

3-Digit Dash

Materials:

- 3 dice or numeral cards (cut out)

Directions:

1. Player 1: Roll 3 dice or draw three number cards trying to make the **largest** number.
2. Record the number in expanded form and as a three-digit number.
3. Player 2: repeat steps 1-2
4. The person with the largest number wins that round. Put a check mark in the winner box if you won that round.
5. After 5 rounds the person with the highest score wins!

Player 1			
Round	Expanded Form	3-Digit Number	Winner
1			
2			
3			
4			
5			
Player 2			
Round	Expanded Form	3-Digit Number	Winner
1			
2			
3			
4			
5			

3-Digit Dash

Materials:

- 3 dice or numeral cards (cut out)

Directions:

1. Player 1: Roll 3 dice or draw three number cards trying to make the **smallest** number.
2. Record the number in expanded form and as a three-digit number.
3. Player 2: repeat steps 1-2
4. The person with the smallest number wins that round. Put a check mark in the winner box if you won that round.
5. After 5 rounds the person with the highest score wins!

Player 1			
Round	Expanded Form	3-Digit Number	Winner
1			
2			
3			
4			
5			
Player 2			
Round	Expanded Form	3-Digit Number	Winner
1			
2			
3			
4			
5			

0

1

2

3

4

5

6

7

8

9

0

1

2

3

4

5

6

7

8

9

5 Way Challenge

Directions:

1. Write the number 5 ways.

356	Only Tens and Ones	Compose a Different Way
A Base Ten Diagram	Word Form	Expanded Form

Plot and Compare

Directions: Plot the numbers given on the number line and use $<$, $>$, or $=$ to compare the two numbers (example: $3 < 13$).

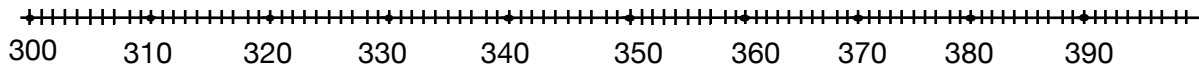
1.



Plot: **681, 618**

Compare (use $<$, $>$, or $=$) : _____

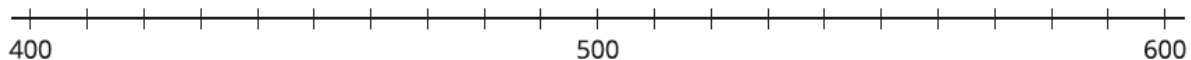
2.



Plot: **315, 366**

Compare (use $<$, $>$, or $=$) : _____

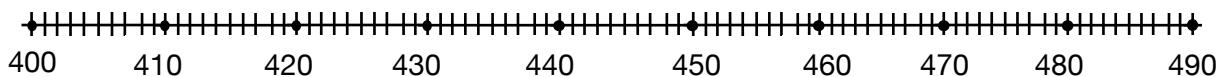
3.



Plot: **560, 460**

Compare (use $<$, $>$, or $=$) : _____

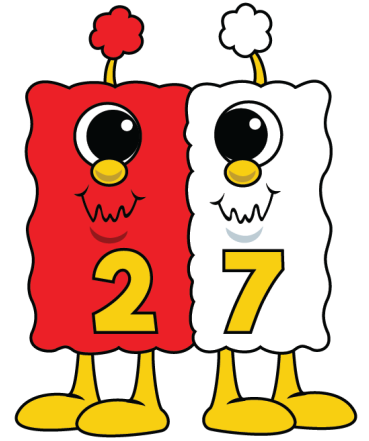
4.



Plot: **428, 488**

Compare (use $<$, $>$, or $=$) : _____

Compare with Value Pak



Materials:

- base ten blocks (cut out)
- one digit numeral cards (cut out)
- place value mat

Directions:

1. Work with a partner. Shuffle the numeral cards and place them facedown.
2. Both players: Turn over 3 cards to make a 3-digit number. Represent your number on a place value mat using base ten blocks.
3. Compare your representations. Record your comparisons using the symbols $<$, $>$, or $=$ on the chart below.
4. Repeat steps 1-3 for 9 more rounds.

ROUND	Player 1 3-digit number	$>$, $<$, or $=$	Player 2 3-digit number
1			
2			
3			
4			
5			
6			
7			
8			
9			
10			

