Marbles, Alleys, Mibs, and Guli! Line Master 1

(Assessment Master)

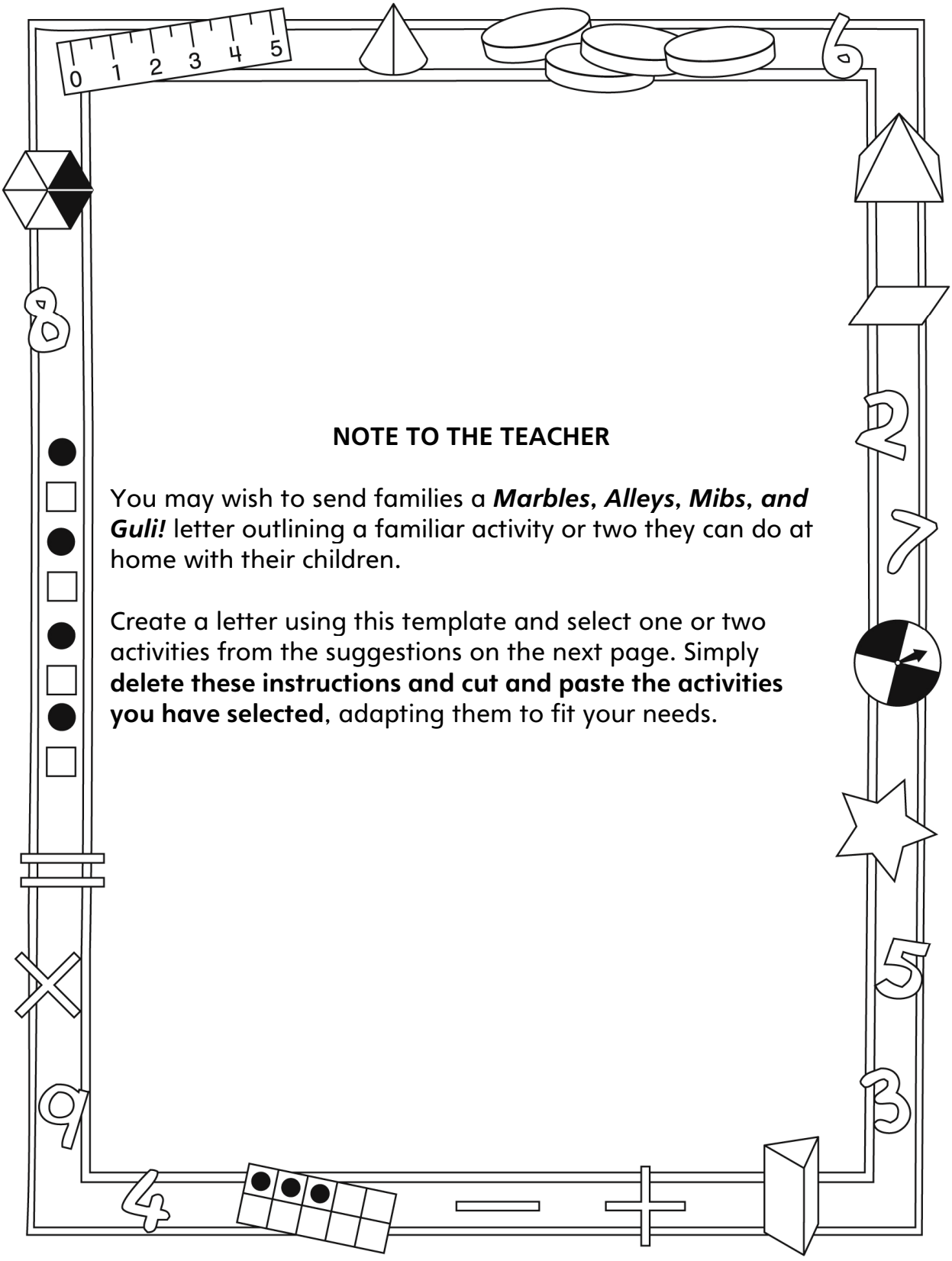
Name: _____

Add and Subtract 2-digit Numbers	**Not observed**	**Sometimes**	**Consistently**
Makes reasonable estimates for sums and difference			
Creates and solves addition and subtraction problems			
Uses appropriate symbols to express addition and subtraction			
Is developing mental addition and subtraction strategies			
Adds and subtracts with quantities to 20 fluently			
Model and Solve Equal Grouping and Sharing Problems			
Uses repeated addition to solve problems			
Uses equal groups to find how many			
Shares groups equally			
Creates and solves grouping and sharing problems			

Strengths:

Next Steps:

Connecting Home and School Line Master 2–1



NOTE TO THE TEACHER

You may wish to send families a ***Marbles, Alleys, Mibs, and Guli!*** letter outlining a familiar activity or two they can do at home with their children.

Create a letter using this template and select one or two activities from the suggestions on the next page. Simply **delete these instructions and cut and paste the activities you have selected**, adapting them to fit your needs.

Connecting Home and School Line Master 2–2

Dear Family:

We have been working on ***Marbles, Alleys, Mibs, and Guli!***, which focuses on adding and subtracting 2-digit numbers, and making and sharing equal groups. Try this activity at home with your child.

✂ -

Reading the Story: As you read the story, enjoy discussing the games played. Together, figure out the scores for the games presented. Talk about which of the games you would prefer to play. If you have marbles at home, make up a game together, including a target and a way of scoring. Play, adjusting the rules and the scoring method if need be. Please let us know about the game you invented and played! Your child can teach us the rules on (date).

