Math in Focus

Resource Packet
Book 2A
Chapter 1

Number Bond Scoot: Prior Knowledge
COS 2.NBT. 5 Fluently add and subtract within 00 using Strategies based on place value, properties of operations, and/or the relationship between addition and subtraction.


Directions: Cut apart number bonds and place them around the room. Have students find the missing number and write the answer in the correct blank on the recording sheet.


| Number Bond Scoot | Name: |  |  |
| :--- | :--- | :--- | :--- |
| 1. |  |  |  |

Name: $\qquad$
Jacob needs 14 marbles to complete his collection. Jacob found 5 marbles in his room. Jacob's dad gave him 9 more marbles. Does Jacob have enough marbles to complete his collection?

Number Bond:


Draw a picture

Does Jacob have enough marbles?
Jacob has
$\qquad$ marbles.

Yes No

Sara needed 22 popsicles for her class. Sara's mom bought a box that had 10 popsicles. How many more popsicles does Sara need?

Number Bond:


Draw a picture

Sara needs $\qquad$ popsicles.

Cut apart. Match cards and write matches in journal.

| 115 | 225 | 134 |
| :---: | :---: | :---: |
| One hundred fifteen | Two hundred fifty | One hundred thirty four |
| $100+10+5$ | $200+50+0$ | $\begin{gathered} 100+30+ \\ 4 \end{gathered}$ |
|  |  |  |


| 63 | 37 | 55 |
| :---: | :---: | :---: |
| sixty three | thirty seven | fifty five |
| $60+3$ | $30+7$ | $50+5$ |
|  | 眮 品 | 品 |


| 254 | 154 | 320 |
| :---: | :---: | :---: |
| two hundred fifty four | one hundred fifty four | three hundred twenty |
| $200+50+4$ | $100+50+4$ | $300+20+0$ |
|  |  |  |

## Place Value Dice Game

Materials: Place Value Game Board
1 dice per pair of students
Dry erase crayon or marker Math journal or loose leaf paper

Directions: 1. Print off a place value game board for each student and laminate.
2. Players will take turns rolling the dice.
3. The player will decide where on their place value game board they want to place the number they rolled. For example, if a 6 was rolled the student may choose to use it in the hundreds place.
4. Play alternates until the place value game board is full.
5. Have students determine which game board has the largest or smallest number.
6. Have students record their numbers and show greater than, less than, or equal to in their journal.


