

3C. Help the Baker Place Value

Materials: game board, 3 decks of playing cards with a pictorial representation of a number on 1 side and a bakery item on the other side, die, game pieces, 1 score card per student, pencil, scratch paper or wipe board

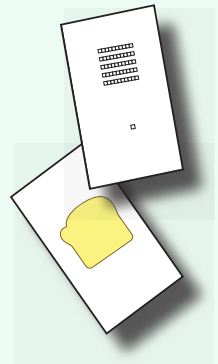


TEKS

1.1B, 1.1C, 1.1D,
1.5A, 1.12A
2.1A, 2.1B, 2.3D,
2.3E, 2.13A

Teacher Instructions

1. The first player rolls the die and moves the game piece the number of spaces shown.
2. The student reads aloud the number that he or she landed on and picks 1 game card that matches the bakery item that he or she landed on.
3. The student says the number shown on the card.
4. If the student picks a blank card or a wild card, he or she draws a pictorial representation of any number.
5. The student checks the answer with the other players.
6. If the student answers correctly, he or she gets 6 pennies to place on the score card.
7. The next student rolls and repeats the steps above.
8. First-grade students regroup pennies to dimes, and second-grade students regroup pennies to dimes to dollars, as needed.
9. When time is up, students total how much money they have collected.



Scaffolding Ideas

- Provide students with manipulatives such as flats, rods, and units.



Extension Activities

- Have groups total all the coins they collected and build the total with flats, rods, and units.
- Include nickels in the game.
- Have students graph how many pennies, dimes, and dollars they have and the total.

3C. Help the Baker (continued)

Place Value

Teacher Instructions (continued)



Extension Activities (continued)

- Have students predict how much money they will have after 1 or 2 turns.
- Have students determine how much more money they need to reach \$5.

3c. Student Grade 1

Help the Baker

Place Value



Materials: game board, 3 decks of playing cards with a picture of a number on 1 side and a picture of food on the other side, die, game pieces, 1 score card per student, pencil, scratch paper or wipe board

Grade 1 Student Instructions

1. Roll the die.
2. Move your game piece the number of spaces you rolled.
3. Read aloud the number that you landed on and pick 1 card that matches the food that you landed on.
4. Say the number shown on your card.
5. If you pick a blank card or a wild card, draw a picture of any number.
6. Check your answer with the other players. If you answer correctly, place 6 pennies on your score card. When you have 10 pennies and your score card is full, trade 10 pennies for 1 dime. Put the dimes on the line below the bank.
7. The next player rolls and repeats the steps above.
8. When time runs out, count how much money you have.

