

Sessions 20 & 21



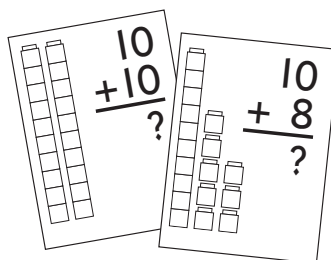
PROBLEMS & INVESTIGATIONS

50 or Bust!

After two weeks of thinking and working in 10's, 5's, and 1's with crab legs, sea stars, coins, and cubes, many of your students may be ready for a new challenge. 50 or Bust!, a game that requires players to collect as close to 50 Unifix cubes as possible without going over, provides such a challenge. The cubes are collected in 10's and 1's, although they can be counted individually by children who aren't ready to work with combinations of larger numbers yet. 50 or Bust! needs to be played with the whole group before it can be a successful Work Place. During Session 20, the teacher introduces the game and plays it with students before introducing a new Work Place, Ten & More. In Sessions 21 and 22, the class plays 50 or Bust! several more times, with the emphasis on teaching children to record the action. The game is introduced as a Work Place near the end of Session 22.

Skills

- ★ adding 10's and 1's
- ★ counting by 10's and 1's
- ★ predicting and comparing
- ★ developing strategies



Day 1 50 or Bust!

You'll need

- ★ 50 or Bust! cards
- ★ a pocket chart
- ★ 50 or Bust! gameboard & record sheets for partners to share (Blackline 2.46, run a half-class set)
- ★ 50 or Bust! gameboard (Overhead 2.8)
- ★ Unifix cubes (You'll need a container of cubes for every 2 children. Set up the containers so there are 60 cubes in each—10 of one color, 10 of another, 10 of a third, and so on.)
- ★ overhead pens in 3 or 4 different colors

Work Places you'll need today and tomorrow

- 2D** Odd & Even
- 2E** Pattern Block Patterns & Puzzles
- 2F** Bugs in the House Subtraction
- 2G** Hungry Shark Subtraction
- 2H** Who Has More Cents?
- 2I** Ten & More (See Work Places 2 Setup, page 133)

Note We recommend that you remove Spin & Write from your set of Work Places before you add Ten & More to keep a steady total of 6 activities.

Sessions 20 & 21 50 or Bust! (cont.)

Day 2 50 or Bust!

You'll need

- ★ 50 or Bust! cards
- ★ a pocket chart
- ★ 50 or Bust! gameboard & record sheets for partners to share (Blackline 2.46, run a half-class set)
- ★ 50 or Bust! gameboard (Overhead 2.8)
- ★ Unifix cubes (You'll need a container of cubes for every 2 children. Set up the containers so there are 60 cubes in each—10 of one color, 10 of another, 10 of a third, and so on.)
- ★ overhead pens in 3 or 4 colors

Distribute Unifix cubes and gameboards to pairs of children and have them make sure they have 4 stacks of 10, each in a different color. Ask them to be sure they can see the overhead screen clearly. After reviewing the rules and objectives, play the game twice with your group, once with the 50 or Bust! cards faceup in the pocket chart, and once with the cards facedown. Once you turn the cards facedown there's a much greater chance that one or both of the teams will collect more than 50 cubes and go "bust." Remind children that their team can choose to hold at any time rather than go over the target number. The team that gets closest to 50 without going over wins, though.

