3rd Math Distance Learning Activities

Directions: Choose one activity from the Practice Choice Board and one activity from the Fluency Games Choice Board to complete each day. Color in the box for each activity as you complete it. Of course, you can play the fluency games as much as you like, just be sure to try them all. The Technology Choice Board is optional. You should spend about 30 minutes a day on Math content. If you would have any questions, please contact your child's teacher.

Practice Choice Board

Choose one activity to complete each day. Choose either the Reteach page OR the Enrich/Challenge page. You do not have to do both pages. Color in the box for the activity you complete each day. You have throughout the month of April to complete them all. If you have any questions, please contact your child's teacher.

Number Patterns	Round to the Nearest Ten or	Estimate Sums
Reteach 1.1 or Enrich 1.1	Hundred	Reteach 1.3 or Enrich 1.3
	Reteach 1.2 or Enrich 1.2	
Mental Math Strategies for	Algebra * Properties to Add	Use the Break Apart Strategy
Addition	Reteach 1.5 or Enrich 1.5	to Add
Reteach 1.4 or Enrich 1.4		Reteach 1.6 or Enrich 1.6
Use Place Value to Add	Estimate Difference	Mental Math Strategies for
Reteach 1.7 or Enrich 1.7	Reteach 1.8 or Enrich	Subtraction
		Reteach 1.9 or Enrich 1.9
Use Place Value to Subtract	Combine Pace Values to	Problem Solving * Model
Reteach 1.10 or Enrich	Subtract	Addition and Subtraction
	Reteach 1.11 or Enrich 1.11	Reteach 1.12 or Enrich 1.12
Use Picture Graphs	Algebra * Find Unknown	Size of Equal Groups
Reteach 2.2 or Enrich 2.2	Numbers	Reteach 6.2 or Enrich 6.2
	Reteach 5.2 or Enrich 5.2	
Problem Solving * Two Step	Fractions on a Number Line	
Problems	Reteach 8.5 or Enrich 8.5	Free Space
Reteach 7.10 or Enrich 7.10		

Fluency Games Choice Board

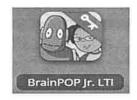
Choose one fluency game to play each day. The directions for each game are attached. Color in the box for the game you complete each day. You have throughout the month of April to complete them all. Feel free to play the games as often as you like, but be sure to try all of the games at least once. If you have any questions, please contact your child's teacher.

Owl Pairs – Add to 11 and 15	Race to the Moon	Guess Who?
See attachments	See attachments	See attachments
How Close Can You Get to 100?	Fraction Concentration	Making Ten Memory
See attachments	See attachments	See attachments
Multiplication Headbands	Rounding Dice Game	Division Go Fish!
See attachments	See attachments	See attachments

Optional: Technology Choice Board

Choose one technology resources to play each day. Put a check mark in the box for the resource you play each day. You have throughout the month of April to use them all. Feel free to play the games as often as you like, but be sure to try all of the games at least once. If you have any questions, please contact your child's teacher.

***BrainPop Jr. (Classlink)



Search: Pictographs and Bar Graphs

***Zearn (Classlink)



Continue on your learning path assigned by your teacher.

***Reflex (Classlink)



Work until you get a green light!

Room Recess.com

Games:

- Tic, Math, Toc
- Snowball Fight
- Boom Blocks
- Pizzeria Parlor
- Sir Roundalot
- Number Ninja

https://www.roomrecess.com/

FREE

Space

Choose your favorite math game to play on this day.



https://www.prodigygame.com/



https://toytheater.com/category/mat h-games/

Games:

- Bingo for addition, subtraction, multiplication, and division.
- Flash Cards
- Subtraction Sumo
- Jewel Diver
- Fruit Fall
- Missing Multiplier



https://ascendmath.com/fcm/html5/

Practice addition, subtraction, multiplication and division facts 0 - 12.

MATH NOOK
[Math Gaines and More.]

https://www.mathnook.com/

Games:

- Alien Math Rounding to 10 and 100
 - 3 Rabbits
- Bike Racing Math Addition
 - Digit Drop
 - Match Around

3rd Math Distance Learning Activities

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Reteach 1.7 or Enrich 1.7	Reteach 1.8 or Enrich	Subtraction
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Reteach 7.10 or Enrich 7.10		·

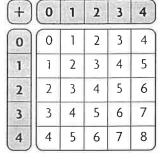
Algebra • Number Patterns

A pattern is an ordered set of numbers or objects. The order helps you predict what will come next.

Use the addition table to find patterns.

 Color the row that starts with 1. What pattern do you see?

The numbers increase by 1.



 Color the column that starts with 1. What pattern do you see?

The numbers increase by 1. The numbers

are the same as in the row starting with 1.

 Circle the sum of 4 in the column you colored. Circle the addends for that sum. What two addition sentences can you write for that sum of 4?

$$3+1=4$$
 and $1+3=4$

The addends are the same. The sum is the same.

The Commutative Property of Addition states that you can add two or more numbers in any order and get the same sum.

Use the addition table to find the sum.

Find the sum. Then use the Commutative Property of Addition to write the related addition sentence.

