Building Strong Number Sense for Primary Peeps!

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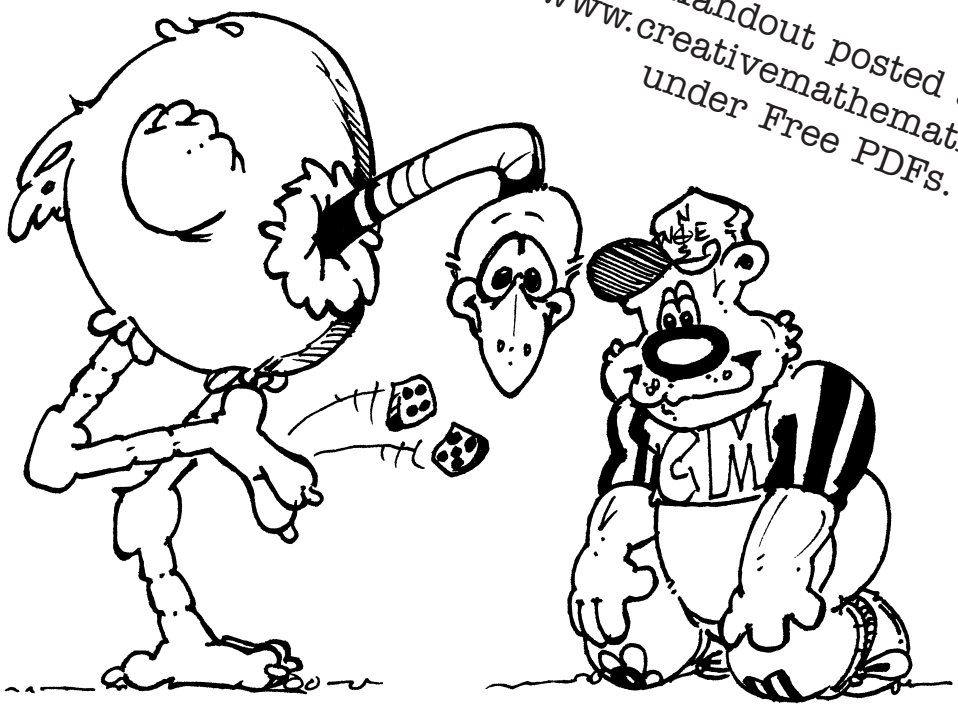
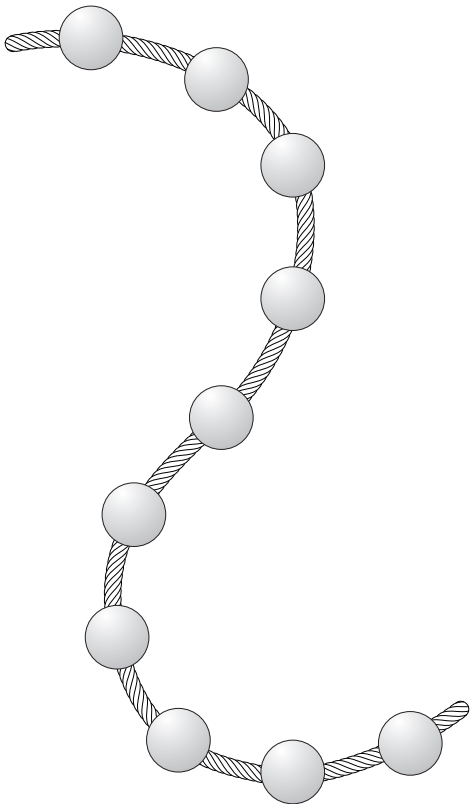


Class Counting Rope Construction Directions

Math Tools

Materials Needed:

- 10-30 dense foam golf practice balls
- craft twine
- darning needle



1. Cut a length of waxy craft twine approximately 72” in length.

2. Thread a darning needle onto the end of the craft twine.

3 Insert end of twine into the center of one of the dense foam golf practice balls. Use a firm surface such as a tabletop to push the darning needle through the ball. Repeat for all the balls. Kindergarten can start the year with ten balls on the rope and then progress to thirty balls.

