Missing Numbers

Fill in the missing numbers. Practice reading the numbers when the chart is finished.

1	2	3			6	7	8	9	
11		13	14		16			19	20
21	22	23		25		27		29	30
	32		34	35	36		38		40
41			44	45		47		49	
51		53	54			57	58		60
	62	63		65	66			69	70
71			74	75		77	78		
81	82		84		86	87		89	90
		93	94	95			98	99	
101	102		104		106	107		109	110
	112	113		115			118		120

Counting Sequence

Finish the counting sequence.

1. 11, 12, 13, _____, _____, _____

2. 28, 29, 30, _____, _____, _____

3. 34, 35, 36, _____, _____, _____

4. 47, 48, 49, _____, _____, _____

5. 59, 60, 61, _____, _____, _____

6. 75, 76, 77, _____, _____, _____

7. 82, 83, 84, _____, _____, _____

8. 90, 91, 92, _____, _____, _____

9. 101, 102, 103, _____, _____, _____

10. 115, 116, 117, _____, _____, _____

Extensions – Use the numbers listed to help discover the pattern to finish the sequence.

11.   18, 17, 16, 15, _____, _____, _____

12.   33, 32, 31, 30, _____, _____, _____

13.   30, 40, 50, 60, _____, _____, _____

14.   34, 44, 54, 64, _____, _____, _____

15.   100, 90, 80, 70, _____, _____, _____

16.   65, 70, 75, 80, _____, _____, _____

17.   22, 24, 26, 28, _____, _____, _____

18.   48, 50, 52, 54, _____, _____, _____

Hundred Chart Digit Game

Materials

- A 100 chart per pair of students (included on next page)
- A set of digit cards per pair of students (four each of cards 0-9) (included on next page)
- Two different colors of counting chips, one for each student

Action

- Player One draws two cards and then makes and reads aloud both of the numbers that can be made with those digits. Player One then chooses which of the two numbers to cover on their 100 chart.
- Player Two draws two cards and then makes and reads aloud both of his /her numbers and chooses which number to cover on the 100 chart.
- Players cannot cover a number that has already been covered, but they may have more than one counter in each row.
- If a player cannot make a number that is uncovered/available with the cards they drew, they lose their turn for that round.
- Play continues until one player has at least one number covered in each row of the 100 chart.
- If students run out of cards they should re-shuffle the cards and continue play.
- For a shorter version, students work together to cover at least one number in each row on the 100 chart.
- This can be extended by asking students to record the numbers they create.

Task is from https://tasks.illustrativemathematics.org/content-standards. Document has been modified through omission of solution.

Hundred Chart Digit Game

1	2	3	4	5	6	7	8	9	10
11	12	13	14	15	16	17	18	19	20
21	22	23	24	25	26	27	28	29	30
31	32	33	34	35	36	37	38	39	40
41	42	43	44	45	46	47	48	49	50
51	52	53	54	55	56	57	58	59	60
61	62	63	64	65	66	67	68	69	70
71	72	73	74	75	76	77	78	79	80
81	82	83	84	85	86	87	88	89	90
91	92	93	94	95	96	97	98	99	100

0	0	0	0
1	1	1	1
2	2	2	2
3	3	3	3
4	4	4	4

5	5	5	5
6	6	6	6
7	7	7	7
8	8	8	8
9	9	9	9

0	0	0	0
1	1	1	1
2	2	2	2
3	3	3	3
4	4	4	4

5	5	5	5
6	6	6	6
7	7	7	7
8	8	8	8
9	9	9	9

Addition War

<u>Materials:</u>
Deck of Playing Cards
2 players

<u>Directions</u>
1. Remove all the jokers from the deck.
2. Deal the deck between two players until all cards are dealt.
3. Each player turns over two cards.
4. Each player adds his/her numbers.
5. Whoever has the highest total keeps all four cards.
6. If the totals are the same, each player place three cards face down and turns one card over.
7. The player with the highest card keeps all of the cards in that round.
8. Continue to play until one player has all of the cards.