Pattern Pairs and Quads

+)	0	1	2	3	4	5	6	7	8	9
0	0	1	2	3	4	5	6	7	8	9
1	1	2	3	4	5	6	7	8	9	10
2	2	3	4	5	6	7	8	9	10	11
3	3	4	5	6	7	8	9	10	11	12
4	4	5	6	7	8	9	10	11	12	13
5	5	6	7	8	9	10	11	12	13	14
6	6	7	8	9	10	11	12	13	14	15
7	7	8	9	10	11	12	13	14	15	16
8	8	9	10	11	12	13	14	15	16	17
9	9	10	11	12	13	14	15	16	17	18

1. Look at a pair of numbers next to each other in any *row* of the addition table. Is their sum even or odd? **Explain.**

2. Look at a pair of numbers next to each other in any *column* of the addition table. Is their sum even or odd? **Explain.**

3. Stretch Your Thinking Look at any square of four numbers in the addition table. One square is outlined as an example. Is the sum of the four numbers even or odd? Explain.

Round to the Nearest Ten or Hundred

When you round a number, you find a number that tells you about how much or about how many.

Use place value to round 76 to the nearest ten.

- Step 1 Look at the digit to the right of the tens place.
 - If the ones digit is 5 or more, the tens digit increases by one.
 - If the ones digit is less than 5, the tens digit stays the same.

Step 2 Write zero for the ones digit.



The digit in the ones place is 6.

6 > 5

So, the digit 7 in the tens place increases to 8.

So, 76 rounded to the nearest ten is 80.

Think: To round to the nearest hundred, look at the tens digit. So, 128 rounded to the nearest hundred is 100.

1**2**8 tens place

Round to the nearest ten.

Round to the nearest hundred.

Round and About

Round the distances to the nearest hundred and ten.

		Nearest Hundred	Nearest Ten
1.	628 miles	miles	miles
2.	704 miles	miles	miles
3.	58 miles	miles	miles

4. Write Math Explain why 58 can be rounded to the nearest hundred even though there is not a digit in the hundreds place.

5. Stretch Your Thinking Write a number that is the same when rounded to the nearest hundred and ten. **Explain.**

Estimate Sums

An **estimate** is a number close to an exact amount.

You can use **compatible numbers** to estimate. Compatible numbers are easy to compute mentally and are close to the real numbers.

Estimate. Use compatible numbers.

So, 73 + 21 is about 100.

Another way to estimate is to round numbers to the same place value.

Estimate. Round each number to the nearest hundred. 214 + 678 = 38

Step 1 Look at the digit to the right of the hundreds place.

- 1 < 5, so the digit 2 stays the same. 214 ____ 200
 - 900
- 7 > 5, so the digit 6 increases by 1 +678 +700to become 7.

Step 2 Write zeros for the tens and ones places.

So. 214 + 678 is about 900.

Use rounding or compatible numbers to estimate the sum.

Estimating the Crowd

It is Kids' Month at the city baseball park. The table shows how many people went to the baseball games during Kids' Month. Estimate to answer each question.

Attendance					
Game	Adults	Children			
Game 1	235	324			
Game 2	257	399			
Game 3	189	404			
Game 4	477	398			
Game 5	317	197			

- 1. Which game did the fewest people attend? ______
- 2. Which game did about 650 people attend? _____
- 3. Which game did the most people attend? _____
- **4. Stretch Your Thinking** Suppose the total attendance at Game 6 was about 800 and there were more children than adults at the game. About how many children and how many adults could have attended? **Explain** how you know your answer is correct.

Mental Math Strategies for Addition

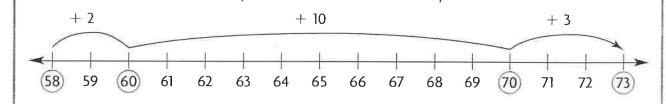
You can count by tens and ones to find a sum.

Find 58 + 15.

Step 1 Count on to the nearest ten. Start at 58. Count to 60.

Step 2 Count by tens. Start at 60. Count to 70.

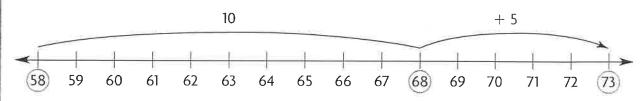
Step 3 Then count by ones. Start at 70. Count to 73.



Think: 58 + 2 + 10 + 3 = 73

So, 58 + 15 = 73.

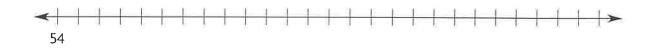
You can also count on by tens first and then by ones.



Think: 58 + 10 + 5 = 73

So, 58 + 15 = 73.

1. Count by tens and ones to find 54 + 26. Draw jumps and label the number line to show your thinking.



54 + 26 = ____

Musical Math

Use mental math strategies to solve the problem.

Use this information for 1-3.

There are 35 more musicians in the String section of a city Symphony Orchestra than in its Brass section. There are 29 musicians in the Brass section.

- 1. How many musicians are in the String and Brass sections of the Symphony Orchestra?
- 2. Suppose 2 more musicians joined the String section of the Symphony Orchestra, and 4 musicians left the Brass section. How many musicians would there be in the String and Brass sections?
- 3. How many musicians would the city Symphony Orchestra need to add now to have at least 100 musicians in its String and Brass sections?

Use this information for 4-6.

The String section of a city Symphony Orchestra has 10 more musicians playing First and Second Violins than Violas and Cellos. It has 23 Violas and Cellos.

- **4.** How many First and Second Violins, Violas, and Cellos are in the Symphony Orchestra?
- **5.** Suppose the Symphony Orchestra added 2 Violas and 2 Cellos. How many musicians would be in the String section of the Symphony Orchestra then?
- 6. How many String musicians would the Symphony Orchestra need to add now to have exactly 75 musicians in its String section?
- 7. Write Math How do mental math strategies help you solve problems such as the ones above?

Algebra • Use Properties to Add

You can use addition properties and strategies to help you add.

Find 3 + 14 + 21.

The Commutative Property of Addition states that you can add numbers in any order and still get the same sum.

Step 1 Look for numbers that are easy to add.

Think: Make doubles.

3 + 1 = 4 and 4 + 4 = 8.

Step 2 Use the Commutative Property to change the order.

3 + 14 + 21 = 3 + 21 + 14

Step 3 Add.

3 + 21 + 14 = 24 + 14

$$24 + 14 = 30 + 8$$

So, 3 + 14 + 21 = 38.

Find 7 + (3 + 22).

The Associative Property of Addition states that you can group addends in different ways and still get the same sum.

Step 1 Look for numbers that are easy to add.

Think: Make a ten. 7 + 3 = 10

Step 2 Use the Associative Property to change the grouping.

7 + (3 + 22) = (7 + 3) + 22

Step 3 Add.

(7+3)+22=10+22

10 + 22 = 32

So, 7 + (3 + 22) = 32.

Use addition properties and strategies to find the sum.

Properties on Parade

Use addition properties to find the unknown numbers. Write the property that you used.

1.
$$(47 + 7) + 30 = 47$$

2.
$$(44 + 8) + 52 = 10 + (10 + 52)$$

3.
$$(96 + 7) + 73 = 28 + (11 + 73)$$
 4. $(9 + 17) + 28 = 59$

4.
$$(9 + 17) + 88 = 59$$

5.
$$(\mathbb{Z} + 3) + 75 = 98$$

6.
$$5 + 23 + 65 = 89$$

7. Write Math > Explain how using addition properties can make adding easier.

Use the Break Apart Strategy to Add

You can use the break apart strategy to add.

Add. 263 + 215

Think and Record

Step 1 Estimate. Round to the nearest hundred.

$$300 + 200 = 500$$

Step 2 Start with the hundreds. Break apart the addends. Then add each place value.

$$263 = 200 + 60 + 3$$

$$215 = 200 + 10 + 5$$

$$400 + 70 + 8$$

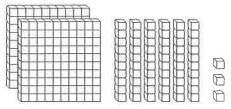
Step 3 Add the sums.

$$400 + 70 + 8 = 478$$

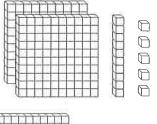
So, 263 + 215 = 478.

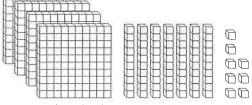
Model

263 = 2 hundreds + 6 tens + 3 ones



215 = 2 hundreds + 1 ten + 5 ones





4 hundreds + 7 tens + 8 ones = 478

Estimate. Then use the break apart strategy to find the sum.

1. Estimate: ____

2. Estimate: _____

3. Estimate: _____

4. Estimate: _____

Find the Errors

Find the error in each problem. Describe the error. Then write the correct sum.

1. Asha used the break apart strategy to find 405 + 503. She added the place values and got 980.

$$\begin{array}{rrrr} 400 + 50 + 0 \\ +500 + 30 + 0 \\ \hline 900 + 80 + 0 & = 980 \end{array}$$

2. Mick used the break apart strategy to find 580 + 348. He added the place values and got 828.

$$500 + 80 + 0$$

$$+300 + 40 + 8$$

$$800 + 120 + 8 = 828$$

3. Karl used the break apart strategy to find 409 + 325 and got a sum of 814.

$$\begin{array}{rrrrr} 400 + & 90 + 9 \\ +300 + & 20 + 5 \\ \hline 700 + & 110 + 4 & = 814 \end{array}$$

4. Write Math Why is it important to write any zero in the correct place-value position when using the break apart strategy to add?

Use Place Value to Add

You can use place value to add 3-digit numbers.

Add. 268 + 195

Estimate. 300 + 200 = 500

Step 1 Add the ones. If there are 10 or more ones, regroup as tens and ones.

Step 2 Add the tens. Regroup the tens as hundreds and tens.

Step 3 Add the hundreds.

1 hundred + 2 hundreds + 1 hundred = 4 hundreds

So, 268 + 195 = 463.

Estimate. Then find the sum.

Back and Forth Addition

A palindrome reads the same forward as it does backward.

Forward Backward

 $mom \longrightarrow mom$

 $deed \longrightarrow deed$

A number can also be a palindrome.

Forward Backward

 $22 \longrightarrow 22$

313 → 313

Try This

Start with a 3-digit number: 142

Reverse it: 241

Add the two numbers: 142 + 241 = 383

You get a palindrome!

You may need to reverse and add more

than one time.

Find a palindrome. Show your work.

1. 125

2. 207

3. 316

- **4.** 443
- 5. Write Math Sandy says that if you add two numbers that are palindromes, the sum will always be a palindrome. Do you agree? Explain.

6. Stretch Your Thinking Find a 3-digit number you can use to make a palindrome. Write your number. Then use it to make a palindrome.