Place Value Board

--	--	--

hundreds

tens

ones

--	--	--

1

2

3

4

5

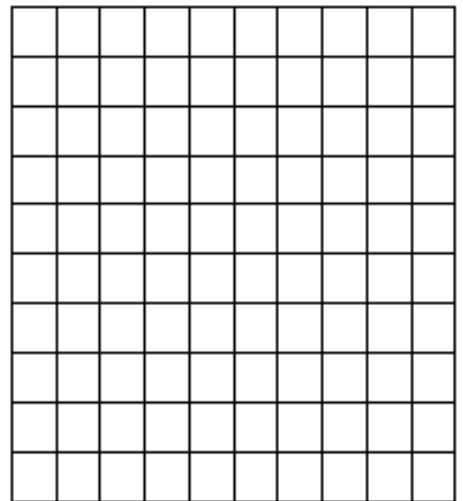
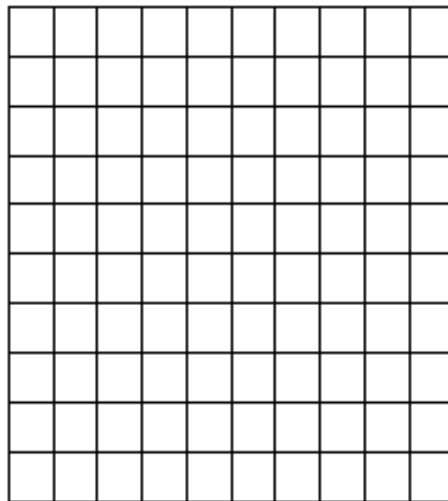
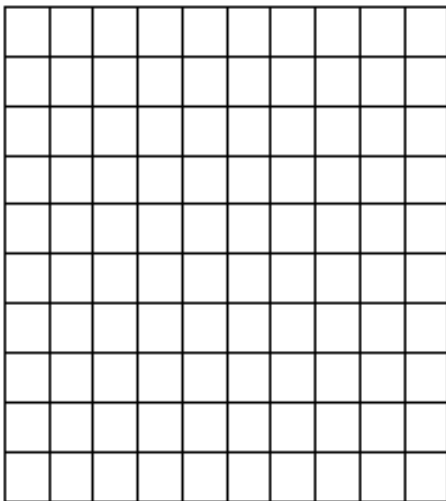
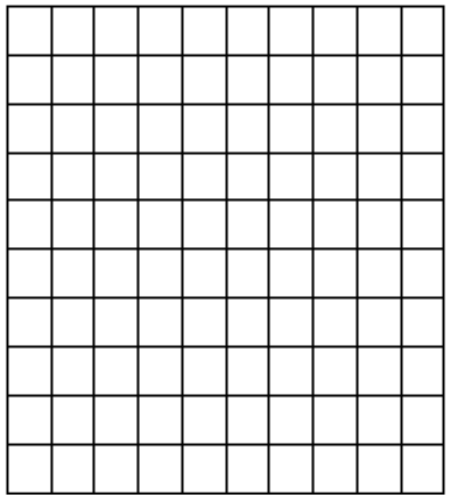
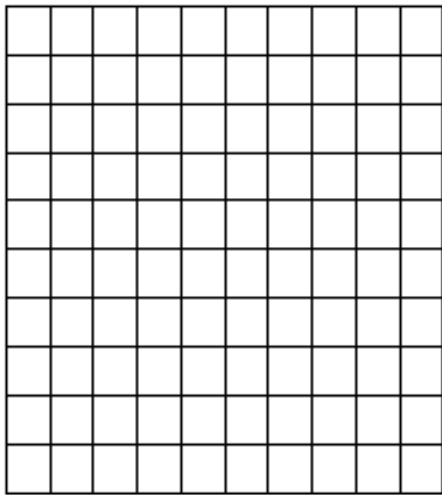
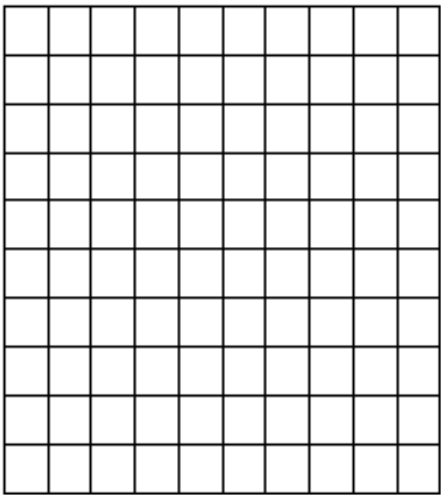
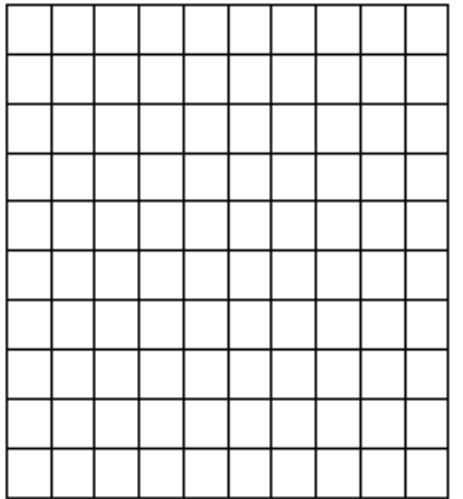
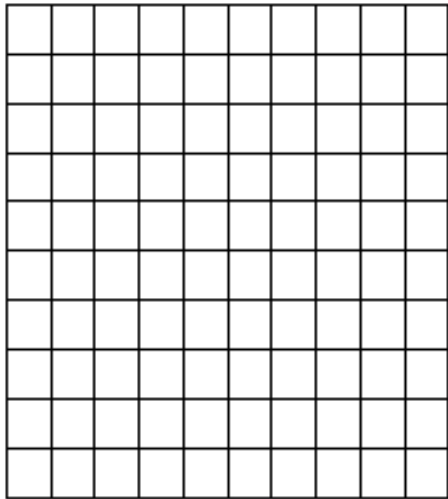
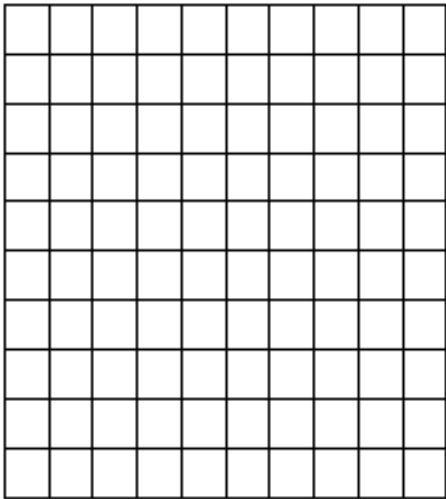
6

7

8

9

0



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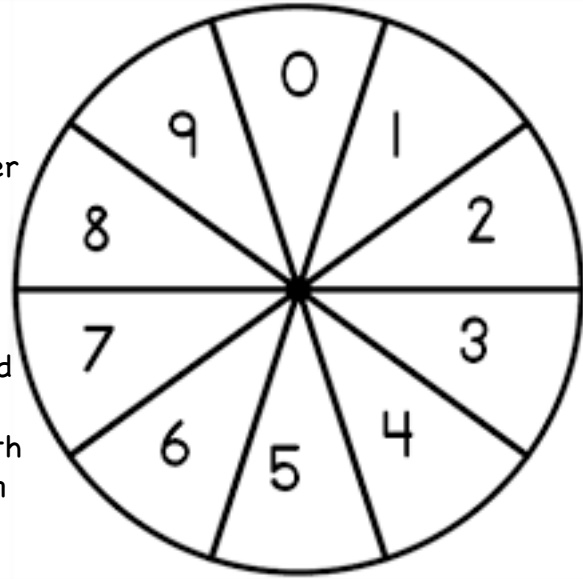
Which is Greater?

