

Work Place 4E



WORK PLACE GAMES & ACTIVITIES

Cats & Mice

This Work Place basket will need

- ★ 3 Cats & Mice spinners
- ★ crayons or colored pencils
- ★ Cats & Mice record sheets (Blackline 3.15 and/or 3.16—see note below and Instructional Considerations, run copies of one or both sheets and place in a folder.)

Skills

- ★ exploring subtraction as a process of differencing
- ★ recording data on a graph
- ★ adding strings of numbers and comparing the totals

Note The version of the game explained below is fairly challenging. Read through the directions here to decide whether or not you want to model this version or the “getting started” version described under Instructional Considerations.

Work Place Instructions

1. Decide with your partner which of you is going to represent the mice and which of you will represent the cats. Take turns spinning the spinner, coloring in the number indicated on your ten strip, and recording it to the side.
2. When you’ve each taken three turns, total your points and color in the two trains near the bottom of the sheet to compare the quantities. Record the results at the very bottom of the sheet with a subtraction sentence.
3. Play the game a second time, so each player will have a record sheet to put in his or her folder.

Blackline 3.15
 NAME Ali _____ NAME Sarah _____
Cats & Mice record sheet

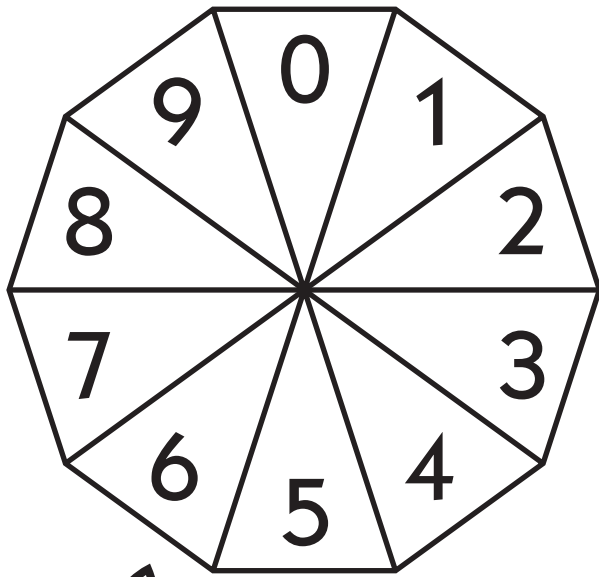
		7
		4
		5
		6
		7
		4
points	$7 + 5 + 7 = 19$	
points	$4 + 6 + 4 = 14$	

totals $19 - 14 = 5$ won by 5 points.

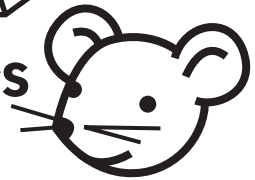
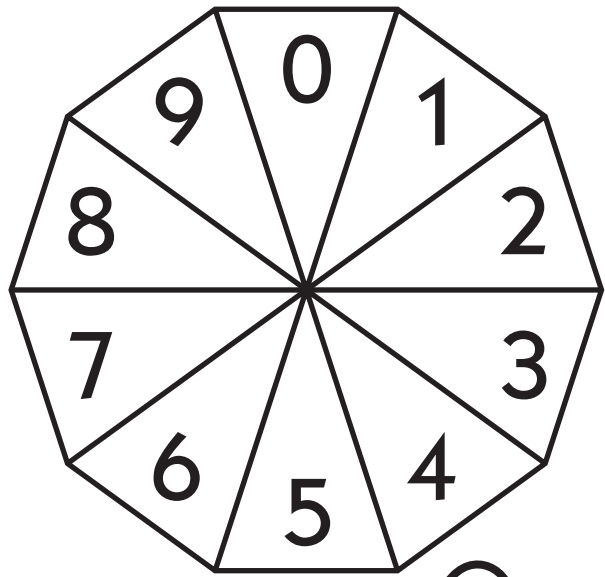
Instructional Considerations

If you feel that this record sheet is just too hard for your children to handle independently, you might use the “getting started” version (Blackline 3.16). The record sheet on Blackline 3.16 simply requires the children to spin, color, and record the difference as a single number rather than in the form of a subtraction sentence. Perhaps you’ll want to offer both sheets 3.15 and 3.16 at the Work Place and give students the option of choosing the easier or the more challenging version of this game.

