

February 2012

Third Grade-Math

SUNDAY	MONDAY	TUESDAY	WEDNESDAY	THURSDAY	FRIDAY	SATURDAY
			1 How are tenths related to the whole? Explain with pictures and words.	2 When we compare two fractions, how do we know which has the greater value?	3 What happens to the denominator when I add fractions with like denominators? Why?	4 Play this month's game on the back.
5 Play this month's game on the back.	6 What does it mean to have like denominators?	7 Draw a model to represent 0.8.	8 At the fair, I popped six out of ten balloons. How would you show this as a decimal? How do you know?	9 I drove one tenth of a mile on Monday and three tenths of a mile on Tuesday. What is the total distance I traveled? Write the answer as a fraction.	10 Look at yesterday's problem. Which day did I drive further? How do you know?	11 Play this month's game on the back.
12 Play this month's game on the back.	13 Are these numbers closer to zero or one whole? a. $\frac{1}{10}$ b. 0.7	14 $0.1 + 0.2 =$ Will my answer be closer to zero or one whole? Explain your thinking.	15 I only have dimes in my pocket, how many would I have to equal \$1.40?	16 What fractional part of a dollar is seven dimes?	17 Create a number line from 0 to 1 showing tenths. Label each tenth.	18 Play this month's game on the back.
19 Play this month's game on the back.	20 Winter Break —————→	21	22	23	24	25 Play this month's game on the back.
26 Play this month's game on the back.	27 Try adding $367+155$ in as many different ways as you can. Explain each strategy.	28 I have five dollars. I spent two dollars and thirty-five cents. How much change would you receive using the fewest number of coins?	29 There were 73 children on the playground. 46 second graders came in first. How many children were still outside?			

Target 318.9

10	1	0.1
20	2	0.2
30	3	0.3
40	4	0.4
50	5	0.5
60	6	0.6
70	7	0.7
80	8	0.8
90	9	0.9

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20	2	0.2
30	3	0.3
40	4	0.4
50	5	0.5
60	6	0.6
70	7	0.7
80	8	0.8
90	9	0.9

Materials:

- gameboard
- Counters
- Deck of cards (1-10, A =1)
- partner

Activity:

1. Each player needs a game board and 9 counters.
2. The target number is **318.9**
3. The object is be on target or as close as possible by adding all the numbers that have a counter on them at the end of 9 turns.
4. The players take turns and flip 1 card at a time and cover the number on the gameboard.
Every time a card is flipped the player chooses which number to cover. For example, if you flip 5 the player may cover 50, 5 or 0.5.
5. Allow time to keep a running total after each turn.
6. Each player must play every card they flip.
7. Counters cannot be moved once they have been placed.
8. They cannot put counters on top of each other.
9. The player closest to the target number after turns is the winner.

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