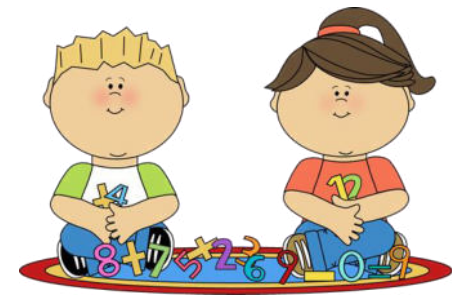




IM K-5 MATH™ v.1


Math Centers



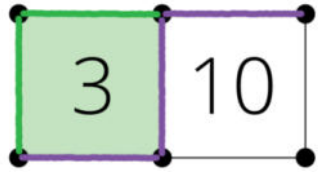
Unit 7 Geometry and Time





[Geoblocks](#)



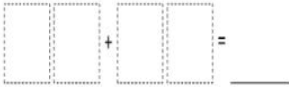
[How Are They the Same?](#)




[Capture Squares](#)



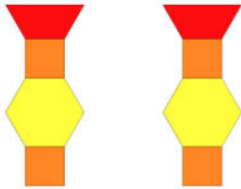
[Compare](#)



[How Close?](#)



[Picture Books](#)



[Match Mine](#)



[Can You Draw It?](#)



[Target Numbers](#)



[Which One?](#)



Materials:
Geoblocks, solid shapes
Bags

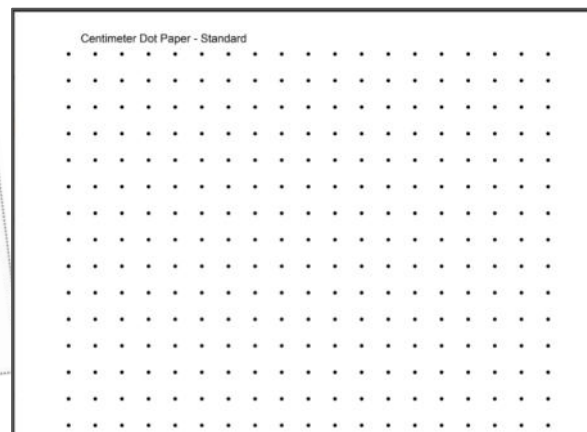
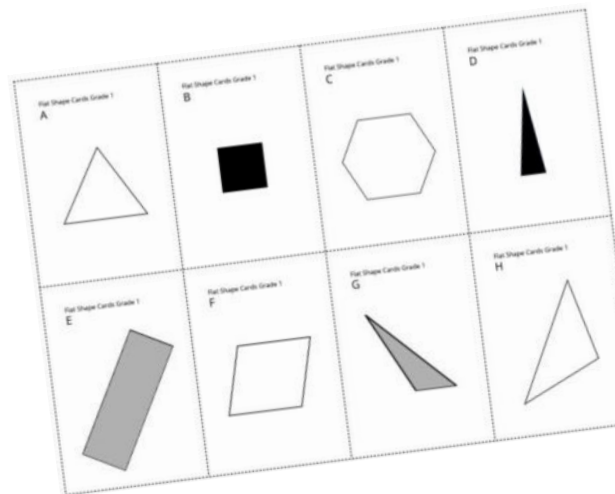
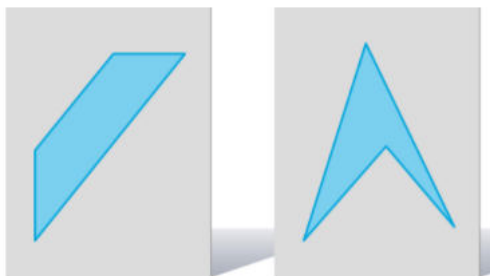
Stage 3 Directions:

- Put the solid shapes in the middle, between you and your partner.
- Think of a shape but don't tell your partner. Describe one of the shapes to your partner. Your partner's job is to guess which shape you are describing.
- Once your partner figures out which shape you are describing, switch roles.



Stage 4 Directions:

- One partner will reach into the bag and feel one shape without looking at it.
- Feel the shape until you can guess which shape it is.
- Once you guess, remove the shape and show it to your partner.
- If your partner agrees, put the shape back into the bag, and switch roles.