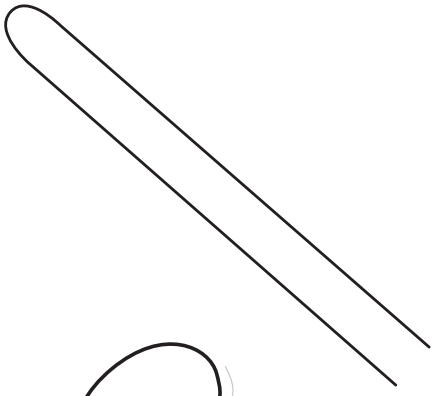
4. The Class Counting Rope should be hung between two cup hooks mounted on the bottom of the class bulletin board used for the calendar. A class response board 18” by 24” can by placed under the Class Counting Rope for recording equations.

Individual Counting Rope Construction Directions

Math Tools

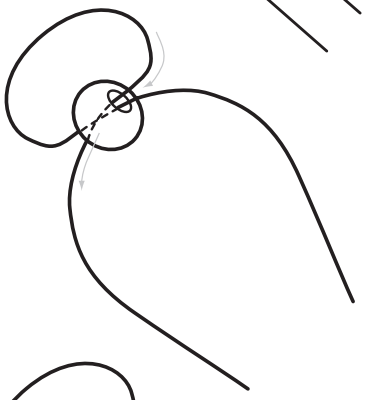
Materials Needed:

- 10 pony beads in two colors (5 of each color)
- elastic cording

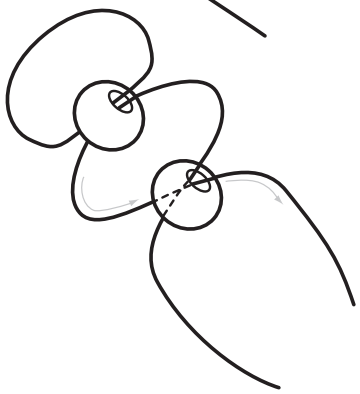


1. Cut a length of elastic cording 36” in length or longer.

2. Fold in half.



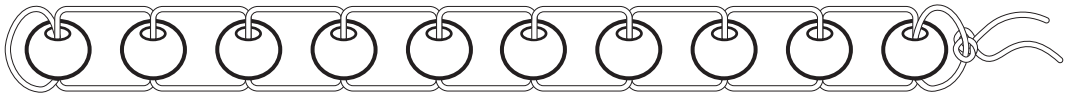
3. Insert end of cording into bead hole. Insert other end of twine into other bead hole. The ends of string cross within the bead hole.



4. Continue threading beads until five of one color are threaded.

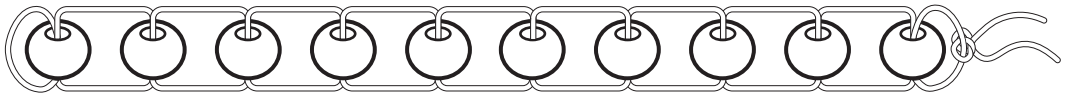
5. The same process will be done for the remaining five beads of another color.

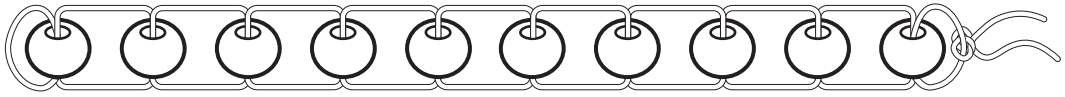
6. Tie the end of the elastic cording once all ten beads are on the cord.

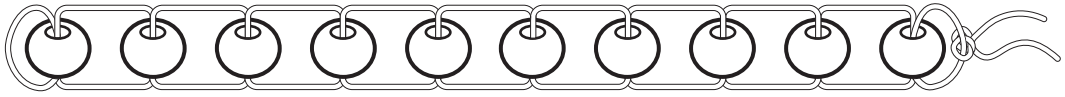


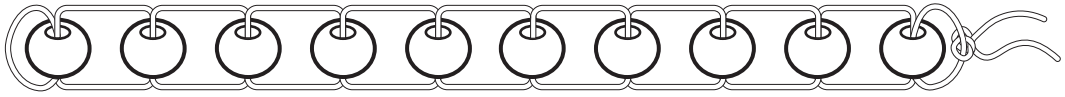
Counting Rope
Making 10

Name:

 = ☐ + ☐

 = ☐ + ☐

 = ☐ + ☐

 = ☐ + ☐

Show Me 10

Ron Brown
Ready! Set! Math!

Can you show me 1?

Can you show me 2?

Can you show me 3?

Can you show me 4?

Can you show me 5?

Now show me 6.

7

Now show me 8.

9

Now use all your fingers and
show me 10. (repeat)

Can you show me 10?

