

2b. Shapes in Space

Addition/Subtraction Combinations

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

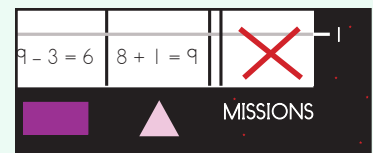
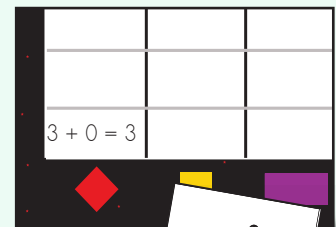


TEKS

1.5D, 1.6A, 1.12A
2.3A, 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 shape 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. All students write the fact and solution in the box on the score card that matches the shape.
4. If the student draws a blank card or wild card, he or she makes up a fact.
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

- Divide easier and more difficult facts and use those most appropriate for each group's ability.
- Provide students with number lines, hundreds charts, or manipulatives as needed.



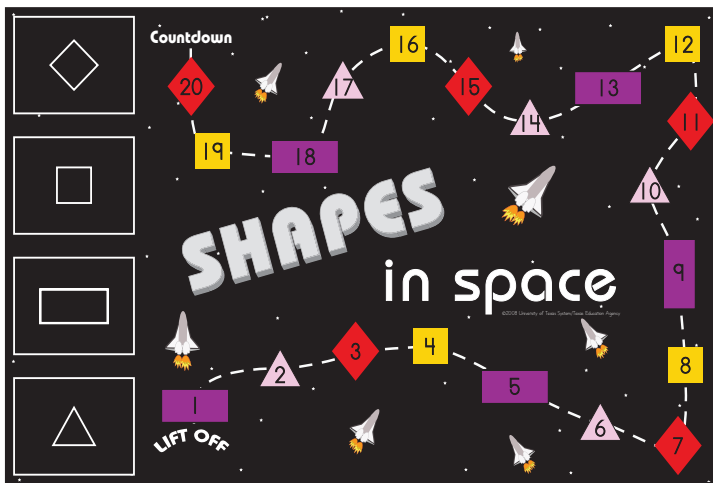
Extension Activities

- Have students list all odd and even numbers.
- Have students find related facts.
- Have students write their own facts.

2b. Student Grade 1

Shapes in Space

Addition/Subtraction Combinations



Materials: game board, 4 decks of playing cards with a fact on 1 side and a shape on the other side, die, game pieces, 1 score card per student, counters, 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 1 card that matches the shape that you landed on.
4. Read aloud the fact. Show and solve the fact with counters. Say the answer and write the fact and answer on your score card in the space that matches your shape.
5. If you pick a blank card or a wild card, make up your own fact.
6. The next student 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.

