Unit 6 Center Overview

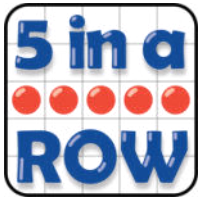
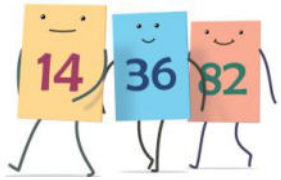
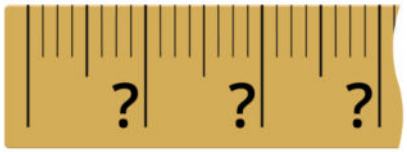
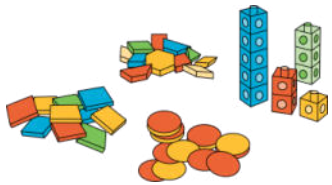
IM K–5 MATH™ v.1

Math Centers

Unit 6

Length Measurements Within 120 Units

1

 [Target Numbers]	 [Five in a Row]	 [Get Your Numbers in Order]	 [How Close?]
 [Estimate and Measure]	 [Write Numbers]	 [Counting Collections]	 [Unit 6 Hands on Activities]

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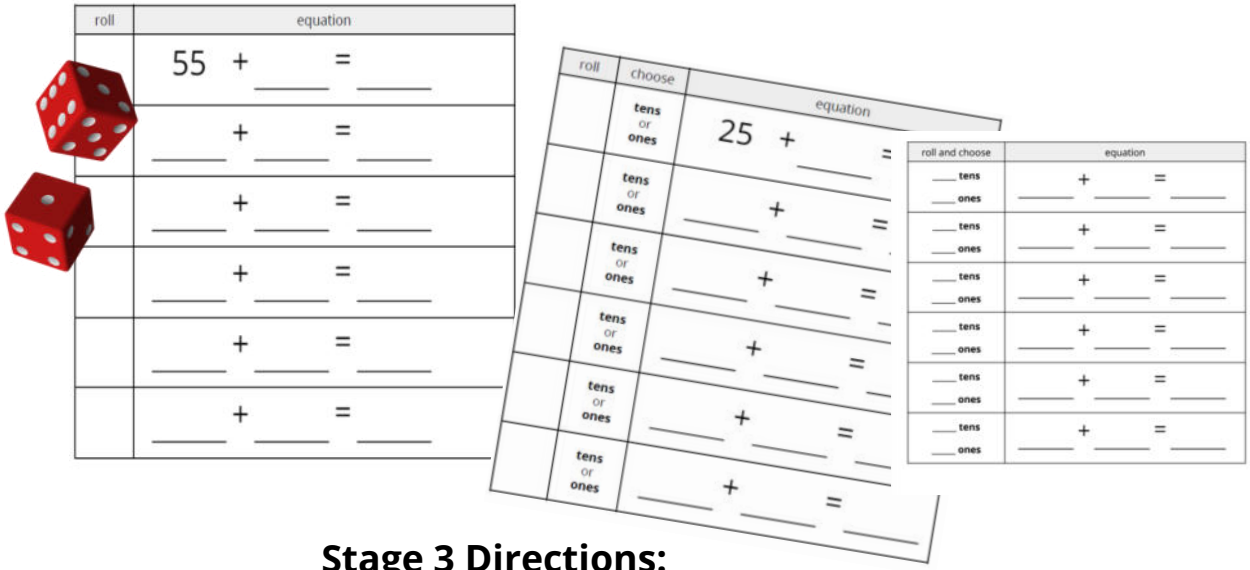
Kendall Hunt

Target Numbers, Stage 1: Add Ones, Stage 2: Add Tens or Ones, Stage 3: Add Two-digit Numbers

Materials:
Dry erase markers, number cube
[Stage 1 recording sheet]
[Stage 2 recording sheet]
[Stage 3 recording sheet]



Stage 1 & 2 Directions:

Stage 1 - Start at 55. (Add ones.)
Stage 2 - Start at 25. (Add tens or ones.)

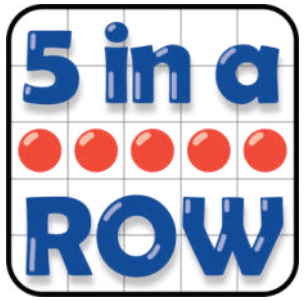
Roll the number cube.
Add that number to your starting number and write an equation to represent the sum.