Generic Bump It Rules

"Bump It!" games will quickly become your students' favorite games! The format of how to play is simple and easy to retain. The games in this book use a bingo style of game board. Some of the game boards have a FREE spot and some do not. This is show the teacher that old bingo boards can become "Bump It!" games.

The dice icon will visually tell students what dice are used for the game. Spinners are included in the back of the book. Spinners can substitute in for a lack of dice or to change up the game. The dice or spinners can be shared between two or three players per game board.

To prepare for the game, the teacher will need to print the "Bump It!" game boards on colored cardstock for each child. The game boards will be printed on front and back of the cardstock. Each child will have a game board even though they are shared during a game. This will allow for practice of the game when students are finished with their class work. The game board do not need to be laminated as cardstock is very durable. Transparent chips are used with all games.

To introduce the game, the teacher can use a game board on the document camera. The teacher will select a student to play with. Each player selects a color for his or her transparent chips. The student will roll the dice shown with the icon. Using the color he/she selected, the player will cover an answer for the roll of the dice. The teacher will roll the dice and find the answer. That answer will be covered. This will continue back and forth.

When a player rolls an answer that is covered by an opponent, that player will "bump" off the transparent chip of the opponent. Players love getting to the "Bump It!" part of the game so they will hurry to get to that part. "Bump It!" can only be used if there is no open square with that answer.

Play continues until all squares have a transparent chip. The transparent chips are then sorted by color. The player with the most transparent chips wins!

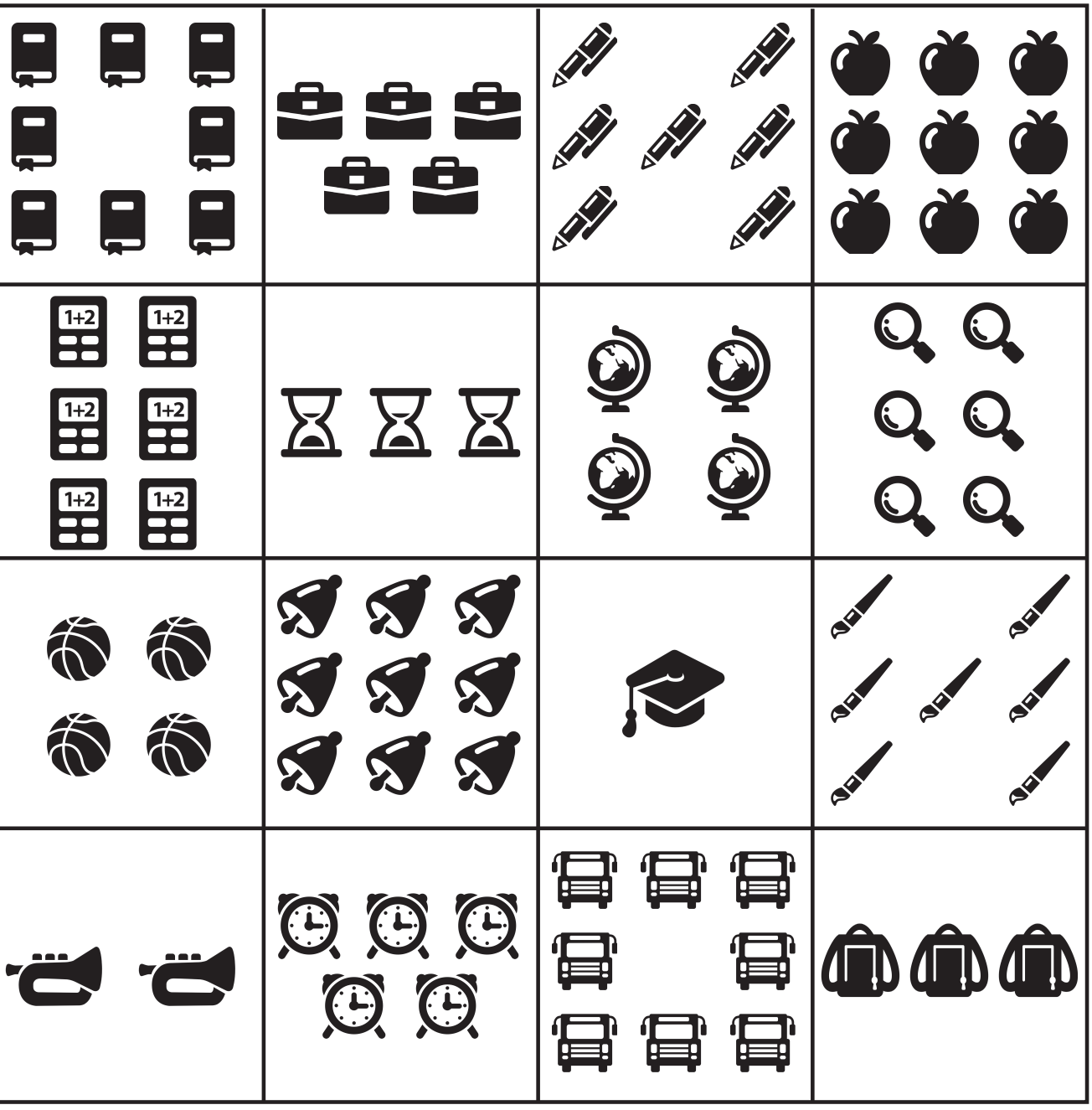
Students will play the game with a partner following the example set by the teacher and student player. There are many different versions of each game shown with different game boards. Many of the "Bump It!" games have two different levels so that the teacher is able to differentiate instruction.

