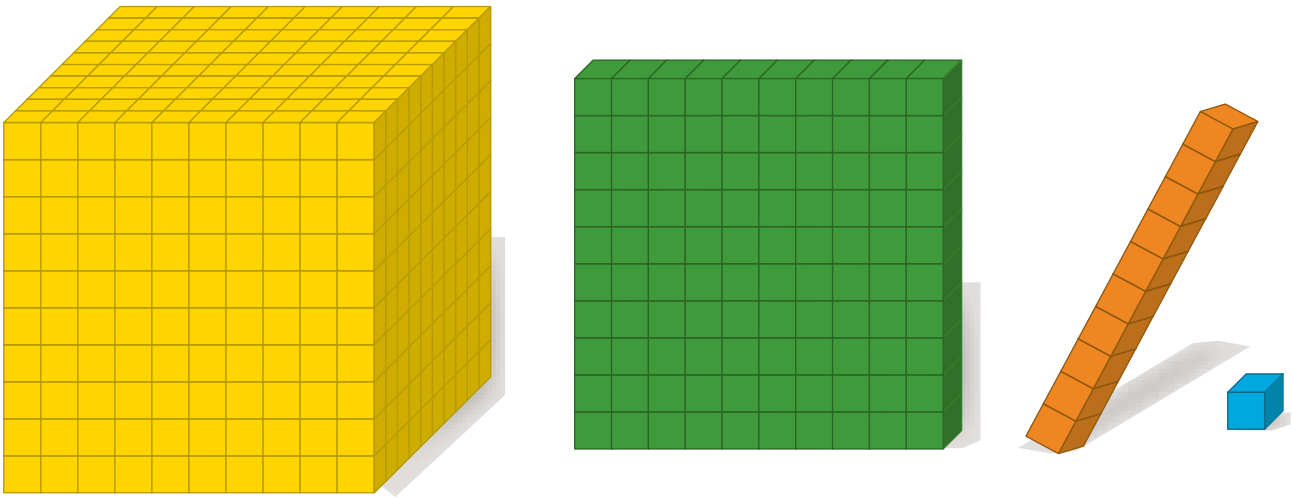
Math Tasks
with Base Ten Blocks



Alignments

ETA hand2mind®

ACTIVITIES - 86581

Page	Activity Name	Description	Math Strand	Topics
12	**Building Boxes**	Students build as many different rectangular prisms as they can from eight Base Ten longs.	Problem Solving, Communication, Reasoning, Connections, Geometry, Measurement, Number	Multiplication, Spatial Visualization, Volume
16	**Choose a Place**	In this game for two to four players, Students represent each roll of a number cube with units or longs in an effort to collect Base Ten Blocks with a total value of 100.	Problem Solving, Communication, Reasoning, Connections,Logic, Number	Addition, Estimation, Game Strategies, Place Value
20	**Clear the Mat**	In this game for teams of two, Students roll a number cube to determine the value of the Base Ten Blocks to remove from their place-value mats. They look for a strategy for being the first team to remove all the blocks from their mat.	Problem Solving, Communication, Reasoning, Connections,Logic, Number	Game Strategies, Place Value, Subtraction
24	**It's In the Bag**	Students work in a group to determine whether or not a collection of Base Ten Blocks can be shared equally among them with no remainders.	Problem Solving, Communication, Reasoning, Connections, Number	Division, Multiplication
28	**Modeling Rectangles**	Students build rectangles using Base Ten rods and units and determine the value of the blocks used to model the rectangles.	Problem Solving, Communication, Reasoning, Connections, Geometry, Measurement, Number	Area, Properties of Geometric Shapes, Shape Recognition, Spatial Visualization
32	**Place It**	In this game for two to four players, Students roll number cubes and then make a two-digit number from the digits rolled. They represent that number with units and rods, in an effort to be the one who accumulates blocks with the total value closest to 100.	Problem Solving, Communication, Reasoning, Connections,Logic, Number	Addition, Estimation, Game Strategies, Place Value
36	**Whadda Card!**	Students create addition and/or multiplication models by placing equal numbers of a kind of Base Ten Blocks on index cards according to the spin of a spinner. They then record the number sentences that their models represent.	Problem Solving, Communication, Reasoning, Connections, Number	Addition, Multiplication
40	**What Amounts?**	Students look for ways to use a combination of four Base Ten Blocks to model as many different numbers as possible.	Problem Solving, Communication, Reasoning, Connections, Number	Number Sense, Place Value
44	**Bigger and Bigger Cubes**	Students affix various numbers of Base Ten flats, rods, and units to thousands cubes to build successively bigger cubes. They use their cubes of each size to make predictions about the next-bigger cubes.	Problem Solving, Communication, Reasoning, Connections, Geometry, Measurement, Number, Patterns/Functions	Interpreting Data, Predicting, Properties of Cubes, Surface Area, Volume

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48	**Closest to 1**	In this game for two or three players, Students use Base Ten Blocks to represent decimal amounts according to the roll of two number cubes. They add or subtract these amounts in an effort to be the one whose final score is closest to 1 in value.	Problem Solving, Communication, Reasoning, Connections, Number, Probability/Statistics	Addition, Decimals, Game Strategies, Subtraction
52	**Double the Dimensions**	Students use Base Ten Blocks to design and build structures. They determine the volume and surface area of their structures and then predict how these will change when they "double" their structures.	Problem Solving, Communication, Reasoning, Connections, Measurement, Number	Spatial Visualization, Surface Area, Volume
56	**Making and Writing Decimals**	In this game for two or four players, Students collect Base Ten Blocks with decimal values in an effort to be the first to reach a numerical goal.	Problem Solving, Communication, Reasoning, Connections, Number	Decimals, Estimation, Game Strategies, Place Value
60	**Modeling Multiplication**	Students use Base Ten Blocks to build rectangular arrays that model the multiplication of two, two-digit numbers.	Problem Solving, Communication, Reasoning, Connections, Measurement, Number	Area, Properties of Rectangles, Spatial Visualization
64	**Race for a Whole**	In this game for two to four players, Students roll number cubes to indicate numbers of tenths and hundredths. They collect Base Ten longs and units to represent the tenths and hundredths, respectively, in an effort to be the first to accumulate blocks with a total value of one.	Problem Solving, Communication, Reasoning, Connections, Number, Probability/Statistics	Addition, Decimals, Game Strategies, Place Value
68	**Standing Structures**	Based on the Base Ten unit, to which a $1 value is assigned, Students use blocks to build the tallest structure they can at the least possible "cost."	Problem Solving, Communication, Reasoning, Connections, Logic, Measurement, Number	Comparing, Division, Money, Spatial Visualization, Volume
72	**Tenths or Hundredths**	In this game for three or four players, Students collect Base Ten Blocks that represent whole numbers, tenths, and hundredths, according to the spin of a spinner, in an effort be the one with the highest score.	Problem Solving, Communication, Reasoning, Connections, Number	Addition, Decimals, Game Strategies, Place Value
76	**The Great Waffle Baffle**	Students use Base Ten Blocks to determine the dimensions and volume of each of the rectangular solids that can be formed with one to 15 flats.	Problem Solving, Communication, Reasoning, Connections, Geometry, Logic, Number, Patterns/Functions	Area, Following Directions, Money, Properties of Rectangles, Spatial Visualization, Volume
80	**What's 1?**	Students use Base Ten Blocks to model a secret decimal amount based on whether the cube, the flat, or the long is equivalent to one.	Problem Solving, Communication, Reasoning, Connections, Number	Comparing, Decimals, Mental Math, Place Value