# 4 in a Row: Multiples of 10

Materials: two crayons (one color for player 1 and another color for player 2) and a die Directions:

- 1. Player 1 rolls the die. Find the column with the matching number shown on the die. Start at the bottom of that column and if player 1 correctly answers the first multiplication problem in that column he/she can color in that box.
- 2. If the problem was answered incorrectly he/she cannot color in that box.
- 3. Player 2: Repeat step 1-2. If a box is already colored in the column you rolled move to the box above it.
- 4. Continue playing until one player has 4 in a row!

9 x 80 =	8 × 70 =	4 × 40 =	20 x 3 =	50 × 8 =	10 x 5 =
30 x 2 =	60 x 5 =	20 × 3 =	9 × 40 =	2 × 60 =	30 × 4 =
4 × 40 =	10 x 3 =	9 × 20 =	90 x 7 =	7 × 80 =	20 × 6 =
30 x 2 =	20 × 4 =	90 × 7 =	60 x 2 =	9 × 10 =	80 x 2 =
3 x 60 =	4 × 90 =	60 x 2 =	3 × 30 =	30 x 7 =	60 x 8 =
5 × 40 =	60 × 4 =	4 × 70 =	60 x 5 =	10 x 8 =	20 x 5 =
50 x 6 =	3 x 50 =	5 x 50 =	3 × 70 =	50 x 7 =	3 × 40 =













# Close to 100

Materials: 2 sets of number cards 0-9 (cut out)

- 1. Work with a partner. Cut the bottom portion of this sheet in half so each player can record their answers. Place the number cards face down. Each player draws 4 cards.
- 2. Each player chooses 2 cards to complete the expression to make a value as close to 100 as possible. Write the 2-digits and the product.
- 3. The player closest to 100 wins.

			:			
Level 1: Player 1			Level 1: Player 2			
Round 1	× 1 =			Round 1	× 1 =	
Round 2	× 1 =			Round 2	× 1 =	
Round 3	× 1 =			Round 3	× 1 =	
Round 4	× 1 =			Round 4	× 1 =	
Round 5	× 1 =			Round 5	× 1 =	
L	.evel 2: Player	1		Level 2: Player 2		
Round 1	× 2 =			Round 1	× 2 =	
Round 2	× 2 =			Round 2	× 2 =	
Round 3	× 2 =			Round 3	× 2 =	
Round 4	x 2 =			Round 4	x 2 =	
Round 5	x 2 =			Round 5	x 2 =	



# My Step-by-Step VISUAL MODELS for Word Problem Checklist

Steps	Directions	<b>√</b>
1	Read entire problem put in "chunks" (1)	
2	Rewrite the question in sentence form with a blank space for the answer	
3	Determine who and/or what is involved in the problem	
4	Draw the unit bar(s)	
5	Go back to the "chunks" ( ) and check (✔) when each part is added into the adjusted unit bars, put in question mark	
6	Correctly compute and solve the problem	
7	Write the answer in the sentence, and make sure the answer make sense	

Kegan collected 35 apples at the apple orchard. He wanted to put them into 5 bags. How many apples would be in each bag?

#### Sentence Form:

Visual Model	<b>6</b>
Visual Model	Computation

Kegan collected 35 apples at the apple orchard. He wanted to put them into 5 bags. How many apples would be in each bag?

# Sentence Form: Kegan has \_\_\_\_\_ apples in each bag. Visual Model Computation bags apples strategies may vary

# Representing Division

Directions: Complete each row. Draw out base ten blocks to represent the problem then solve.

Problem	Base Ten Drawing	Answer
48 ÷ 4		
66 ÷ 6		
36 ÷ 3		
70 ÷ 5		

Directions: Use the multiplying-up strategy to divide.

$$80 \div 5 =$$

$$64 \div 4 =$$

$$68 \div 4 =$$

$$56 \div 14 =$$

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### Estimate & Compare Quotients

Materials: expression cards (cut out), recording sheet (below)

#### **Directions:**

- 1. Shuffle the cards and place them face down.
- 2. Player 1 draws two cards. Come up with an estimate for each expression shown on the cards and determine which of the two has the greatest value. Record your answers on the sheet below.
- 3. Player 2 gives feedback. If correct, player 1 keeps the cards, otherwise the player must return the cards.
- 4. Take turns and continue steps 2-3 until no cards are left.
- 5. The player with the most cards wins

