Math Menu - Example

Must-Do:
❑ Teacher Time ❑ Windowpane

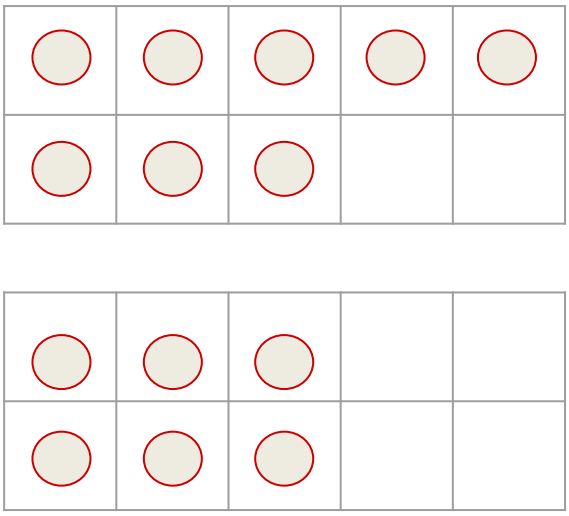
Problem Solvers *(choose one or more)*	**Journal Prompt** *(choose one)*
❑ * Glue Stick Problem ❑ ** Crayon Problem ❑ *** Number Puzzle	❑ Write a story problem ❑ Would you rather?
Games *(choose one)*	**Technology** *(choose one)*
❑ First to 20 ❑ Three In A Row ❑ Don't Break the Bank!	❑ Ten Frame Mania (Tang Math) ❑ Grouping & Grazing (NCTM)

ALL LEARNERS NETWORK

Math Menu: Windowpane

Name: _____ Date: _____

8 + 6 =__



Write the number that comes after.

132	
246	
329	

Count on from 109

109					

Solve.

5 + 5 =

10 - 5 =

5 + 4 =

9 - 4 =

9 - 5 =

Math Menu: Windowpane

Name: _____ Date: _____

Solve.

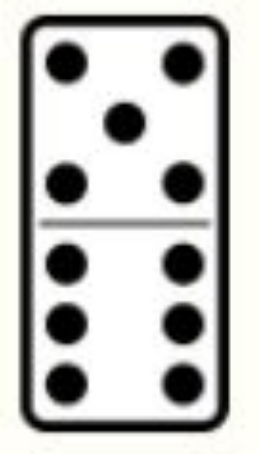
15 - 1 = ___

13 - 4 = ___

10 - ___ = 2

___ = 10 - 1

How many dots on this domino?



Write the number that comes before.

	30
	100
	50

Count back from 104.

					104

ALL LEARNERS NETWORK

Math Menu: Problem Solvers

Name: _____ Date: _____

*

I have a new box of glue sticks.
How many groups of 10 could I make?
Show my glue sticks with a drawing and numbers and symbols.

How many would I have if 10 fell out?

Non-Routine Problem Solver

Math Menu: Problem Solvers

Name: _____ Date: _____

**

I need 50 crayons.
How many boxes do I need?

Math Menu: Problem Solvers

Name: _____ Date: _____

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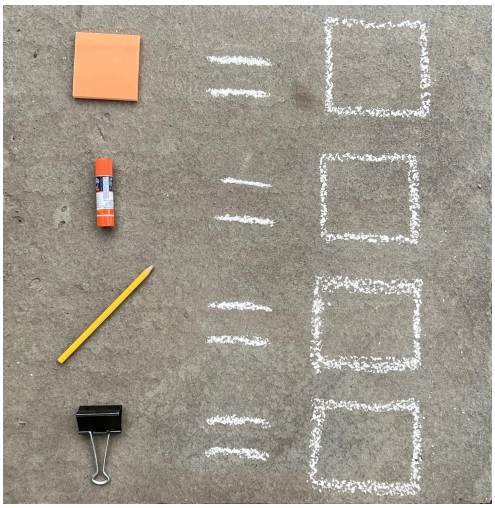
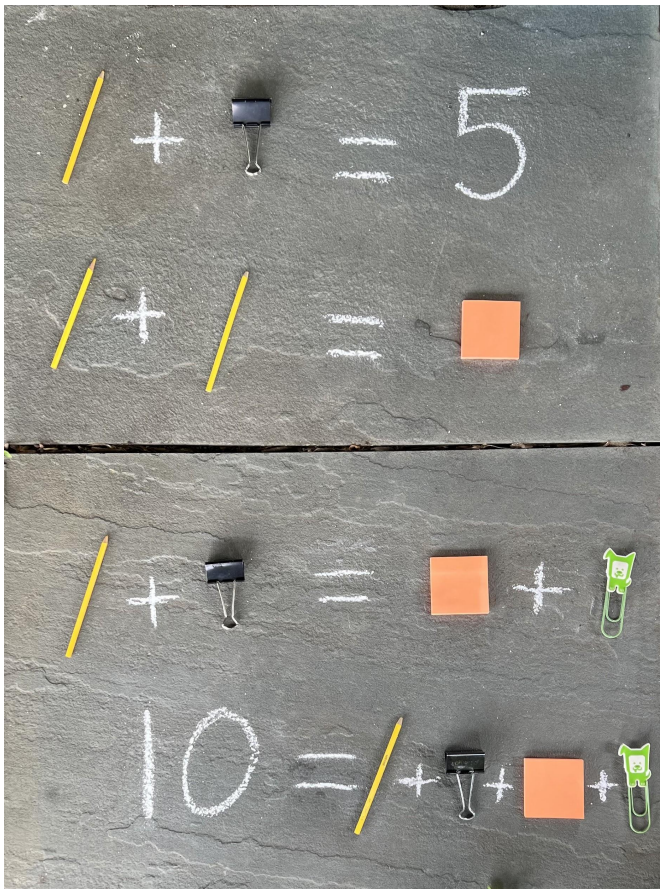
What ***could*** a pencil equal?

