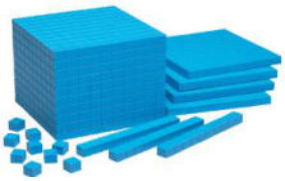
Solving Game Store Problems

5A

Materials:

1 recording sheet

Colored tiles or base 10 pieces



Classmate's story problems

Directions:

1. Select a story problem that looks interesting. Estimate what the answer would be.

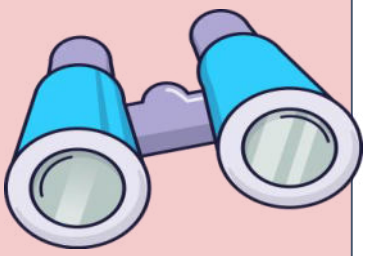
1. Write down the classmate's name who wrote the problem, and write down what the problem is asking.

1. Write an equation that matches the story problem, and draw a box for where you will put the answer.

1. Use colored tiles or base ten pieces to help you solve the problem. Show your thinking by writing down numbers or a sketch.

1. Double check your thinking and make sure you answered all parts of the problem and did your best work!

Scout Them Out

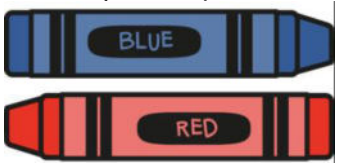


5B

Materials:

1 recording sheet

Red and blue crayon/pencil



Directions:

1. There are 8 different 'Scout Them Out' sheets. Select one. You can do them in any order.

1. Read question #1. Use your blue crayon/pencil to circle all the facts that match. Then, use a regular pencil to solve them.
2. Read question #2. Use your red crayon/pencil to circle the facts that match. Then, use a regular pencil to solve them.

1. Once you have completed the multiplication facts, use your answers and what you know about division to solve the division problems on the bottom of the recording sheet. You can use your multiplication table from your student book to check your answers.

Line 'Em Up

5C

Materials:

1 recording sheet

one 1-6 die
one 4-9 die

about 100 colored tiles

12 red linear pieces

Directions:

1. Roll a die. Whoever rolls the higher number, goes first. Write your name and your partner's name on the top of your record sheet.

1. Player 1 rolls both dice, multiplies the numbers together to find the product, and writes the equation in the box on the recording sheet.

1. Player 1 counts out the number of tiles that matches the product. Imagine the tiles are bugs or anything else that could be divided into lines.

1. Player 1 divides their tiles into 2 lines. Use the red linear pieces to show the number of lines. Repeat for 3,4,5, and 6 lines. Record the number of leftover tiles next to the letter R. Make sure your partner agrees with your thinking.

1. Player 2 repeats step #3.

1. Play 2 rounds each. Then, add up your remainders. The player with the highest total wins.

Line 'Em Up

5C
Variation A

Materials:

1 recording sheet

two 1-6 die

about 100 colored tiles

12 red linear pieces

Directions:

1. Roll a die. Whoever rolls the higher number, goes first. Write your name and your partner's name on the top of your record sheet.

1. Player 1 rolls both dice, multiplies the numbers together to find the product, and writes the equation in the box on the recording sheet.

1. Player 1 counts out the number of tiles that matches the product. Imagine the tiles are bugs or anything else that could be divided into lines.

1. Player 1 divides their tiles into 2 lines. Use the red linear pieces to show the number of lines. Repeat for 3,4,5, and 6 lines. Record the number of leftover tiles next to the letter R. Make sure your partner agrees with your thinking.

1. Player 2 repeats step #3.

1. Play 2 rounds each. Then, add up your remainders. The player with the highest total wins.

Line 'Em Up

5C
Variation B

Materials:

1 recording sheet

two 4-9 die

base ten strips

12 red linear pieces

Directions:

1. Roll a die. Whoever rolls the higher number, goes first. Write your name and your partner's name on the top of your record sheet.

1. Player 1 rolls both dice, multiplies the numbers together to find the product, and writes the equation in the box on the recording sheet.

1. Player 1 counts with base ten strips to match the product.

1. Player 1 divides their strips into 2 lines. Use the red linear pieces to show the number of lines. Repeat for 3,4,5, and 6 lines. Record the leftover remainder next to the letter R. Make sure your partner agrees with your thinking.

1. Player 2 repeats step #3.

1. Play 2 rounds each. Then, add up your remainders. The player with the highest total wins.

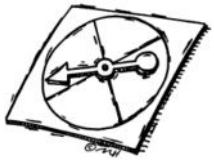
Division Capture ÷

5D

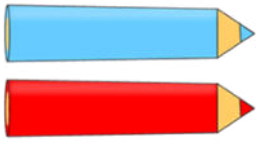
Materials:

1 recording sheet

1 spinner



Red and blue pencil



Directions:

1. Use the spinner to decide which player goes first (highest number goes first). Decide which player will be red, and which player will be blue.

1. Player 1 spins the spinner. Use the number you land on fill in an answer to one of the problems on the records sheet, with your colored pencil. Player 2 takes their turn. Take turns back and forth, trying to get 4 boxes in a row (up and down, diagonal, or across). If a box is filled up, that player loses their turn.

1. Continue playing until a player marks 3 in a row. Circle your 3 boxes, add up the answers, and record the score on your record sheet. 1 point for 3 in a row, 2 points for 4 in a row.

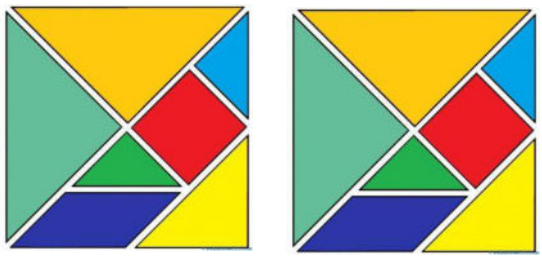
1. The player with the highest total wins.

Tangram Polygons 6A

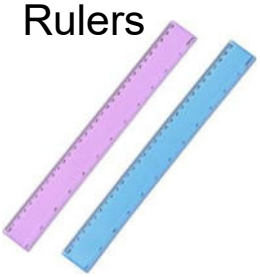
Materials

Recording Sheet

Two sets of tangrams



Two Rulers



Directions

1. Place your name on the recording sheet. Choose 3, 4, 5, or 7 as the number of pieces you will use for the game. Write this number on your paper.

1. Using only the amount of pieces you chose, try to build all the polygons.

1. Draw your creation and label with the correct letter on the tangram.

1. Try and find more than one way to build the shape.

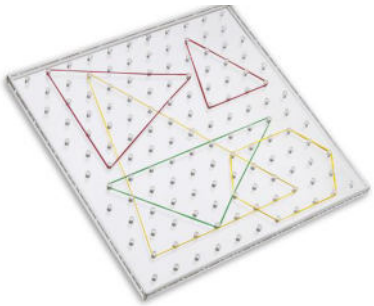
1. When finished, choose a different number of pieces and repeat steps 2-4.