Player 1

PI	layer	2
71	ayer	2

Card 1 Estimate	Card 2 Estimate	Which expression is greater?	Card 1 Estimate	Card 2 Estimate	Which expression is greater?

$$92 \div 4$$

 $52 \div 13$ 

 $100 \div 25$ 

 $100 \div 20$ 

66 ÷ 22

 $84 \div 7$ 

 $65 \div 5$ 

84 ÷ 12

$$72 \div 18$$

45 ÷ 15

 $63 \div 3$ 

 $88 \div 22$ 

 $72 \div 3$ 

69 ÷ 3

 $96 \div 24$ 

78 ÷ 6

$$68 \div 4$$

90 ÷ 6

 $57 \div 19$ 

 $84 \div 4$ 

80 ÷ 8

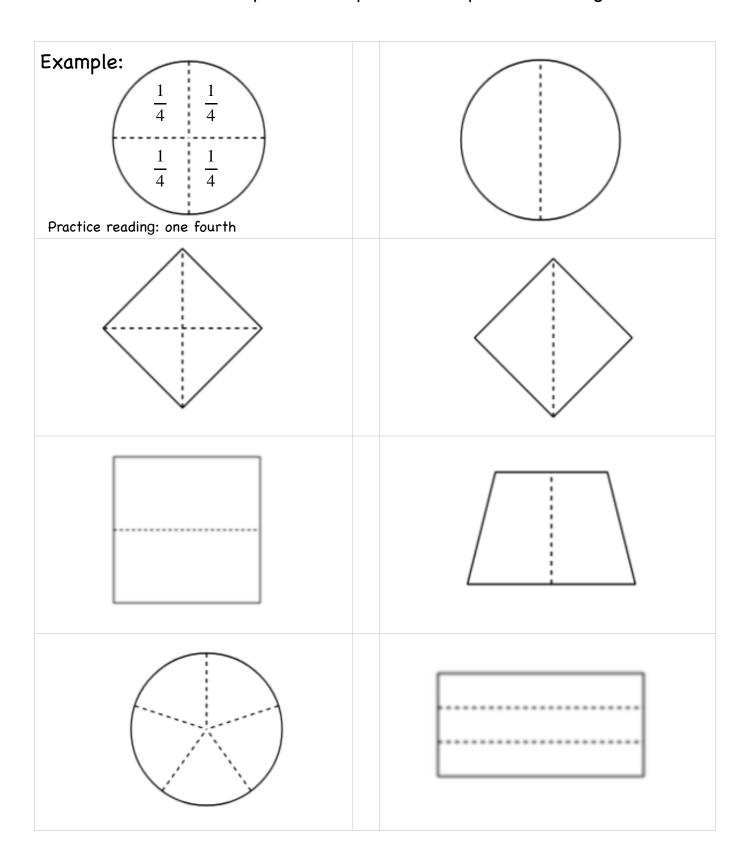
96 ÷ 12

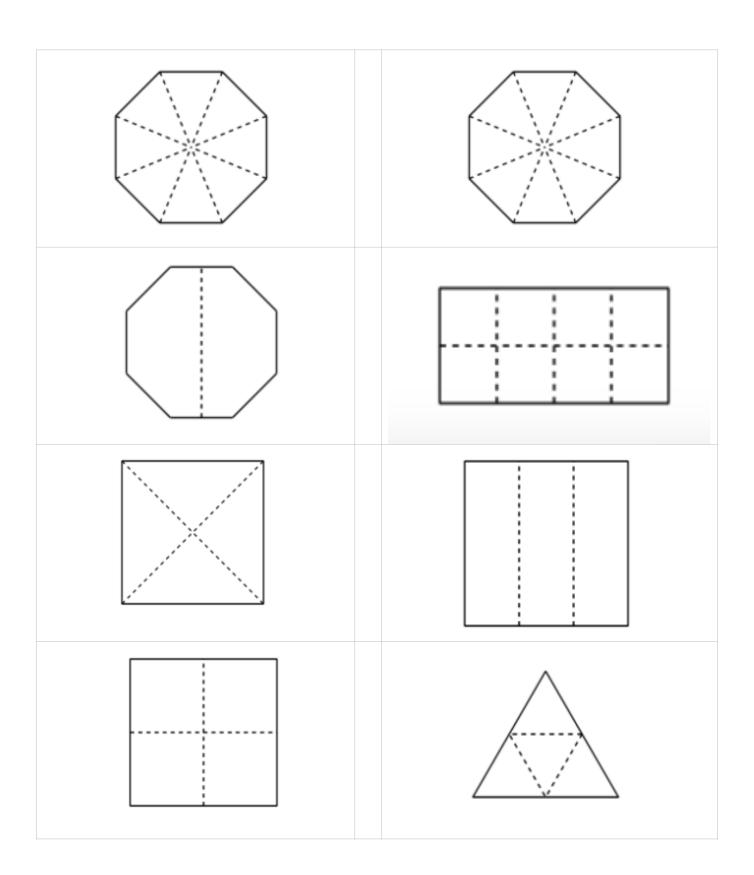
60 ÷ 15

 $91 \div 7$ 

## Reading and Writing Fractions

Directions: Label each part of the pictures and practice reading the fraction.





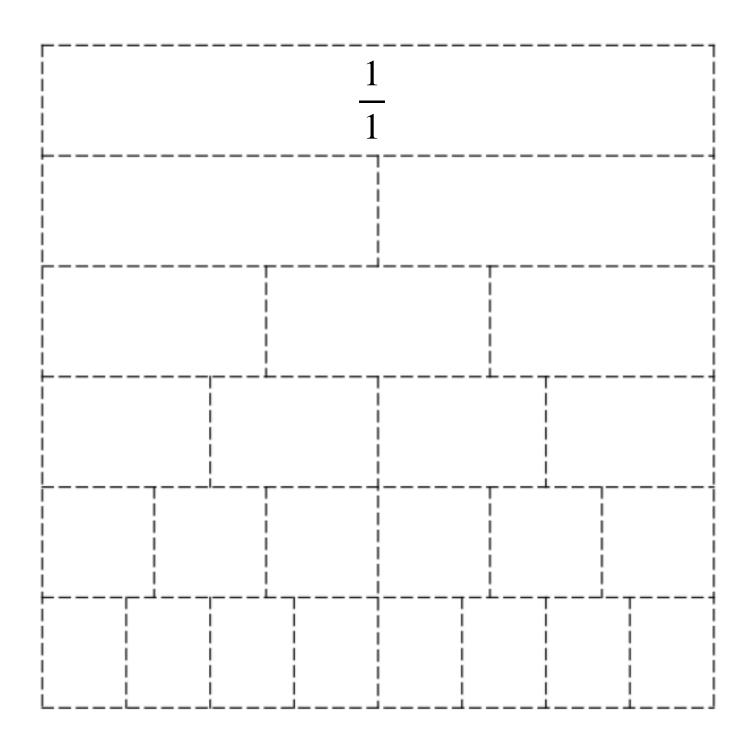
# Fraction Strips

#### Materials:

- fraction strip template
- scissors
- crayons or markers
- envelopes

- 1. Label the longest strip as one whole,  $\frac{1}{1}$ . Color the strip red.
- 2. Label the parts of each strip with the correct unit fraction. Color them the following colors:  $\frac{1}{2}$  yellow,  $\frac{1}{3}$  green,  $\frac{1}{4}$  blue,  $\frac{1}{6}$  orange,  $\frac{1}{8}$  white.
- 3. Cut out and order the fraction strips from the largest to the smallest sized pieces. What do you notice about the numerators? What do you notice about the denominators? Record your observations below.
- 4. Write your name on the back of each fraction strip and store them in an envelope.

