

Math Mights 2nd Grade # 213 | © Strategic Intervention Solutions, LLC | mathmights.org

### Solve Math Problems with Springling

Directions: Solve each of the subtraction problems using an open number line to count-up or back with friendly numbers.



Math Mights 2nd Grade #214 | © Strategic Intervention Solutions, LLC | mathmights.org

### Solve Math Problems with D.C.





# Base Ten Compare

### Materials:

ten frame cards (cut out)

- 1. Work with a partner. Deal 8 cards to each player.
- 2. Both players turn over the top card in their stack. Players compare cards. The player with the greater number takes both cards and puts them on the bottom of their stack. If the cards are of equal value players turn over another card each and compare the new cards.
- 3. Both players record the result of the comparison on the chart below using the symbols <, >.
- 4. The game continues until one player has all of the cards.

Player 1's Number	<, >	Player 2's Number	

Player 1's Number	<, >	Player 2's Number







- 1. Cut out the cards and place in a pile.
- 2. Choose a card.
- 3. Solve the riddle.
- 4. Find the letter on that card and record your answer on the chart below.

letter on card	number represented
A	
В	
С	
D	
E	
F	

letter on card	number represented
G	
Н	
Ι	
J	
К	
L	







### Materials:

• 3 dice or numeral cards (cut out)

- 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			
-			

### 3-Digit Dash

### Materials:

• 3 dice or numeral cards (cut out)

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



![](_page_13_Figure_0.jpeg)

5 Way Callenge

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  $\langle , \rangle$ , or = to compare the two numbers (example: 3 < 13).

1.	<del></del> 600	610	620	630	++++++++ 640	650	660	++++++++ 670	 680	+++++++++ 690	++++- 700
	Plot: Com	<b>681,</b> pare (u	<b>618</b> se <, >	, or =)	):			. <u> </u>	_		
2.	+ 300 Plot:	310 <b>315,</b> 3	320 <b>366</b>	330	+++ ++++ 340	 350	 360	370	 380	 390	
3.	Comp -+	bare (u	ise <, > +	, or =) 	:				<b>-</b> -++		600
	Plot: Com	<b>560,</b> pare (ц	<b>460</b> se <, >	, or =)	):				_		
4.	+III 400 Plot:	410 <b>428,</b>	420 <b>488</b>	+++++++ 43 	<b>♦       </b> 30	₩ <b>₩₩₩₩</b>	<del>-  ↓     </del> 450	<del>     <b>4</b>     </del> 460	+++ + <b> </b> ∔  470	+++++++ 480	<del>      ∳</del> 490
4.	400 Plot: Comp	410 410 <b>428,</b> bare (u	420 420 <b>488</b> 488 <, >	+++++++ 43 , or =)	++++++++ 30	H♦HHHH 140 	<u>+  ↓     </u> 450	H H♦IIII 460	+++ ++ <b>↓</b> ++++ 470 <b>—</b>	<del>      ∳    </del> 480	++++

# Compare with Value Pak

### Materials:

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

- 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.
- Compare your representations. Record your comparisons using the symbols
   , >, or = on the chart below.
- 4. Repeat steps 1-3 for 9 more rounds.

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

![](_page_16_Picture_11.jpeg)

Jrd	ones	
ce Value Boc	tens	
Pla	hundreds	

![](_page_18_Figure_0.jpeg)


Г

## Which is Greater?

#### Materials:

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

- 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 <,</li>
  >, =. The player with the greater number wins! Play 10 rounds and the best out of 10 wins!

![](_page_21_Picture_9.jpeg)

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

lrd	ones	
ce Value Bod	tens	
Pla	hundreds	

lrd	ones	
ce Value Bod	tens	
Pla	hundreds	

## Help Value Pak Get in Order

Materials: numeral cards 101-120 (cut out)

- 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.

![](_page_24_Picture_6.jpeg)

- 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.

<b>Player 1</b> least to greatest	<b>Player 1</b> 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.

![](_page_26_Figure_2.jpeg)

## What Shape Am I?

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

<ul> <li>A.) My shape has:</li> <li>4 sides</li> <li>4 corners</li> <li>2 sides are 2 inches</li> <li>all square corners</li> </ul>	<ul> <li>B.) My shape has:</li> <li>5 sides</li> <li>5 corners</li> <li>1 side is 2 inches</li> <li>2 square corners</li> </ul>
Draw the shape:	Draw the shape:
What shape am I?	What shape am I?
<ul> <li>C.) My shape has:</li> <li>6 sides</li> <li>6 corners</li> <li>2 sides are 2 inches</li> <li>0 square corners</li> </ul> Draw the shape:	<ul> <li>D.) My shape has:</li> <li>3 sides</li> <li>3 corners</li> <li>1 side is 2 inches</li> <li>1 square corner</li> </ul> Draw the shape:
What shape am I?	What shape am I?

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

### 30 Match Up

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

![](_page_28_Picture_2.jpeg)

pyramidcylinderspherecubeconerectangular prismImage: sphereImage: sphereImage: sphereImage: sphereImage: sphereImage: sphereImage: spherepyramidcylinderspherecubeconerectangular prism

### Describe The Shape

Directions: Fill in the blanks. (Example: The <u>rectangle</u> is made up of <u>3</u> squares.

![](_page_29_Figure_2.jpeg)

![](_page_30_Picture_1.jpeg)

#### Materials:

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

- 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.

![](_page_30_Figure_11.jpeg)

![](_page_31_Figure_0.jpeg)

## Split The Shape

### Materials:

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

- 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.

![](_page_32_Figure_11.jpeg)

![](_page_33_Figure_0.jpeg)