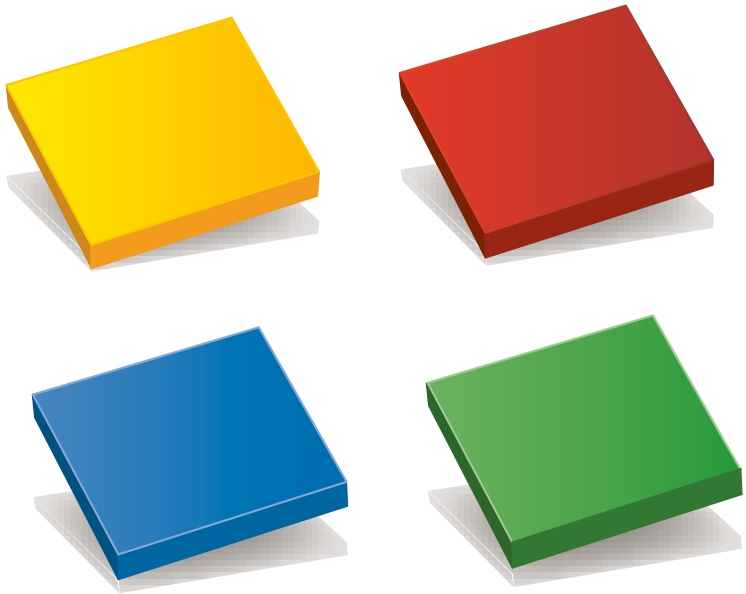
Math Tasks
with Color Tiles



Alignments

ETA hand2mind®

ACTIVITIES - 86577

Page	Activity Name	Description	Math Strand	Topics
12	**Counting Colors**	Students spin a spinner with sectors allocated to the four Color Tile colors and keep track of how many times each color comes up within a specific number of spins.	Problem Solving, Communication, Reasoning, Connections, Probability/Statistics	Chance, Counting, Graphing, Sorting
16	**Creating Patterns**	Students use Color Tiles to create repeating patterns. Then they sort and classify their patterns and organize them into a graph.	Problem Solving, Communication, Reasoning, Connections, Patterns/Functions	Classifying, Graphing, Making Patterns, Pattern Recognition, Sorting
20	**Creating Features**	Students use several Color Tiles to make a "creature." They write descriptions of their creatures, then try to match one another's creatures from the descriptions.	Problem Solving, Communication, Reasoning, Connections, Logic, Number	Comparing, Counting, Following Directions, Spatial Visualization
24	**Estimation Jars**	Students estimate, then count, the number of Color Tiles that will fill a variety of containers.	Problem Solving, Communication, Reasoning, Connections, Measurement, Number	Counting, Estimation
28	**Explorations With Four Tiles**	Students try to make all the different shapes that can be made by putting together four Color Tiles so that at least one full side of each tile touches a full side of another tile.	Problem Solving, Communication, Reasoning, Connections, Geometry, Number	Comparing, Congruence, Counting, Spatial Visualization, Transformational Geometry
32	**Follow Me!**	Students take turns building a secret Color Tile design and trying to build their partner's design from clues their partner gives them	Problem Solving, Communication, Reasoning, Connections, Number	Counting, Following Directions, Spatial Visualization
36	**Frames of Ten**	Students construct two-color rectangular frames of 10 Color Tiles. Then they write number sentences that describe their frames.	Problem Solving, Communication, Reasoning, Connections, Number	Addition, Counting
40	**Half and Half**	Students predict whether or not the outlines of various shapes can be filled with an equal number of Color Tiles of two different colors. They check their predictions, then write addition sentences to describe their results.	Problem Solving, Communication, Reasoning, Connections, Logic, Number	Area, Comparing, Counting, Estimation, Fractions
44	**How Many Rectangles?**	Students try to make as many different kinds of rectangles as possible using up to six Color Tiles.	Problem Solving, Communication, Reasoning, Connections, Geometry, Measurement, Number	Comparing, Congruence, Properties of Geometric Shapes, Shape Recognition, Spatial Visualization

CHALLENGE ACTIVITIES - 86577

Page	Activity Name	Description	Math Strand	Topics
48	**Two By Two**	Students will divide numbers into groups of two in order to discover the meaning of division with and without remainders. They will also use one-to-one correspondence to see the difference between odd and even numbers.	Problem Solving, Communication, Reasoning, Connections, Patterns/Functions	Odd and Even Numbers, Operations, Sorting, Classifying
52	**Last Survivor**	In this game for two players, Students take turns removing one or two Color Tiles from a group of 13 tiles in an effort to be the player who takes the last tile.	Problem Solving, Communication, Reasoning, Connections, Logic, Number	Counting, Game Strategies, Mental Math
56	**Line Up Four**	In this game for two players, Students take turns placing Color Tiles on the squares of a grid in an effort to be the first to line up four in a row.	Problem Solving, Communication, Reasoning, Connections, Geometry, Logic, Number	Counting, Deductive Reasoning, Game Strategies, Spatial Visualization
60	**Mirror, Mirror on the Wall**	Students create Color Tile shapes that have horizontal or vertical line symmetry.	Problem Solving, Communication, Reasoning, Connections, Geometry	Spatial Visualization, Symmetry
64	**What's in a Name?**	Students will generate and analyze data by thorough investigation of the characteristics of their classmates' names.	Problem Solving, Communication, Reasoning, Connections, Probability/Statistics	Collecting Data, Analyzing Data, Graphing
68	**Square by Square**	Students play a game in which they roll number cubes and find the sum of the numbers rolled to determine the number of Color Tiles to put on a game board.	Problem Solving, Communication, Reasoning, Connections, Logic, Number	Addition, Game Strategies, Spatial Visualization
72	**Very Busy Animals**	Students use Color Tiles to figure out the total number of animals in a nonsense rhyme in which addends keep increasing by one.	Problem Solving, Communication, Reasoning, Connections, Number, Patterns/ Functions	Computation, Counting, Estimation
76	**Wrecking Ball**	Students will split into pairs and build towers with Color Tiles. Their partners will knock some tiles off and the pair will need to determine how many tiles are left, without counting them.	Problem Solving, Communication, Reasoning, Connections, Number	Addition, Equations, Subtraction
80	**Who's Got the Biggest Yard?**	Students estimate, then find, the number of Color Tiles required to cover the areas of various shapes.	Problem Solving, Communication, Reasoning, Connections, Geometry, Measurement, Number	Area, Comparing, Counting, Estimation