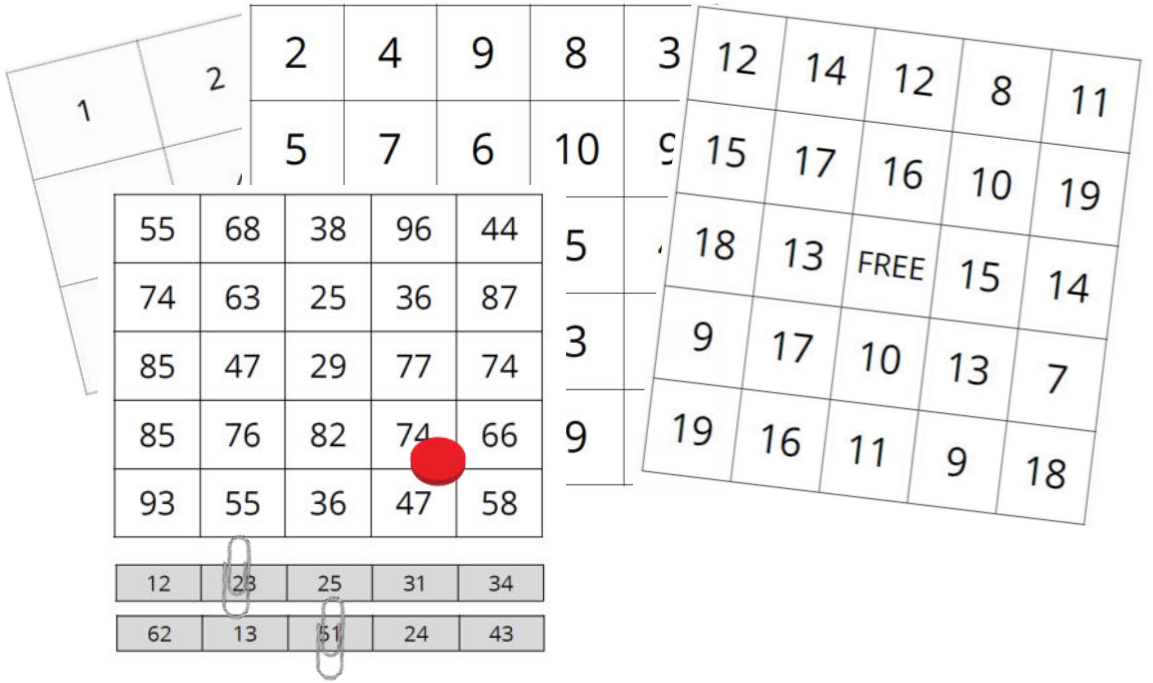
- Take turns until you've played 6 rounds.
- Each round, the sum from the previous equations is the starting number in the new equation.
- The partner to get a sum closest to 95 without going over wins.

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.

Five in a Row, Stage 1: Add 1 or 2, Stage 2: Subtract 1 or 2, Stage 3: Add 7, 8, or 9, Stage 4: Add or Subtract 10, Stage 5: Add Within 100 without Composing, Stage 6: Add within 100 with Composing





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:

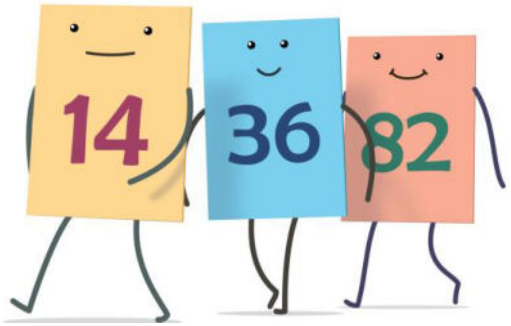
- Partner A: Put a paper clip on 2 numbers in the gray rows.

  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.

Get Your Numbers in Order, Stage 1: Two-digit numbers



Least Greatest

Points

Partner A	Partner B

Materials:

Dry erase markers,

Stage 1 gameboard

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.

