Card on My Forehead

I can determine a missing addend for totals up to 20 with support of materials.

Materials: double 10 frame cards 1 to 20

Directions:

1. Get double 10 cards, shuffle and put in stack face down.

2. Player 1 picks up a card and places it on her forehead without looking at the card.

3. Player 2 looks at the card, states what goes with the amount shown to make 20.

4. Player 1, still without looking at his/her card, states what is shown on the card.

5. Player 1 then checks to see if correct. If correct, player 1 gets a point. If player 2 gave the wrong missing addend, then player 1 gets a point.

6. Players switch roles and play again until stack is used.

7. Player with the most points wins.
Printables for “Salute!”

KNPIG ID # S 2231.4 – PURPLE

This file contains printables for a small group of students.
For each additional group of students print 1 new set of Double 10 Frame Cards

- Double 10 Frame Cards – Numbered 1-15.
  2 of each card: 30 cards in total.

**Teacher Note:** If desired, use only quantities 1 to 10 to avoid the need to stack the deck. Numeral cards may be mixed in with frame cards if desired. Or when the total is greater than 20, the judge says "Over 20" and players start with a new pair. A speed variation can be played whereby the first player to correctly state the amount of their own card wins the point. The judge has final say of who is first.
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<table>
<thead>
<tr>
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<tbody>
<tr>
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<td>12</td>
<td>13</td>
<td>14</td>
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Salute!

I can determine a missing addend for totals up to 20.

Materials: double 10 frame cards at least 2 each of 0 to 15

Directions:

1. Decide who will be the soldiers and who will be the sergeant.

2. Divide the deck into 2 equal piles and give a pile to each soldier.

3. When the sergeant says “Salute!” each soldier will take a card from their pile and place it on their forehead, as if saluting each other. The sergeant needs to make sure that each soldier can only see his partner’s card and not his own.

4. The sergeant calls out the sum of the 2 numbers.

5. Each soldier uses the sum to figure out what number is on their card, announces it to the sergeant and gets a point for each correct answer.

6. When the cards have all been used, mix the cards up and switch jobs.
**Full Speed Ahead**

I can use a quantity line to solve word problems within 20.

KNP # A 3333.1 - Full Speed Ahead, Red  
Fluency Standard: 2.OA.2  
Standard: 1.OA.1, 0-K.CC.5, 1.OA.5

Materials: 6 Full Speed Ahead Work Mats with quantity lines (1 board per person); Word Problem Cards- four sheets of 32 cards (including eight blank cards); Unit Cubes; Dry Erase Markers or Markers

**Directions:**

Set Up:

1. Choose one of the six Full Speed Ahead work mats with quantity line.
2. Choose two different colored markers.
3. Shuffle the word problem cards and place them in a stack face down in the center of the group.

Game Play- One your turn:

1. Draw one card and read the problem out loud.
2. Use your two different colored markers and the quantity line to help you solve the word problem.
3. Find the missing quantity and explain how you found it.
4. Erase your board.
5. Play until all players have completed their turns.
Printables for “Full Speed Ahead”

KNPIG ID # A 3333.1 – RED

This file contains printables for up to five students.
For each additional group of students print one new file.

- 6 Quantity Line Game Boards
- 24 Treasure Map Word Problem Cards
- 8 Blank Treasure Map Cards

The teacher note for this activity can be found on the activity lesson plan.

Created by Jordan Rhude & Emily Westerling, 2015
Use the quantity line to find the answer!
Use the quantity line to find the answer!
Fair Weather Valley

Use the quantity line to find the answer!
Use the quantity line to find the answer!

Spooky Cave

Full Speed Ahead   A 3333.1 & A 3333.2

Quantity Line Game Board
Ship Wreck Island

Use the quantity line to find the answer!
The Open Seas

Use the quantity line to find the answer!
Pirate Bob has fourteen gold coins. While walking on the beach he found five gold coins. How many gold coins does Pirate Bob have now?

Add to Result Unknown

Captain Jack has nine bandanas. While at the market, he picked up three more. How many bandanas does Captain Jack have now?

Add to Result Unknown

Polly the Parrot has seven crackers. Captain Jack gave Polly five more crackers. How many crackers does Polly the Parrot have now?

Add to Result Unknown

Black Beard has four treasure maps. He found thirteen more. How many treasure maps does Black Beard have now?

Add to Result Unknown

A crewmate found twelve coconuts in the galley. She then found six more coconuts in the crow’s-nest. How many coconuts does she have now?