Estimate Differences

You can use what you know about estimating sums to estimate differences.

Estimate. Use compatible numbers.

$$78 - 47 = 38$$

Think: Compatible numbers are easy to subtract.

So, 78 - 47 is about **25**.

Another way to estimate is to round to the same place value.

Estimate. Round each number to the nearest hundred. 687 - 516 = 88

- **Step 1** Look at the digit to the right of the hundreds place.
 - 8 > 5, so the digit in the hundreds 687 687 place increases by 1.
 - \bullet 1 < 5, so the digit in the hundreds place stays the same.

Step 2 Write zeros for the tens and ones places.

So, 687 - 516 is about **200**.

Use rounding or compatible numbers to estimate the difference.

Estimating Pocket Change

Charlie has a pair of pants with six different pockets labeled A to F. Each pocket has a card for a number of coins inside. The list below shows the number hidden in each pocket.

Pocket

$$A = 394$$

$$B = 147$$

$$C = 610$$

$$D = 198$$

$$E = 782$$

$$F = 336$$



Estimate the difference.

		_

8. Stretch Your Thinking

Charlie has two back pockets with numbers for coins in each pocket. The difference between the numbers is about 150. What numbers could he have in each pocket? **Explain**.

Chapter	Resources		
@ Houghto	n Mittlin Harcour	Dubliching	Campaci

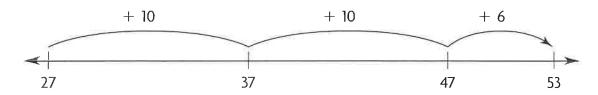
Mental Math Strategies for Subtraction

You can count up on a number line to find a difference.

Find 53 - 27.

Step 1 Count up by tens.
Start at 27. Count up to 47.

Step 2 Count up by ones.
Start at 47. Count up to 53.

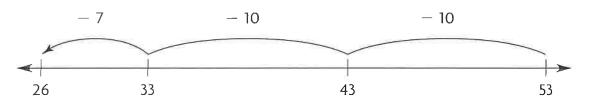


Think: 10 + 10 + 6 = 26.

So,
$$53 - 27 = 26$$
.

You can take away tens and ones to find a difference.

Step 1 Take away tens. Start at 53. Step 2 Take away ones. Start at 33.



Think: 53 - 10 - 10 - 7 = 26.

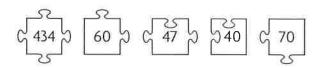
So,
$$53 - 27 = 26$$
.

 Find 92 − 65. Draw jumps and label the number line to show your thinking.



Friendly Numbers Puzzle

Combine pairs of numerals in the puzzle pieces to form a friendly subtraction sentence to help you complete the table below. Use each puzzle piece only once.



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2166	C 100	<u> </u>	තුලු ද	ე37
	لیا			ļJ

	Subtraction	Puzzle Piece 1		Puzzle Piece 2	Difference
1	43 – 19		5		
2.	72 – 39		-		
3.	64 – 28		0-0		
4.	46 – 9		:==:		7
5.	433 — 99		8—8		

6.	Write Math	Describe the strategy you used to fir	าด
	the puzzle pied	ces to help you subtract in Exercise 3.	

Use Place Value to Subtract

You can use place value to subtract 3-digit numbers.

Subtract. 352 - 167

Estimate. 400 - 200 = 200

Step 1 Subtract the ones.

Step 2 Subtract the tens.

Step 3 Subtract the hundreds.

So, 352 - 167 = 185.

Estimate. Then find the difference.

Mystery Subtraction

Find the unknown digit.

9.	Write Math	Explain	how yo	u found	the	unknown	digit
	in Exercise 6.						

10.	Stretch Your Thinking	What	is the g	reatest 3	-digit
	number you can subtract	from	426 so	that you	would
	need to regroup? Explai	n.			

Combine Place Values to Subtract

You can combine place values to subtract. Think of two digits next to each other as one number.

Subtract. 354 - 248

Estimate. 350 - 250 = 100

Step 1 Look at the digits in the ones place.

Think: 8 > 4, so combine place values.

Step 2 Combine the tens | and ones places.

Think: There are 54 ones and 48 ones.

Subtract the ones. Write 0 for the tens.

Step 3 Subtract the hundreds.

354

So, 354 - 248 = 106.

Remember: You can also combine hundreds and tens to subtract.

Estimate. Then find the difference.

Recycling Problems

Solve the problem. Estimate first. Then write and solve a similar problem using different numbers.

1. Tim and Alex collected aluminum cans for recycling. Tim collected a total of 942 cans. Alex collected 327 cans. How many fewer cans did Alex collect than Tim?

Estimate: _____

Answer: _____ cans

2. Stewart collected 842 used tires to recycle. Angel collected 529 used tires. How many fewer tires did Angel collect than Stewart?

Estimate: _____

Answer: _____ tires

3. Yesterday, a recycling center collected 679 cans. The center collected 225 fewer bottles than cans, and 178 fewer newspaper bundles than bottles. How many newspaper bundles did the center collect yesterday?

.

Problem Solving • Model Addition and Subtraction

Kim sold 127 tickets to the school play. Jon sold 89 tickets. How many more tickets did Kim sell than Jon?