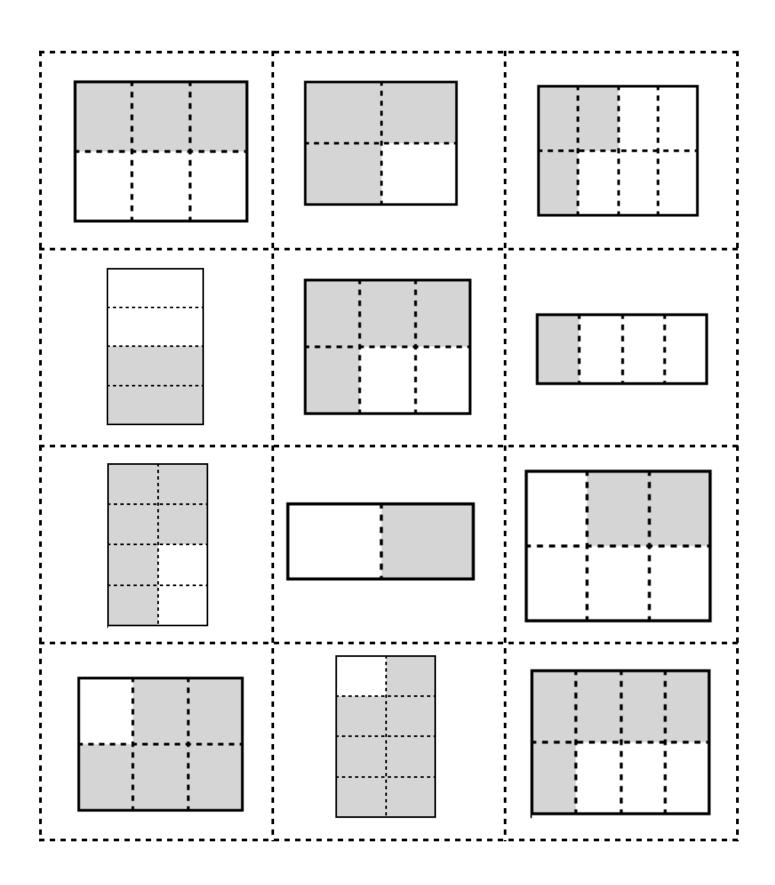
What	do you	ı notice	about	the	nume	rators	?:	 	
What	do you	ı notice	about	the	denor	minator	rs?:	 	_



## Fraction Match Up

**Directions:** Cut out all the cards. Scatter the cards facedown in two piles, one with the fraction cards and one with the shape cards. With 2 players take turns flipping over 2 cards, one from each pile, trying to make a match. If you don't make a match flip both cards over and it's the other players turn. The player with the most pair of matches wins!

<u>5</u>	$\frac{1}{4}$	<del>7</del> <del>8</del>
$\frac{3}{4}$	<u>5</u> 8	4 6
<u>6</u> 8	<u>2</u> 6	$\frac{1}{2}$
$\frac{2}{4}$	<u>3</u> 8	<u>3</u>



### Secret Fractions

#### Materials:

- SECRET fraction cards cut out
- UNIT fraction cards cut out
- game board for each player

- Place the SECRET fraction cards face down in a pile. Place the UNIT fraction cards place down in a pile.
- 2. Each player draws 1 SECRET fraction card. This will be the fraction you will try to build with the UNIT fraction cards.
- 3. On your turn draw a UNIT fraction card or trade in your SECRET fraction card for a new one.
- 4. When you have enough unit fractions to make your secret fraction fill in your secret fraction on the game board.

Secret Fraction	_ 1	1	1
8	<u>-</u> <u>8</u>	8	8

$\frac{1}{2}$	$\frac{1}{2}$	$\frac{1}{3}$	$\frac{1}{3}$
$\frac{1}{3}$	$\frac{1}{4}$	$\frac{1}{4}$	$\frac{1}{4}$
$\frac{1}{4}$	1 6	1 6	1 6
<u>1</u>	1 6	1 6	$\frac{1}{8}$
<u>1</u> 8	$\frac{1}{8}$	1 8	1 8
1 8	$\frac{1}{8}$	1 8	

$\frac{1}{2}$	$\frac{1}{2}$	$\frac{1}{3}$	$\frac{1}{3}$
$\frac{1}{3}$	$\frac{1}{4}$	$\frac{1}{4}$	$\frac{1}{4}$
$\frac{1}{4}$	1 6	1 6	1 6
<u>1</u>	1 6	1 6	$\frac{1}{8}$
<u>1</u> 8	$\frac{1}{8}$	1 8	1 8
1 8	$\frac{1}{8}$	1 8	

Secret Fraction $\frac{2}{2}$	Secret Fraction $\frac{2}{3}$	Secret Fraction $\frac{3}{3}$	Secret Fraction $\frac{2}{4}$
Secret Fraction $\frac{3}{4}$	Secret Fraction  4  4	Secret Fraction $\frac{2}{6}$	Secret Fraction $\frac{4}{6}$
Secret Fraction  5  6	Secret Fraction $\frac{2}{8}$	Secret Fraction $\frac{3}{8}$	Secret Fraction $\frac{5}{8}$