4E Gatos y ratones

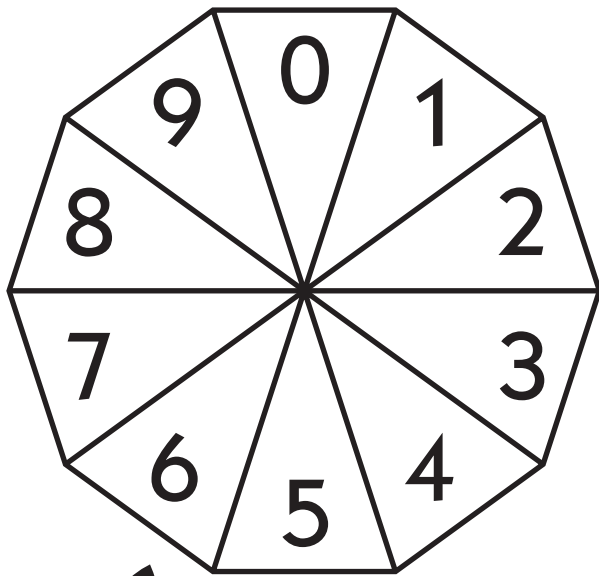


Los gatos

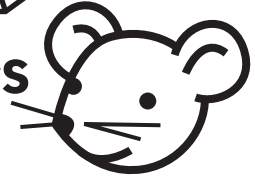
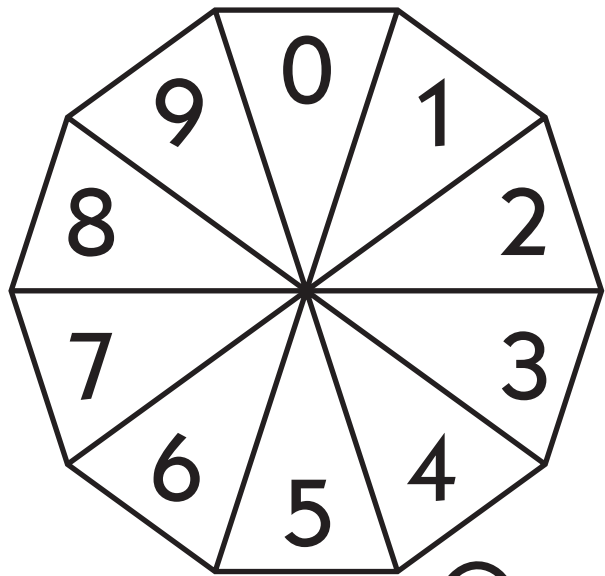


Los ratones

4E Gatos y ratones



Los gatos













Los ratones

NOMBRE _____


FECHA _____


Gatos y ratones hoja para anotar los resultados

	<div style="border: 1px solid black; display: flex; justify-content: space-between; padding: 2px;"> </div>	
	<div style="border: 1px solid black; display: flex; justify-content: space-between; padding: 2px;"> </div>	
	<div style="border: 1px solid black; display: flex; justify-content: space-between; padding: 2px;"> </div>	
	<div style="border: 1px solid black; display: flex; justify-content: space-between; padding: 2px;"> </div>	
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	<div style="border: 1px solid black; display: flex; justify-content: space-between; padding: 2px;"> </div>	
	puntos <input style="width: 40px; height: 25px;" type="text"/> + <input style="width: 40px; height: 25px;" type="text"/> + <input style="width: 40px; height: 25px;" type="text"/> = <input style="width: 40px; height: 25px;" type="text"/>	
	puntos <input style="width: 40px; height: 25px;" type="text"/> + <input style="width: 40px; height: 25px;" type="text"/> + <input style="width: 40px; height: 25px;" type="text"/> = <input style="width: 40px; height: 25px;" type="text"/>	

totales - =

 ganó por puntos.



NOMBRE _____

FECHA _____

Gatos y ratones hoja para anotar los resultados

¿Quién va ganando? ¿Por cuántos puntos?



--	--	--	--	--	--	--	--	--	--

1 2 3 4 5 6 7 8 9 10



--	--	--	--	--	--	--	--	--	--

El ganador,
por

--

puntos:

¿Quién va ganando? ¿Por cuántos puntos?



--	--	--	--	--	--	--	--	--	--

1 2 3 4 5 6 7 8 9 10



--	--	--	--	--	--	--	--	--	--

El ganador,
por

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puntos: