Table of Contents

Introduction 4

Addition (Addition Bowling) 5

Standard: Uses basic and advanced procedures while performing the processes of computation

Benchmark: Performs basic mental computations

Algebra (Big Money Math) 13

Standard: Understands and applies basic and advanced properties of functions and algebra

Benchmark: Knows that a variable is a letter or symbol that stands for one or more numbers

Benchmark: Understands the basic concept of an equality relationship (i.e., an equation is a number sentence that shows two quantities that are equal)

Benchmark: Solves simple open sentences involving operations on whole numbers (e.g., ? + 17 = 23)

Decimals (Get to the Point) 27

Standard: Understands and applies basic and advanced properties of the concepts of numbers

Benchmark: Understands the relative magnitude and relationships among whole numbers, fractions, decimals, and mixed numbers

Decimals, Fractions, and Mixed Numbers (Place Your Order) 35

Standard: Understands and applies basic and advanced properties of the concepts of numbers

Benchmark: Understands the relative magnitude and relationships among whole numbers, fractions, decimals, and mixed numbers

Division (M.A.T.H.) 43

Standard: Understands and applies basic and advanced properties of the concepts of numbers

Benchmark: Understands basic number theory concepts

Elapsed Time (Time Flies) 53

Standard: Understands and applies basic and advanced properties of the concepts of measurement

Benchmark: Understands relationships between measures

Fractions (Pizza Delivery) 61

Standard: Understands and applies basic and advanced properties of the concepts of numbers

Benchmark: Understands the relative magnitude and relationships among whole numbers, fractions, decimals, and mixed numbers

Geometry: Area and Perimeter (Inside and Out) 81

Standard: Understands and applies basic and advanced properties of the concepts of measurement

Benchmark: Understands the basic measures of perimeter, area, volume, capacity, mass, angle, and circumference

Measurement: Capacity (Fill 'Er Up) 89

Standard: Understands and applies basic and advanced properties of the concepts of measurement

Benchmark: Understands the basic measures of perimeter, area, volume, capacity, mass, angle, and circumference

*All standards listed above are from *A Compendium of Standards and Benchmarks for K–12 Education* (Copyright 2004 McREL, www.mcrel.org/standards-benchmarks) Mathematics (Grades 3–5).

Table of Contents

Measurement: Weight (Ounce or Pound?) 101
Standard: Understands and applies basic and advanced properties of the concepts of measurement
Benchmark: Understands relationships between measures

Number Patterns (Powerful Patterns) 103
Standard: Understands and applies basic and advanced properties of functions and algebra
Benchmark: Recognizes a wide variety of patterns and the rules that explain them

Place Value (Place Value Victory) 111
Standard: Understands and applies basic and advanced properties of the concepts of numbers
Benchmark: Understands the basic meaning of place value

Probability (Take a Chance) 123
Standard: Understands and applies basic and advanced concepts of probability
Benchmark: Recognizes events that are sure to happen, events that are sure not to happen, and events that may or may not happen (e.g., in terms of "certain," "likely," and "unlikely")

Problem Solving (Problem Solving Speedway) 131
Standard: Uses a variety of strategies in the problem-solving process
Benchmark: Uses a variety of strategies to understand problem situations

Subtraction: No Regrouping and Regrouping (Subtraction Bowling) 145
Standard: Uses basic and advanced procedures while performing the processes of computation
Benchmark: Performs basic mental computations

Vocabulary: Math Terms (The Terminator) 157
Standard: Uses basic and advanced procedures while performing the processes of computation
Benchmark: Knows the language of basic operations

*All standards listed above are from *A Compendium of Standards and Benchmarks for K–12 Education* (Copyright 2004 McREL, www.mcrel.org/standards-benchmarks) Mathematics (Grades 3–5).

