

3b. Help the Baker

Addition/Subtraction Combinations

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

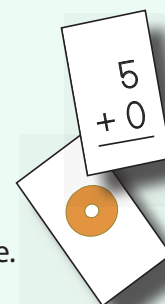


TEKS

1.1B, 1.1C, 1.1D,
1.5A, 1.5D, 1.12A
2.3A, 2.3D, 2.3E,
2.5C, 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 reads aloud the fact on the card. Grade 1 students show and solve the fact with counters and then say the answer. Grade 2 students say the answer.
4. If the student picks a blank card or a wild card, he or she chooses any fact to solve.
5. Other students correct the first player as needed.
6. The first player gets 6 pennies (the teacher can change this number) to put 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 the money they have collected.



Scaffolding Ideas

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



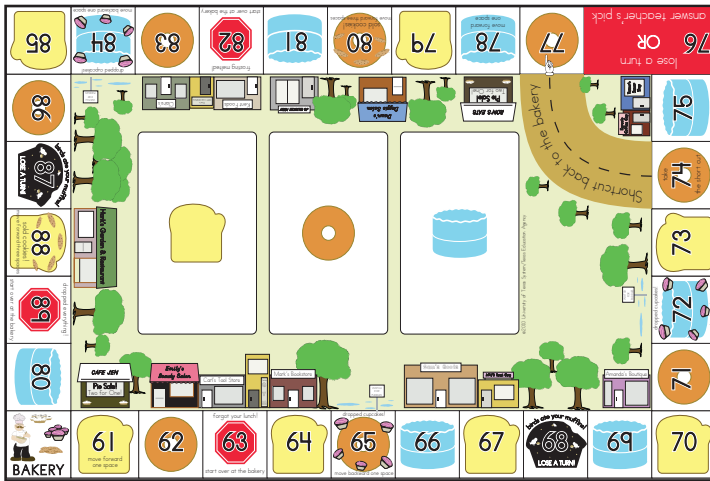
Extension Activities

- Have students total all of the group's money.
- Include nickels in the game.
- Have students graph how many pennies, dimes, and dollars they have and the total.
- Have students predict how much money they will have after 1 or 2 turns.
- Have students determine how much money they need to reach \$5.

3b. Student Grade 1

Help the Baker

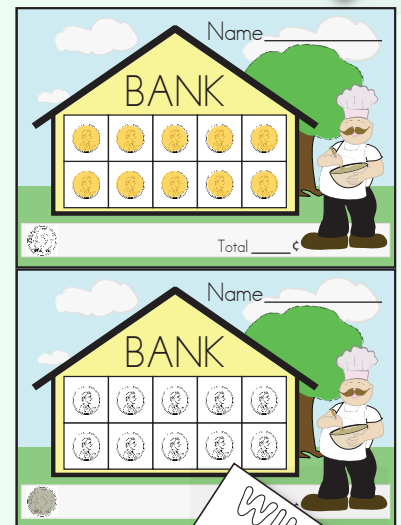
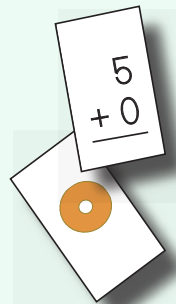
Addition/Subtraction Combinations



Materials: game board, 3 decks of playing cards with a fact on 1 side and a picture of food on the other side, die, game pieces, 1 score card per student, counters, 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. Read aloud the fact. Show and solve the fact with counters. Say the answer.
5. If you pick a blank card or a wild card, make up your own fact and answer it.
6. Check your answer with the other players. If you don't know the answer, the other players can help.
7. Place 6 pennies on your scorecard. When you have 10 pennies and your scorecard is full, trade 10 pennies in for 1 dime. Put the dimes on the line below the bank.



3b. Student Grade 1 (continued)

Help the Baker

Addition/Subtraction Combinations

Grade 1 Student Instructions (continued)

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