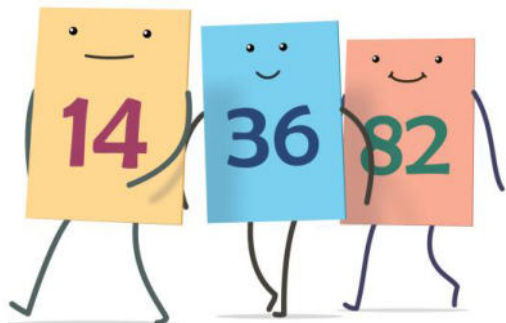
[Stage 1 recording sheet](#)

Round 1:

My Number	My Partner's Number
	
Compare using $<$, $>$, or $=$.	

Directions:

- Partner A chooses a number card and writes the number in one of the blanks for Round 1.
- Partner B does the same.
- Repeat until each partner has a two-digit number.
- Write a comparison using $<$, $>$, or $=$.
- The partner with the greater number wins the round.



Materials:

Dry erase markers,

[Stage 1 gameboard](#)

Least Greatest

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Points

Partner A	Partner B

On your turn:

- Pick 2 number cards and make a two-digit number.
- Write your number on any spot on the board. The numbers need to go from least to greatest.
- You may not move a number once it is on the board. If your number cannot be placed on the gameboard you must say “pass” and you get a point.

Take turns with your partner until all the numbers on the board are filled. The partner with the fewest points at the end of the game wins.



Clues:

- * It has __ tens
- * It has __ ones
- * It is greater than __
- * It is less than __



Materials:

[Stage 1 directions](#), [0-10 cards](#)

Directions:

- Partner A:
 - Pick 2 cards and make a mystery two-digit number. Don't show your partner!
 - Give your partner a clue about your mystery number. You can use the sentences below to help you give clues, or make up your own.
- Partner B:
 - Guess your partner's mystery number.
- If Partner B guesses the mystery number, switch roles.
- If Partner B does not guess the mystery number, Partner A gives another clue. Go back and forth guessing the number and giving clues until Partner B guesses the mystery number.