How Close? Stage 1: Add to 20, Stage 2: Subtract from 20, Stage 3: Add to 100

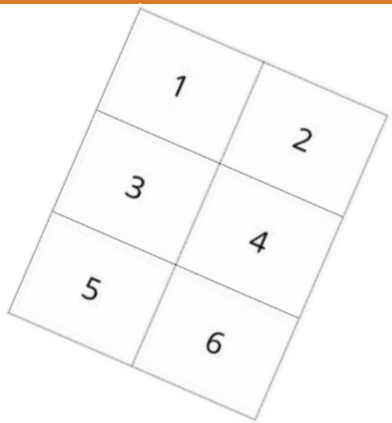
Materials:

[How Close? Stage 1 Recording Sheet]

[How Close? Stage 2 Recording Sheet]

Connecting Cubes or Counters

[Double 10-Frames], [Number Cards 0-10]



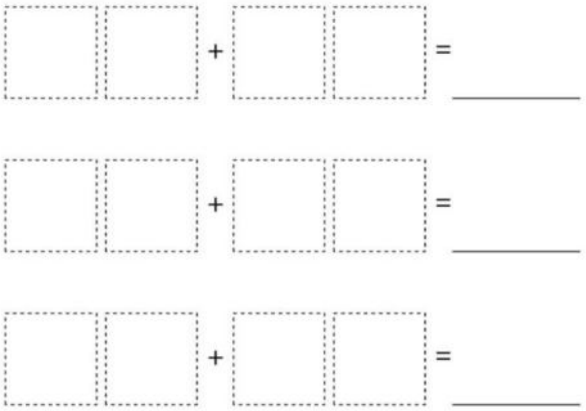
Stage 1: Add to 20 - Directions:

- 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.

How Close? Stage 1: Add to 20, Stage 2: Subtract from 20, Stage 3: Add to 100

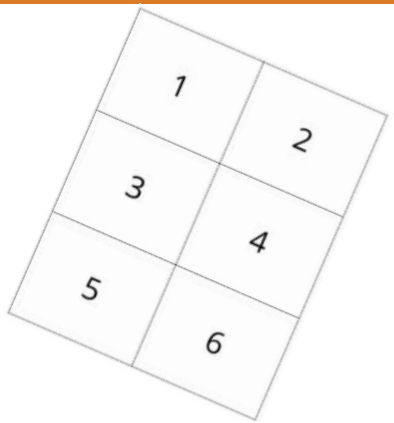


Materials:

[How Close? Stage 3 Recording Sheet]

Connecting Cubes or Counters

[Double 10-Frames], [Number Cards 0-10]

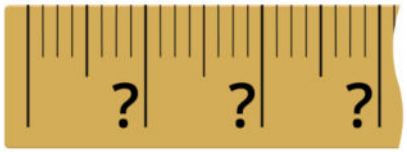


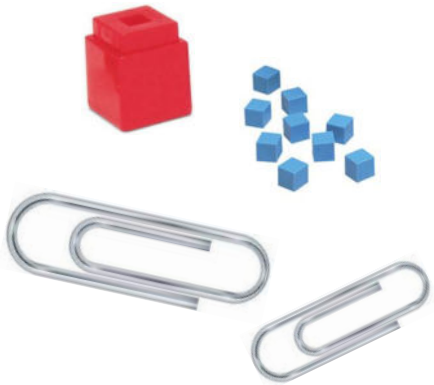
Stage 3: Add to 100 - Directions:

Before playing, remove the cards that show number 10 and set them aside.

- Each partner:
  - Take 7 cards.
  - Choose 4 cards to make 2 two-digit numbers.
  - Write an equation to show the sum of the numbers you made.
  - Compare sums with your partner, whoever is closer to 100 wins a point.
- Take 4 new cards and start the next round.

Estimate and Measure, Stage 1: Choose Your Unit





object	unit	estimate	actual measurement
example: crayon	*connecting cubes*	*5 connecting cubes*	*4 connecting cubes*

Materials:

[Stage 1 recording sheet]