Addition- Add to Result Unknown

Ahoy! Four monkeys sit in a palm tree. Twelve monkeys sit on the sand. How many monkeys are there altogether?

Addition- Add to Result Unknown

The crew of the Black Pearl has lots of peg legs! Two pirates have left peg legs. Eight pirates have right peg legs. How many peg legs are there altogether?

Add to Result Unknown

Pirate Pete travels three steps north to get to the treasure. He then takes five steps west. How many steps does Pirate Pete take altogether?

Add to Result Unknown
A monkey had a bunch of ten bananas. He ate seven and then took a nap. How many bananas were left?

Take from Result Unknown

Seventeen jellyfish were hanging out in the reef. Eight jellyfish then swan away. How many jellyfish were still in the reef?

Take from Result Unknown

Peg-leg Louise had a collection of thirteen seashells. She gave six to her friend the sea otter. How many shells does Louise have left?

Take from Result Unknown

Shark lagoon has fourteen sharks swimming in its waters. Nine sharks swam out to the open sea. How many sharks are in the lagoon now?

Take from Result Unknown

Pirate Bob is counting his nineteen gold coins. A seagull swooped down and knocked six into the ocean. How many gold coins does Bob have left?

Take from Result Unknown

Jolly Rodger Bay has sixteen ships docked at the harbor. Eleven ships then sailed away. How many ships are left in Jolly Rodger Bay?

Take from Result Unknown

The Flying Dutchman has eight treasure chests. The ghost of Davy Jones stole four treasures chests. How many chests are left?

Take from Result Unknown

Eleven pirates were captured and thrown into jail. Eight of those pirates escaped. How many pirates are still in jail?

Take from Result Unknown
Captain Sasha has fifteen cannonballs. She placed five in the cannons and the rest in a crate. How many cannonballs are in the crate?

Put Together/Take Apart- Addend Unknown

Twenty crabs scurried onto Shipwreck Island. Thirteen were red. The rest were blue. How many were blue?

Put Together/Take Apart- Addend Unknown

There are fourteen pieces of fruit in Captain Cook’s bin. Seven were coconuts and the rest are mangos. How many are mangos?

Put Together/Take Apart- Addend Unknown

A school of ten fish swim toward the hull of the Black Pearl. Three are sword fish. The rest are clownfish. How many clownfish are there?

Put Together/Take Apart- Addend Unknown

First-Mate Lily has eighteen pets. Four are parrots and the rest are mice. How many pet mice does First-Mate Lily have?

Put Together/Take Apart- Addend Unknown

One-Eyed Ollie has eleven left shoes. Two are black. The rest of his shoes are brown. How many brown left shoes does Ollie have?

Put Together/Take Apart- Addend Unknown

While at the docks, Shelly the Sea Turtle found twelve rings. Seven of those rings are gold and the rest are silver. How many silver rings did Shelly find?

Put Together/Take Apart- Addend Unknown

Beckett the Bold jumped into the ocean and lost nineteen gems. Five gems were rubies. The rest were emeralds. How many emeralds did Beckett the Bold lose?

Put Together/Take Apart- Addend Unknown
Printables for “School Day”

KNPIG ID # T 5520.1 – RED

This file contains printables for a small group of students.

For each additional group of students print one new game board.

- 1 - Level 1 "School Day" Game Board

The teacher note for this activity can be found on the activity lesson plan.

Created by Jordan Rhude & Emily Westerling, 2015
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<tbody>
<tr>
<td>Helped a classmate.</td>
<td>Pay 1 bundle.</td>
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<td>Had perfect attendance for the week.</td>
<td>Pay 8 sticks.</td>
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<td>Field Trip</td>
<td>Pay 5 sticks.</td>
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<tr>
<td>Scored 100% on a spelling test!</td>
<td>Collect 7 sticks.</td>
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School Day!
A day in the life of a student!

**Chance:** Roll the die
1. You lost your bundles/sticks in the bathroom. 4. Trade places with another player.
2. Collect an extra pay day. 5. You lose your next turn.
3. Trade your bank with another player. 6. Take an extra turn.

**Student of the month.** Collect 4 bundles.

**Chance**
- Didn’t write in your journal. Pay 2 sticks.
- Turned in all homework for the month. Collect 3 bundles.
- It’s your birthday! Collect 2 bundles.
- Didn’t wear proper shoes to PE. Pay 9 sticks.
- Turned in all homework! Collect 1 bundle.
Printables for “School Day”

KNPIG ID # T 5520.1 – RED

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For each additional group of students print one new game board.

