

Monday

4.NBT.5
Directions: Using the digits 1-9, at most one time each, fill in the blanks to make a true multiplication equation.

$$\underline{\quad} \times \underline{\quad} = \underline{\quad}$$

Tuesday

4.NBT.4 4.NBT.5
Directions: Using the digits 1 to 9 at most one time each, fill in the boxes to make a true statement.

$$\square (\square - \square) = \square \square$$

Wednesday

4.NBT.6
Directions: Using the digits 1 through 9 at most one time each, fill in the boxes to create the smallest (or largest) whole number quotient.

$$\square \square \square \div \square$$

Thursday

4.NF.2 Directions: Using the digits 1 through 9 only one time each, fill in the blanks to make true statements. For the fraction less than $\frac{1}{2}$, try to make the greatest number possible. For the fraction greater than $\frac{1}{2}$, try to make the least number possible.

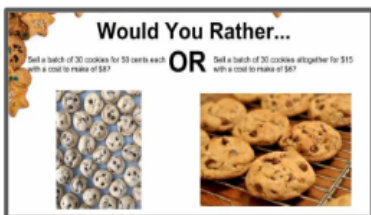
$$\frac{\square}{\square} < \frac{1}{2} \text{ and } \frac{\square}{\square} > \frac{1}{2} \text{ and } \frac{\square \square}{\square \square} = \frac{1}{2}$$

Friday

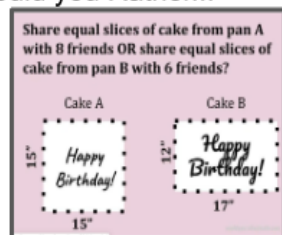
4.NF.3 4.NF.5
Directions: Using the digits 0 to 9, no more than one time each, to fill in the boxes to decompose $1 \frac{1}{10}$.

$$\frac{\square}{10} + \frac{\square}{10} + \frac{\square}{10} + \frac{\square \square}{100} = 1 \frac{1}{10}$$

4.OA.3



4.MD.3
Would you Rather...



4.NBT.5
Would you Rather...



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



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



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.

Addition Toss Up (Grades 2 - 5)

Players: Groups of two or more
Materials: Deck of cards, Ace worth 11, Jack worth 12, Queen worth 13, King worth 14, scratch paper

Skill: Addition
How to Play: Each player draws three cards from the deck. On the count of three, each player tosses their cards into the air. Each player adds only their own cards that land face up. Points are earned for every card that lands face up. The first player to reach a designated amount of points wins (50 or 100).

Fraction War (Game)

Materials: Deck of Cards

Directions: In this game, each player turns over 4 cards. Cards are arranged to make the largest fraction (2-digit numerator/2-digit denominator). Player w/greatest fraction wins. When cards are out, most cards in a pile wins.

Multiplication Toss Up (Grades 3 - 5)

Players: Groups of two or more
Materials: Deck of cards, Ace worth 11, Jack worth 12, Queen worth 13, King worth 14, scratch paper

Skill: Multiplication
How to Play: Each player draws three cards from the deck. On the count of three, each player tosses their cards into the air. Each player multiplies only their own cards that land face up. Points are earned for every card that lands face up. The first player to reach a designated amount of points wins (100 or 200).