Player 1 Gameboard

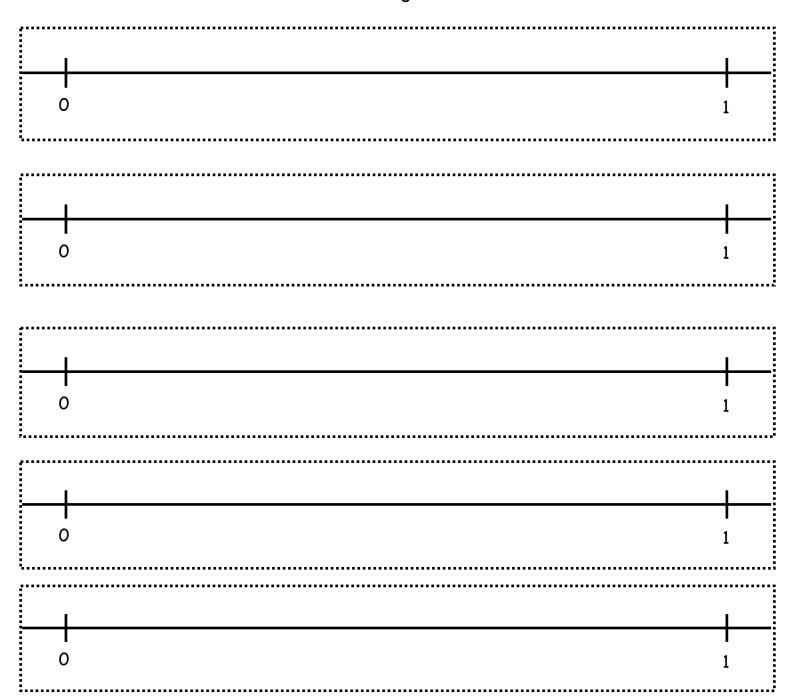
	1 wh	nole	
	1/2	1/2	
1 3	1 1		1 3
1 4	1/4	1/4	1 4
16	$\frac{1}{6}$ $\frac{1}{6}$	1/6 1/6	1 6
1 1 8	1 1 8	1 1 8	1 1 8
	1 wh	nole	
	1/2	1/2	
1 3	1 1		1 3
1/4	1/4	1/4	1/4
<del>1</del> 6	$\frac{1}{6}$ $\frac{1}{6}$	1/6 1/6	1/6
1/8 1/8	$\frac{1}{8}$ $\frac{1}{8}$	1/8 1/8	1/8 1/8

Player 2 Gameboard

							1 w	ho	le							
				1/2				:				1/2				
			1 3		-:			<u>1</u>			:		1 3			
		1 4		:		1/4		:		1/4		:		1/4		
	<u>1</u>		:	1 6	-:		<u>1</u>		1 6		:	1 6	-:		<u>1</u>	
1 8		:	18	:	18	:	1 8	:	18	:	18	:	18	:	1 8	
							1 w	ho	le							
				1/2				:				1/2				
			1/3		- :			1 3			:		1/3			
		1 4		:		1 4				1 4		:		1 4		
	<u>1</u>		:	<u>1</u>			<u>1</u>	:	<u>1</u>		:	<u>1</u>			<u>1</u>	
1 8		:	1 8	:	1 8	:	1 8	!	1 8	:	18	:	1 8	:	1 8	

### Cut, Fold, Label

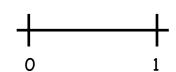
- 1. Cut out all 5 number lines.
- 2. Fold the first number line into halves. Draw tick marks to show the halves. Label the number  $\frac{1}{2}$ .
- 3. Fold the next number line into thirds. Draw tick marks to show the thirds. Label the number  $\frac{1}{3}$ .
- 4. Continue with fourths, sixths, and eighths.



