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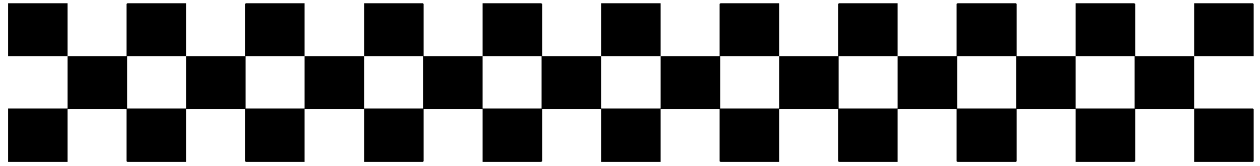
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Doggie Bags



Doggie Bags for 4th Grade Mathematics

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Doggie Bags

Too busy to make up engaging Reading and/or Math activities and games that immediately capture students' interests while reinforcing each of the reading/mathematical skills? Order Reading or Math Doggie Bags with all of your games on cardstock, laminated, and packaged in sturdy, clear plastic bags.

These games specifically address Bloom's Taxonomy thinking skills of:

Application – game players will problem solve, use rules of procedure, generalize their thinking by applying the principals, ideas and results/outcome of one situation to another.

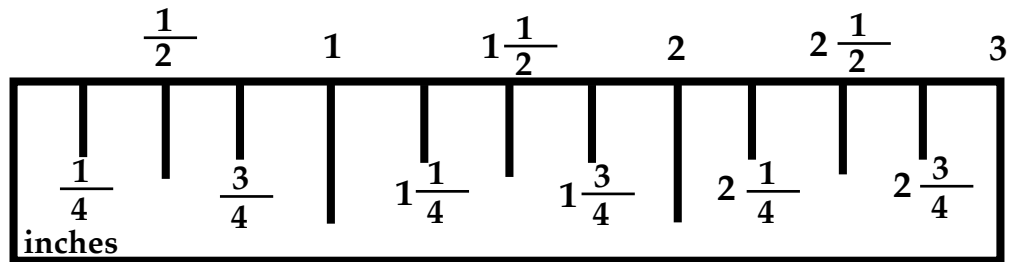
Analysis – game events are used to show how skills are organized and their relationships to each other.

Synthesis – game participants will use original and divergent thinking skills in order to rise to the challenge and achieve the success of winning.

Doggie Bags are a Parent Involvement piece that can be taken home to give parents the opportunity to help with their children's learning in a fun atmosphere.

Objective: Students will use standard units of measurement

MEASUREMENT CANDY GAME



Before class:

Make copies of the game boards (pages 28 , 29, and 33) on card stock and laminate them. Make enough copies of the questions (pages 27 and 32) and answer keys (pages 30, 31 and 34) so there are enough for each pair of students (half of the number of students in your class).

Purchase enough candy for your class. (2 bags is adequate for a class of 20 - 25).

At the beginning of class:

Have students select a partner.

Distribute game boards and answer keys to pairs of students.

Directions:

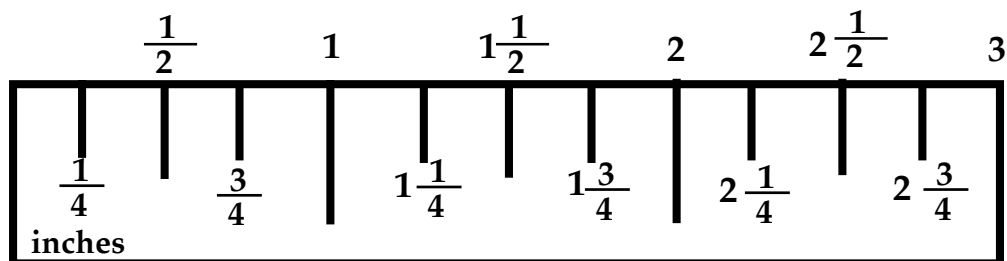
- Have students select partners for this game.
- Give each pair of students a copy of the questions, the 2 game boards, and the answer keys.
- The student with the birthday closest to February 15th in each pair will be the person to play the game. The other partner will be the one to ask the questions.
- No candy will be eaten until after the game is finished, and all of the answers are checked.
- The person asking the questions begins with question 1 and continues until all 10 questions have been asked and answered.
- In order for the question to be correct, the students playing the game must not only answer the question, but select the correct color of candy stipulated with each question.
- When the first player has answered all of the questions, the person reading the questions will use the answer key to check each question.
- Candy on questions that have been answered correctly may be eaten by the person playing the game after all questions have been checked.
- The partner who did not have an opportunity to play the game will now have an opportunity to play either this game or the one using metric measurement.

