

## 2C. Shapes in Space

### Place Value

**Materials:** game board, 4 decks of playing cards with a pictorial representation of a number on 1 side and a shape on the other side, die, game pieces, 1 score card per student, pencil, scratch paper or wipe board

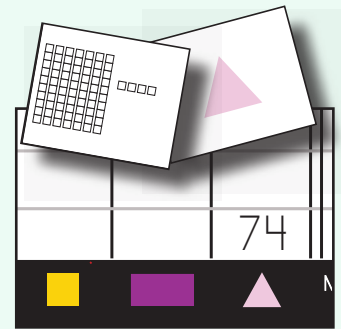


# TEKS

1.1D, 1.5A, 1.6A,  
1.12A  
2.1A, 2.1B, 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 shape that he or she landed on.
3. The student says the number shown on the card and writes the number in the box with the matching shape on the score card.
4. If the student picks a blank card or a wild card, he or she draws a pictorial representation of any number and marks the score card accordingly.
5. The next student rolls and repeats the steps above.
6. When a student goes around the whole board, he or she marks an "X" in the mission box.
7. Continue playing as time allows.



### Scaffolding Ideas

- Provide students with number lines, hundreds charts, or manipulatives (such as flats, rods, and units) as needed.



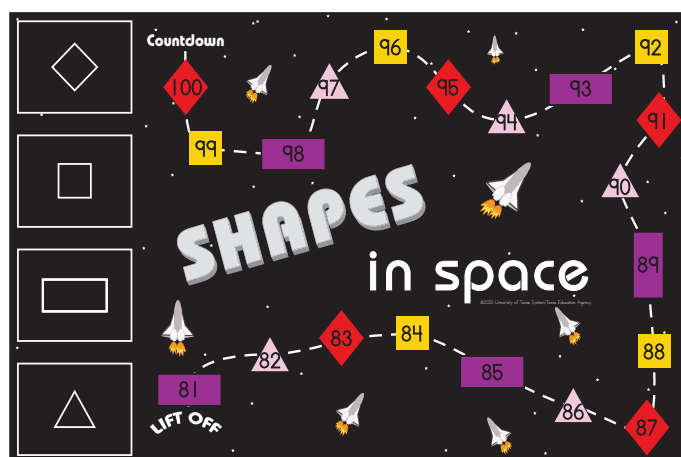
### Extension Activities

- Have students total all of the numbers in a box and build the number with flats, rods, and units.
- Have students add all the greatest or least numbers from each box.
- Have students list all odd and even numbers.
- Have students underline the greatest or least number on the score card.

## 2c. Student Grade 1

# Shapes in Space

## Place Value



**Materials:** game board, 4 decks of playing cards with a picture of a number on 1 side and a shape on the other side, die, game pieces, 1 score card per student, pencil, 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 1 card that matches the shape that you landed on.
4. Say the number shown on your card and write the number in the box that matches your shape on your score card.
5. If you pick a blank card or a wild card, draw a picture of any number and then write the number on your score card.
6. The next player rolls and repeats the steps above.
7. Mark an "X" in the mission box after you go around the board once.
8. Continue playing as time allows.