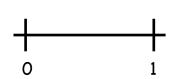
### Locate The Fraction

**Directions:** Partition each number line. Locate and label each fraction.

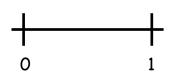




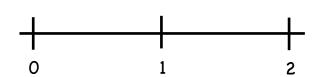
2. 
$$\frac{1}{8}$$



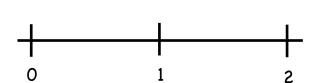
3. 
$$\frac{1}{3}$$



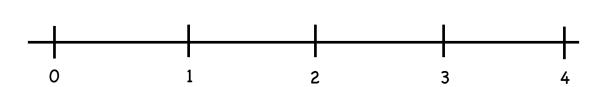
4. 
$$\frac{1}{4}$$



5. 
$$\frac{1}{6}$$

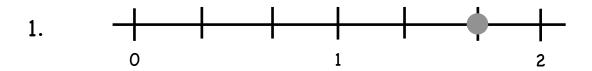


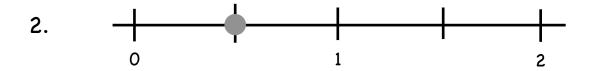
6. 
$$\frac{1}{8}$$

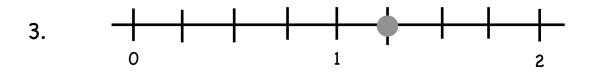


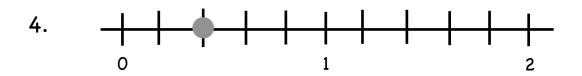
### Guess The Fraction

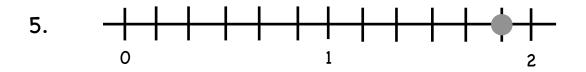
**Directions:** Guess which fraction is displayed with a dot on the number line. Label the fraction.





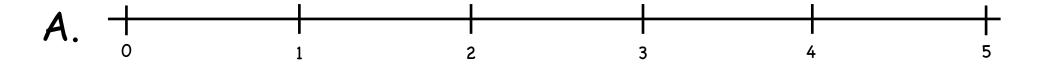


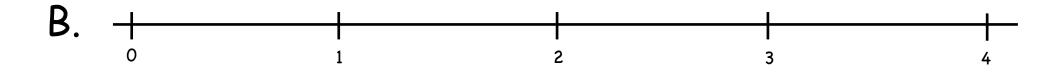




### Find the Fraction

**Directions:** Using the fractions from below locate where each fraction belongs on the number line and make tick marks to show where it belongs. Label the tick marks with the fraction. Cross off the fractions as you use them.





	Number Line A						
1	2	3	4	5			
$\overline{2}$	$\overline{2}$	$\frac{\overline{2}}{2}$	$\frac{\overline{2}}{2}$	$\frac{1}{2}$			
$\frac{6}{2}$	$\frac{7}{2}$	$\frac{8}{2}$	$\frac{9}{2}$	10 2			

	Number Line B							
_	1	2	3	4	5	6		
	4	4	4	4	4	4		
	7	8	9	10	11	12		
	4	$\frac{\overline{4}}{4}$	$\frac{\overline{4}}{4}$	$\frac{}{4}$	$\frac{4}{4}$	$\frac{}{4}$		

### Equivalent Fraction Roll

Materials: 6 die

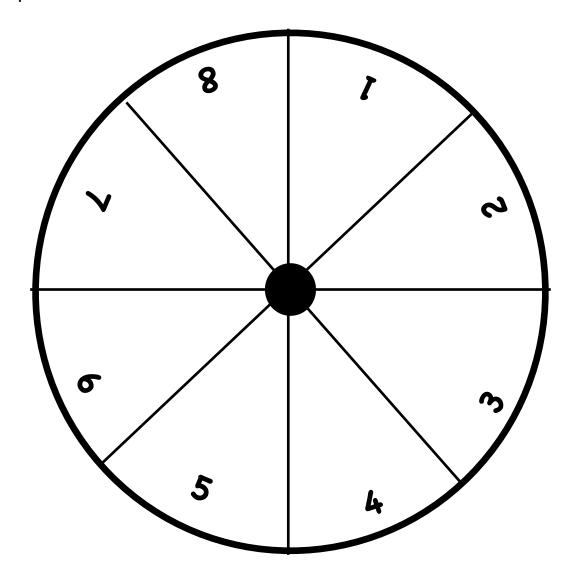
- 1. Player 1 rolls 2 die and makes a fraction with the 2 amounts shown on the die. If you roll any fives, they count as a wild card and can be any number you'd like.
- 2. Player 2 rolls 6 die and tries to create a fraction that is equivalent to Player 1's fraction. (remember fives are wild)
- 3. If you cannot, re-roll as many number die as you'd like. You can re-roll your number cubes twice.
- 4. If you can make equivalent fractions, record your statement and show or explain how you know the fractions are equivalent.
- 5. You get 1 point for each pair of equivalent fractions you write.
- 6. Repeat steps 1-5 starting with Player 2. Play 8 rounds.

