



Grow and Shrink

Materials:

Workspace mat, ten frame or bead rack

Cubes or counters

Number generator – dice, cards, or spinner

Student rolls the dice and place that number of cubes on the workspace. Roll again then change the first number to make it what you rolled. (student may need to add or subtract to make the new number)

Students can write the equation to match the action.

Adapted from Developing Number Concepts, Grow, Shrink and Compare, Bk. I page 158