What ***could*** a clip equal?

Complete the puzzle.





First to 20

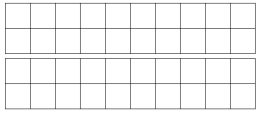
Partner Game

I can see number partners that make 20 in a twenty frame model.

Set Up:

Materials

-2 twenty frames

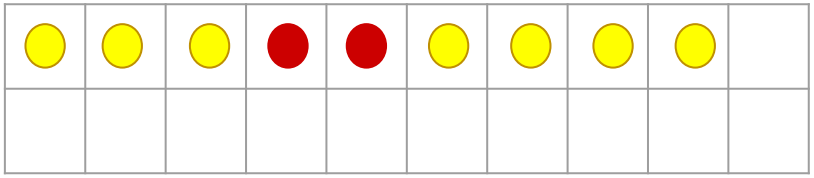


-1 six sided die

-40 two colored counters

Set up

Each player starts with an empty twenty frame



Play:

Player 1:

Rolls the die and place that amount of counters on your ten frame.

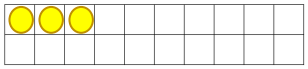
Say how many more you need to make 20.

I need 15 more to make 20.

Player 2:

Rolls the die and place that amount of counters on your ten frame.

Say how many more you need to make 20.



I need 17 more to make 20.

Keep Playing:

Take turns adding counters to your 20 frame.

Change colors on each turn. *(see above)*

Turn 1: yellow
Turn 2: red
Turn 3: yellow
Turn 4: red
etc.

The game ends when...

A player fills in their twenty frame.

Scaffolds:

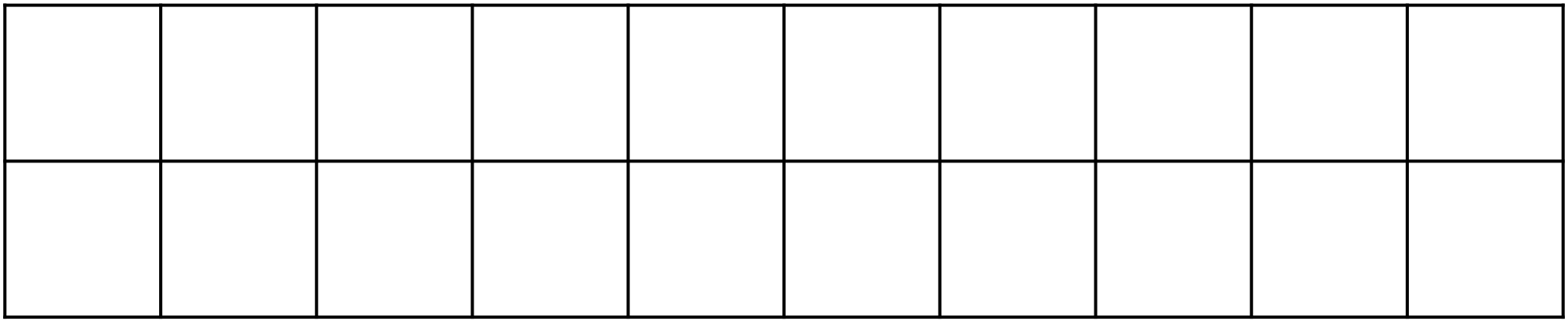
- ★ Play the game with one ten frame each and play first to 10
- ★ Change to a die that only has 1, 2, or 3 on the sides.