- 1 - Level 1 "School Day" Game Board

The teacher note for this activity can be found on the activity lesson plan.

Created by Jordan Rhude & Emily Westerling, 2015
School Day!
A day in the life of a student!

Chance: Roll the die
1. You lost your bundles/sticks in the bathroom.
2. Collect an extra pay day.
3. Trade your bank with another player.
4. Trade places with another player.
5. You lose your next turn.
6. Take an extra turn.

Payday!
Collect 3 bundles.

1. Wasn’t prepared for class. Pay 5 sticks.
2. Walking quietly in the hallway. Collect 1 bundle.

Chance
Class earned compliment in the cafeteria. Collect 1 bundle.

1. Didn’t do homework. Pay 2 sticks.

1. Scored 100% on a math test! Collect 1 bundle.

Talking in the hallway. Pay 1 bundle.

Collected 1 bundle.

Borrowed a piece of paper.

Turned in all homework! Collect 1 bundle.

Pay 5 sticks.

Pay 3 sticks.

Pay 2 sticks.

Pay 2 sticks.

Pay 9 sticks.

Pay 7 sticks.

Pay 3 sticks.

Pay 5 sticks.

Pay 6 sticks.

Pay 2 sticks.

Scored 100% on a spelling test! Collect 7 sticks.

Student of the month. Collect 4 bundles.

Didn’t write in your journal. Pay 2 sticks.

Turned in all homework for the month. Collect 3 bundles.

It’s your birthday! Collect 2 bundles.

Didn’t wear proper shoes to PE. Pay 9 sticks.

Turned in all homework! Collect 1 bundle.

Brought the teacher a present. Collect 5 sticks.

Late for school. Pay 6 sticks.

Overdue library book. Pay 7 sticks.

Had perfect attendance for the week. Collect 8 sticks.

Field Trip. Pay 5 sticks.

Talking in the hallway. Pay 1 bundle.

Helped a classmate. Collect 7 sticks.

Scored 100% on a spelling test! Collect 7 sticks.

Pay 5 sticks.

Pay 3 sticks.

Pay 2 sticks.

Pay 9 sticks.

Pay 7 sticks.

Pay 3 sticks.

Pay 2 sticks.

Pay 6 sticks.

Pay 2 sticks.

Pay 9 sticks.

Pay 7 sticks.

Pay 3 sticks.

Pay 2 sticks.

Pay 6 sticks.

Pay 2 sticks.

Pay 9 sticks.
Geometric Subitizing Cards (Tasks)

Show students a card and have them share what they see.

K-3 Integration of Geometric Subitizing Cards

<table>
<thead>
<tr>
<th>Subitizing</th>
<th>Advanced Counting And Part-Whole Thinking</th>
</tr>
</thead>
</table>
| **Q:** How many shapes?  
**A:** “I see four shapes”  
*differentiated by the length of time a card is shown to the students* | **Q:** What did you see? How many of each shape?  
**A:** “I saw 4 shapes...3 triangles and 1 rectangle” |

<table>
<thead>
<tr>
<th>Early Additive Part-Whole Thinking</th>
<th>Algebraic Reasoning</th>
</tr>
</thead>
</table>
| **Q:** How many sides did you see? How many vertices/corners did you see?  
**A:** I saw 13 sides. I know that each triangle has 3 sides and there are 3 triangles so that is 9 and 4 more for the rectangle is 13” | **Q:** The teacher covers a triangle with their thumb and says “I have 13 corners. What shape could I be covering up?  
**A:** Well the 2 triangles and 1 rectangle have 10 corners altogether and you said there was 13. So the difference between 10 and 13 is 3 so I think you’re covering a triangle. |

4-8 Integration of Geometric Subitizing Cards

<table>
<thead>
<tr>
<th>Variables and Solving for Unknowns</th>
<th>Writing Expressions</th>
</tr>
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</table>
| Show the students 2 cards at the same time. Tell them the value of each cards is equal and students must determine the value of each shape. You can also assign a value to a shape to increase the difficulty by using larger quantities, decimals and/or fractions | Have students write an expression to identify the number of sides on the cards. Using the card above a student could write:  
\[(3 \times 3) + (1 \times 4)\] |

*Created by @gfletchy*