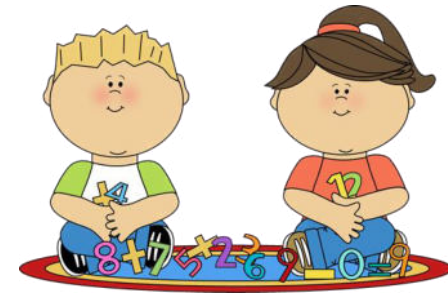


IM K-5  
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v.1

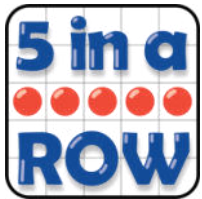
# Math Centers



## Unit 5

Adding Within 100

1



Five in a Row

$$14 = 8 + \square$$

Number Puzzles

71 75

Greatest of Them All



Target Numbers



Mystery Number

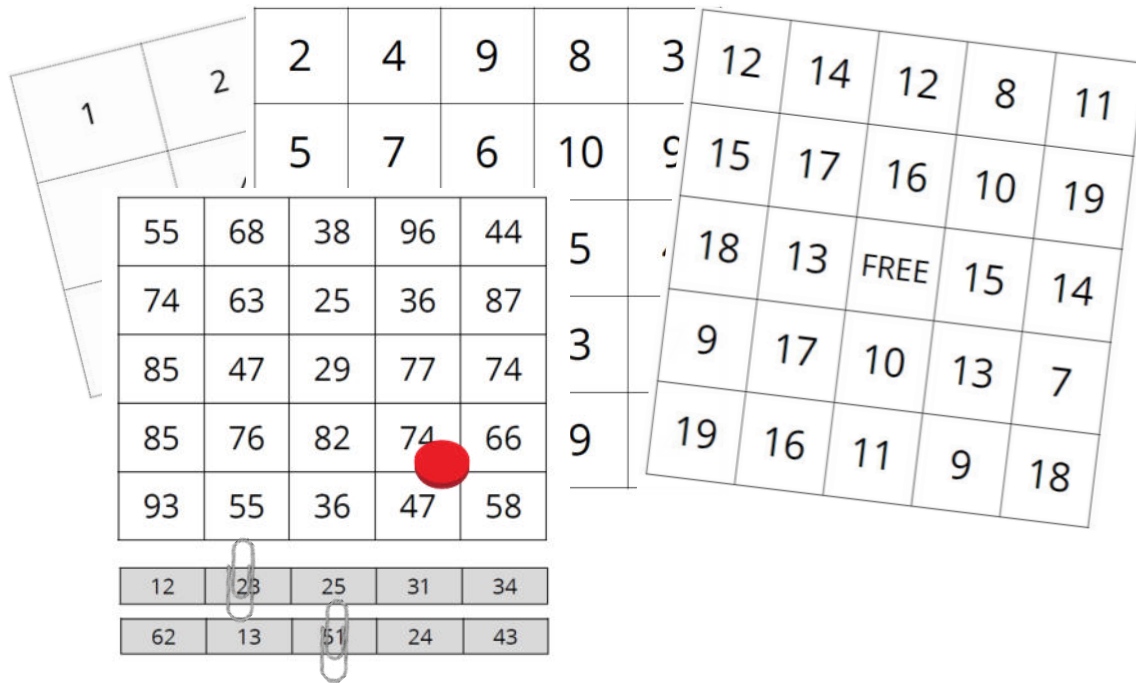
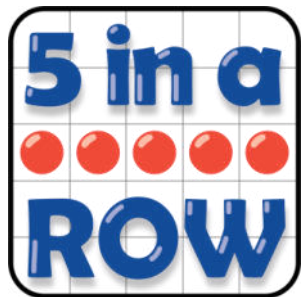


Grab & Count



Get Your Numbers in Order





Materials:

[Number cards 0-10](#)

Two-color counters

[Stage 1 or 2 gameboard](#)

[Stage 3 gameboard](#)

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

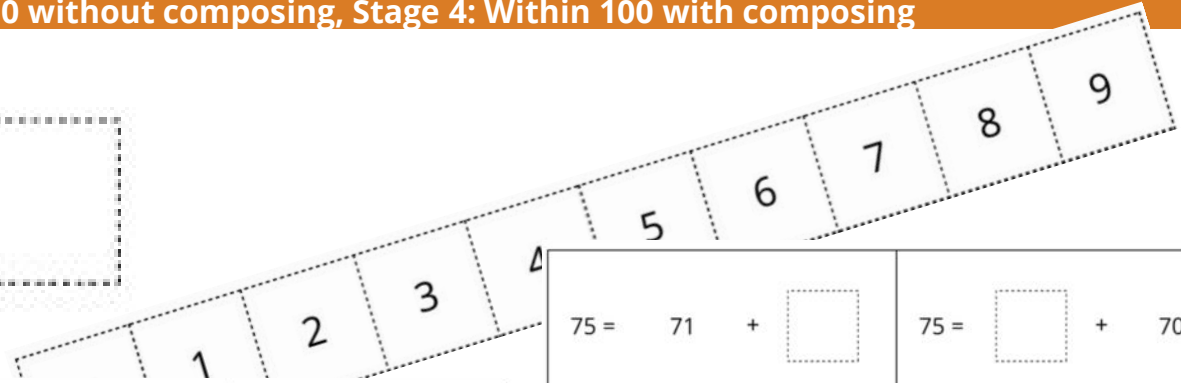
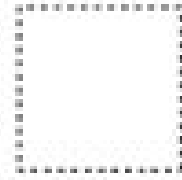
[Stage 5 gameboard](#) / paperclips