Take a Chance

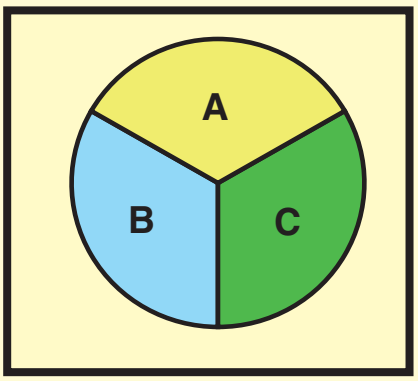
Skill: probability

Standard: understands and applies basic and advanced concepts of probability

Benchmark: recognizes events that are sure to happen, events that are sure not to happen, and events that may or may not happen (e.g., in terms of "certain," "likely," and "unlikely")

Materials

- Take a Chance game cards



Suggested Use

- cooperative groups
- tutorial
- home connection
- centers

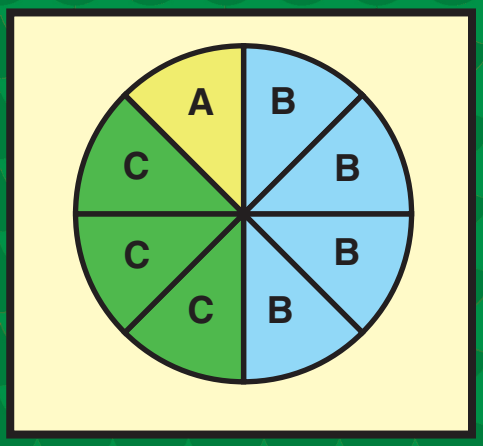
Directions (2 players)

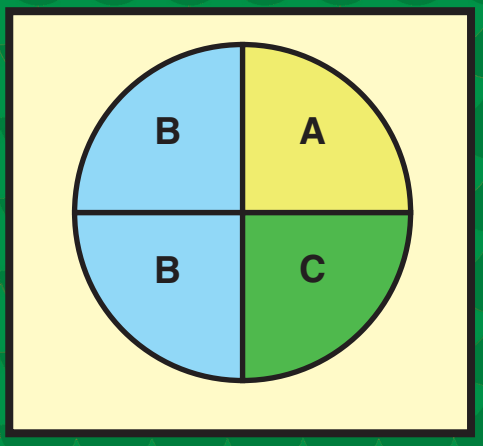
1. Place Take a Chance game cards face down in a draw pile between players.
2. Both players draw a card from the draw pile and lay the cards face up.
3. The player with the card having the most likely chance of a spin landing on **A** collects both cards.
4. If both cards have the same chance of a spin landing on **A**, the cards are placed in a discard pile.
5. Round 1 ends when all cards have been drawn.
6. Cards are reshuffled and placed face down in the draw pile at the end of each round.
7. Round 2 is played with the most likely chance of a spin landing on **B**.
8. Round 3 is played with the most likely chance of a spin landing on **C**. If two cards are drawn and neither player has a **C**, each player keeps his or her drawn card.
9. After Round 3, the player with the most cards is the winner.

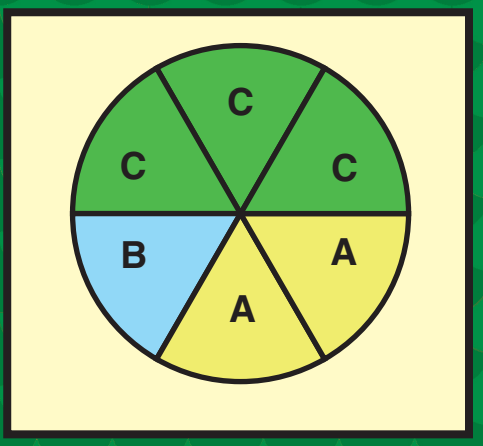
**Note to Teacher:* Review common denominators to compare fractions.

