# Match the Expression

- 1. Read each story problem.
- 2. Figure out which expression represents the story problem.
- 3. Draw a line to the correct expression.



# Match 'em Up!

### Materials:

- expression cards (cut out)
- drawing cards (cut out)

- 1. Work with a partner. Place the drawing cards and the expression cards facedown in two separate piles.
- 2. Player 1: Turn over one drawing card and one expression card. If the two cards match keep them. If the cards do not match turn them facedown again.
- 3. Player 2: Complete steps 2-3.
- 4. Keep taking turns until all pairs of cards have been found.









Name: \_\_\_\_\_

### 5 Frame Shake!

Shake a cup with 5 two-sided counters and dump it out. Record how many of each color you have and record it in the number sentence and number bond. Keep going until you have all 6 combinations for 5.





# My 5 Frame Mat

## Shake Those Discs

**Materials:** 2 cups, 9 counters that have 2 different sides (they can be 2-sided discs or even pennies)

### **Directions:**

- 1. Give each player a cup and 9 counters.
- 2. Put 9 counters into the cup and Shake Those Discs! Pour the discs out onto the table.
- 3. How many discs do you have of each color (or how many landed on heads and how many tails)? What expression can you write to represent the different parts?
- 4. Record your expression on the sheet below. Do this 4 more times.
- 5. Now repeat steps 2-4 but using 8 counters each.
- 6. Using 7 counters, repeat steps 2-4.

Player 1			Player 2
hake	Expression	Shake	Expression
1		1	
2		2	
3		3	
4		4	
5		5	
6		6	
7		7	
8		8	
9		9	
10		10	
11		11	
12		12	
13		13	
14		14	
15		15	

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# Matching Expressions



# Snap The Cubes with D.C.

- 1. Each tower has 7 cubes. Player 1 breaks down the tower into 2 parts and colors each part a different color.
- 2. Player 1 tells Player 2 what happened to the tower. (Ex: "I broke my tower into a group of 3 and a group of 4.")
- 3. Player 1 records the expression on the line below the tower.
- 4. Player 2 repeats steps 1–3 trying to break down the tower in a different way.
- 5. Continue until all towers have been broken down.



Player 1	Player 2		
expression:	expression:		

## Make or Break Numbers

Materials: number cards (4-9) cut out

- 1. Flip over the number cards and put them in a pile facedown. Turn over then top card.
- 2. Look on the Dots Page to find two groups of dots that can be put together to make the number that you rolled.
- 3. Write an expression below to represent the 2 parts that make the number.









## Match the Drawing

Directions: Draw a line to match the labeled drawing to the word problems.



yellow blue

Jamal had some friends over for a barbecue. 2 friends ate hot dogs. 3 friends ate hamburgers. How many hot dogs and hamburgers were eaten altogether?

## Find the Parts

**Directions:** Each problem gives you the total. You have to find as many different solutions to each problem. Fill in the parts to create the total.

Charlie has 8 toys in his toy box. Some of the toys are race cars and  $\searrow$  some of the toys are helicopters. How many race cars does Charlie have in his toy box? How many helicopters does he have in his toy box?



Jessica built a castle with red and blue blocks. She used 7 blocks all together to build the castle. How many blocks are red? How many blocks are blue?



**Directions:** Using the pictures below tell a story. Use objects or drawings to show what happens in the story. Then tell a different story.



Write or draw your story.

### **Represent** The Equation

**Directions:** Using two different colors fill in the Counting Buddy Senior to represent the equation.



Name: \_\_\_\_\_

### 10 Frame Shake!

Shake a cup with 10 two-sided counters and dump it out. Record how many of each color you have and record it in the number sentence and number bond. Keep going until you have all 9 combinations for 10.



= 10 + = 10 = 10

Name: \_\_\_\_\_

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= 10 + = 10 = 10

Name: \_\_\_\_\_

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### Make 10 With the Counting Buddy

**Materials**: dice, two different colored crayons, recording sheet for each player

- 1. Play with a partner. Player 1 rolls the dice and colors in that number on the Counting Buddy.
- 2. Player 2 determines how many more are needed to make 10 and colors in the remaining circles with a different color.
- 3. Both partners fill in the equation on their recording sheet to show the 2 parts that make the 10.











### Kids in The Tent

There are 10 friends going camping. Some of the friends are around the campfire and some of the friends are in the tent. Look at the pictures below and figure out how many friends are still in the tent. Fill in the number sentence to match.



### Race and Trace 11-20

**Materials**: cube (it can be a blank cube, a unifix cube, or a connecting cube), crayon or colored pencil **Directions**: Take turns with a partner rolling the die onto the number mat below. Write the number you land on on the recording sheet.



Recording Sheet 11-15



Recording Sheet 16-20



### Build a Tower

#### Materials: connecting cubes

#### **Directions:**

- 1. Player 1 rolls a connecting cube onto the number mat and adds that number of cubes to their tower.
- 2. Player 2 repeats step 1.
- 3. The first player to make a tower of 20 wins.
- 4. If a student makes a tower with more than 20 cubes, they use the extra cubes to begin a new tower.

### Number Mat

8	5	2	6	4
1	9	7	3	0

## Guess Then Count!

**Materials**: pattern blocks (you can use snacks or anything you can grab a handful of) **Directions**:

- 1. Player 1 grabs a handful of pattern blocks and puts them together with Player 2.
- 2. Both players work together to come up with a guess for how many pattern blocks there are and then count the blocks.
- 3. Record the guess and the actual number of blocks on the recording sheet.

Round	Guess	Count
1		
2		
3		
4		
5		
6		
7		
8		



Materials: numeral cards 11–19 (cut out), game boards

- 1. Player 1 chooses a card with a number from 11-19.
- 2. Both players place a counter on an image on the game board that represents the number on the card.