Read the Problem	Solve the Problem		
What do I need to find?	Complete the bar model.		
I need to find how many more tickets Kim sold than Jon	Kim 127_tickets		
	Jon 89 tickets		
What information do I need to use?	a tickets		
I know that Kim sold <u>127</u> tickets and	Subtract to find the unknown part		
Jon sold <u>89</u> tickets.	<u>127 - 89 = 38</u>		
How will I use the information?	■ = 38 tickets		
I will draw a bar model to help me see what operation to use to solve the problem.	So, Kim sold <u>38</u> more tickets than Jon.		

- 1. Kasha collected 76 fall leaves. She collects 58 more leaves. How many leaves does she have now?
- 2. Max has 96 stamps. Pat has 79 stamps. How many more stamps does Max have than Pat?

Get the Picture?

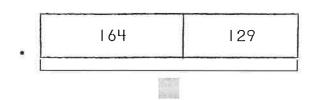
The students at Audubon School voted for their favorite color. The color green had 164 votes. The color blue had 293 votes. The color red had 129 votes.

Draw a line to match the problem with the bar model that can be used to solve it. Then solve.

Problem

- 1. How many more students voted for blue than green?
- 2. How many more students need to vote for red for it to have the same number of votes as blue?
- **3. What if** 129 more students voted for green? How many votes would green have now?
- **4. What if** 129 more students voted for blue? How many votes would blue have now?

Bar Model



- 293 129
- 293
- 293

Use Picture Graphs

A picture graph shows information using small pictures or symbols.

A **key** tells what the symbol stands for.

A symbol can stand for more than 1.

Which state in the picture graph below has 9 national park areas?

The key for the picture graph shows that each \$ = 6 national park areas.

Count the number of & next to each state.

Oregon has one tree picture and half of a tree picture.

Think:

🌲 = 6 park areas

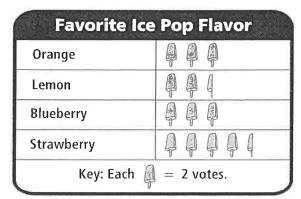
= 3 park areas

Nation	nal Park Areas
Michigan	鑫
Minnesota	\$
Missouri	泰 泰
New York	亲 亲 亲 亲
Oregon	A
Kev: Fach ♣	= 6 national park areas

So, Oregon has 9 national park areas.

Use the Favorite Ice Pop Flavor picture graph for 1-4.

- 1. How many people chose orange?
- 2. How many people chose lemon?
- **3.** How many fewer people chose lemon than chose strawberry?



4. How many people in all were surveyed?

Using Picture Keys

The key shows how many each picture stands for.

KEY









Use the key to complete the addition sentence.

1.













3 + 3 + 8 + _____ + ____ + ____ = ____

2.









____+__+___+___+____+___=___

з. 🔰









_____+____+____+____+____+____=____

4.









5. Stretch Your Thinking Draw four different combinations of pictures that represent a sum of 20.

Algebra • Find Unknown Numbers

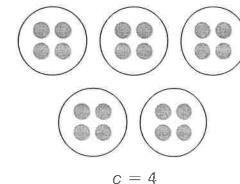
Lily has 20 stuffed animals. She wants to put the same number of stuffed animals on each of 5 shelves. How many stuffed animals will Lily put on each shelf?

Find the unknown number, $5 \times c = 20$

You can use counters to find the unknown number.

- Step 1 Use 20 counters.
- Step 2 Make 5 equal groups. Place 1 counter in each of the groups until you have placed all 20 counters.
- **Step 3** Count the number of counters in each group. 4 counters

So, Lily will put 4 stuffed animals on each of the 5 shelves.



$$5 \times 4 = 20$$

Find the unknown number.

1.
$$3 \times b = 24$$

2.
$$n \times 7 = 21$$

3.
$$36 = 4 \times z$$

4.
$$7 \times 8 = s$$

5.
$$r \times 5 = 45$$

7.
$$p = 3 \times 4$$

8.
$$m \times 6 = 42$$

$$m = 1$$

9.
$$6 \times h = 36$$

$$h = \underline{\hspace{1cm}}$$

9.
$$6 \times h = 36$$
 | **10.** $63 = 7 \times d$ | **11.** $3 \times y = 6$ | **12.** $32 = 4 \times A$

11.
$$3 \times y = 6$$

12.
$$32 = 4 \times A$$

Factor Riddles

Solve the riddles.

- 1. I have 4 factors. Three of my factors are 1, 2, and 10. What is my fourth factor?
- 2. I have 4 factors. Three of my factors are 1, 2, and 6. What is my fourth factor?
- **3.** I am the product 30. Two of my factors are 2 and 3. What are my other factors?
- **4.** Our product is equal to 3 + 3 + 3. What factors are we?

- **5.** Our product is equal to 6 + 2. What factors are we?
- **6.** One of my factors is equal to 5-2. I am the product 24. What are my other factors?
- 7. I am a 2-digit product. One of my digits is the same as one of my factors, 8. The other digit doubled is 8. What product am I?
- 9. Write Math Explain how you solved the riddle in Exercise 7.
- **10. Stretch Your Thinking** Write your own riddle and solve it.

Size of Equal Groups

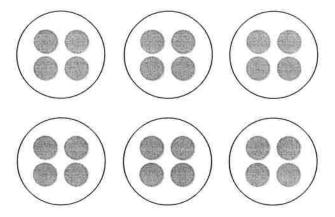
When you divide, you separate into equal groups.