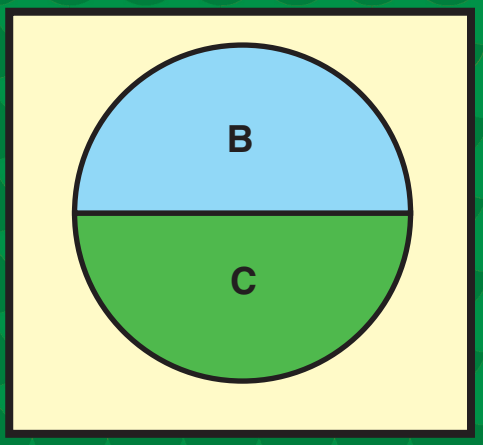
Reminder

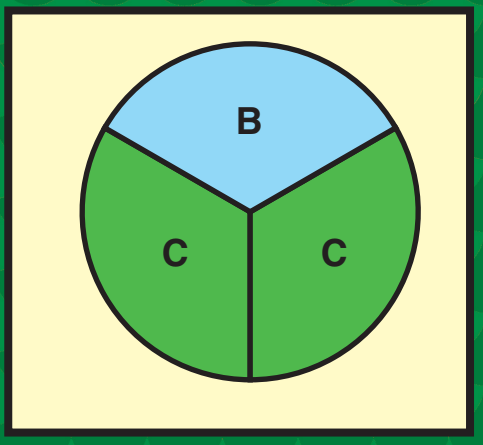
Probability is determining how likely an event is to occur. For example, if a spinner has four equal sections and 3 out of the 4 sections are blue, and 1 out of the 4 yellow, it is more likely the spinner will land on blue.