For 1st grade:J= 10, Q=10, K=10
For 2nd-5th grade: J=11, Q=12, K=13

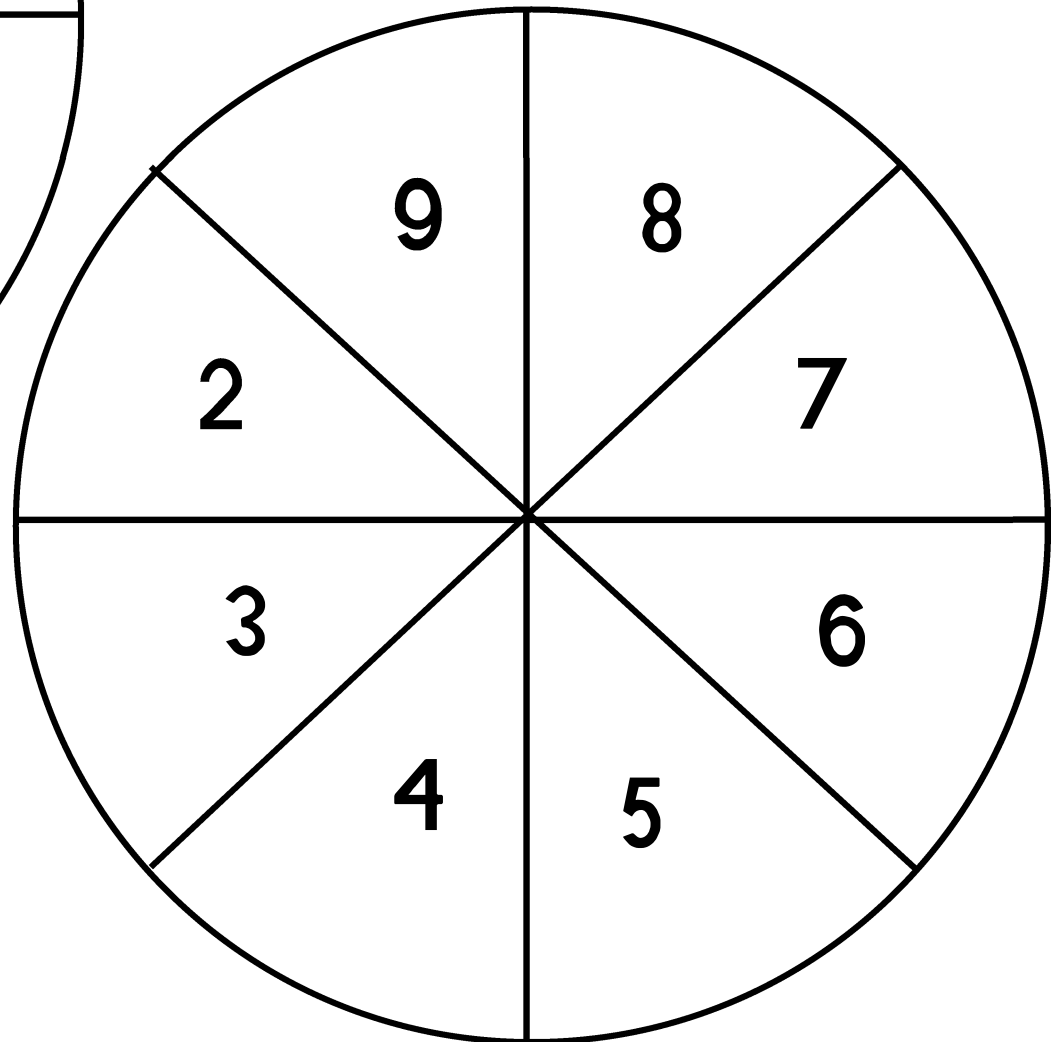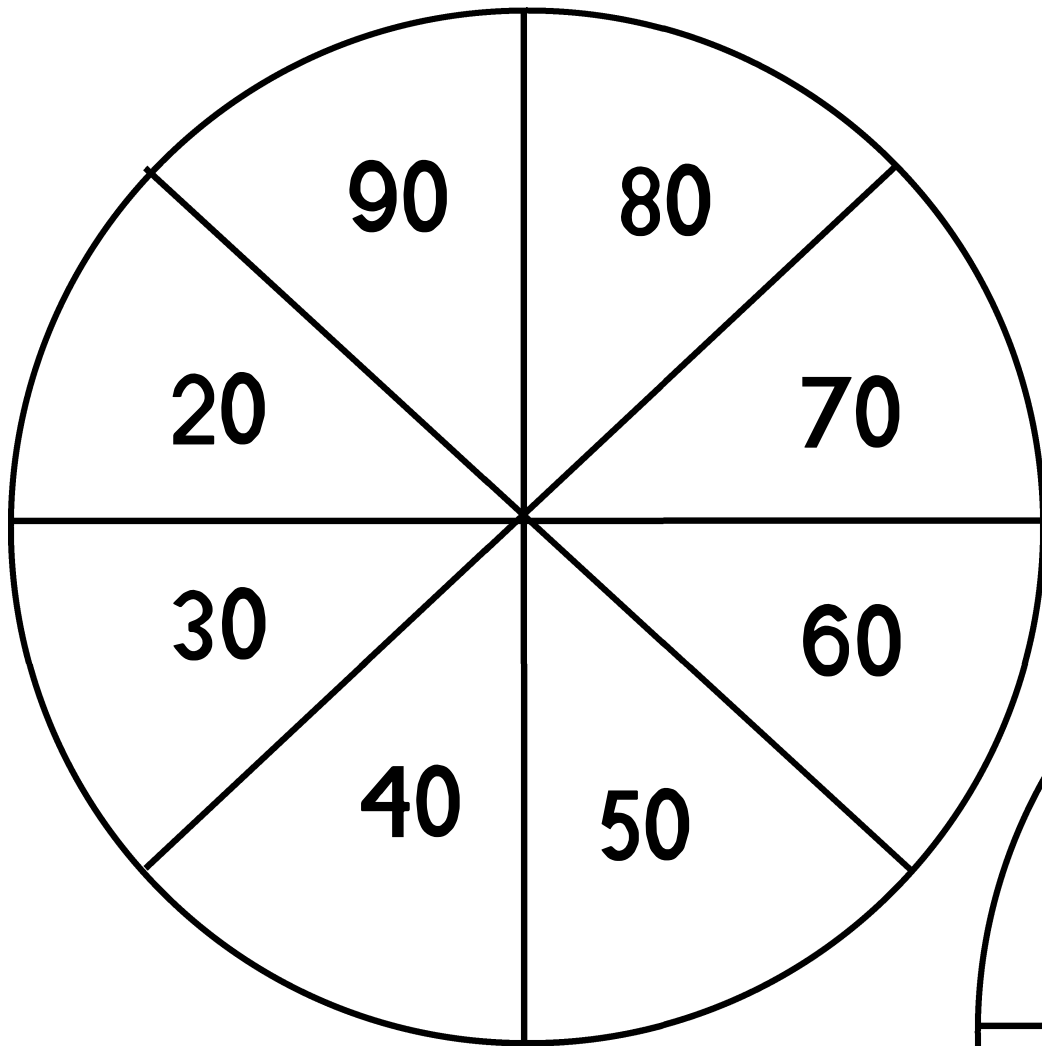# Comparing Numbers

Materials

- A spinner with the numbers 0, 1, 2, ... 9 (included on next page)
- A spinner with the decades 00, 10, 20, ... 90 (included on next page)
- Math journal or sheet of paper
- Pencil

Actions

a. Partner #1 spins the decade spinner and writes the number in the tens place.

b. Partner #1 spins the 0-9 spinner and writes the number in the ones place to make a two-digit number.

c. Partner #2 repeats steps 1 and 2 to make another two-digit number and writes it in their math journal or on the worksheet.

d. Partners decided together whether the first number is greater than, less than, or equal to the second number.

e. Partners write the corresponding symbol (<, >, =) between the two numbers.

f. Partners repeat until the teacher ends the game.

Task is from https://tasks.illustrativemathematics.org/content-standards. Document has been modified through omission of solution

Comparing 2 digit numbers

Please write a <, >, or = sign between the two numbers.

12 ___ 4   19 ___ 14

9 ___ 9   21 ___ 12

56 ___ 78   11 ___ 7

11 ___ 17   15 ___ 15