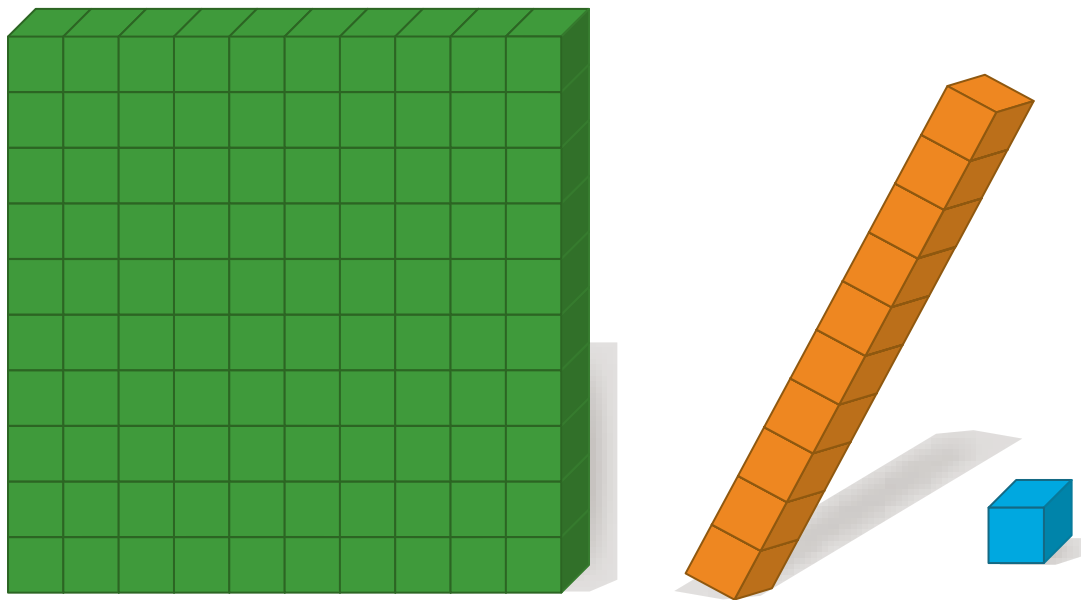


Math Tasks

with Base Ten Blocks



Alignments

ACTIVITIES - 86576

Page	Activity Name	Description	Math Strand	Topics
12	Balance of Values	Students compare the values of different groups of Base Ten units.	Problem Solving, Communication, Reasoning, Connections, Logic, Measurement, Number	Comparing, Counting, Estimation, Spatial Visualization, Weight
16	Base Ten Blocks Bingo	In this game for three or four players, Students take turns picking groups of Base Ten Blocks and calling out the numbers they represent.	Problem Solving, Communication, Reasoning, Connections, Number	Counting, Mental Math, Place Value
20	Build a Bug House	Students build structures with Base Ten Blocks. They compare their structures by estimating the value of each. Then they count units to find the actual value of each structure and compare their counts to their estimates.	Problem Solving, Communication, Reasoning, Connections, Number	Comparing, Counting, Estimation, Place Value
24	Feed the Birds	Students use Base Ten Blocks to model two addition facts and two related subtraction facts.	Problem Solving, Communication, Reasoning, Connections, Logic, Number	Addition, Number Relationships, Subtraction
28	Hide and Decide	Students get a glimpse of a group of Base Ten Blocks and then guess its value based on their recollection of what they saw.	Problem Solving, Communication, Reasoning, Connections, Number	Counting, Estimation, Place Value
32	How Many Can You Hold?	Students estimate and then count the number of Base Ten Blocks and then guess its value based on their recollection of what they saw.	Problem Solving, Communication, Reasoning, Connections, Measurement, Number	Counting, Estimation
36	Looking for Length	Students envision the length of a Base Ten rod to help them estimate the lengths of various classroom objects.	Problem Solving, Communication, Reasoning, Connections, Logic, Measurement, Number	Comparing, Counting, Estimation, Measuring
40	Construction Site Builders	In this activity, Students take on the role of "Construction Site Builders" using Base Ten Blocks to build two-digit numbers. They will then compare two, two-digit numbers.	Problem Solving, Communication, Reasoning, Connections, Measurement, Number	Comparing, Place Value
44	Making Rectangles	Students try to make as many different rectangles as possible with 12 Base Ten unit blocks.	Problem Solving, Communication, Reasoning, Connections, Geometry, Measurement, Number	Area, Counting, Properties of Geometric Shapes, Shape Recognition, Spatial Visualization

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48	Number Builder	Students use Base Ten Blocks to build secret numbers. Then they give clues about their secret numbers that their partners can use to try to build them.	Problem Solving, Communication, Reasoning, Connections, Logic, Number	Counting, Deductive Reasoning, Following Directions, Place Value
52	Race for a Flat	In this game for two pairs of Students, players take turns rolling number cubes and finding the sums of the numbers rolled. They use Base Ten Blocks to represent the sums in an effort to be the first to accumulate blocks with a total value of 100.	Problem Solving, Communication, Reasoning, Connections, Number	Addition, Counting, Place Value
56	Race to Clear the Mat	In this game for three or four players, Students take turns rolling two number cubes to determine the value of the Base Ten Blocks to remove from their place value mat in an effort to be the first to clear all the blocks off their mat.	Problem Solving, Communication, Reasoning, Connections, Number	Addition, Counting, Place Value, Subtraction
60	Subtraction Split	In this game for two players, Students draw cards to determine whether to use Base Ten Blocks to build a number on a place value mat or to take blocks that represent a number off the mat.	Problem Solving, Communication, Reasoning, Connections, Logic, Number	Comparing, Place Value, Subtraction
64	Sum It Up!	Students use Base Ten Blocks to model a number as the sum of two addends. Then they find ways to model the same number with different pairs of addends.	Problem Solving, Communication, Reasoning, Connections, Number	Addition, Counting, Place Value
68	Sums and Differences	In this activity, Students will use a 1–100 grid to randomly assign numbers to be used to create problems with unknowns in different positions.	Problem Solving, Communication, Reasoning, Connections, Logic, Number	Addition, Subtraction, Problem Solving
72	Architects and Engineers	In this activity, Students will be “Architects and Engineers,” and will be building numbers needed to add two, three, and four, two-digit numbers.	Problem Solving, Communication, Reasoning, Connections, Number	Addition, Number Relationships, Place Value
76	What's the Difference?	In this game for two players, Students use Base Ten Blocks to find given differences as they move around a gameboard in an effort to be the first to get to the finish line.	Problem Solving, Communication, Reasoning, Connections, Logic, Number	Deductive Reasoning, Subtraction
80	Who's Got the Most?	In this game for two to five players, Students use Base Ten Blocks to model two, two-digit numbers. They collect points depending on whether the sum of their numbers represents the greatest number of rods or the greatest number of units.	Problem Solving, Communication, Reasoning, Connections, Logic, Number	Addition, Number Relationships, Place Value