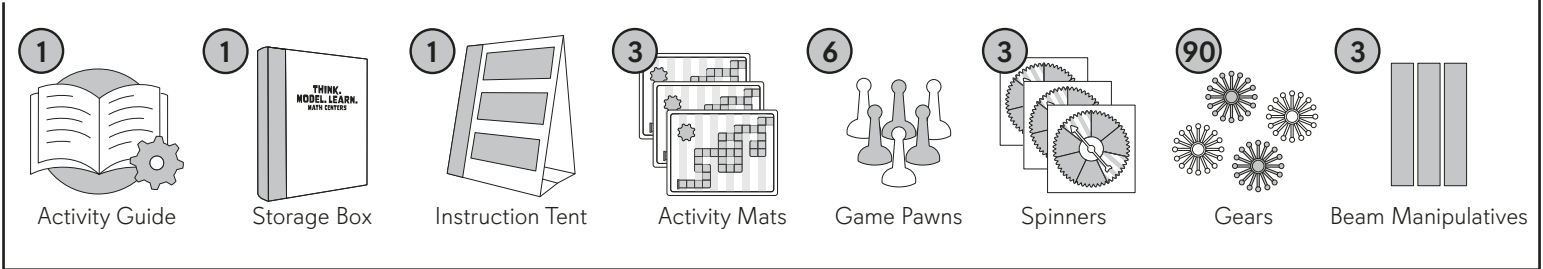




THINK. MODEL. LEARN.™ MATH CENTERS: DIVISION ACTIVITY GUIDE

PRODUCT INCLUDES:



PURPOSE:

Empower children to independently practice division! This center is standards aligned for grades 4-5 and geared for skill differentiation – it is double-sided for practice on two skill levels: division with one-digit divisors and division with two-digit divisors. Students build an understanding of division as they divide and collect remainders 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.

1. Choose the skill level the student will be working on and flip the mat to the appropriate side.
2. Provide two pawns and one spinner with each mat.
3. Provide a pack of 30 gears with each mat.

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: Begin with your pawns on Start and the beam on the left side of the mat. Set the gears aside.

Step 2: Work together, taking turns spinning the spinner, moving your pawn, dividing, and collecting the remainder in gears. If you land on the MOVE THE BEAM! space on the spinner, move the beam forward one column on the mat.

Step 3: When one of the players first reaches the end, together you must have a combined total of 30 gears for players to exit the game. Once both players have exited, the game is won. If the beam catches up to any player, the game restarts!

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".