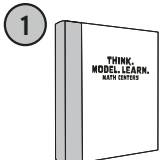


THINK. MODEL. LEARN.™ MATH CENTERS: ADDITION ACTIVITY GUIDE

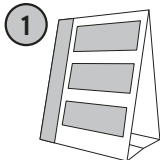
PRODUCT INCLUDES:



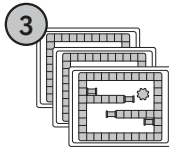
1 Activity Guide



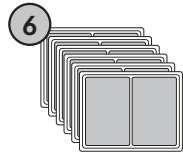
1 Storage Box



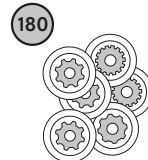
1 Instruction Tent



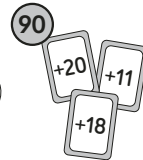
3 Activity Mats



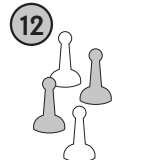
6 Place Value Mats



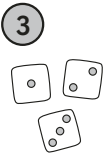
180 Discs



90 Cards



12 Game Pawns



3 Dice



PURPOSE:

Empower children to independently practice addition! This center is standards aligned for grades 2-3 and geared for skill differentiation – it is double-sided for practice on two skill levels: adding within 100 and adding within 1,000. Students also build problem-solving skills and share their mathematical thinking as they move around the mat. This hands-on, engaging center is sure to make skill-building fun as students think, model, and learn!



SET UP:

Each activity mat will accommodate two students. Three activity mats are provided for up to six students total. Each student receives a place value mat for modeling discs.

1. Choose the skill level the students will be working on and flip the mats to the appropriate side.
2. Provide two matching color pawns for each student. Also provide one die for each pair of students to share.
3. Provide a set of 30 cards for each pair of students. Provide each student a set of modeling discs (Ten 100 discs, Ten 10 discs, and Ten 1 discs).

We recommend explaining instructions to students before independent play. Place the tent where students can see it for instruction reminders and visuals during use.



HOW TO USE:

Step 1:

Each player: place both of your pawns on your matching color Start space. Roll a 1 or 6 to move your pawn to the gear space. If a player rolls a 1 or 6, roll again to move forward. Draw a card.

Step 2:

Add the number from your card to the number on your space using discs on your place value mat or follow the card's instructions. If you answer correctly, stay on that space. If your opponent's pawn is on that space, send them back to Start. If you answer incorrectly, move back one space.

Step 3:

Be the first to move both of your pawns to your End space. You must land exactly on End to win.

FEATURES:



REUSABLE AND DURABLE

Reusable dry erase materials offer repeated practice.



SKILL DIFFERENTIATION

Double-sided for practice on two skill levels!



TAKE IT FURTHER

Take it further with additional free resources, reproducibles, and downloadable content.



DISPLAY AND STORAGE

Store materials vertically for a space saver. Book-shaped box fits shelves taller than 12".