"Bump It!" is a generic rule that can be applied to any game board where two to three players are using a board.

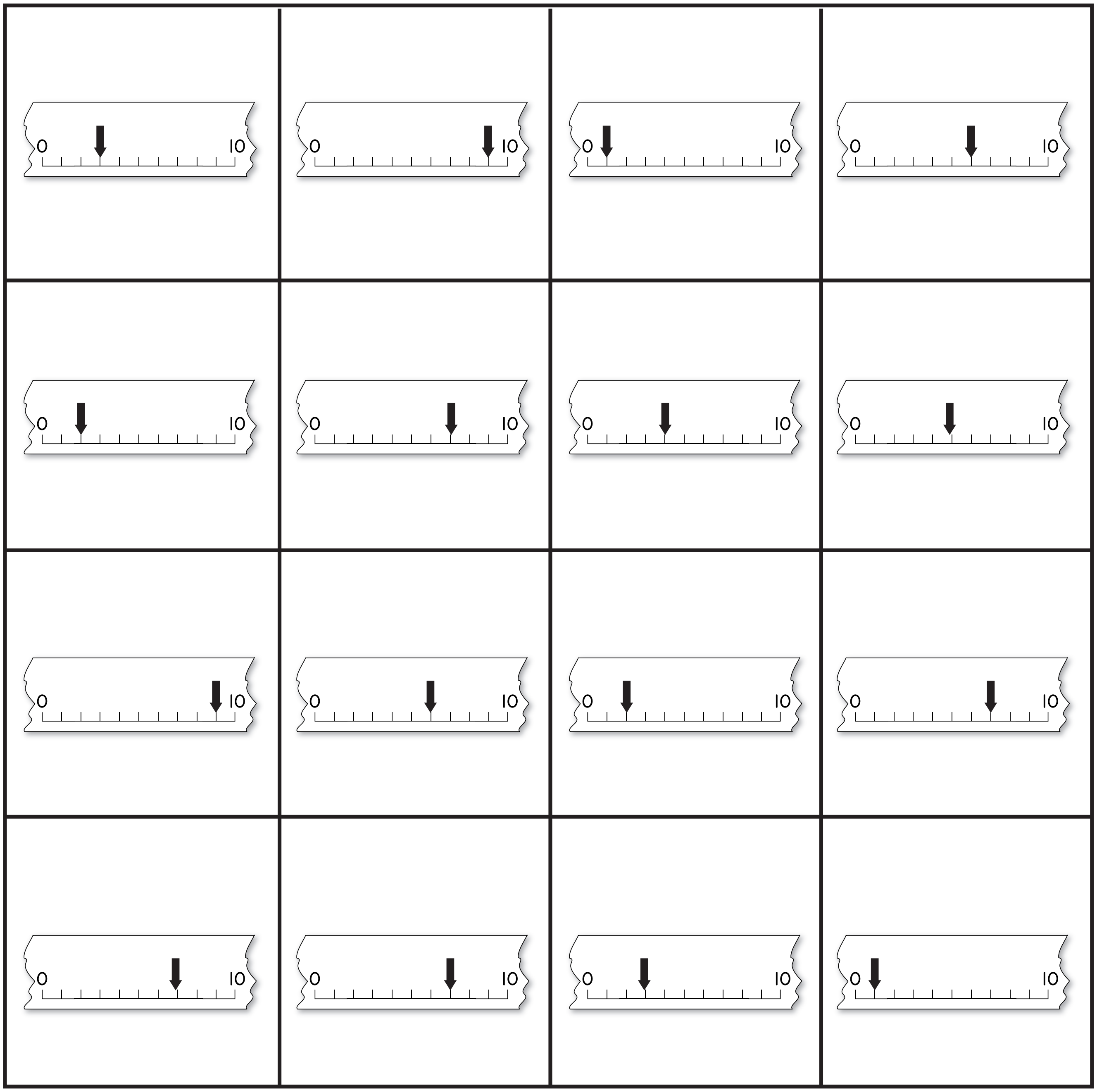
My students made up a second rule called "Bump It! Protection". When a player's transparent chip is already on the square and a second transparent chip is added on top of original chip. That way if opponent rolls that same answer, only one transparent chip can be bumped off, leaving one chip protecting the square.