Materials:

- spinner (made with paperclip and pencil)
- place value board (one for each partner)

Directions:

1. Work with a partner to try to make the greatest 3-digit number you can.
2. Player 1 spins. Player 1 decides if the number should go in the ones, tens, or hundreds place to make the largest 3-digit number. (ex: I rolled a 2 and I think it should go in the ones place because it is a low number. In the hundreds place, it would only be 200.) Use the place value board to build your number.
3. Player 2 repeats step 2. Continue taking turns spinning until both players have built their 3-digit number. Record your numbers on the chart below.
4. Work with your partner to compare the 2 numbers and fill in $<$, $>$, $=$. The player with the greater number wins! Play 10 rounds and the best out of 10 wins!



Round	Player 1	Symbol < > =	Player 2	Winner
1				
2				
3				
4				
5				
6				
7				
8				
9				
10				

Place Value Board

hundreds

tens

ones

--	--	--

Place Value Board

hundreds

tens

ones

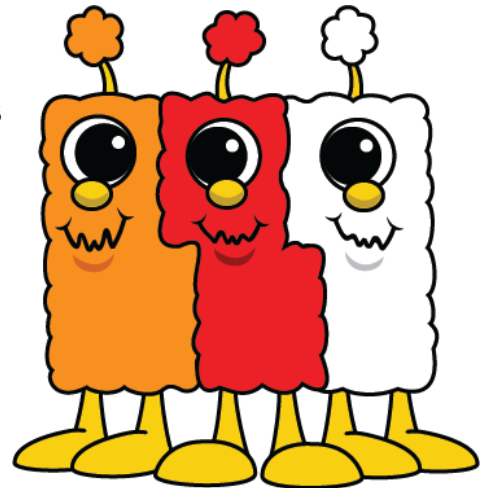
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Help Value Pak Get in Order

Materials: numeral cards 101-120 (cut out)

Directions:

1. Work with a partner. Shuffle the cards and deal 5 cards to each player. Players must place their cards facedown in a pile.
2. Take turns flipping over the top card from your pile. Place the card on the grid below.
3. The goal is to be the first player to have 5 cards in order from least to greatest on the grid below. On each turn a player can replace any card in their column with the card drawn.
4. Players may not move cards around within the column.
5. Keep going until one player has 5 numbers in order from least to greatest.



Player 1 least to greatest		Player 1 least to greatest

101

111

102

112

103

113

104

114

105

115

106

116

107

117

108

118

109

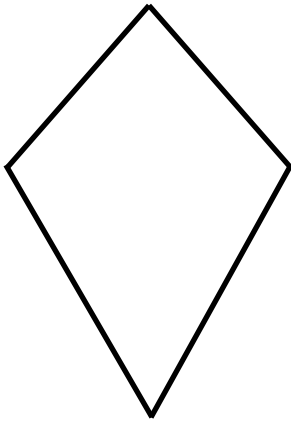
119

110

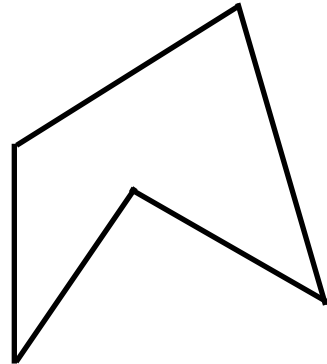
120

Shape Match Up

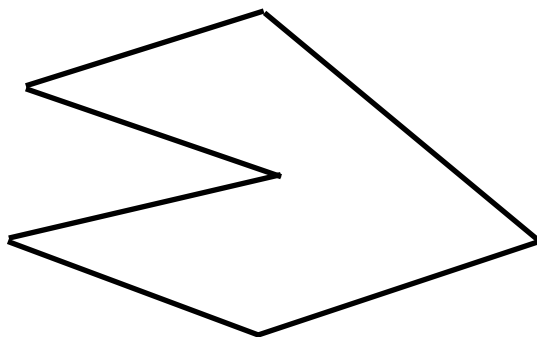
Directions: Circle the name of each shape.



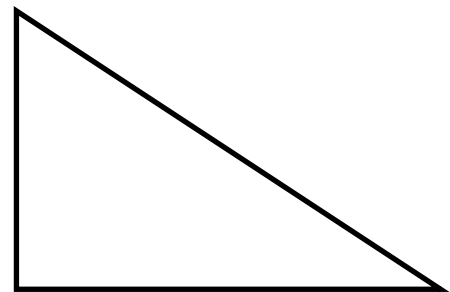
- triangle
- quadrilateral
- pentagon
- hexagon



- triangle
- quadrilateral
- pentagon
- hexagon



- triangle
- quadrilateral
- pentagon
- hexagon



- triangle
- quadrilateral
- pentagon
- hexagon

What Shape Am I?

Directions: Use the attributes given to draw the shape. Fill in the blank with the shape name.

A.) My shape has:

- 4 sides
- 4 corners
- 2 sides are 2 inches
- all square corners

Draw the shape:

What shape am I? _____

B.) My shape has:

- 5 sides
- 5 corners
- 1 side is 2 inches
- 2 square corners

Draw the shape:

What shape am I? _____

C.) My shape has:

- 6 sides
- 6 corners
- 2 sides are 2 inches
- 0 square corners

Draw the shape:

What shape am I? _____

D.) My shape has:

- 3 sides
- 3 corners
- 1 side is 2 inches
- 1 square corner

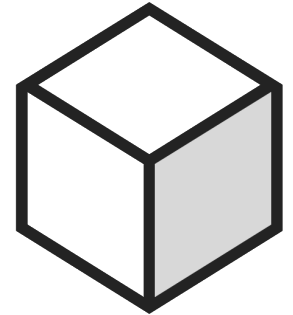
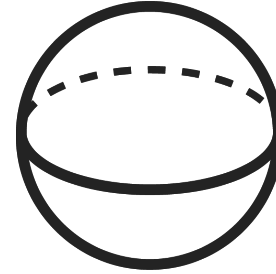
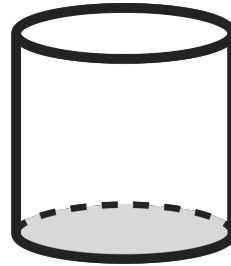
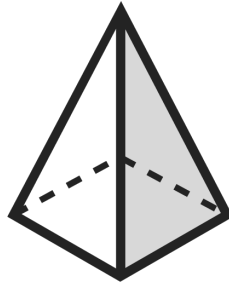
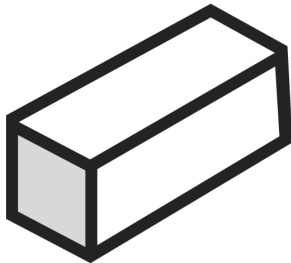
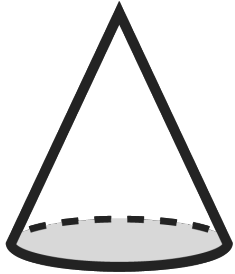
Draw the shape:

What shape am I? _____

Answers: A) rectangle B) pentagon C) hexagon D) triangle

3D Match Up

Directions: Draw a line to the name of each 3D figure.



pyramid

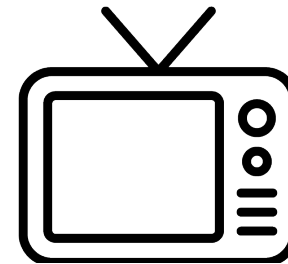
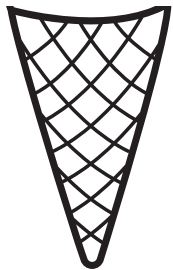
cylinder

sphere

cube

cone

rectangular prism



pyramid

cylinder

sphere

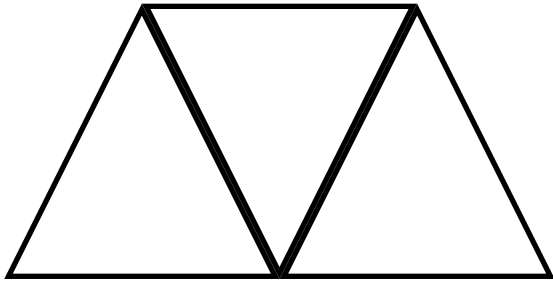
cube

cone

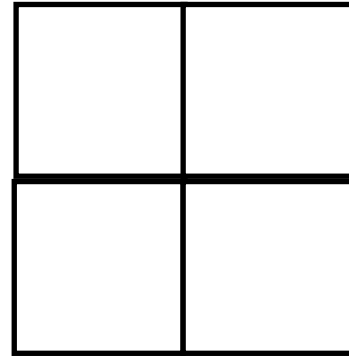
rectangular prism

Describe The Shape

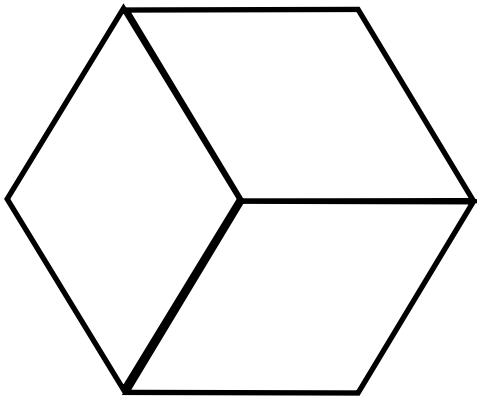
Directions: Fill in the blanks. (Example: The rectangle is made up of 3 squares.)



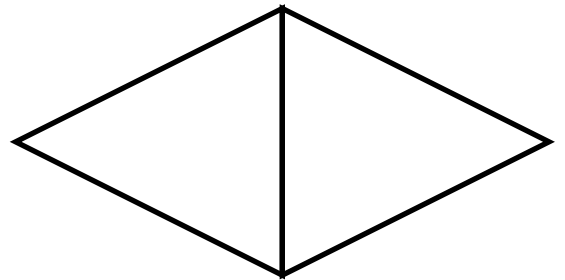
The _____ is made up
of _____.



The _____ is made up
of _____.



The _____ is made up
of _____.



The _____ is made up
of _____.

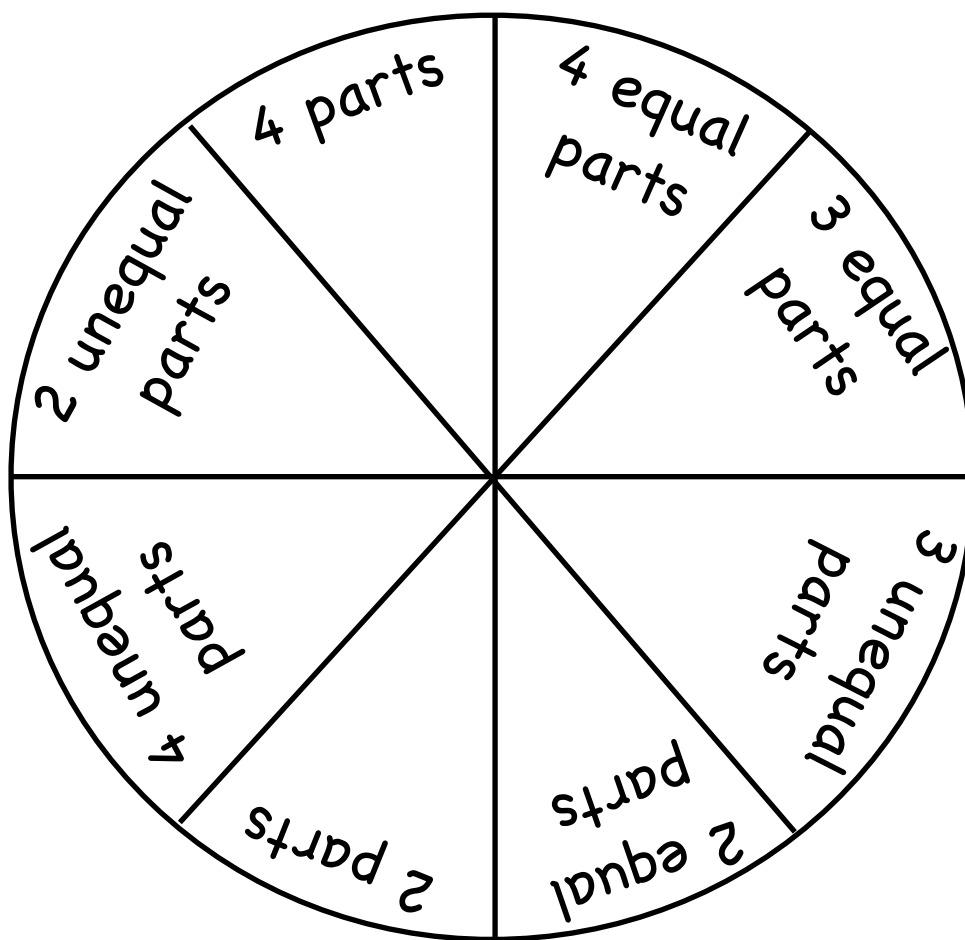
Split The Shape

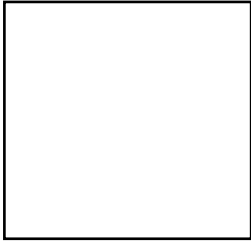
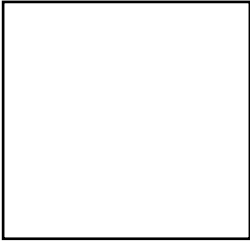


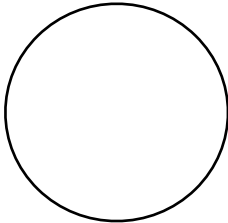
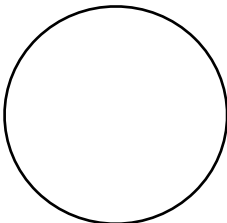


Materials:

1. spinner (you will need a pencil and paperclip to create the spinner)
2. recording sheet
3. 2 players

Directions:

1. Player 1 spins and splits their shape.
2. Compare the shapes.
3. If you made equal parts, name the parts using halves, thirds, or fourths on the recording sheet.
4. Player 2 repeats steps 1-3. Continue taking turns until the recording sheet is filled in.



Player 1	Player 2
<div></div> <div></div>	<div></div> <div></div>
<div></div> <div></div>	<div></div> <div></div>
<div></div> <div></div>	<div></div> <div></div>
<div></div> <div></div>	<div></div> <div></div>

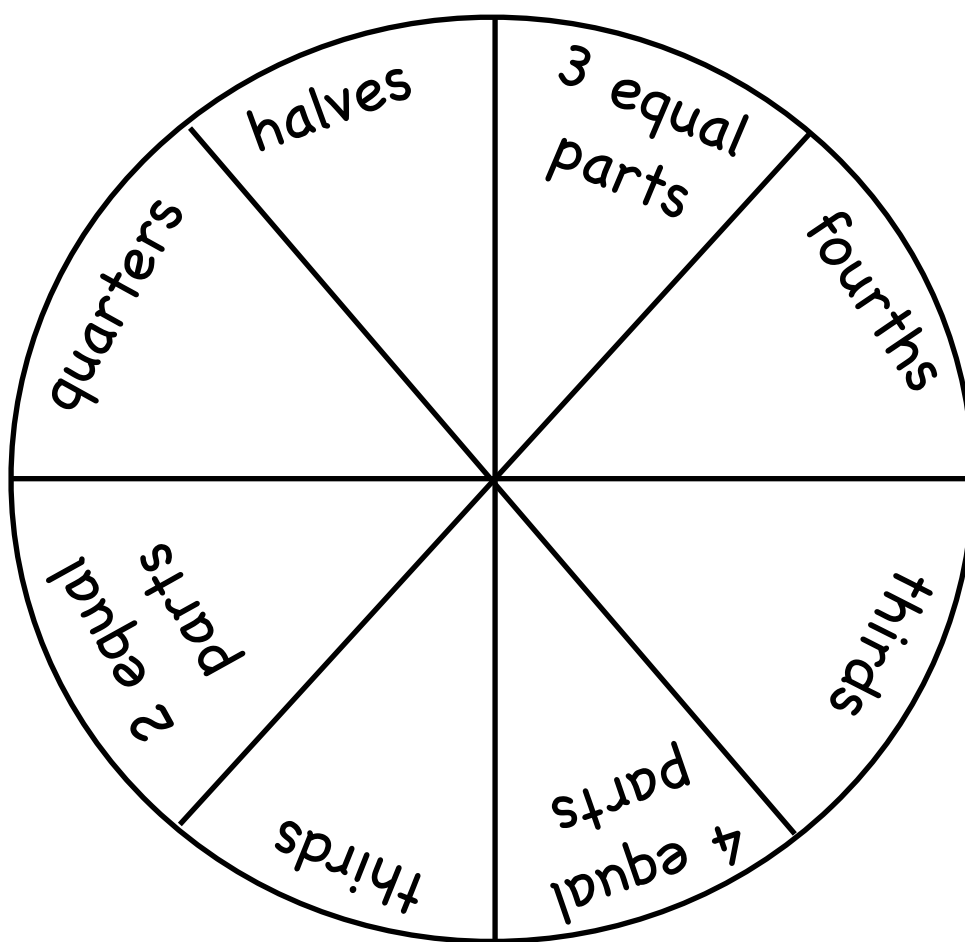
Split The Shape

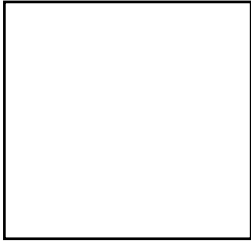
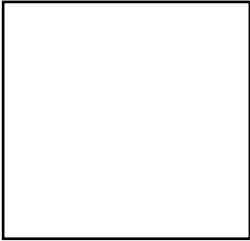


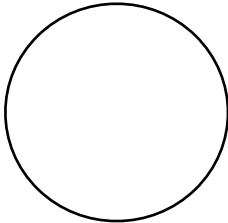
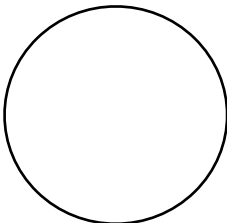


Materials:

1. spinner (you will need a pencil and paperclip to create the spinner)
2. recording sheet
3. 2 players

Directions:

1. Player 1 spins and splits their shape two different ways.
2. Compare your shapes.
3. Name the parts using half of, third of, fourth of, or quarter of on the recording sheet.
4. Player 2 repeats steps 1-3. Continue taking turns until the recording sheet is filled in.