Use counters or draw a quick picture. Make equal groups. Complete the table.

Counters	Number of Equal Groups	Number in Each Group
24	6	H

The number in each group is unknown, so divide.

Place 1 counter at a time in each group until all 24 counters are used.



There are 4 counters in each of 6 groups.

Use counters or draw a quick picture. Make equal groups. Complete the table.

的是 (有 等) 對 () 10 / 20 / 20 / 20 / 20 / 20 / 20 / 20 /	Counters	Number of Equal Groups	Number in Each Group
1,	12	2	
2.	10	5	
3.	16	4	
4.	24	3	
5.	15	5	

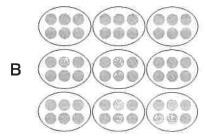
Matching Models

Draw a line to match each word problem with the model you can use to solve it. Then write the answer.

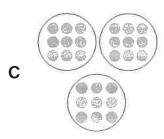
1. Sean has 15 baseball cards. He puts them into equal groups. How many baseball cards does Sean put in each group?



2. Lucy has a box of 24 cookies. She divides them equally among some friends. How many cookies does each friend receive?



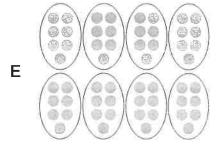
3. Eddie has 56 coins in his collection. He separates the coins into equal groups. How many coins are in each group?



4. Michael bought 54 juice boxes for a picnic. He plans to put an equal number at each of the picnic tables. How many juice boxes will Michael put at each table?



5. Leona has 27 feathers to put on some masks. She uses the same number of feathers on each mask. How many feathers does she use on each mask?



Problem Solving • Two-Step Problems

Chloe bought 5 sets of books. Each set had the same number of books. She donated 9 books to her school. Now she has 26 books left. How many books were in each set that Chloe bought?

Read the Problem	Solve the Problem
What do I need to find? I need to find how manybooks_ were in eachset What information do I need to use? I need to use the information given: Chloe bought _5 sets of books. She donated _9 books. She has _26 books left.	First, begin with the number of books left. Add the number of books donated. t, total books books number of left donated books 26 + 9 = t 35 = t Then divide to find the number of books in each set. t, total sets of s, books number of books in each books set
How will I use the information?	$\begin{array}{cccccccccccccccccccccccccccccccccccc$
I will use the information toact out	_
the problem.	So, 7 books were in each set.

Solve the problem.

- 1. Jackie had 6 equal packs of pencils. Her friend gave her 4 more pencils. Now she has 52 pencils. How many pencils were in each pack?
- 2. Tony had 4 equal sets of sports cards. He gave his friends 5 cards. Now he has 31 cards. How many cards were in each set?

Division Steps

Solve. Show your steps to find the answer.

- 1. Veronica bought a pack of 50 CDs. She gave 8 to her friend, Leslie. Then she made 6 equal sets of CDs. How many CDs are in each set?
- 2. Sid has 2 boxes of markers with the same number of markers in each box. He gives 3 markers to his sister. Now Sid has 13 markers. How many markers were in each box?
- 3. Casey bought 30 basketball trading cards. He gave 6 to his sister and then put the rest in an album. If 6 cards fit on one page of the album, how many pages did Casey use?
- 4. Barron bought a 25-pound bag of dog food. He still had 3 pounds from an older bag. If he feeds his dogs 4 pounds of food each week, how many weeks until all the dog food is gone?
- **5.** Manny ordered 16 skateboard wheels. If he sold 4 wheels to Brad, how many skateboards can he put wheels on if each board uses 4 wheels?
- **6.** Kiera has 27 balls of yarn. Her mother gave her 5 more balls. If she makes scarves that use 4 balls each, how many scarves can she make?
- 7. Write Math Thomas starts with 36 photos and throws away 6 that are too dark. Then he organizes the rest of them on scrapbook pages so that there are 5 photos on each page. How many pages will he use? Draw to explain.

Fractions on a Number Line

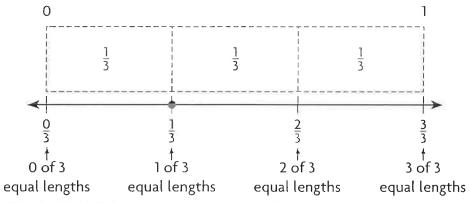
Use the fraction strips to help name the points on the number line.

Draw a point to show $\frac{1}{3}$.

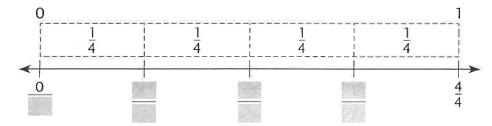
- **Step 1** The denominator is 3, so use fraction strips for thirds. Place the fraction strips above the number line. Use the fraction strips to divide the number line into three equal lengths.
- Step 2 Label each mark on the number line.

 Think: The distance between each mark is $\frac{1}{3}$ of the total distance, so count the number of $\frac{1}{3}$ lengths.

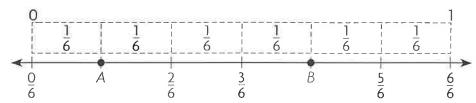
Step 3 Draw a point on the number line to show $\frac{1}{3}$.



