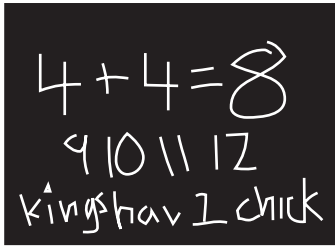
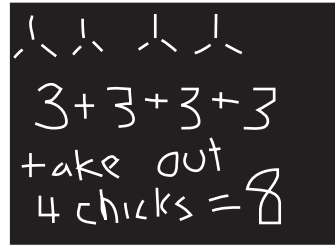


Day 17 Solving Student... Problems & Finishing Up (cont.)

"I thought about 4 chicks and I knew there had to be 2 parents for each chick. $4 + 4$ is 8. They came back from eating. I think it's King penguins".



"I made a little line for each chick and these lines are for 2 grown ups. If you put all the 3's together and then count them all, it's 12. You have to take out the chicks."

Ask children to solve another problem or two and then put away their supplies.

Reviewing the Travel Games

Skills & concepts

- ★ remembering and reviewing math game rules

Curriculum areas

- ★ literacy (speaking and listening)
- ★ math



You'll need

- ★ Travel Games Envelopes
- ★ your set of travel games
- ★ Journey to Antarctica worksheets (Blackline 4.5, run a class set or two)
- ★ a few extra copies of game cards, etc., in case some have been lost
- ★ Travel Game Instructions for Families sheets 1–2 (Blacklines 4.80–4.81, run a class set and staple them together at both top corners)
- ★ Journey to Antarctica and Spin to Win Bingo (Overheads 4.1–4.2)
- ★ pocket chart

The big moment has arrived! The children get to take their envelopes of travel games home to share with their families, along with their penguin folders, life-size penguins, and penguin riddles. Explain that you're going to take some time today to have students organize their work so that they can share it more effectively with their families. The first job is to make sure the game envelopes are complete, and that everyone remembers how to play the games so their families will be able to learn and play the games together. Before you hand out the travel games envelopes, use your overheads to review Journey to Antarctica and Spin to Win Bingo. Be sure children note that the