Player 1	Player 2
<div></div> <div></div>	<div></div> <div></div>
<div></div> <div></div>	<div></div> <div></div>
<div></div> <div></div>	<div></div> <div></div>
<div></div> <div></div>	<div></div> <div></div>

Time Match Up

Directions:

1. Cut out all of the cards.
2. There are 3 cards for each time; a digital clock card, an analog clock card, and a terms time card.
3. Match up all 3 cards until all the cards are gone.

6:15

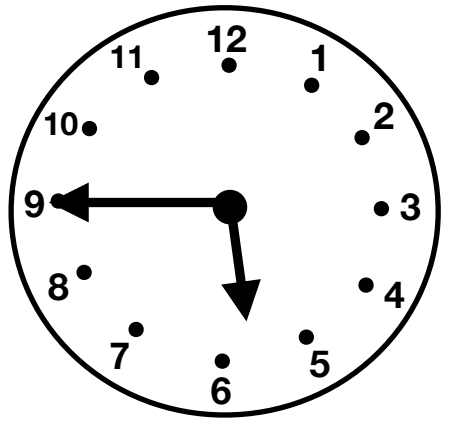
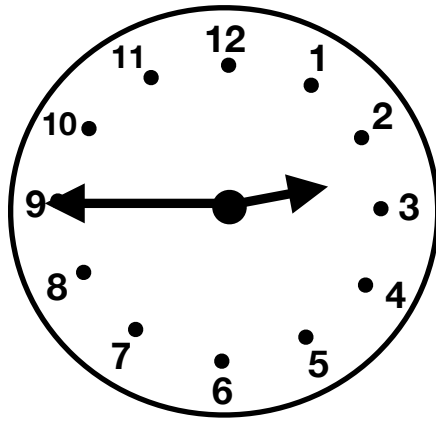
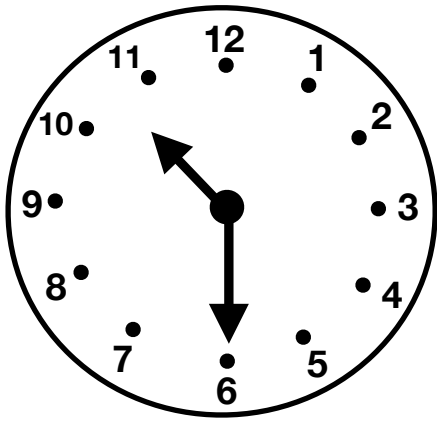
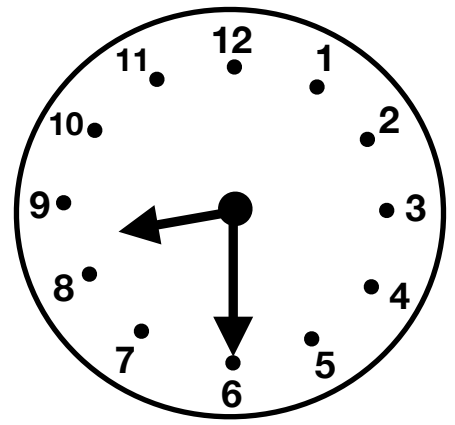
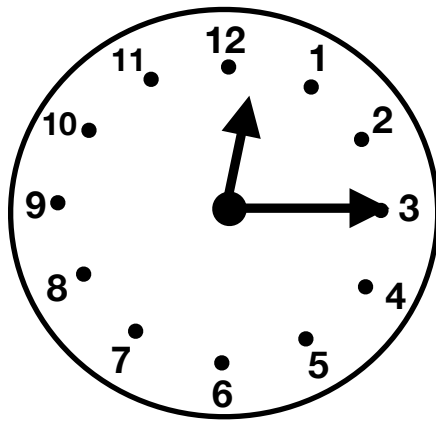
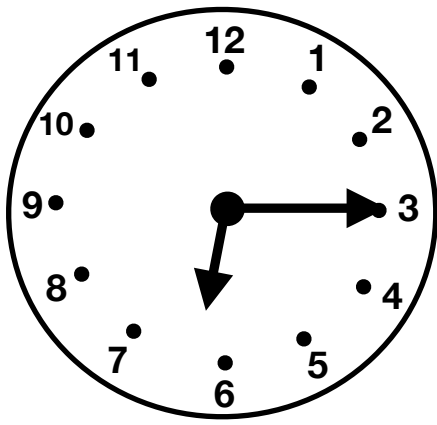
12:15