	Equivalent Fractions	If an equivalent fraction was created, circle the player who gets the point.		Equivalent Fractions	createa, circle the	
Round 1		Player 1 or Player 2	Round 5		Player 1 or Player 2	
Round 2		Player 1 or Player 2	Round 6		Player 1 or Player 2	
Round 3		Player 1 or Player 2	Round 7		Player 1 or Player 2	
Round 4		Player 1 or Player 2	Round 8		Player 1 or Player 2	

### Same But Different

**Materials:** fraction strips (cut out), make a spinner with a pencil and paperclip, recording sheets for each player

- 1. Both players choose a denominator: 2, 3, 4, 6, or 8. Then spin for the numerator of your fraction.
- 2. Use fraction strips to find an equivalent fraction. Draw a diagram on the recording sheet.
- 3. Write an equivalent fraction statement on the recording sheet.
- 4. Use the tiles to compare your fraction with your partner's fraction.
- 5. The player with the greatest fraction earns 1 point. The player with the most points wins.



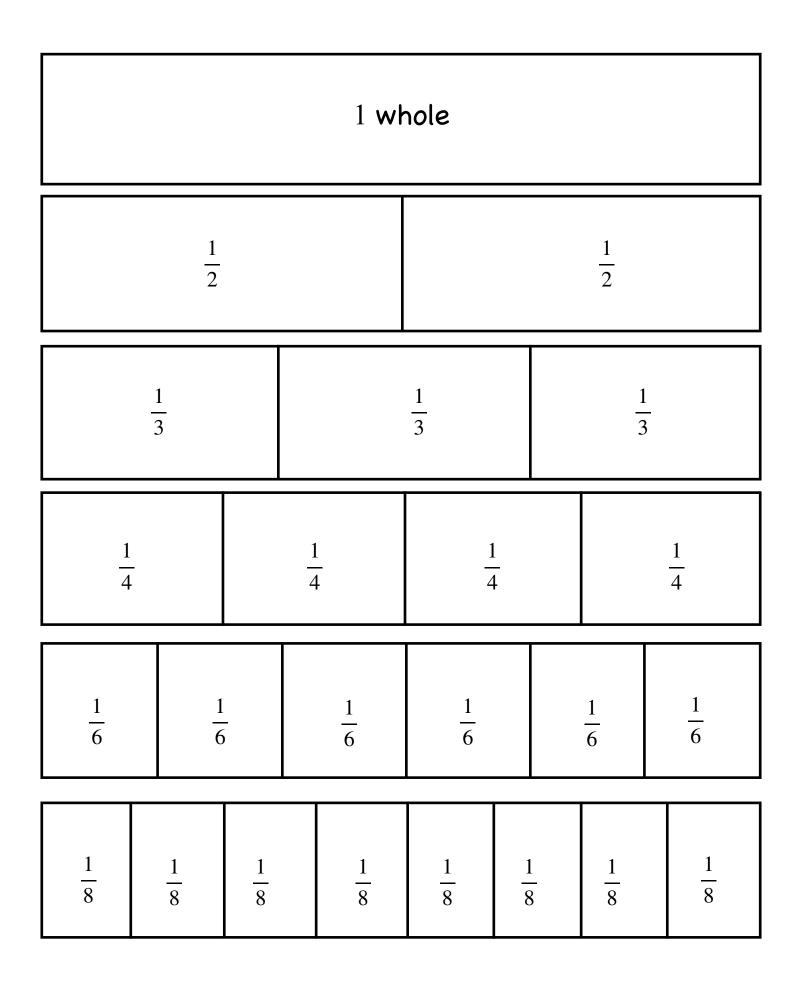
#### Player 1

#### Recording Sheet

	Diagram	Equivalent Statement
Round 1		
Round 2		
Round 3		
Round 4		
Round 5		

# Player 2 Recording Sheet

	Diagram	Equivalent Statement
Round 1		
Round 2		
Round 3		
Round 4		
Round 5		



### Fractions Take Action

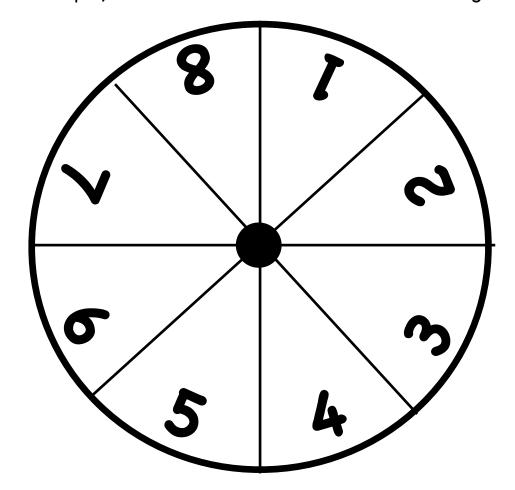
- 1. Cut out and mix up the number cards and place them face down in a pile. '
- 2. Player 1 draws one card and decides whether that number will be the numerator or denominator for both players. Circle your choice on the recording sheet below. Then both players fill in that number on the recording sheet.
- 3. Next, each player draws on card to fill in the blank on the recording sheet for their fraction.
- 4. Compare the fractions. The player with the greater fraction earns 2 points.
- 5. If the fractions are equivalent, each player earns 1 point.
- 6. Repeat steps 2-5 but this time it's Player 2's turn to draw the first card. The player with the most points wins!

	Circle One:	Use <, >, or =
		Player 1 Player 2