1. Complete the number line. Draw a point to show $\frac{2}{4}$.



Write the fraction that names the point.



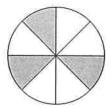
2. point *A* _____

3. point *B* _____

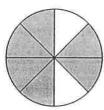
Fraction Find

Write a fraction that names the shaded part of each whole. Then locate the fraction on the number line below. Write the letter of the model that represents the fraction.

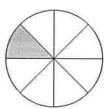
A.



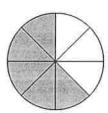
В.



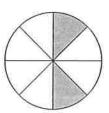
C.



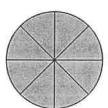
D.



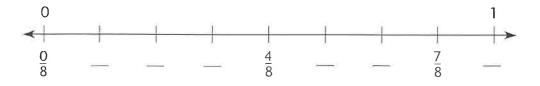
E.



F.



+----



Fluency Games Choice Board

Choose one fluency game to play each day. The directions for each game are attached. Color in the box for the game you complete each day. You have throughout the month of April to complete them all. Feel free to play the games as often as you like, but be sure to try all of the games at least once. If you have any questions, please contact your child's teacher.

Owl Pairs – Add to 11 and 15	Race to the Moon	Guess Who?			
Constitution of the contract	Coo attachmonata	Coo attackyoonta			
See attachments	See attachments	See attachments			
How Close Can You Get to	Fraction Concentration	Making Ten Memory			
100?					
See attachments	See attachments	See attachments			
Multiplication Headbands	Rounding Dice Game	Division Go Fish!			
See attachments	See attachments	See attachments			
	acc accaeminants				

Owl Pairs - Add to 11

Color two adjoining numbers that add to 11.

a game for 2 players

Need: Pencils

Players take turns to color 2 adjoining numbers that add to 11.

The numbers must be in squares that are joined along a side.

For example – on a turn, a player could color 3 and 8 or 6 and 5.

The last player who can color a pair of numbers that add to 11, is the winner.

Game 1							
5	4	7	4	5			
6	7	3	8	6			
5	3	8		5			
6	10	ı	Ю	4			
9	1	3	8	2			
2	3	8	9	5			
8	4	7	5	6			
6	5	3	q	2			
7	4	8/		1			

Game 2							
8	7	4	2	9			
3	6	5	8	3			
9	2	8	3	8			
7	4]	5				
4	5	Ю	2	6			
5	6	0	9	2			
6	8		0	9			
3	7	4 3		8			
8	5	6	2	9			

Alligator Pairs and Trios - Add to 15

Color any two or three numbers that add to 15.

m m

a game for 2 players Need: Pencils

Players take turns to color 2 or 3 numbers that add to 15. The numbers can be anywhere on the board and do not have to be in adjoining squares. For example – on a turn, a player could color 8 and 7 or 6, 4 and 5. The last player who can color a pair or a trio that adds to 15, is the winner.

Game 1					0	(mm)								
4	12	8	5	4	2	8		w w						
5	4	1	9	6	9	3		Game 2						
3	2	6	3	7	5	12		5	12	2	13	4	9	1
7	9	5	II		9	2			4	8	1	6	7	10
4	8	3	2	7	4	8		6	14	3	5	8	3	9
9	6	7			10	3		4	2	6	7	4	7	6
4	2	8	5	H	6	13		8	7	0	8	9	3	9
10	5			3	12	7		3	9	11	2	4	13	10
Common (S)				12	1	7	10	6	2	8				
TI								7	3	6		9	5	4

RACE TO THE MOON

SUBTRACTING TO 20

Race to the Moon is a fun series of games which involve trying to make a path of unbroken counters from the Earth to the Moon. As well as developing quick recall of number facts, this game also involves strategy in blocking your partner whilst making your path.

Age range: 2nd Grade + Number of players: 2 or 3

Learning: Subtract with numbers to 20, strategy

You will need

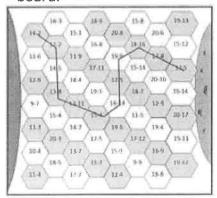
- Each player will need about 20 counters of their own color.

Instructions

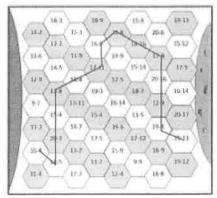
- Choose a subtraction you want to work out on one of the uncovered hexagons on the game board,
- Work out the answer in your head. You can use the number line to help you.
- Say the calculation and the answer.
- Your partner will check in their head (or using the number line).
- If you are right, you place a counter on the hexagon. Then it is your partner's turn. If you are wrong, you don't get to place a counter.
- The winner is the first person to complete an unbroken path of counters from the Earth to the Moon (path can go across, down, diagonally). See below.

Variations

 If you get an answer wrong, your partner can remove one of your counters from the board.



Examples of winning paths.