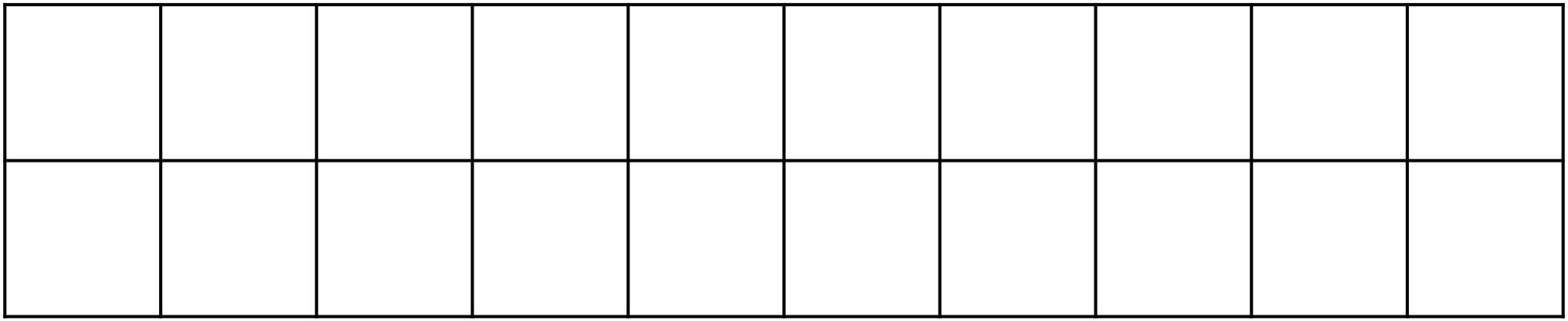
Extensions:

- ★ Play with two dice and allow players the freedom to choose if they roll 1 or 2 dice.
- ★ Play FIrst to 100 with 10 ten frames

Variations:

- ★ Play that you must roll an exact amount to win the game
- ★ Change the counters to treasure or coins from a treasure chest





Three in a Row Addition

I can play this game to practice my addition facts

Set Up:

Materials
Choose 2 dice to use for the game.

Set Up

Choose the gamboard to match your die or make your own game board.

Addition 3 in Row — Gameboard A — Two 1-6 dice

~~2~~	3	4	5	6
7	8	9	10	11
12	~~2~~	~~3~~	~~4~~	5
6	7	8	9	10
11	12	7	8	6

Play:

Player 1:

Roll the dice.

Add the two numbers that you rolled.

Mark the total on the gameboard with an X.

Player 2:

Roll the die.

Add the two numbers that you rolled.

Mark the total on the gameboard with an O..

Player 1 and 2:

Take turns rolling the dice and adding the numbers that you roll.

If you can't find a total that matches to cross off on the board, your turn is over.

The game ends when…

One players marks three spaces in a row.

You can get three in a row up and down, across, or diagonal.

Scaffolds:

★ A student could also play with a number rack or ten frames to build the numbers that they rolled

Extensions:

★ Change the dice and ask students to make their own board using those dice before they begin to play

Variations:

★ Playing for 4 in a row or 5 in a row would make the game last longer and become more challenging to win

ALL LEARNERS NETWORK

Addition 3 in Row

Gameboard A
Two 1-6 dice 

2	3	4	5	6
7	8	9	10	11
12	2	3	4	5
6	7	8	9	10
11	12	7	8	6

ALL LEARNERS NETWORK

Addition 3 in Row

Gameboard B
Two 1-9 dice

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

ALL LEARNERS NETWORK

Addition 3 in Row

Gameboard D
Make your own

Don't Break the Bank!

Build place value understanding of two digit numbers

2 Players

Set Up:

Materials/Set up

Paper/Pencil
1 die
20 pennies and 20 dimes
20 small ten frames

Goal:

Each time the die is rolled, you can take that number of pennies or dimes. How close can you get to 100 cents without going over?

Play:

Each Player:

Draw a t-chart with 2 columns and 7 rows.

Write 10 cents and 1 cent as the labels for each side of the t-chart..

Each Player:

Roll 7 times.

You can choose to take pennies or dimes for each roll. Keep track of your dimes and pennies on your t-chart. The goal is to get as close to 100 cents as you can without going over.

The game ends at the end of 7 rolls…

100 cents is a perfect game.

Closest to 100 without going over at the end of 7 rolls wins.

Questions to ask during game play:

- ★ What do you hope to roll next time?
- ★ How many more dimes before we break the bank?
- ★ How many more pennies before we break the bank?

Scaffold:

- ★ Place tiny ten frames under each dime to support conceptual understanding that a dime represents one ten.

Variations:

- ★ Start at 100 cents and remove what you roll each turn trying to get as close to zero cents as possible in 7 rolls

Inspired by: https://mathforlove.com/lesson/double-digit-and-dollar-digit/

Math Menu: Journal Prompt

Name: _____ Date: _____

Here are two boxes of school supplies.

Math Menu: Journal Prompt

Name: _____ Date: _____

Choose one or both of the prompts to respond to:

Write about math story problem for a friend to solve about glue and crayons.
Would you rather have one box of 60 glue sticks or one box of 24 crayons? Explain why!