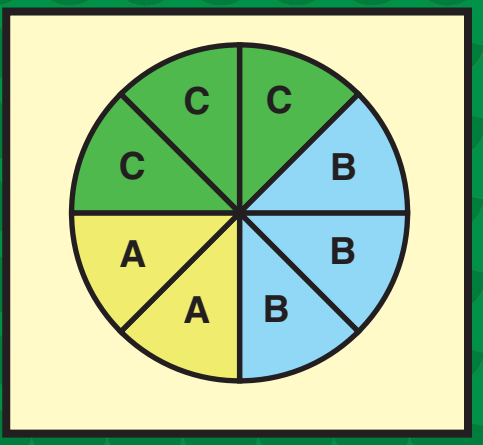


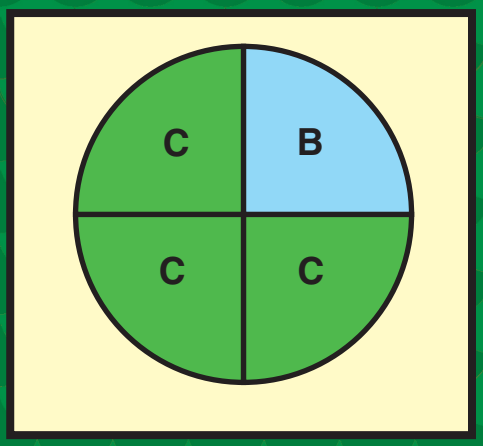


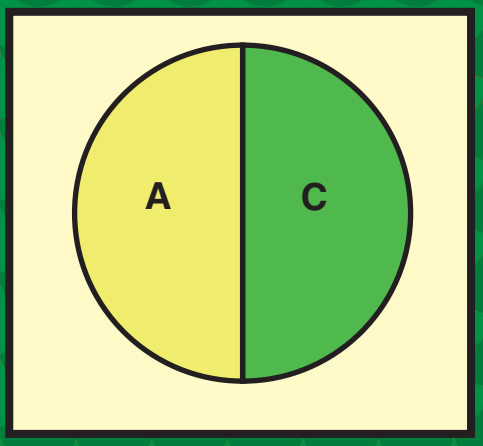


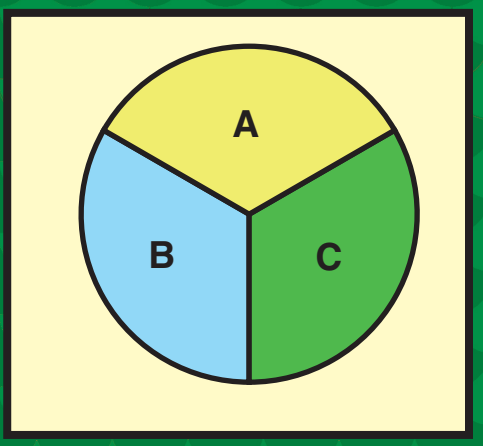


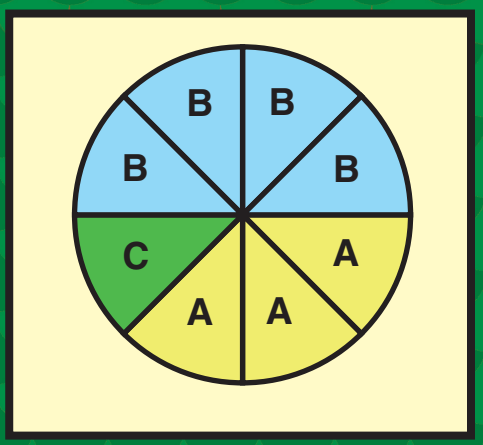


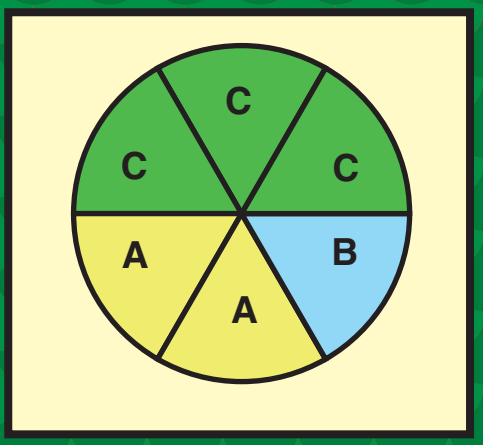


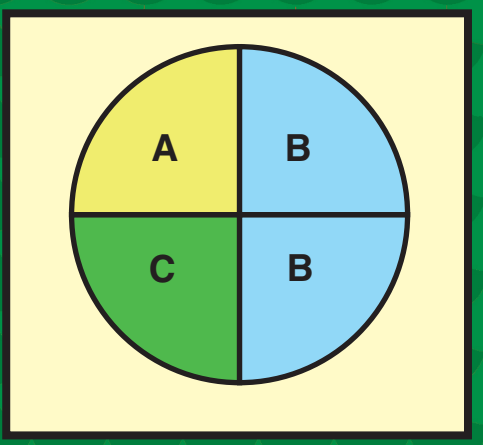




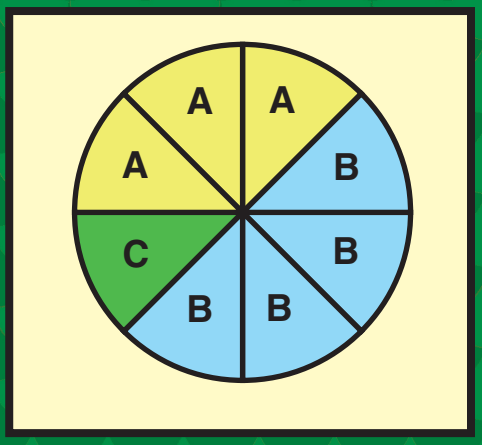


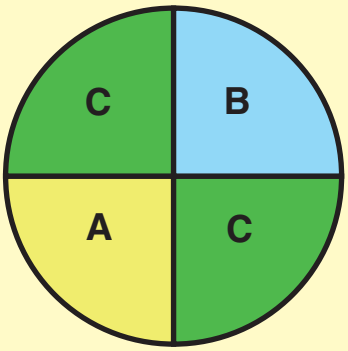


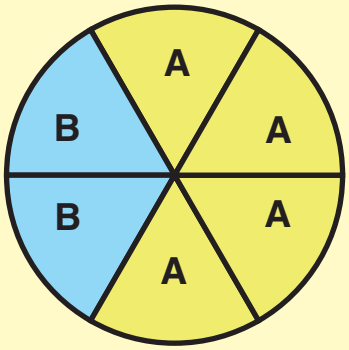


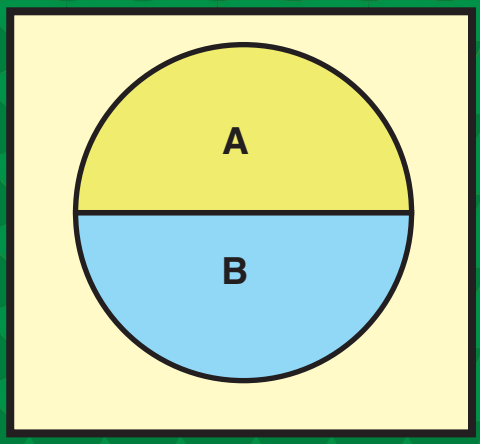


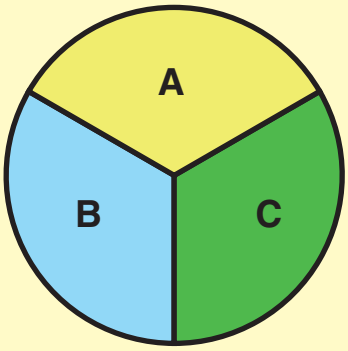
©Teacher Created Resources, Inc.

