

# December Centers

Same or Different: Students were paired up and given a baggie with three craft sticks in it. The sticks were colored red on one side and blue on the other. This is to learn about probability. They had to graph whether or not they all landed on the same side or if there were different colors. The first row to fill was the winner. Then we met as a class to discuss our findings and why they thought different came up most often for almost everyone.



## **Gingerbread Man Bump it Addition:**

Students were paired up and they had to roll the dice, add the total between the two dice and color their answer. Partners had to check each other's math to make sure they had the correct answer. If they were incorrect, they could not color it. Whoever gets the most colored wins.



### Number Identification games:



**Number of the week:** Each week we add a new number. We were working on the numbers 0-18 when these pictures were taken. First they have to write the number of the week 5 times "Rainbow Number". Then, they practice writing the number of the week with correct formation. Next, they color the number on ten frames. Finally they write their numbers from 0 up to the number of the week. They have to trace the numbers once and then write them on their own. Each of these activities is completed every week.



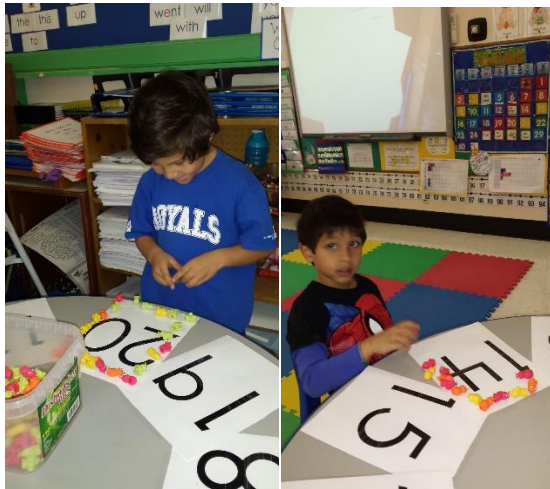
**Building Rudolf Roll:** At this center, we are practicing recognizing the dots on the die without having to count. We rolled a die, and found the number on the sample Rudolph to see which part we got. The object was to complete Rudolph.



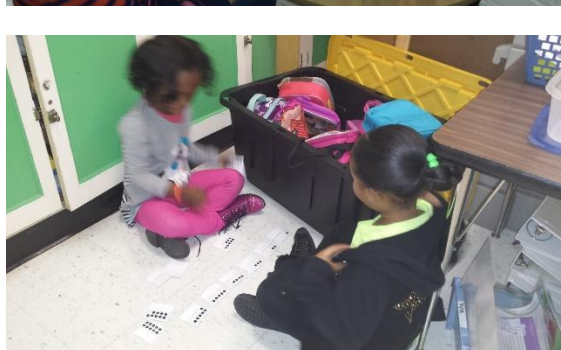
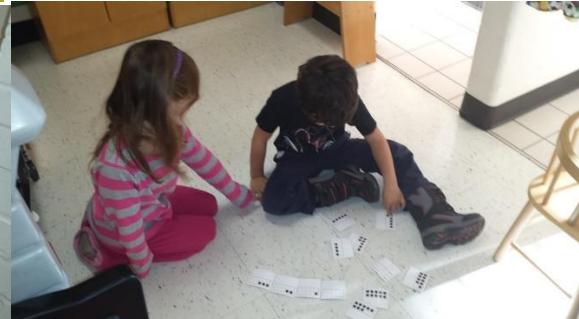
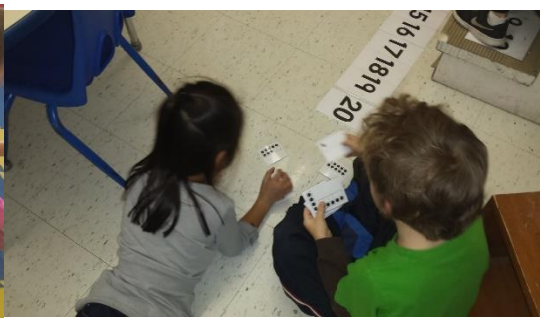
Roll a number and draw a reindeer.



Count out the correct number of gingerbread men for each number.



Put domino cards in order from highest to lowest.



## Match the number card to the domino



## Reindeer or Gingerbread Squeeze



Making pattern bead necklaces.



Creating shapes and pictures with tangram blocks.



Put the reindeer in order from 0-30.



Reindeer race: Roll two dice add total and move your reindeer that number of spaces. First to the end wins.



## Train games: Addition and Subtraction



## Gingerbread Man Spin and count game







**Roll, Add, and Color the number on the gingerbread man.**



**Pick a card and take that number of marshmallows to decorate your gingerbread man.**





Domino parking lot: Add total on domino and park it in the correct spot with the corresponding number.