Game #1

Measurement

Objective: Students will use standard units of measurement

QUESTIONS FOR MEASUREMENT CANDY GAME

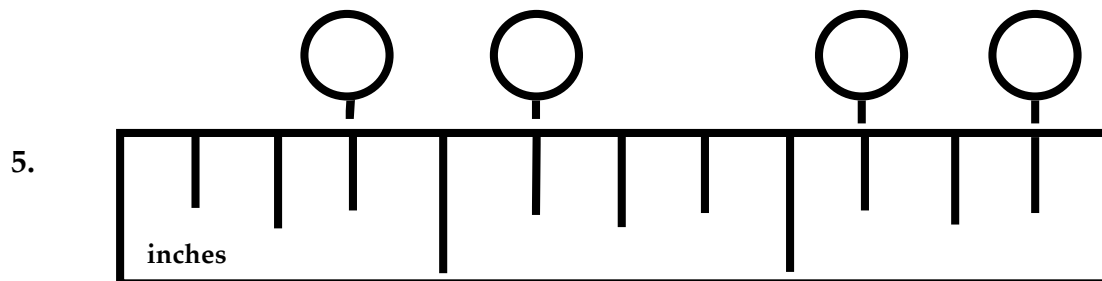
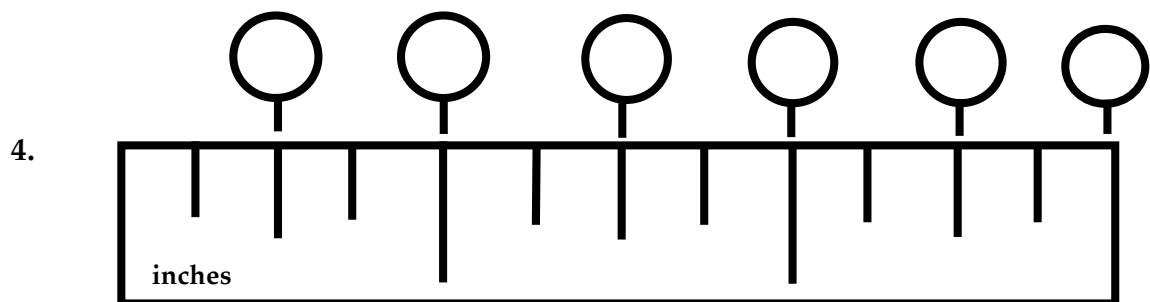
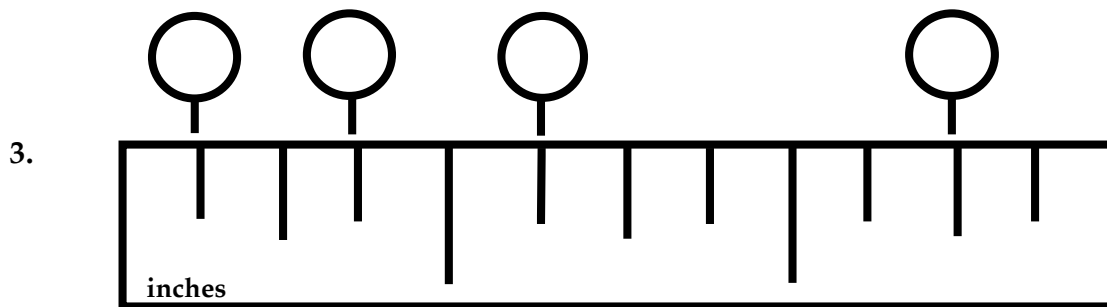
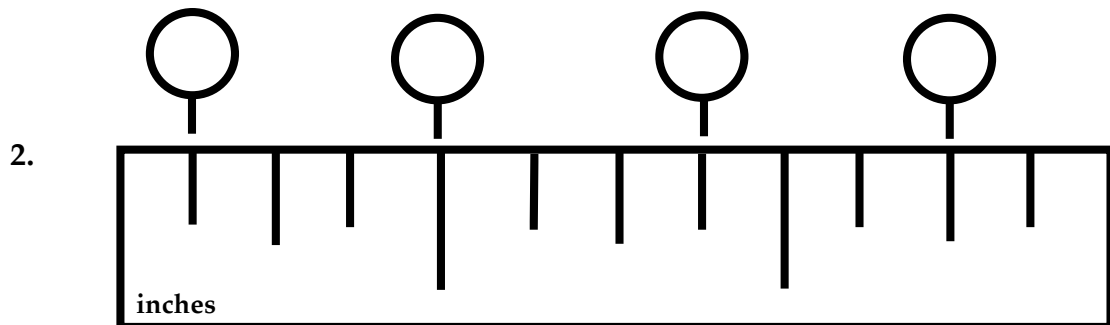
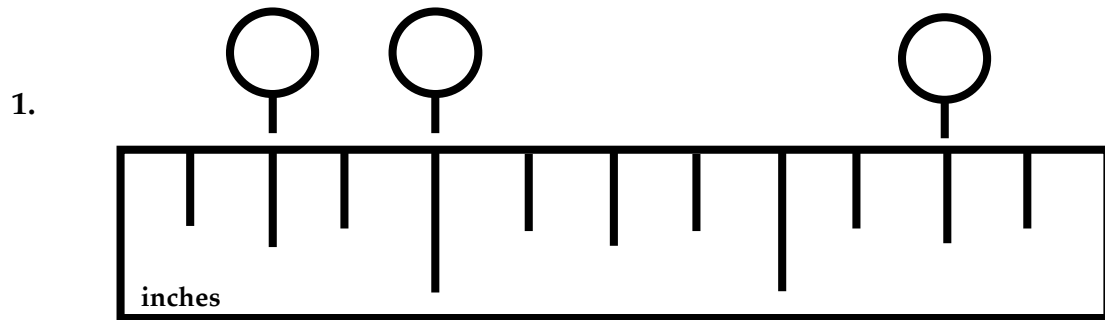


