

3. Help the Baker

3a. Help the Baker Magnitude Comparison

Materials: game board, 3 decks of playing cards with a number on 1 side and a bakery item on the other side, die, game pieces, 1 score card per student, base ten rods and units (grade 1), pencil, scratch paper or wipe board

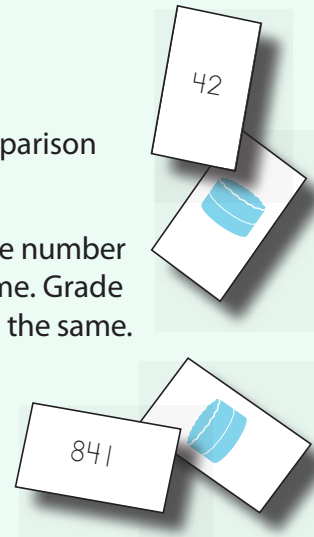


TEKS

1.1A, 1.1B, 1.1C,
1.1D, 1.5A, 1.5C,
1.12A
2.1A, 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 2 game cards that match the bakery item that he or she landed on.
3. The student says the number on each card.
4. If the student picks a blank card or wild card, he or she chooses the comparison number.
5. Grade 1 students build the numbers with rods and units and then say the number that is greater or less (teacher's choice) or that the numbers are the same. Grade 2 students say the number that is greater or less or that the numbers are the same.
6. The student checks the answer with the other players.
7. If the student answers correctly, he or she gets 6 pennies (the teacher can change this number) to put on the score card.
8. The next student rolls and repeats the steps above.
9. First-grade students regroup pennies to dimes, and second-grade students regroup pennies to dimes to dollars, as needed.
10. When time is up, students total the money they have collected.



Scaffolding Ideas

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



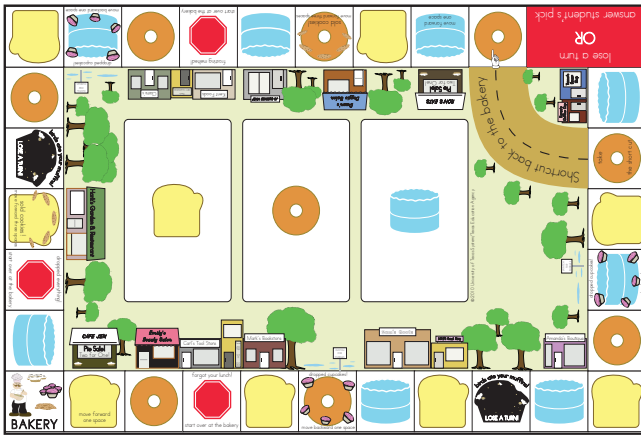
Extension Activities

- Have students add all of the greatest or least numbers from each box.
- Have students list all odd and even numbers.

3a. Student Grade 1

Help the Baker

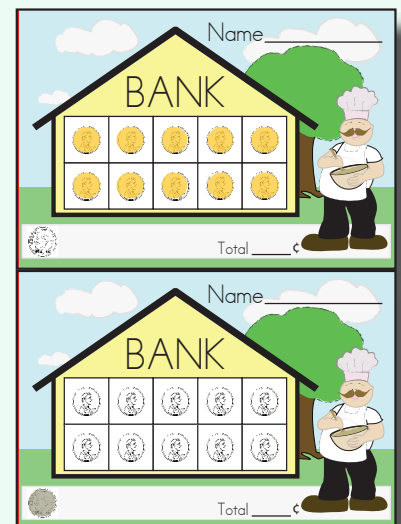
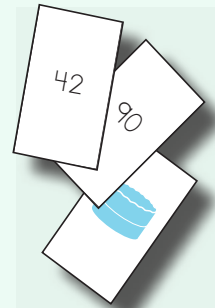
Magnitude Comparison



Materials: game board, 3 decks of playing cards with a number on 1 side and a picture of food on the other side, die, game pieces, 1 score card per student, base ten rods and units, 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 2 cards that match the food that you landed on.
4. Say the 2 numbers from your cards, build them with rods and units, and then say the number that is greater or less (your teacher will tell you which to say), or say "same" if they are the same number.
5. If you pick a blank card or a wild card, you can choose your own number.
6. Check your answer with the other players.
7. 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



3a. Student Grade 1 (continued)

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Magnitude Comparison

Grade 1 Student Instructions (continued)

the bank.

8. The next player rolls and repeats the steps above.
9. When time runs out, count how much money you have.