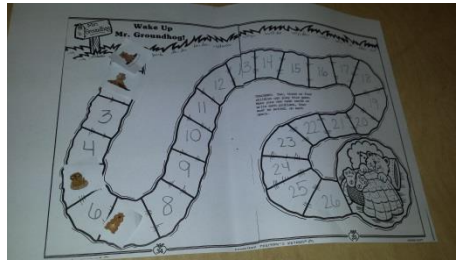
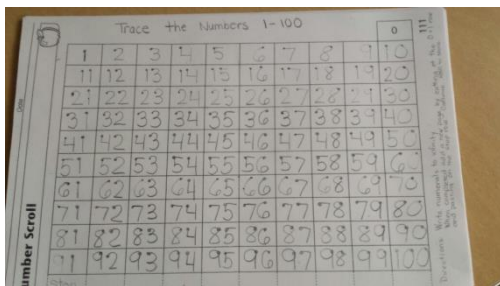


February Math Stations

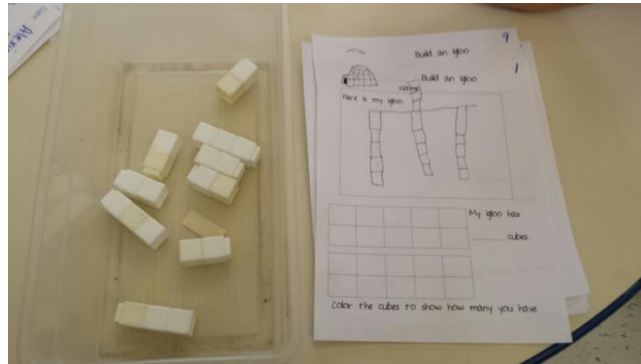
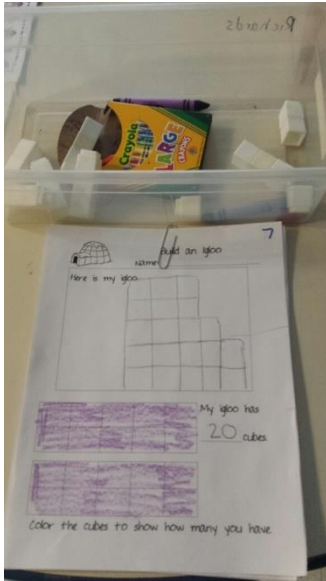
Wake up Mr. Groundhog board game: Students rolled 1 die and then 2 and added the total and moved their groundhog that number of spaces on the board. First one to the bed wins. Also played by pulling ten frame cards colored in to show numbers 1-25. Students would move their piece to the appropriate number that matched their ten frames. First one to pull 25 wins.



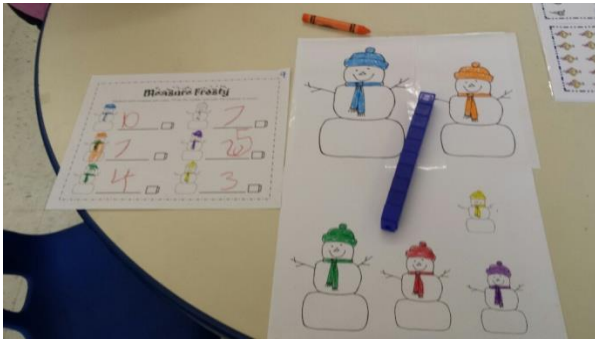
Practice Writing Numbers 1-100. Students practiced tracing numbers and then tried writing their own.



Building igloos with cubes, drawing them and coloring in the number of cubes used to build it on ten frames.

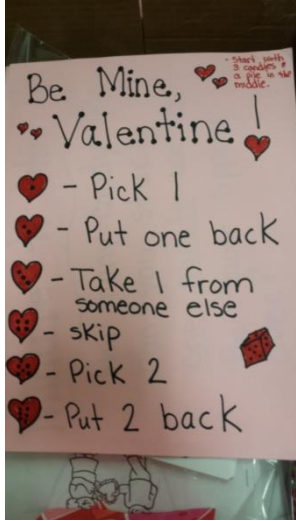


Measuring snowmen with blocks and recording results.



Painting up to 100 dots for 100's day.

