

2. Shapes in Space

2a. Shapes in Space Magnitude Comparison

Materials: game board, 4 decks of playing cards with a number on 1 side and a shape on the other side, die, game pieces, 1 score card per student, base ten rods and units (grade 1); pencils, scratch paper or wipe board

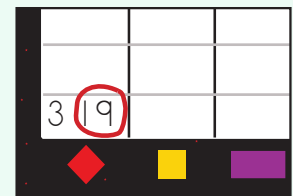
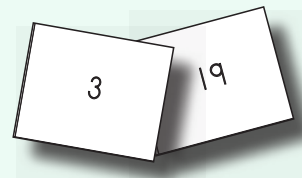


TEKS

1.1A, 1.5C, 1.6A,
1.12A
2.1B, 2.5A, 2.5B,
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 2 game cards that match the shape that he or she landed on.
3. The student says the number on the other side of each card and writes both numbers in the box with the matching shape on the score sheet.
4. If the student draws a blank card or wild card, he or she chooses a comparison number.
5. Grade 1 students build the numbers with rods and units and then circle the number that is greater or less (teacher's choice) or both numbers if they are the same. Grade 2 students say and circle the number that is greater or less or both numbers if they are the same.
6. The next student rolls and repeats the steps above.
7. When a student goes around the whole board, he or she marks an "X" in the mission box.
8. Continue playing as time allows.



Scaffolding Ideas

- Provide students with number lines, hundreds charts, or manipulatives as needed.



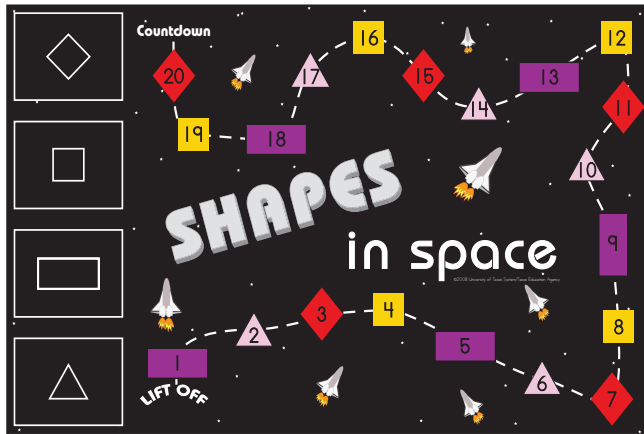
Extension Activities

- Have students write a greater than, less than, or equal sign to compare the numbers in each box.
- Have students add all the greater numbers or lesser numbers from each box.
- Have students list all odd and even numbers.

2a. Student Grade 1

Shapes in Space

Magnitude Comparison



Materials: game board, 4 decks of playing cards with a number on 1 side and a shape on the other side, die; game pieces, 1 score card per student, base ten rods and units, pencils, scratch paper or wipe board

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 2 cards that match the shape that you landed on.
4. Say the 2 numbers from your cards, make the numbers with rods and units, and write the numbers on your score card in the space that matches your shape.
5. If you pick a blank card or wild card, choose your own number.
6. Your teacher will tell you to circle the number that is greater or less. Circle both numbers if they are the same.
7. The next player rolls and repeats the steps above.
8. Mark an "X" in the mission box after you go around the board once.
9. Continue playing as time allows.