Materials:

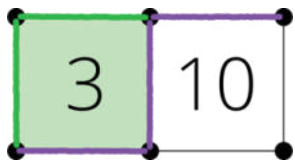
[Flat shape cards](#)

[Dot paper](#)

Dry erase markers

Directions:

- Start by laying out six shape cards. Then one person in your group chooses two shapes that are the same in some way. They show everyone in the group the shapes they chose.
- Then the other group members draw a different shape that is also the same in some way as the two shapes that were chosen.
- Finally, everyone shares the shapes they drew and what they have in common with the first two shapes chosen.
- You earn 1 point if you draw a shape that nobody else drew.



Materials:

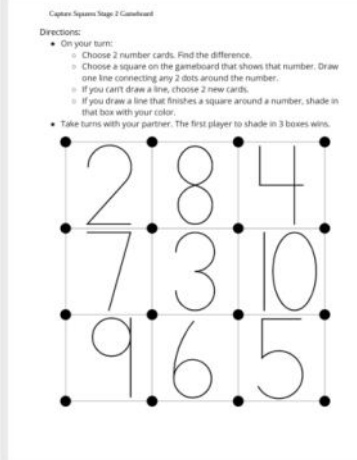
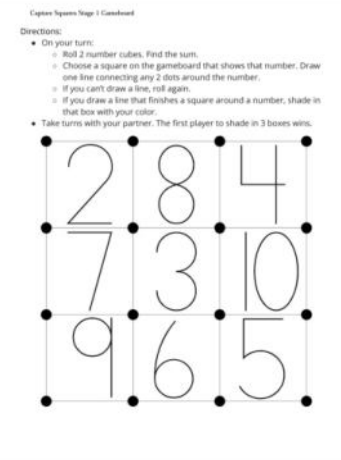
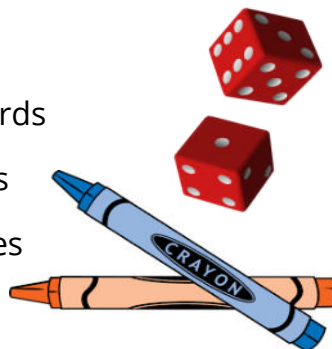
Number cubes or number cards

Crayons or dry erase markers

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 (or write your name).
- Take turns with your partner. The first player to shade in 3 boxes wins.

Capture Squares, Stage 2 Directions:

- 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, draw cards again.
 - If you draw a line that finishes a square around a number, shade in that box with your color (or write your name).
- Take turns with your partner. The first player to shade in 3 boxes wins.



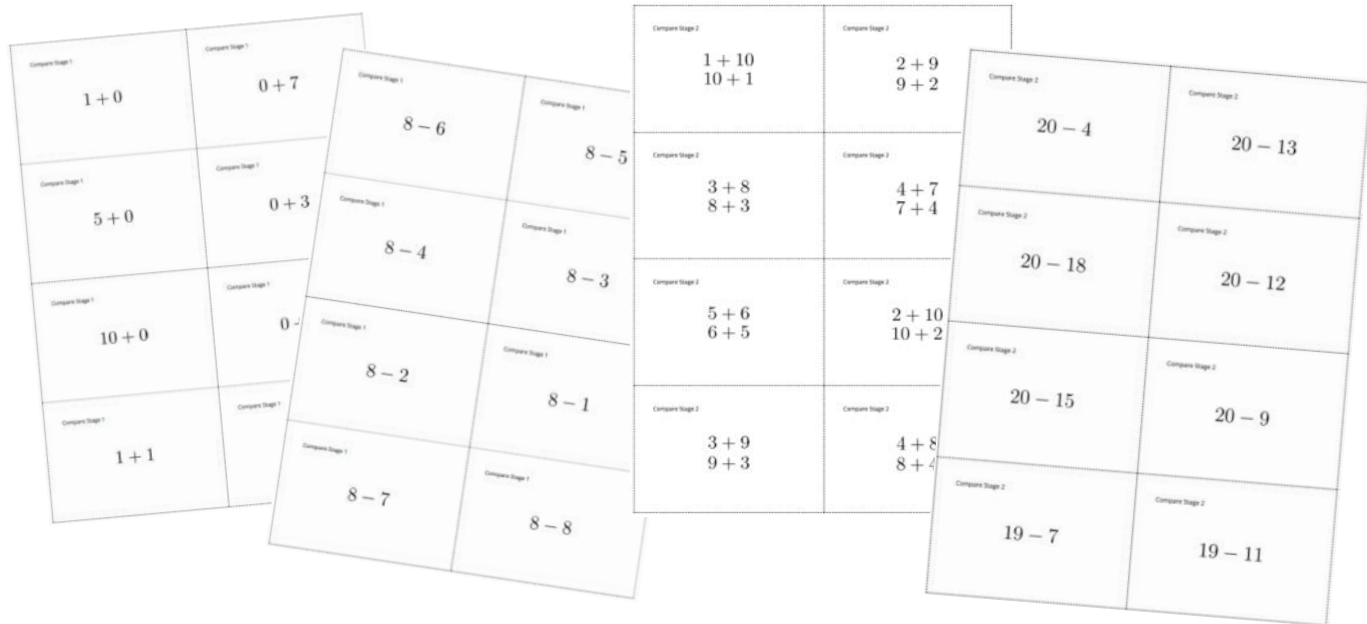
Materials:

[Stage 1 addition cards](#)

[Stage 1 subtraction cards](#)

[Stage 2 addition cards](#)

[Stage 2 subtraction cards](#)



Stage 1 Directions:

- Mix the cards up and give half to each player.
- Each person flips over a card with an expression.
- The person who has the card with the greater value takes both cards.
- If the cards have the same value, flip over two new cards.

Stage 2 Directions:

- Mix the stage 2 addition and subtraction cards up and give half to each player.
- Each person flips over a card with an expression.
- The person who has the card with the greater value takes both cards.
- If the cards have the same value, flip over two new cards.

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

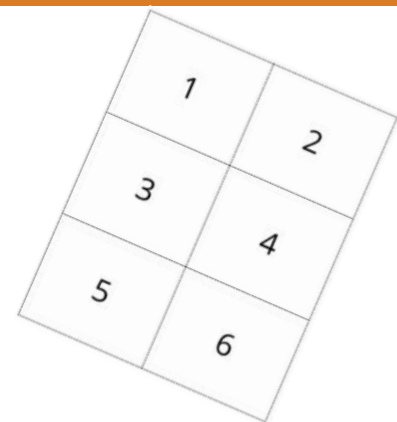
Materials:

[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.

$$\begin{array}{|c|c|} \hline & \\ \hline \end{array} + \begin{array}{|c|c|} \hline & \\ \hline \end{array} = \underline{\hspace{2cm}}$$

$$\begin{array}{|c|c|} \hline & \\ \hline \end{array} + \begin{array}{|c|c|} \hline & \\ \hline \end{array} = \underline{\hspace{2cm}}$$

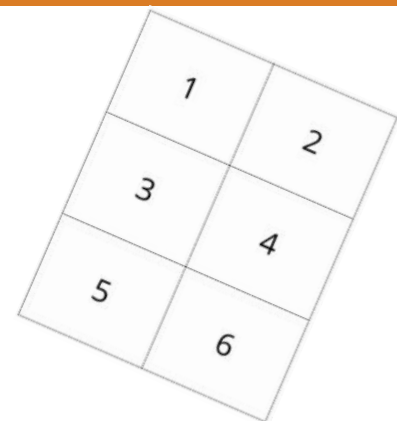
$$\begin{array}{|c|c|} \hline & \\ \hline \end{array} + \begin{array}{|c|c|} \hline & \\ \hline \end{array} = \underline{\hspace{2cm}}$$

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.



Sketch what you see.	Describe what you see.	What shape is it?

Materials:

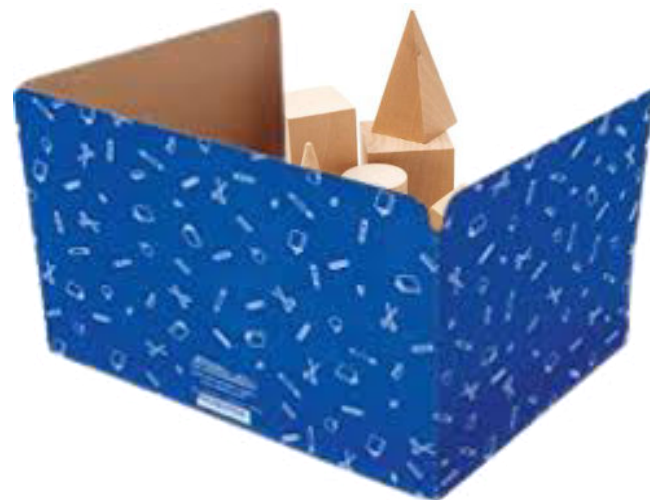
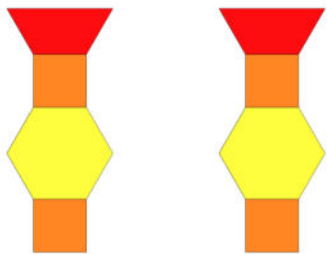
[Stage 3 recording sheet](#)