Base-ten blocks

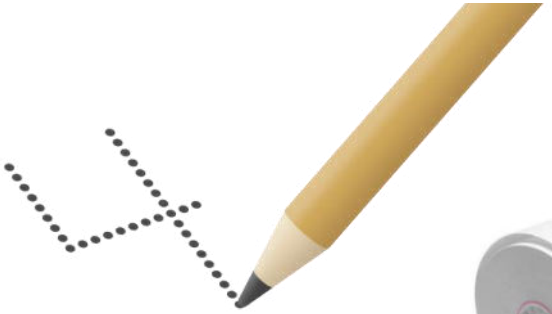
Connecting cubes

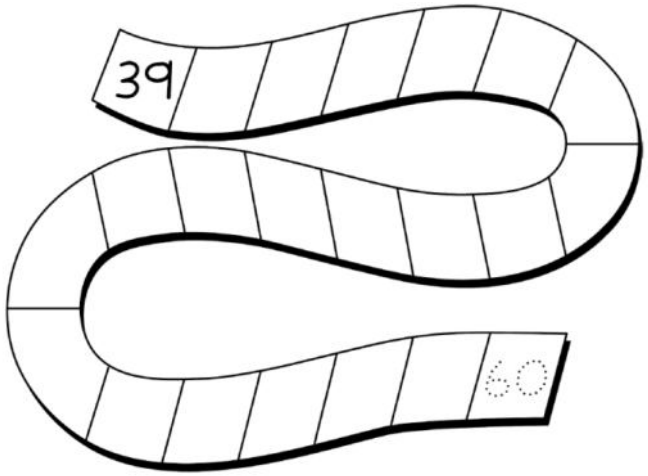
2” paper clips

Directions:

- Choose an object that you will measure.
- Choose the unit you would like to use to measure the object.
- Record the object and the unit you will use to measure.
- Before measuring the object, make an estimate of the object’s length.
- Record your estimate.
- Measure the object and record the actual measurement

Write Numbers, Stage 1: Numbers to 99 by 1, Stage 2: Numbers to 99 by 10, Stage 3: Numbers to 120 by 1





Materials:

Dry erase markers

Stage 1 gameboard

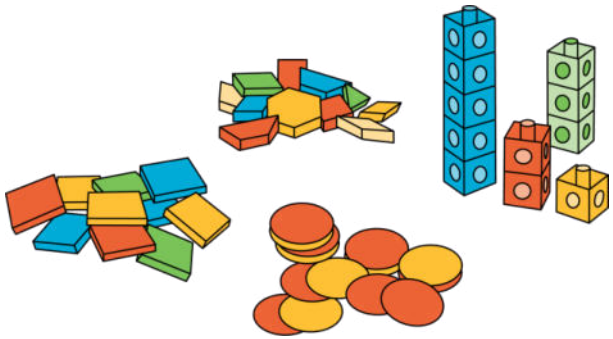
Stage 2 gameboard

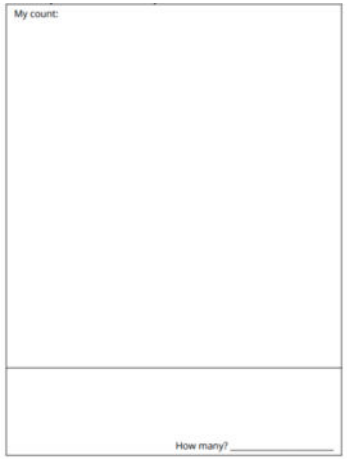
Stage 3 gameboard

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.

Counting Collections, Stage 1 and 2, Stage 3: Estimate and Count Up to 120





How many are there? Show how you counted.

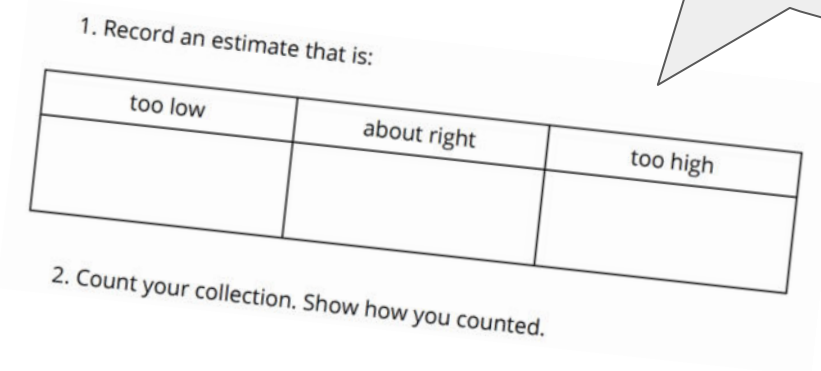
Materials:

Collection of objects

Double 10-frame

[Stage 1 & 2 recording sheet]

[Stage 3 recording sheet]



Stage 3 Directions:

This time, you will estimate how many objects are in your collection before you count them. Record your estimate, then count the collection. Record your count.