

K-2 Math Choice Board Week 9



Shape Hunt

Hunt for shapes in nature.
Can you find a circle, square, triangle and rectangle?

Can you find a cube, cone and sphere?

Fewer / More

Using a deck of cards, remove the face cards. Keep aces as it equals 1. Place 10 cards face down in a pile to draw from. The remaining cards are scattered face up. Turn over a card from the draw pile and find a partner card that is 1 fewer. Continue until draw pile is finished. Next game: determine the partner card that is 1 more than draw card.

Sorting Shoes

Find different shoes in your house and gather them in one spot. Count the shoes. Can you sort them using different attributes? (laces/no laces, size, colour etc.) Can you make a pattern with the shoes?



Fast Facts

Use a deck of cards with face cards removed. Deal out half the cards to each player with the cards facing down in a pile. Both players take the card on the top of their pile and lay it face up in the middle. The first player to call out the sum of the two cards wins both cards. If it is a draw the cards are left on the table. Turn 2 more cards over and whichever player wins, picks up all the cards in the middle. The winner is the player with the most cards once all the cards have been used.



Shape Monsters

Use a variety of 2D shapes to make, draw, or paint a 2D shape monster.

When your monster is finished, count how many of each 2D shape you used.

Number Talk

How do you see this image?



Explain other ways you can see it.

Mental Math

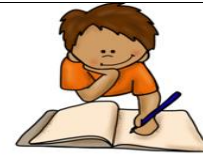
The answer is 10. What might the question have been?

10

List different questions that have an answer of 10.
Can you think of both addition and subtraction questions?

Subtraction War

Use a deck of cards with the face cards removed. Shuffle and place deck face down. Each player turns over two cards and subtracts to find the difference. The player with the lowest answer wins that round. If the difference is the same, you go to battle! Each player turns over two more cards. The lowest answer wins all 4 cards. The winner is the player with the most cards at the end.



Make a number book.

Each page can feature a different number and draw pictures or show different math expressions to represent the number.

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