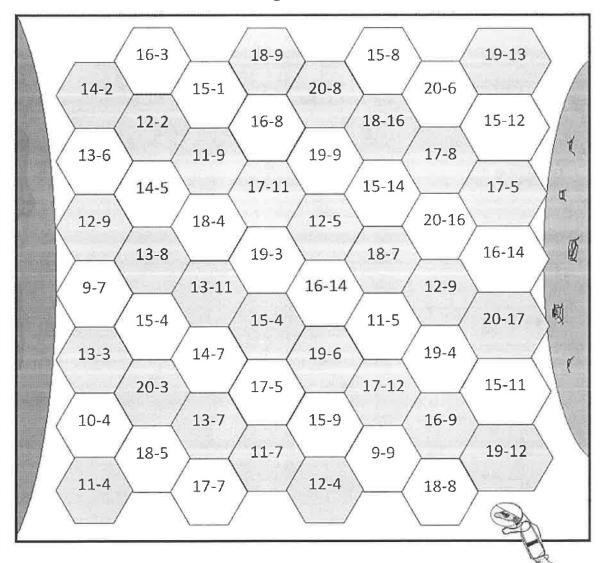
RACE TO THE MOON

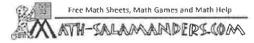


SUBTRACTING TO 20

0 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20

Who will be first to get from Earth to the Moon?





Choose a shape... but don't let your partner know which shape you've chosen!

Each partner will ask yes and no questions to the other about their mystery shape. Each time you ask a question, use your partner's answer to cover up shapes that it couldn't be until you know which shape it is!

ne quest Use the questions card if you need help!

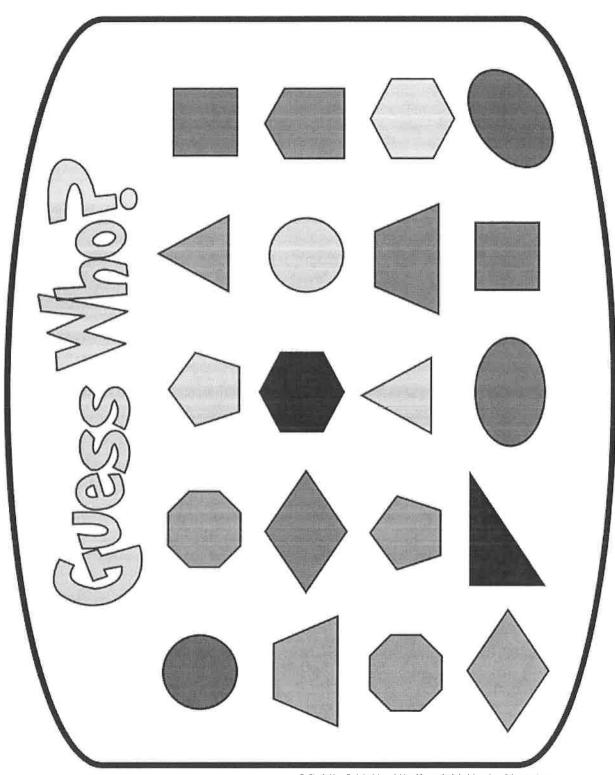
Does your shape have 4 sides?

Does your shape have any parallel lines?

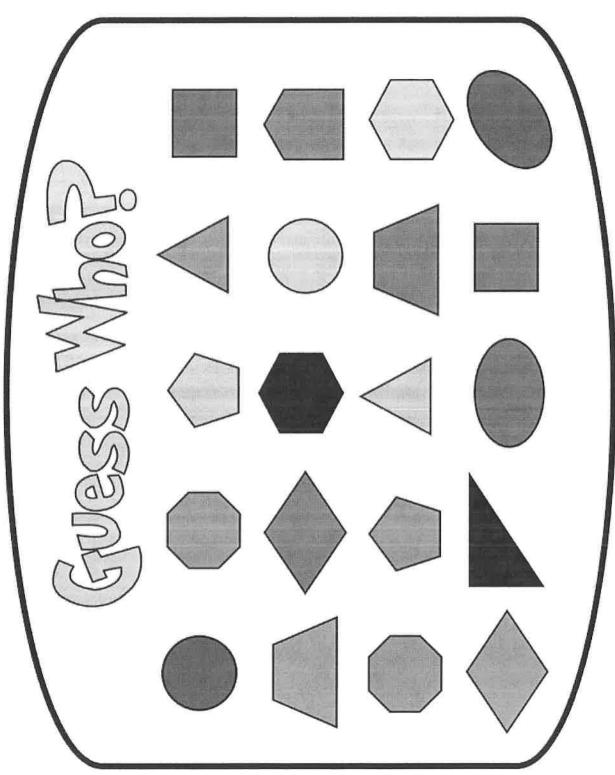
I know it can't be a hexagon.

Is it red?

does it have three angles?



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recording sheet

After you choose your mystery shape, draw and color it here. Be sure you keep it a secret from your partner!

Guess Who?

After you choose your mystery shape, draw and color it here. Be sure you keep it a secret from your partner!



GUESS Who?

Try to find out how many sides it has by asking questions like.

DOES it have 3 sides?"

try to find out what color it is by asking questions like.

Try to find out if it is symmetrical by asking questions like, "Does it have a line of symmetry?"

Try to find out what else it is shaped like by asking questions like,

Ask some questions of your own and when you think you know what the shape is ask.

"Is it a yellow triangle?"

100000 (

How Close Can You Get to 100?

Roll two dice and make a rectangular array using the numbers rolled. If you roll 3 and 4, you can make a 3 x 4 array or a 4 by 3 array. Outline the array or shade it in and find the area. Roll the dice 10 times each time recording the multiplication problem at the bottom, making the array and finding the area of the array. After ten rolls, add the area of all arrays. How close are you to 100?