[Stage 6 gameboard](#) / paperclips

## Stage 5/6 Directions:

- Partner A: Put a paper clip on 2 numbers in the gray rows.  
Cover the sum of the 2 numbers with a counter.
- Partner B: Move 1 of the paper clips, add the numbers, and cover the sum with a counter.
- Take turns. The first partner to cover 5 squares in a row wins.

$$14 = 8 + \square$$



Materials:

[Stage 1 gameboard](#)

[Stage 2 gameboard](#)

[Stage 3 gameboard](#)

[Stage 4 gameboard](#)

[Number puzzles digit cards](#)

$63 = 5 \square + 8$	$63 = 5 \square + \square$
$63 = 1 \square + 52$	$63 = 3 \square + \square 9$
$63 = \square \square + 24$	$63 = 3 \square + 25$

$75 = 71 + \square$	$75 = \square + 70$
$75 = \square \square + 65$	$75 = 43 + \square \square$

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.





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, number cube

[Stage 1 recording sheet](#)

[Stage 2 recording sheet](#)

roll	equation
	$55 + \underline{\quad} = \underline{\quad}$
	$\underline{\quad} + \underline{\quad} = \underline{\quad}$
	$\underline{\quad} + \underline{\quad} = \underline{\quad}$
	$\underline{\quad} + \underline{\quad} = \underline{\quad}$
	$\underline{\quad} + \underline{\quad} = \underline{\quad}$
	$\underline{\quad} + \underline{\quad} = \underline{\quad}$

roll	choose	equation
	tens or ones	$25 + \underline{\quad} = \underline{\quad}$
	tens or ones	$\underline{\quad} + \underline{\quad} = \underline{\quad}$
	tens or ones	$\underline{\quad} + \underline{\quad} = \underline{\quad}$
	tens or ones	$\underline{\quad} + \underline{\quad} = \underline{\quad}$
	tens or ones	$\underline{\quad} + \underline{\quad} = \underline{\quad}$
	tens or ones	$\underline{\quad} + \underline{\quad} = \underline{\quad}$

## Directions:

Stage 1 - Start at 55. (Add ones.)

Stage 2 - Start at 25. (Add tens or ones.)

Roll the number cube.

Add that number to your starting number and write an equation to represent the sum.

- Take turns until you've played 6 rounds.
- Each round, the sum from the previous equations is the starting number in the new equation.
- The partner to get a sum closest to 95 without going over wins.



roll and choose	equation	
___ tens	___ +	___ =
___ ones	___	___
___ tens	___ +	___ =
___ ones	___	___

Materials:

Dry erase markers, number cube

[Stage 3 recording sheet](#)

## Stage 3 Directions:

- On your turn:
  - Roll 2 cubes to get your starting number.
  - Roll 3 cubes. Choose one number to represent the tens and one number to represent the ones you will add.
  - Write an equation to represent the sum.
- Take turns until you've played 6 rounds.
- Each round, the sum from the previous equation is the starting number in the new equation.
- The partner who gets a sum closest to 95 without going over wins.



Clues:

- \* It has \_\_ tens
- \* It has \_\_ ones
- \* It is greater than \_\_\_\_
- \* It is less than \_\_\_\_

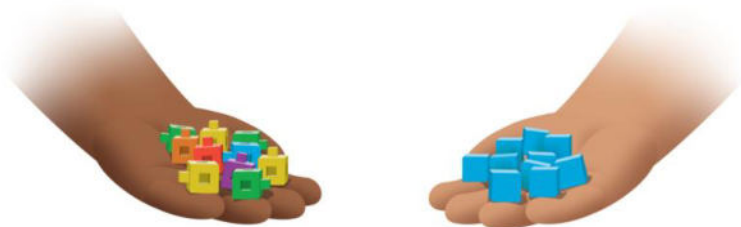


Materials:

[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.



Materials:

Base-ten blocks

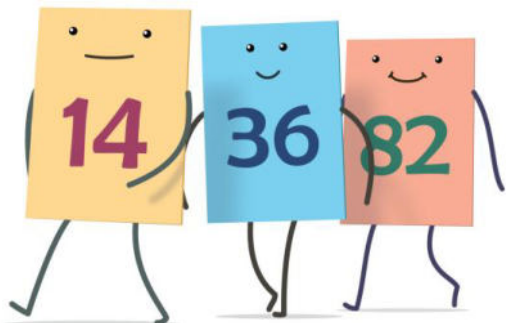
[Stage 2 recording sheet](#)

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](#)

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.