8:30

10:30

2:45

5:45



quarter after six

quarter after
twelve

half past eight

half past ten

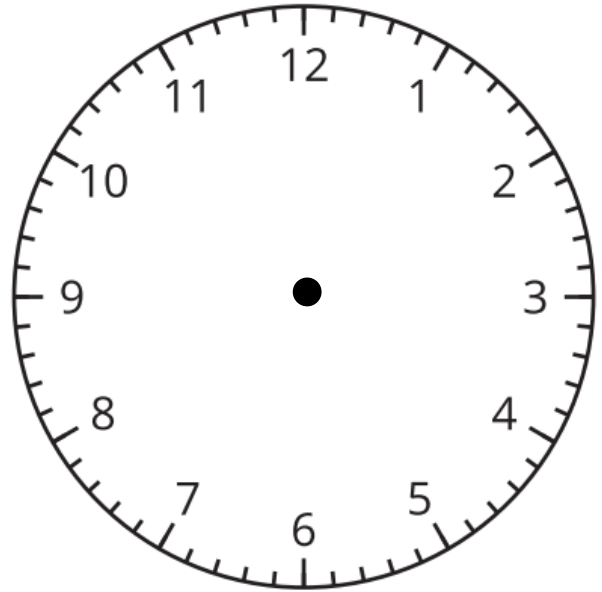
quarter till three

quarter till six

Clocks and Time

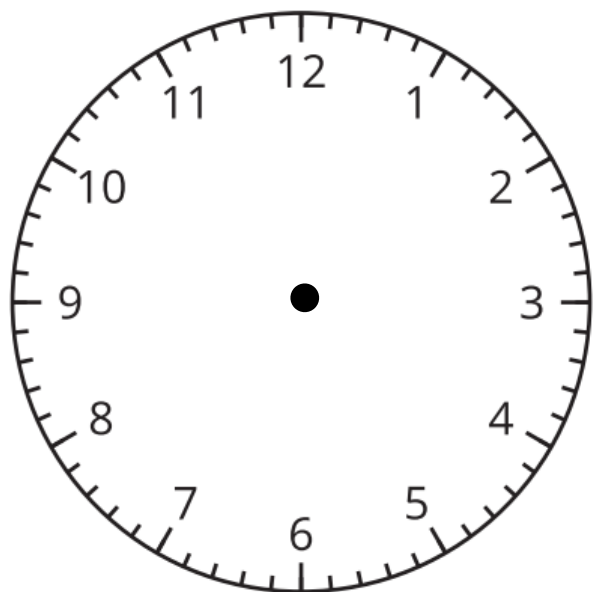
1. Sierra wakes up in the morning at 7:15. Show this time on the clock face below. Circle a.m. or p.m.

a.m. or p.m.



2. Sierra goes to bed at 8:45. Show this time on the clock face below. Circle a.m. or p.m.

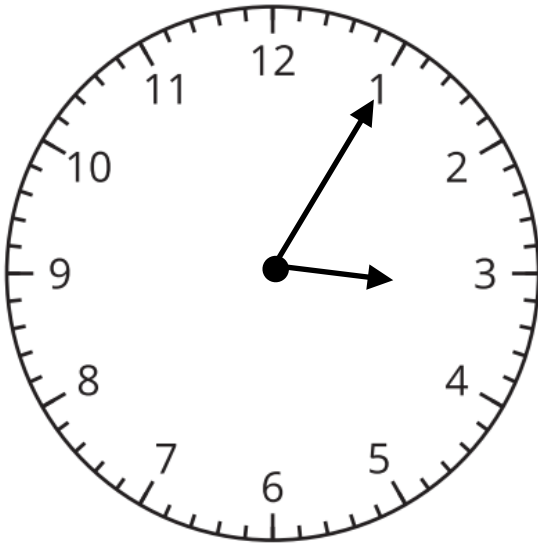
a.m. or p.m.



Write the time for each clock face.

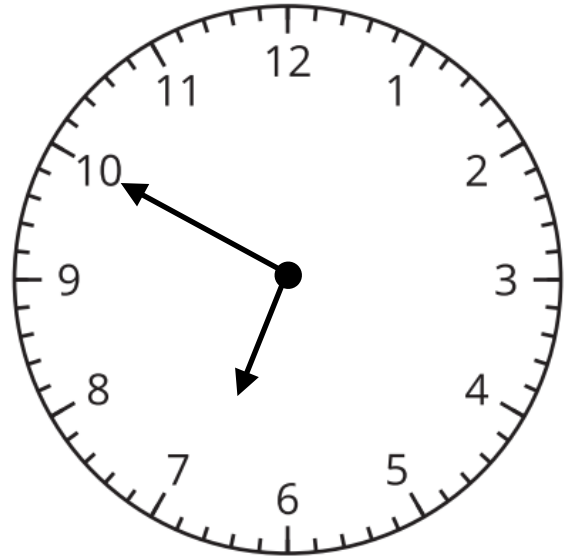
3.

____ : ____



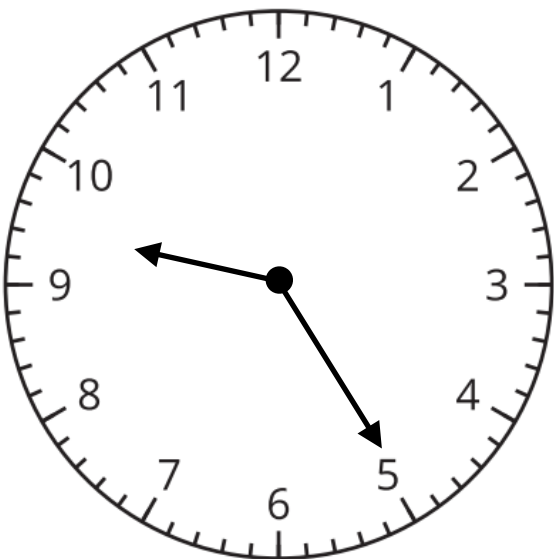
4.

____ : ____



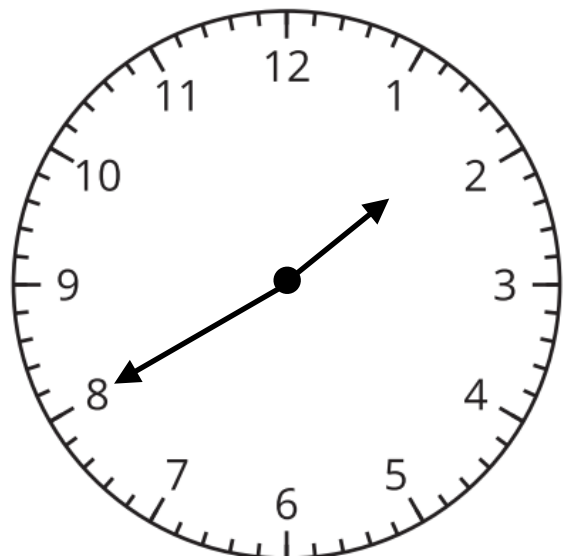
5.

____ : ____



6.

____ : ____



Coin Compare-Level 1

Materials: money cards (cut out)

Directions:

1. Put all the cards in one pile face down.
2. Player 1 and Player 2 each turn over a card from the top of the pile.
3. Each player finds the value of the collection of coins shown on their card.
4. Both players compare their cards. The player with the greatest coin value takes both cards.
5. Continue to play until all the cards have been taken from the pile.
6. The player with the most cards wins!