Books

Dry erase markers

Directions:

- We are going to look for shapes in picture books.
- Talk to your partner about the shapes you see.
- Describe the shapes and name them if you can.
- Then record the shapes you see with a drawing or words.



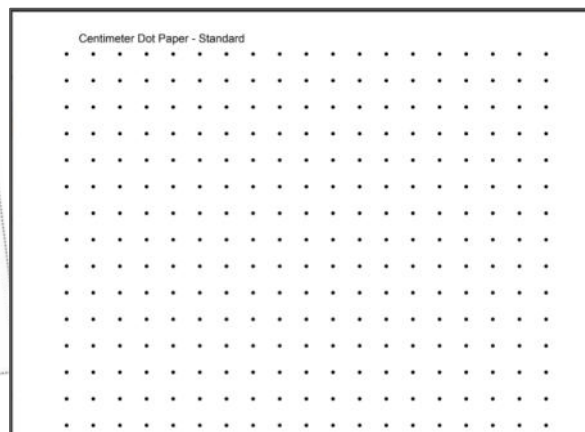
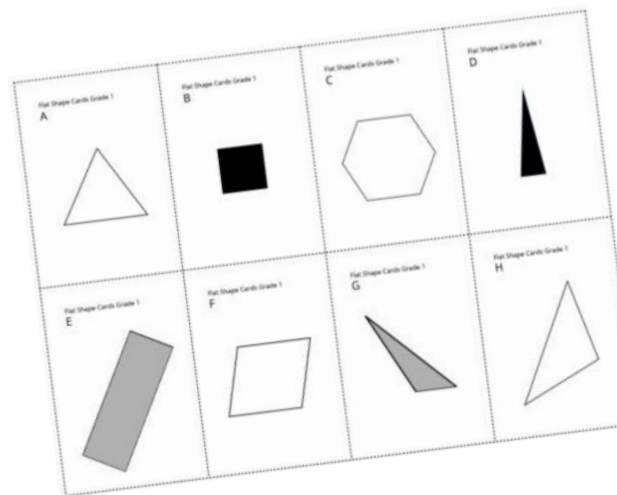
Materials:

Privacy folders

Solid shapes or pattern blocks

Directions:

- One person starts by putting shapes together to build something new.
- They hide their object behind the folder so their partner can't see it.
- Then they describe their object to their partner, who tries to match it.



Materials:

[Flat shape cards](#)

[Dot paper](#)

Dry erase markers

Directions:

- One partner picks a card without showing it to their partner. They describe the shape on the card so their partner can draw it.
- After the shape is drawn, partners compare shapes. If the partner drew the correct shape, they keep the card.
- Take turns describing and drawing shapes.



Materials:

Dry erase markers, number cube

[Stage 1 recording sheet](#)

[Stage 2 recording sheet](#)

[Stage 3 recording sheet](#)

roll	equation
	55 + ___ = ___
	___ + ___ = ___
	___ + ___ = ___
	___ + ___ = ___
	___ + ___ = ___
	___ + ___ = ___

roll	choose	equation
	tens or ones	25 + ___ = ___
	tens or ones	___ + ___ = ___
	tens or ones	___ + ___ = ___
	tens or ones	___ + ___ = ___
	tens or ones	___ + ___ = ___
	tens or ones	___ + ___ = ___
	tens or ones	___ + ___ = ___

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

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.



Materials:

[Stage 3 recording sheet](#)

Books

Dry erase markers



Directions:

- One partner picks a shape that is on the board.
- Their partner asks them yes or no questions to help them guess which shape their partner choose.
- Once your partner has guessed the shape, switch roles and play again.