The third "Bump It!" rule is called "Bump It Protection with a Lock." When a player puts down a third chip on a square it is locked forever in that game. No other player can bump the transparent chips off the board. At the end of the game, all chips are counted in determining the winner.

Number Bump It!



Bump It!
Number Line
K-1



Race Track Facts 0-12

An amazing game to play is called **Race Track Facts 0-12**! This game is played with the Race Track game board, **Double Dice** and 5 transparent chips. Find a partner or two. Order of play is determined. For each turn, the **Double Dice** are rolled and a chip is moved to the correct sum or addends that make that sum. For example, player A rolls 3 and 4. The player can move one chip to 7 or separate moves that make 7. Chips can only be moved the exact number of spots. The object of the game is to move the five chips from the starting positions to the finish line first.

Race Track Facts 0-18

Let's play a game called **Race Track Facts 0-18**! This game is played with the Race Track game board, **Decahedron Double Dice** and 5 transparent chips. Find a partner or two. Order of play is determined. For each turn, the **Decahedron Double Dice** are rolled and a chip is moved to the correct sum or addends that make that sum. For example, player A rolls 5 and 8. The player can move one chip to 13 or separate moves that make 13. Chips can only be moved the exact number of spots. The object of the game is to move the five chips from the starting positions to the finish line first.

Race Track Facts 0-12

Name	Date

0 6 12

0 4 8 12

0 3 6 9 12

0 2 4 6 8 10 12

0 1 2 3 4 5 6 7 8 9 10 11 12

Race Track Facts 0-18

Name	Date

0 9 18

0 6 12 18

0 3 6 9 12 15 18

0 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18

Alien Tens

Ron Brown
Skip Counting

Alien tens!

10 20 30
40 50 60 70
80 90 100 110 120

I'm an alien from outer space,
Doin' my tens right in their place.

10 20 30
40 50 60 70
80 90 100 110 120

I'm an alien from outer space,
And now I know my tens
Right in their place.

Basic Number Properties Checklist

Our number is

- ❑ even
- ❑ odd
- ❑ multiple of 2
- ❑ multiple of 5
- ❑ multiple of 10
- ❑ single digit
- ❑ two digits
- ❑ three digits
- ❑ $<$ (less than) _____
- ❑ $>$ (greater than) _____
- ❑ digital root _____

Our number is between
_____ and _____.

Closer to _____

The expanded form of
our number is

_____.

Basic Number Properties Checklist

Our number is

- ❑ even
- ❑ odd
- ❑ multiple of 2
- ❑ multiple of 5
- ❑ multiple of 10
- ❑ single digit
- ❑ two digits
- ❑ three digits
- ❑ $<$ (less than) _____
- ❑ $>$ (greater than) _____
- ❑ digital root _____

Our number is between
_____ and _____.

Closer to _____

The expanded form of
our number is

_____.

In Between

Ron Brown
Mighty Math

What's in between?
What's in between?
Can you find the numbers in between?

On the number line,
Can you find, the numbers in between?

What's in between 3 and 5?
It's a 4
Let's try some more.

What's in between 11 and 15?
12, 13, and 14
Those are the numbers in between.

What's in between?
What's in between?
Can you find the numbers in between?

On the number line,
Can you find, the numbers in between?

What's in between 21 and 30?
22, 23, 24, 25, 26, 27, 28, 29
These are the numbers in between.

What's in between?
What's in between?
Can you find the numbers in between?
Can you find, the numbers in between?