	Player 1	Player 2	Which player has the greatest value?
1	_____ ¢	_____ ¢	
2	_____ ¢	_____ ¢	
3	_____ ¢	_____ ¢	
4	_____ ¢	_____ ¢	
5	_____ ¢	_____ ¢	
6	_____ ¢	_____ ¢	
7	_____ ¢	_____ ¢	
8	_____ ¢	_____ ¢	
9	_____ ¢	_____ ¢	
10	_____ ¢	_____ ¢	





Coin Compare-Level 2

Materials: money cards (cut out)

Directions:

1. Put all the cards in one pile face down.
2. Player 1 and Player 2 each turn over a card from the top of the pile.
3. Each player finds the value of the collection of coins shown on their card.
4. Both players compare their cards. The player with the greatest coin value takes both cards.
5. Continue to play until all the cards have been taken from the pile.
6. The player with the most cards wins!

	Player 1	Player 2	Which player has the greatest value?
1	_____ ¢	_____ ¢	
2	_____ ¢	_____ ¢	
3	_____ ¢	_____ ¢	
4	_____ ¢	_____ ¢	
5	_____ ¢	_____ ¢	
6	_____ ¢	_____ ¢	
7	_____ ¢	_____ ¢	
8	_____ ¢	_____ ¢	
9	_____ ¢	_____ ¢	
10	_____ ¢	_____ ¢	



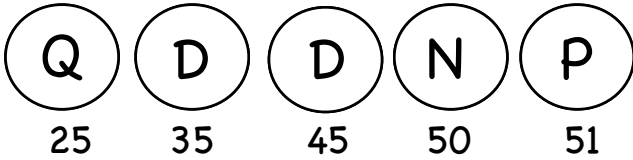


Handful of Coins

Materials: cup, coins (you can use real coins or cut out the coins in this activity)

Directions:

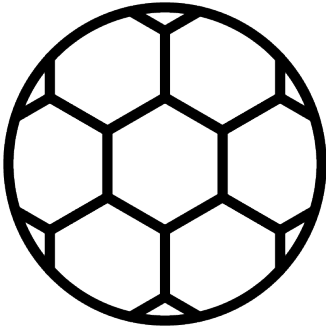
1. Put all the coins in your cup. Grab a handful of coins.
2. Sort the coins and arrange them from greatest to least value.
3. Draw a quick picture of the coins you grabbed.
4. Figure out the total value of the coins. Show your work.
5. Record how many of each type of coin you grabbed and the total value.
6. Repeat 4 times.

Quick Draw	How many of each type of coin did you grab?	Total
example: 	I grabbed 1 quarter, 2 dimes, 1 nickel and 1 penny.	51¢

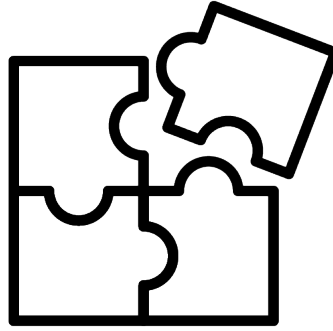




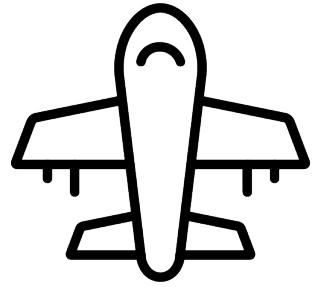
The Toy Store



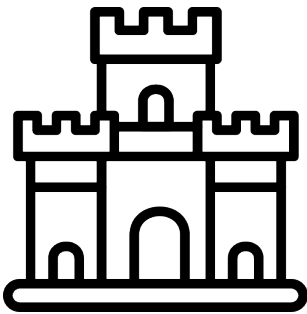
soccer ball
\$1.00



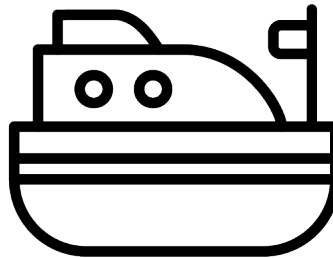
puzzle
15¢



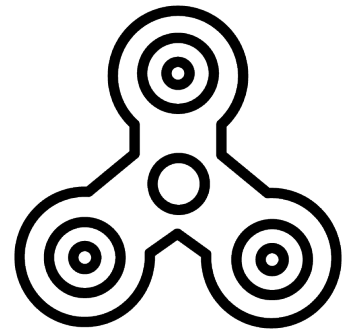
airplane
25¢



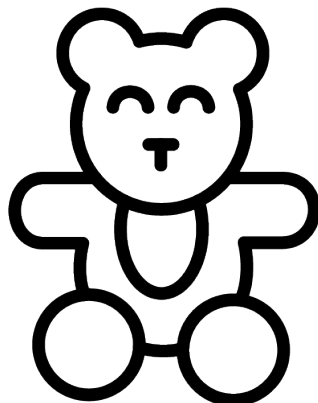
castle
99¢



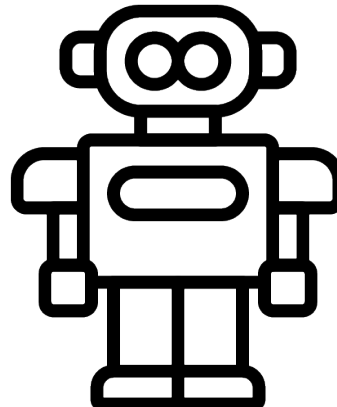
boat
20¢



fidget spinner
30¢



bear
39¢



robot
75¢

I bought three robots and a soccer ball. How much did I spend?

I bought two toys and spent 40¢. What might I have bought?

I bought a castle and a fidget spinner and gave the shopkeeper 6 quarters. How much change did I receive?

You buy a boat and four airplanes. How much do you spend?

Ben buys 2 robots and a puzzle. How much change will he get from a 5 dollar bill?

I buy one bear and two castles. How much do I spend?

Choose any one item from the store. Show what coins you could use to pay the exact cost.

Choose any two items from the store. Show what coins you could use to pay the exact cost.

You buy five puzzles. How much change do you get from a one dollar bill?

I spent \$1.19 at The Toy Store. What might I have bought?