Be my Valentine dice roll game: Each player starts with 5 candy hearts. They take turns rolling the die. They follow the rules on the poster. They play for 5 minutes. The person with the most heart when the timer runs out wins.



Sort and Graph candy hearts:



Candy heart Estimation: Students estimate how many candy hearts will fit inside of the heart. They write their estimate, then they count out how many it takes to actually fill the heart and write the true answer.



Minute to Win it: Students had to stack as many candy hearts as they can in one minute.



Putting numbers in order from 0-100.



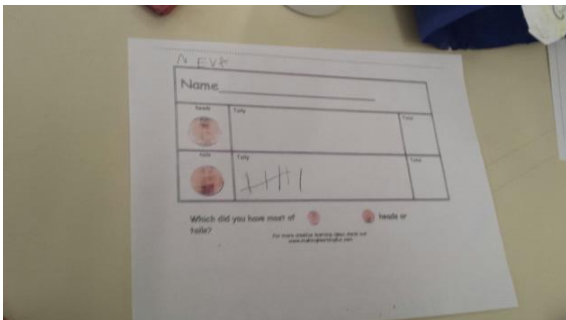
Roll the dice, add the total cover the number.

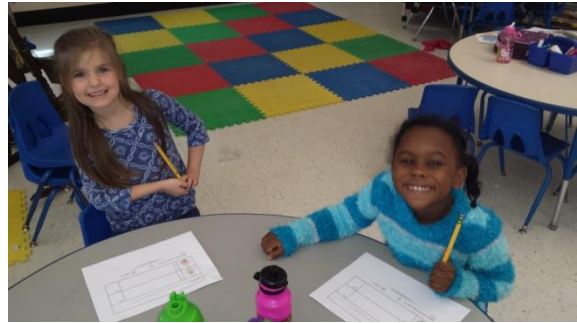


Exploring shape templates. Drawing shapes.

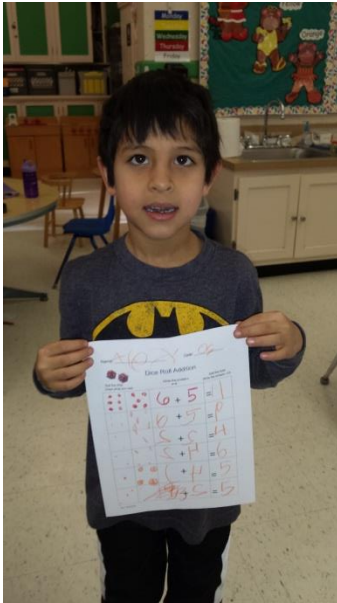


Heads or tails penny tally





Roll 2 dice, draw them, write the numbers, add.



Lost pictures, but we also did the following activities.

Exploring Attribute Blocks and Creating Patterns and pictures: We sat in a circle and discussed what we noticed about the blocks. Students shared observations, and how we might sort them into groups by size, shape, color, number of points or sides. We sorted them into different groups together and then students had the opportunity to sort them with a partner. Later we made patterns from them and built pictures with them.

What's my Rule? Fishing Game: Students pretended to be fish and I was the fisherman. I could only catch one kind of fish at a time, such as fish with red shirts or blue shoes. They would watch me fish and then had to figure out what kind of fish I was catching by the attribute they shared.

I spy with Shapes: I would give clues about something a particular shape in the room and they had to find the item that was the shape I was talking about.

Body and rope shapes: Students had to create shapes using rope and then with their bodies.

Using Geo boards and rubber bands to make shapes in a variety of ways.

Students' also explored and manipulated tangram shapes to create pictures.

The Subtraction symbol: First I told a subtraction story, and the children took turns at the smart board modeling the action by sweeping away the correct number of picture counters with their subtraction fingers. Then I paired them up with a partner and each pair of children was given a paper plate, a die, a craft stick, and ten counters. They started with ten counters and took turns rolling their dice. Then they would use the subtraction symbol (Popsicle stick) to swipe away the number of counters rolled and count to find out how many were left. We discussed the subtraction symbol and that it means to take away. We also learned the vocabulary words subtract and minus.

Meet the Calculator: Children learned how turn their calculators on and off. They also learned the All Clear button. Then they learned how to press buttons to make single and double digit numbers. Then they practiced adding numbers with a partner and checking their answers. Some were placed in the free choice center for children to explore during play.