

IA5.3 Read It, Build It, Check It

- Intended Learning:** To learn the value of each place, to connect quantities and numerals, to read numerals
- Instructional Mode:** longer, inquiry mode, 1:1 or groups
- Materials:** One set of arrow cards for each student, up to 10 two-digit number cards, base 10 materials

Description:

Present the student with the numeral 74. *Read this number, please.* Have the student build the number using arrow cards. Have the student compare the numeral card with the numeral formed with the arrow cards. *Are they the same number?* If not, have the student try again with the arrow cards until the numbers are the same. Have the student expand the arrow cards to read each place in order from the largest to the smallest. Point to each arrow card as the child reads the numeral on the card. Prompt the child to read the number cards more quickly until the child becomes aware of the two-digit number name. Have the child build the number using base-ten materials. *Where is the 70? Where is the four?*

Change the arrow card number and the materials so that the new number is 10 more than what we have now. What part changed? Change the arrow cards and materials so the new number is 20 fewer.

Continue bridging the century and beyond through both adding and subtracting collections of tens.

Notes:

- Designed to facilitate conceptual understanding of each place in the numeral
- Helpful in addressing reversals
- Use arrow cards, base ten materials, and the empty number line to show each change, thereby building connections between the different settings

IA5.4 Arrow Card Draw Game

- Intended Learning:** To learn the value of each place, to connect quantities and numerals, to read numerals
- Instructional Mode:** Shorter, rehearsal mode for partners
- Materials:** One set of arrow cards for each group

Description:

Place all tens and ones arrow cards face down on the table. Each student draws one arrow card of each color. Students build the number with the arrow cards. Each student reads his or her number and builds the number with base-ten materials. The student with the largest number gets all the arrow cards from both numbers. The winner is the student with the most arrow cards at the end of the game.

Notes:

- Designed to facilitate conceptual understanding of each place in the numeral
- Designed to link the quantitative and symbolic aspects of number
- Extend the activity by including hundreds arrow cards
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