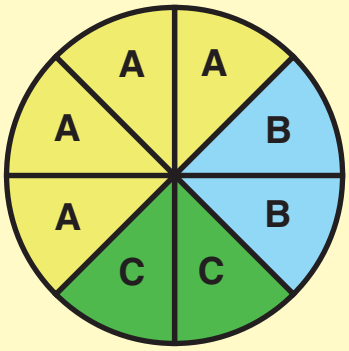

A
A
A
B
C
B
B
B

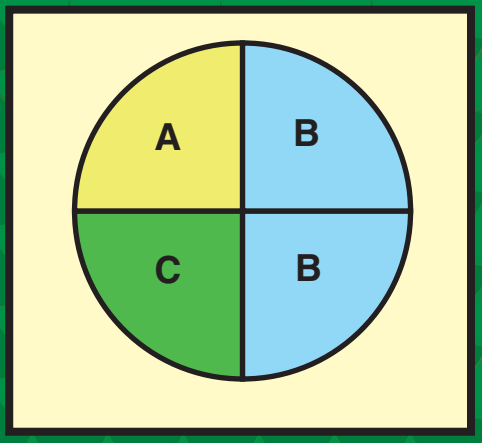

C
B
A
C

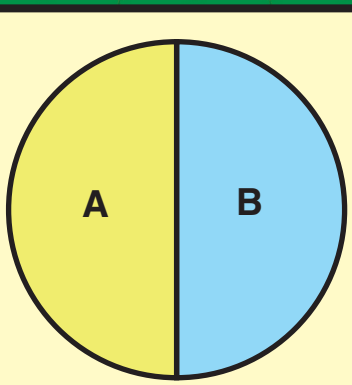

A
B
A
B
A
A

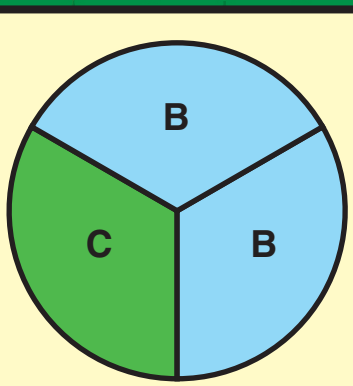

A
B

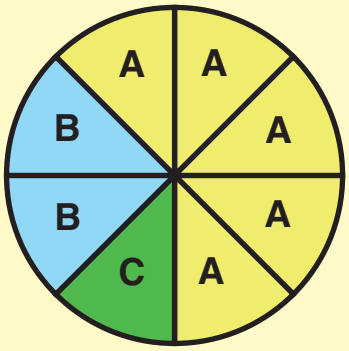

A
B
C

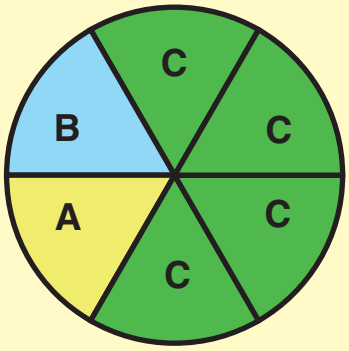

A
A
A
B
A
B
C
C

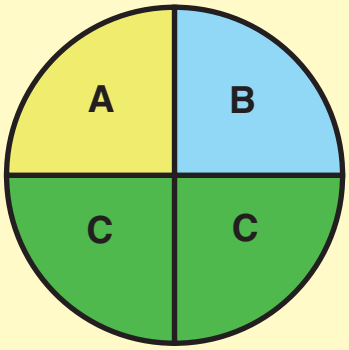

A
B
C
B


A
B


B
C
B


A
A
B
A
B
A
C
A


C
B
C
A
C
C


A
B
C
C