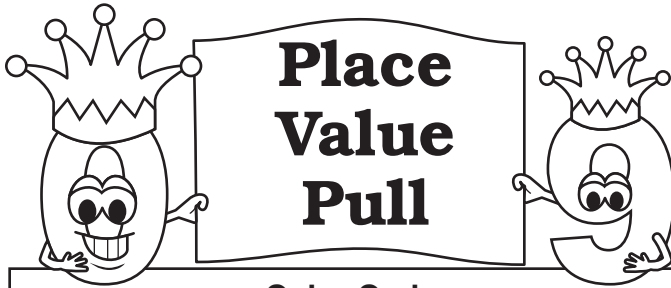


Name _____

Gameboard

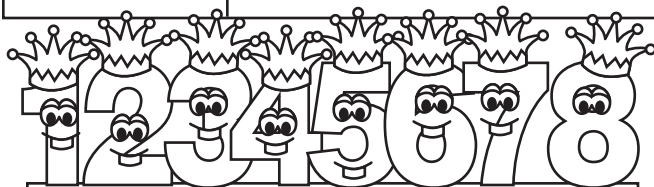
Counters






























Color Code

red = hundreds yellow = tens blue = ones

ROUND 1	_____
ROUND 2	_____
ROUND 3	_____
ROUND 4	_____
ROUND 5	_____
ROUND 6	_____
ROUND 7	_____
ROUND 8	_____
ROUND 9	_____
ROUND 10	_____



Bonus Box: On the back of this paper, write the word name for each of your three-digit numbers.

 red	 yellow	 blue
 red	 yellow	 blue
 red	 yellow	 blue
 red	 yellow	 blue
 red	 yellow	 blue
 red	 yellow	 blue
 red	 yellow	 blue
 red	 yellow	 blue
 red	 yellow	 blue





How To Use This Unit Pages 19–28

Hats Off to Math!

Use the creative activities in this unit to keep your youngsters' hands and minds busy. Your students will use manipulatives such as counters, hundreds charts, tangrams, and pattern blocks to explore a variety of math skills.



Materials Needed For Each Student

- white construction paper copy of page 19
- red, yellow, and blue crayons
- paper lunch bag
- scissors



How To Use Page 19

“Place Value Pull”

1. Have each student personalize his gameboard and color each of his counters.
2. Have each child cut out his gameboard and counters along the bold lines and then store his counters in his paper lunch bag.
3. Pair students to play the game.
4. For the first round of play, each student pulls up to nine counters from his bag. Have each student count the number of counters for each color and then use the color code on his gameboard to write the corresponding three-digit number. Next the students compare their numbers for the round. The student with the higher number draws a circle around it.
5. Student pairs play each of the next nine rounds in a similar manner.
6. The student with more numbers circled on his gameboard after ten rounds of play wins the game.
7. If desired, have each pair that finishes early complete the Bonus Box activity.