1. With a red candy show $\frac{1}{2}$ inch on the ruler.
2. With a brown candy show 1 inch on the ruler.
3. With a yellow candy show $1\frac{1}{4}$ inches on the ruler.
4. With green candy show 1 inch marks that are greater than 1 inch, but less than 4 inches.
5. With blue candy show $2\frac{1}{4}$ inches and show the number that is one inch less than $2\frac{1}{4}$ inches on the ruler.
6. With candies of your choice show $\frac{3}{4}$, $1\frac{3}{4}$, and $2\frac{3}{4}$ inches.
7. With a yellow candy show the equivalent for $\frac{2}{4}$ inches.
8. Place a red candy on the $\frac{1}{2}$ inch mark. Now add 2 inches to that and show the answer with a green candy.
9. Place a brown candy on the $\frac{3}{4}$ inch mark. Add 1 inch to this number and place a yellow candy on it.
10. Place a blue candy on 3 inches. Place a red candy on the number that is $\frac{3}{4}$ of an inch less than that number.

Game #1

Measurement

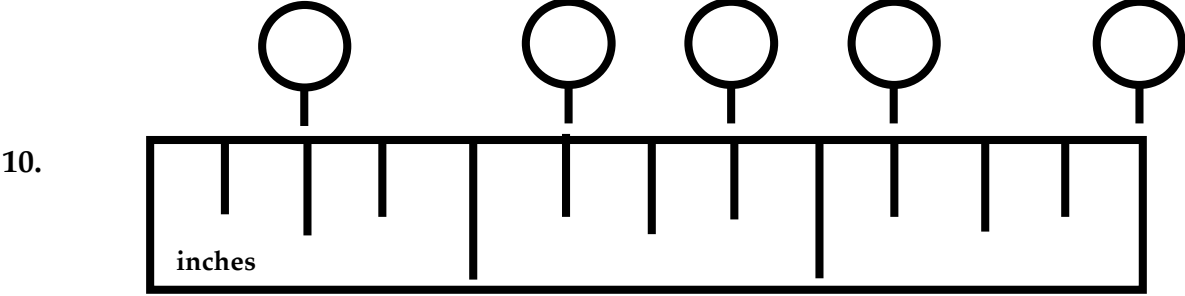
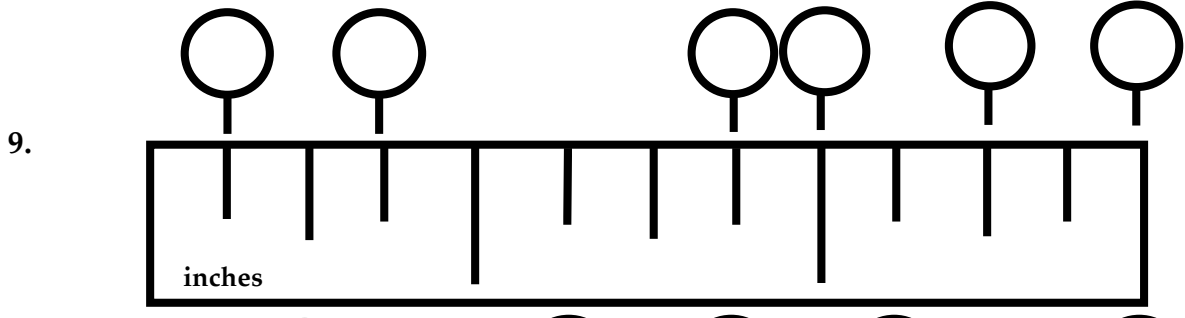
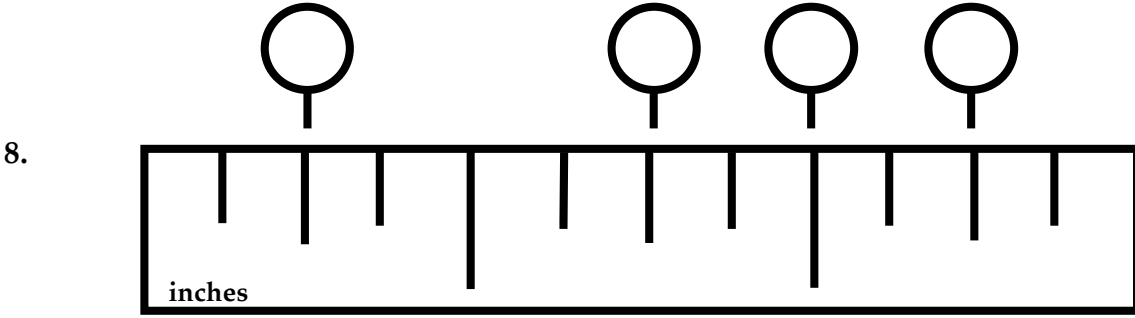
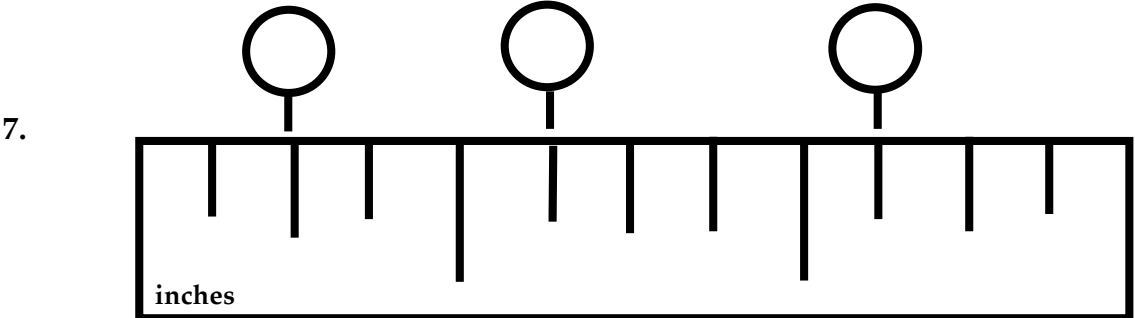
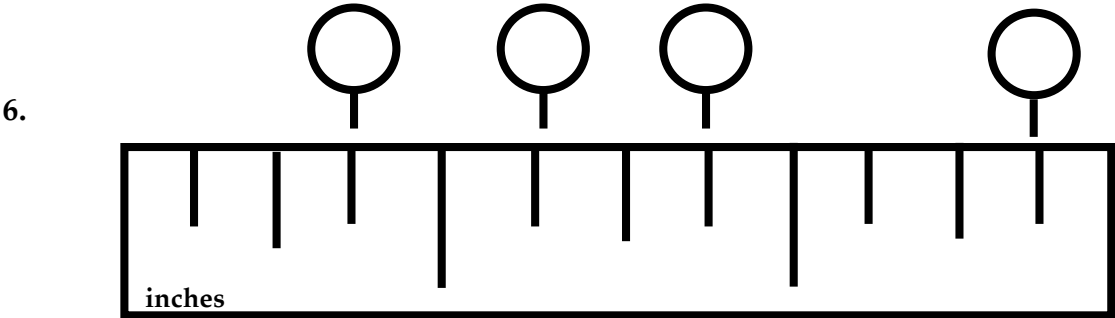
Objective: Students will use standard units of measurement