Round 1	like numerators like denominators	
Round 2	like numerators	
Round 3	like numerators like denominators	
Round 4	like numerators like denominators	
Round 5	like numerators like denominators	

### Spin To Win! (same denominator)

**Materials:** make a spinner with a pencil and paperclip, 2 different color crayons, recording sheet **Directions:** 

- 1. Player 1 chooses a denominator for the first round: 2, 3, 4, 6, or 8.
- 2. Each player spins for the numerator of their fraction.
- 3. Use the recording sheet. Each player, locate and label your fractions on the same number line.
- 4. The greatest fraction wins and picks the denominator for the next round.
- 5. Repeat for 10 rounds. The player who wins the most rounds, wins the game.



#### Recording Sheet - Version 1

	Locate and l	abel your fraction	Use <, >, or =		
Round 1	1	2	3	4	
Round 2	1	2	3	4	
Round 3	1	2	3	4	
Round 4	1	2	3	4	
Round 5	1	2	3	4	

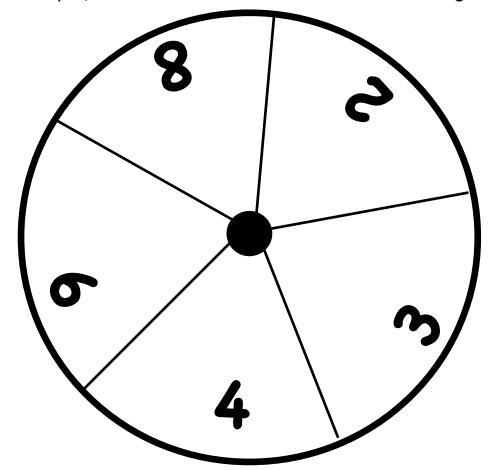
#### Recording Sheet - Version 1

	Locate and l	abel your fraction (	each player uses a	different color).	Use <, >, or =
Round 6	1	2	3	4	
Round 7	1	2	3	4	
Round 8	1	2	3	4	
Round 9	1	2	3	4	
Round 10	1	2	3	4	

### Spin to Win! (same numerator)

**Materials:** make a spinner with a pencil and paperclip, 2 different color crayons, recording sheet **Directions:** 

- 1. Player 1 chooses a numerator for the first round: 2, 3, 4, 6, or 8.
- 2. Each player spins for the denominator of their fraction.
- 3. Use the recording sheet. Each player, locate and label your fractions on the same number line.
- 4. The greatest fraction wins and picks the numerator for the next round.
- 5. Repeat for 10 rounds. The player who wins the most rounds, wins the game.



#### Recording Sheet - Version 2

	Locate and	label your fraction	Use <, >, or =		
Round 1	1	2	3	4	
Round 2	1	2	3	4	
Round 3	1	2	3	4	
Round 4	1	2	3	4	
Round 5	1	2	3	4	

#### Recording Sheet - Version 2

	Locate and l	abel your fraction (	Use <, >, or =		
Round 6	1	2	3	4	
Round 7	1	2	3	4	
Round 8	1	2	3	4	
Round 9	1	2	3	4	
Round 10	1	2	3	4	