

ACTIVITIES FOR ONE/TWO MORE & LESS AND ROUNDING

On the Nose:

This game is played with two players. The goal is to be the first player to get to EXACTLY the target number (you can set this and change it each time they play and it will depend on what dice/cards you decide to use). You will also determine if you want them to practice finding 1 more/less or 2 more/less. Some students may work on 1 while others work on 2. For this example, let's say we are working with 2 more/less. Students take turns rolling the dice (or flipping cards –see alternate versions below) and then decide whether to use 2 more or 2 less than their number. This becomes their score for the round. Students take turns until one of them gets exactly what they need to win. If they don't roll something that will get them to the target without going over, they score nothing for that round. Choosing a lower number as the target is a good idea as they will often then choose '2 less' and this usually requires more practice than '2 more'.

Here's an example: Target number = 50

Player 1: rolls a normal die and rolls at 6. They need to decide between taking 2 more or 2 less than 6 as their score for the round. Because it is round one, they will usually choose 2 more so their score would be 8.

Player 2: rolls a 3 and they also choose 2 more so their score is 5.

Play continues but when they start getting close to 50, they need to be careful as they will need exactly 50 to win and if they can't get to exactly 50 then they lose their turn.

Alternate ways to play:

Use multisided dice to differentiate (12, 20, 30), have students roll 2 or 3 dice and find the sum before deciding whether to take 2 more/less than that sum as their score.

Use cards – either one card (can use Jack = 11, Queen = 12, King =13 but write these on the board for them) or use two cards (removing 10's and face cards) to make 2 or 3 digit numbers.

Random Rounding:

This activity has students working in pairs. First, they grab a random handful of base 10 blocks and figure out the value of the blocks (this works for whole numbers as well as decimal numbers so be sure to let students know what block you are using as 1 whole). Once they have their value they must round to: the nearest thousand, hundred, ten, unit, tenth, etc. You decide how many depending on the age and/or skill level of the student. For grade 2 students- they might only round to nearest 10 but a grade 4 student might be rounding to the nearest thousand, hundred and ten or maybe even to the nearest whole number (ones) or tenths. Students must prove why they think it should round as it does.

One/Two More/Less Bingo:

Use the cards from here: <http://myfreebingocards.com/bingo-card-generator/results/xjp9h>

Or use this site to create any other set of bingo cards you want. For these cards you can use a 30-sided die to roll or you can use a computer generated random number app for 0-30. First, you decide before the playing starts if you want them to find 1 more/less or 2 more/less. For example, if you choose 1 more/less, you roll the die, say and write the number and then the students can search their board for either 1 more than the number or 1 less than number. First person with 5 in a row wins.

If you use larger numbers then you can also set a computer generated random number selector for the range you choose and adjust the numbers you want to use in the bingo card generator.

Have Fun!