Geoboard Polygons 6B

Materials

Recording Sheet

Geoboard and Rubberbands



Ruler

Directions

1. Choose a recordi place your name at the top.

1. Read the description and build the polygon on your geoboard.

1. Use the ruler to draw your shape onto your paper.

1. Once your recording sheet is complete, compare it with a partner.

1. For a challenge, try to describe a polygon to your partner and see if s/he can build it on the geoboard.

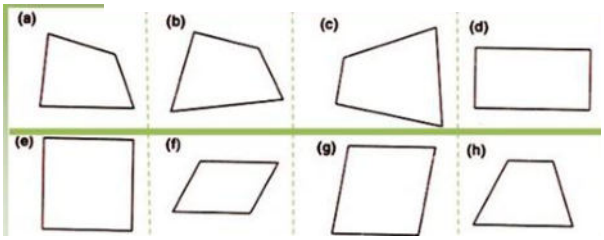
Guess My Quadrilateral

6C

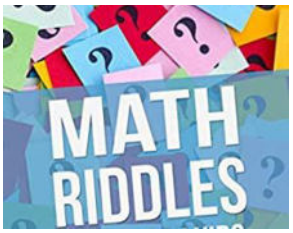
Materials

Recording Sheet

Quadrilateral Cards



Riddle Books



Directions

1. Set out your quadrilateral cards and choose a riddle.

1. Read 1 clue and remove the cards that do not fit with the clue.

1. Keep reading one clue at a time and removing cards until 1 shape is left.

1. Check to see if you found the correct shape.

1. Fill in the row on your recording sheet for the riddle chosen.

1. Repeat steps 1-5 for 5 riddles.

1. Answer the questions at the bottom of the recording sheet.

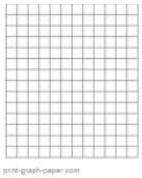
Area or Perimeter 6D

Recording Sheet 2 Dice 80-Tiles 2 sets of Red Lines Grid Paper

Materials







Directions

1. Decide if you are going to use the same numbers rolled for both area and perimeter. Circle your choice on the paper.

1. Roll the dice. Record the numbers rolled in column 1 and the product in column 2.

1. For area, count out tiles that equal the product. For perimeter, count out red lines to equal the product.

1. Build your shape on the grid paper.

1. Record your dimensions on the paper.

1. Rearrange the tiles and red lines to build a new rectangle. Record the new dimensions.

1. Now, roll the dice again and repeat steps 2-6.

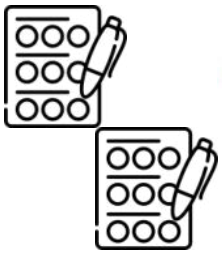
Dozens of Eggs 7A

2- Recording Sheets

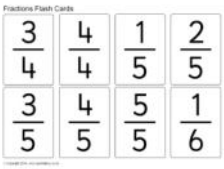
12- Tiles

6-pieces of string

Mat



Directions



Egg Carton

Fraction Cards

1. Place cards face down in a stack. Each player draws a card and the person with the largest fraction goes first.

1. Player 1 draws a card. Using string to divide the egg carton and tiles to fill the spots, player one builds the fraction on the card.

1. Player 1 completes their fraction sheet and writes their fraction as n/12.

1. Now it's time for Player 2 to complete the steps.

1. For each turn, players must have all eggs in one carton to represent that fraction. On a different turn, they may either fill in the empty spots of the first carton or start a new carton.

1. When a fraction card is drawn that doesn't fit into a carton, the player misses a turn.

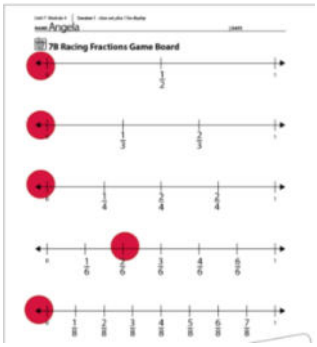
1. When a carton is filled, the player writes an addition sentence to record all the fractions for that one carton. n/12 + s/12= 12/12

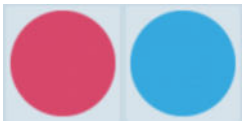
1. The game ends when a player has all four cartons completely filled.

Racing Fractions 7B

Recording Sheet 2-Game Boards Number Cards 5
red 5 blue

Materials





Directions

1. Remove number 0, 5, 7, 9, 10 and wild cards.

1. Place your colored markers at the beginning of each number line on your own game board.

1. Lay the cards face down in a stack.

1. Each player draws 2 cards to create a fraction. The one with the largest fraction goes first.

1. Player 1 draws 2 new cards, creates a fraction and moves one or more markers to equal that fraction.

2. Players continue taking turns until one person has all markers at 1.

1. When you cannot move, you lose your turn. You have to land exactly on the 1. You can move forward or backward to equal the sum of the fraction.

Weight Lifting 8A

Recording Sheet Dice Items to estimate and determine mass

Materials





Directions

1. Both players plan out their weight lifts and record it on their sheet.

1. Each player chooses 1 of the items and estimates the mass of that 1 item. Record.

1. Each player measures the mass of the item using the scale. Record.

1. Each player estimates how many of this item s/he can grab with one hand and estimates the mass for that group of items. Record.

1. Each player will now grab the items, count the items in one hand and find the total mass. Record.

1. Players calculate the difference between the estimate and the actual mass.

1. The winner is the player who came closest to the actual mass.

1. Repeat the steps with a new item.

Wacky Discus 8B

Recording Sheet Construction paper, scissors, ruler, tape measurer

Materials

Directions

1. Record the Wacky Discus

1. Each player writes all of the possible pairs of dimensions that would equal the area.

1. Each player chooses one of the pairs to make their Wacky Discus.

1. Record the dimensions in the table. Then each player uses the measuring tape or ruler to create their wacky discus using the dimensions they chose.

1. Stand behind the line and throw your discus three times.

1. After each throw measure the distance from the line to your discus. Record

1. Each player selects their best distance and compares it with the other player. Record the difference on your sheet.

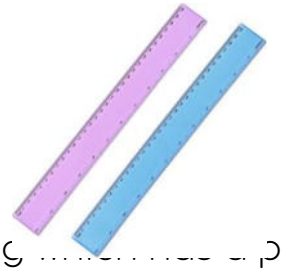
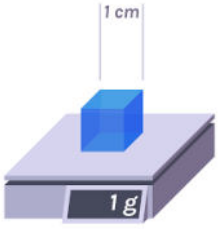
1. Players may repeat the event with the same discus or create another one using a new set of dimensions from their chart.

Speed Skating 8C

Recording Sheet 2- 30 cm pieces of string 2 Rulers 1 gram cube

Materials



Directions

1. Each player creates a track using the string [illegible] perimeter of 60cm.

1. Use a ruler to draw this track on your recording sheet. It should be a quadrilateral.

1. Player 1 places the cube on a corner to start.

1. Player 2 checks the clock and records the time when the race begins.

1. Every time the cube falls off the track, player 2 records a 1 minute penalty.

1. Once the cube makes it around the track 3 times, player 2 records the finish time.

1. Player 1 determines the elapsed time and records it on the chart.

1. Now Player 1 and 2 switch roles.

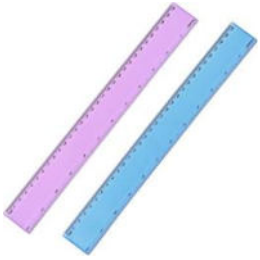
1. The player with the shortest time wins.

Curling 8D

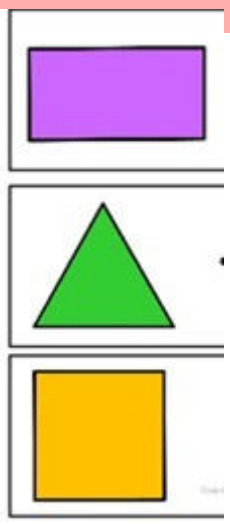
Materials

Recording Sheet

2 Rulers



10 cubes



Directions

1. Players need a triangle, square and rectangle sheet.

1. Players partition each shape into the following parts: Triangle (2) Square (3) and Rectangle (4). All parts must have the same area within each shape.

1. Place a gram cube at the starting line and push it forward with the ruler sliding toward the shape.

1. After each cube, record your score on the recording sheet. Only one cube per part is counted.

1. After 6 turns, players move to a new shape and begin again.