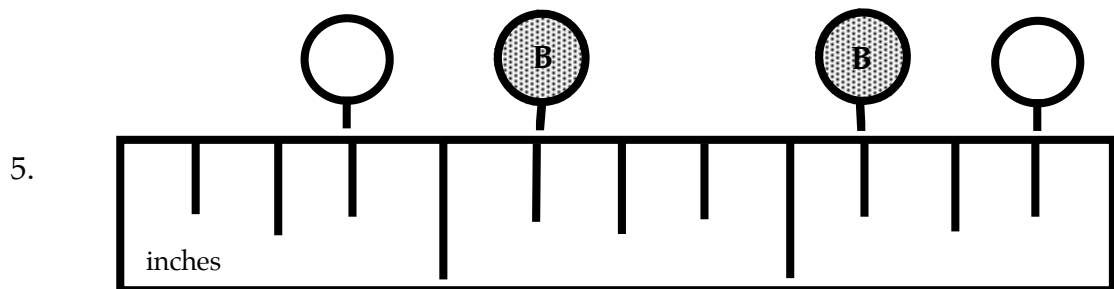
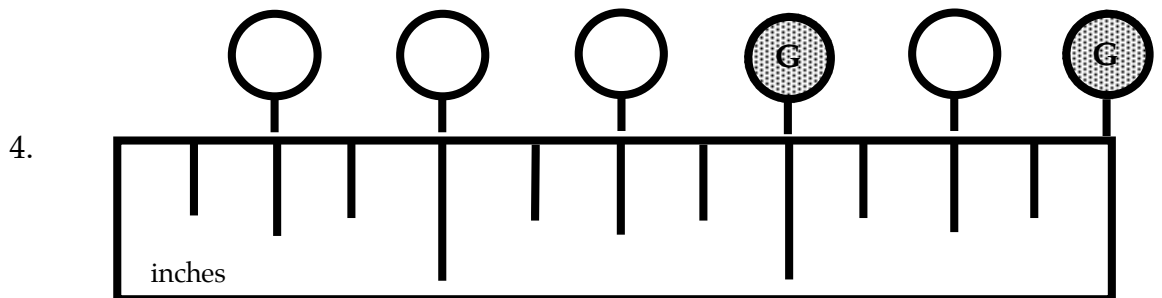
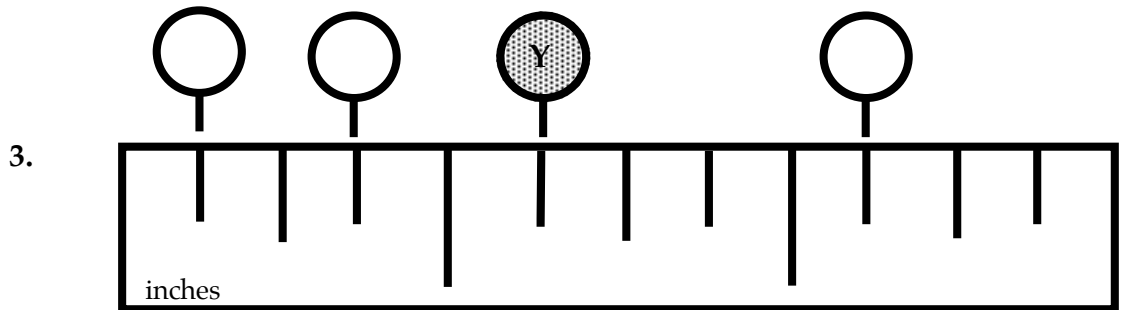
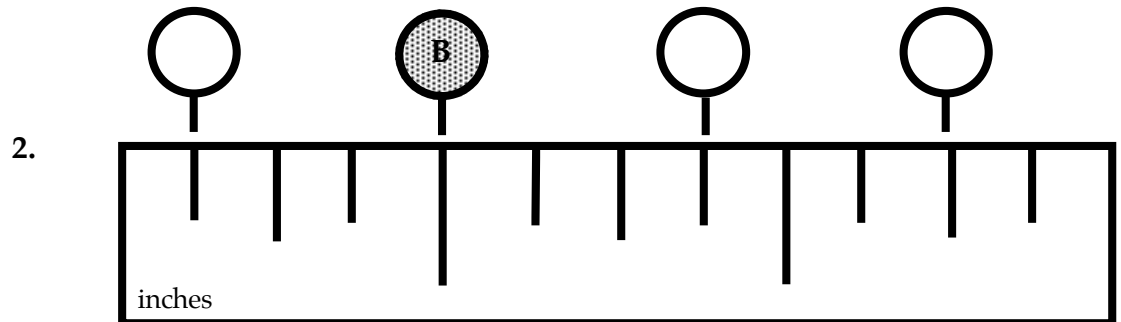
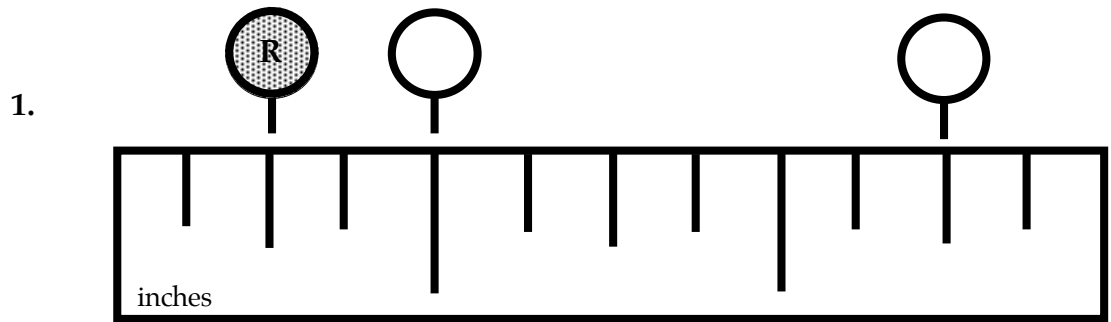
Game #1

Measurement

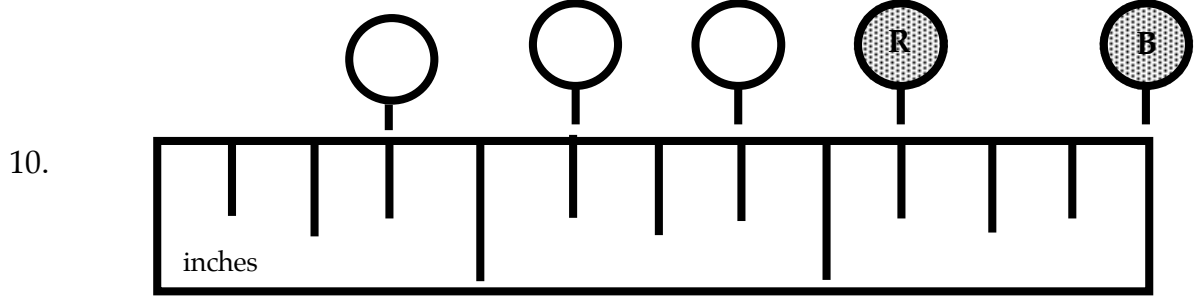
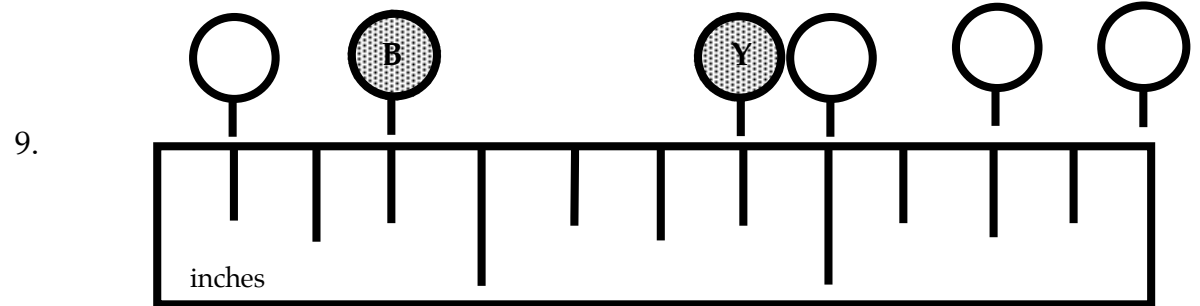
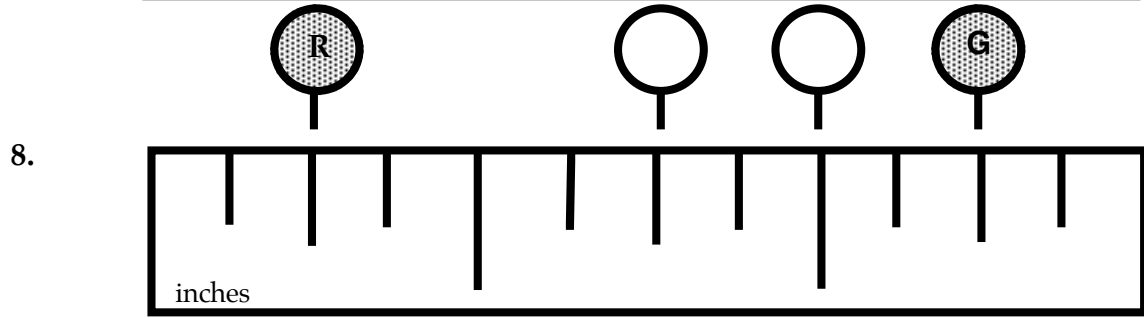
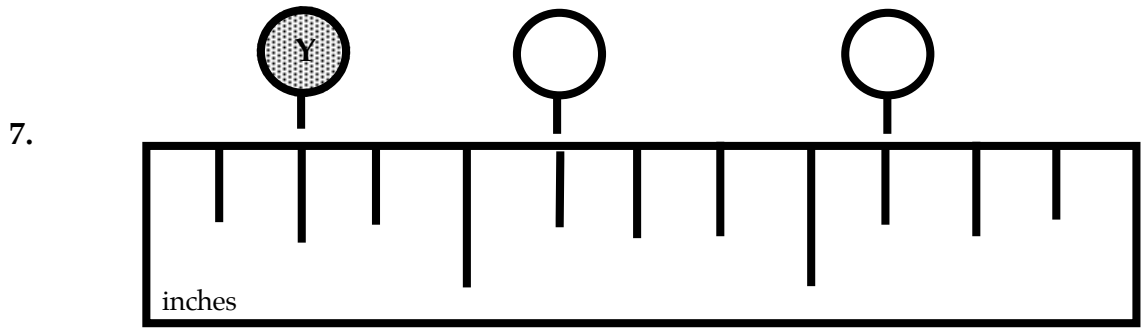
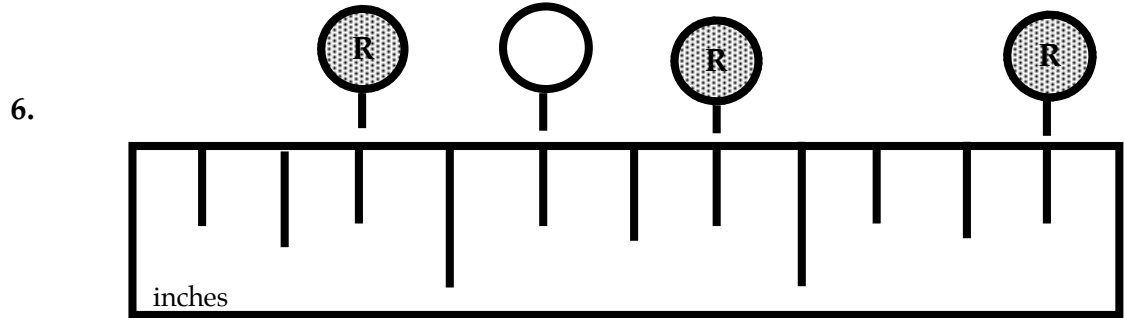
Objective: Students will use standard units of measurement



ANSWER KEY FOR QUESTIONS 1-5



ANSWER KEY FOR QUESTIONS 6-10

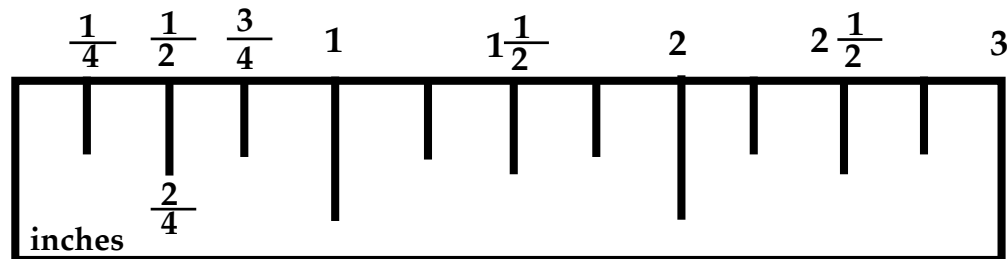


Game #2

Measurement

Objective: Students will use standard units of measurement

DIRECTIONS FOR MEASUREMENT CANDY GAME



Before class:

Make copies of the game boards (page 33) for each pair of students. Copies can be either plain paper, or laminated.

Purchase enough M&M's so that there will be plenty for all students.

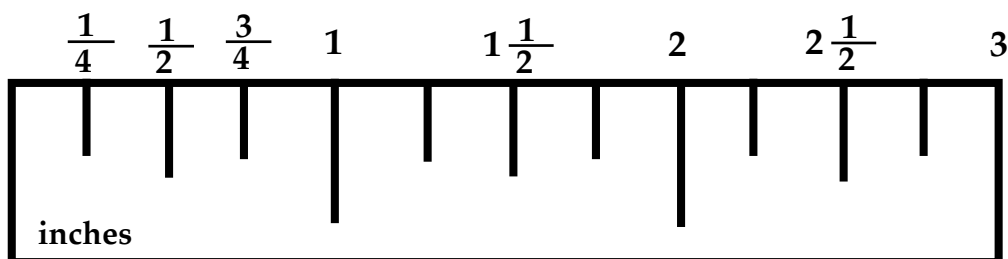
At the beginning of class:

Have students select a partner, or use the same partners as for game #1.

Distribute game boards and answer keys to students.

Directions:

- Students will work in the same pairs as for game one.
- The person who did not play game # 1 will play game #2.
- Tell them for this game they will fill in each one of the circles over each ruler with the correct measurement.
- When the player has answered all of the questions, the other person will use the answer key to correct each answer.
- For every correct answer written in each circle, the player will receive one piece of candy like that used in game #1.
- ** Explain to the students that even though there are only 5 questions to answer in game #2, there are the same opportunities to have the exact same number of pieces of candy as in game #1.



Game #2

Measurement

Objective: Students will use standard units of measurement

