Monday

Tuesday

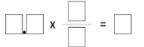
Wednesday

Thursday

Friday

5.NBT.7 5.NF.6

Directions: Using the digits 1 to 9, at most one time each, fill in the boxes to make a true statement.



5.NBT.4

Directions: Using the digits 0 to 9, at most one time each, fill in the boxes to create two numbers that both round to 5 and have the greatest (or least) possible difference with 5.



5.NBT.7

Directions: Use the digits 1 to 9, at most one time each, to make two true statements.



5.NF.4

Directions: Using the digits 1 to 9, at most one time each, place a digit in each box to make a whole number product.



5.NF.1

Directions: Using each of the digits from 0-9 only once, fill in the boxes to make the equation true.

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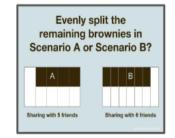
5.NBT.7

Would you rather buy

18 eggs at this price



5.NF



5.NBT.7



Which one doesn't belong? Can you convince me with math? Any other possibilities?

52	9	16
	25	43

Which one doesn't belong? Can you convince me with math? Any other possibilities?

1	5
2	3
2	2
10	5

1-2 Nim (Game) PDF link

Nim is a two-player game. You start with a pile of counters. On your turn, remove one or two counters from the pile. You must take at least one token on your turn, but you may not take more than two. Whoever takes the last token is the winner.

Closest to 24 (Game)

Materials: Deck of Cards

Directions: Deal 4 cards to each player. Arrange the cards and add grouping symbols and operations to make a number closest to 24.

Multi-Digit Multiplication Number Battle (Grades 3 - 6)

Players: Groups of two

Materials: Deck of cards with the face cards and 10s removed, Ace worth one, scratch

Skill: Number recognition and multiplication How to Play: Players split a deck of cards and simultaneously flip over

their top three (or four) cards. Make two of them into a 2-digit number and multiply by the third. Players may move the cards and place in any position of the number they wish. The highest product wins all six (or eight) cards.

Sum Fractions (Grades 5 - 8)

Players: Groups of two

Materials: Deck of cards, face cards worth ten. Ace worth 1 or 11 (teacher decides), scratch

Skill: Adding fractions, multiplication, division, numerator, denominator

How to Play: The two players work as a team as they add fractions. Deal four cards and place them face up. Use the four cards to create two fractions (example: 4, 5, 7, and a

For this game, do not use improper fractions. but rather make the two largest cards the denominators: 4/10 and 5/7. Players use paper to figure out and record the common denominator and then add the fractions.

Difference Fractions (Grades 5 - 8) Players: Groups of two

Materials: Deck of cards, face cards worth ten. Ace worth 1 or 11 (teacher decides), scratch

Skill: Subtracting fractions, multiplication, division, numerator, denominator

How to Play: The two players work as a team as they subtract fractions. Deal four cards and place them face up. Use the four cards to create two fractions (example: 4, 5, 7, and a King). For this game, do not use improper fractions, but rather make the two largest cards the denominators: 4/10 and 5/7. Players use paper or to figure out and record the common denominator (70) and then subtract the fractions.