✂ -

Shake, Drop, Add: Play a variation of the game we played in class. You need 5 (or more) coins each. Hold all coins in a closed fist. Together, shake your hands and count to 3. On 3, drop your coins in front of you. For each coin that lands heads up, you score 5 points. For each coin that lands tails up, you score 2 points. Total your points to see who has the greater score and play again. After a few rounds, you might change the number of coins you play with and/or the number of points scored for heads and tails.

✂ -

Make the Target Number: Together, choose a number from 25 to 50. Spend a few minutes independently creating expressions that result in that target number. You can use addition and/or subtraction. For example, if the target number is 25, all of these expressions work: 20 + 5; 26 – 1; 10 + 10 + 5; 20 + 10 – 5. Share what you have created and then work together to make even more expressions.

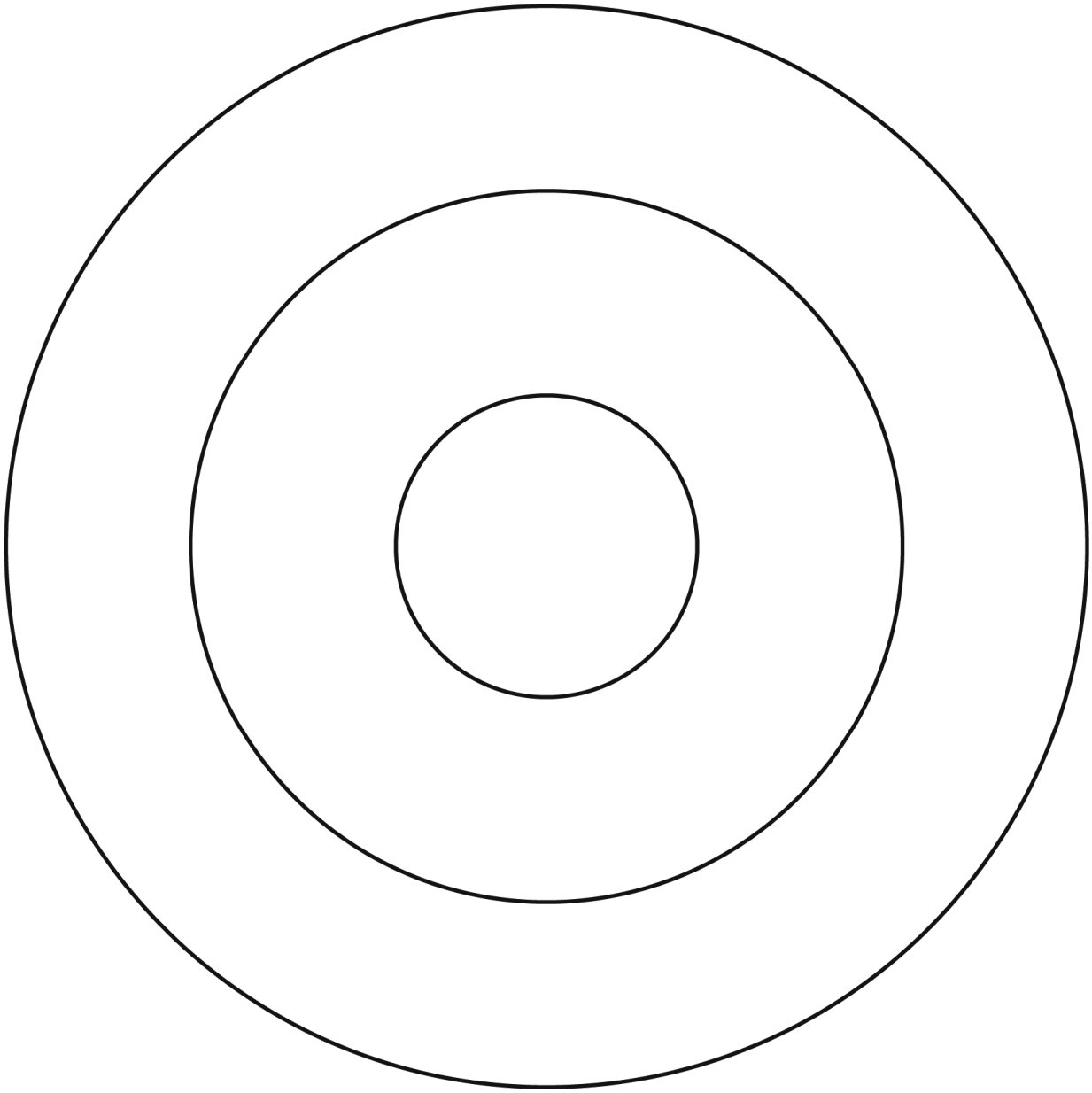
✂ -

Sincerely,

____

Marbles, Alleys, Mibs, and Guli! Math Mat

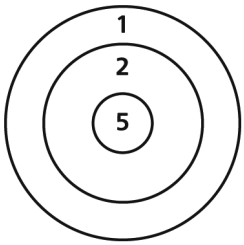
Line Master 3



Marble Scores

Line Master 4

Name: _____



You have **5 marbles.**
They all land on the target!
What is your total score?

Find as many scores as you can.
Record each one.

A Score of 100

Line Master 5

Name: _____

Grandpa has a score of 25.
The boy has a score of 45.
Grandma has a score of 50.

How many more points does each person need to score 100?
Show your thinking using numbers, drawings, and/or words.

Grandpa

Boy

Grandma

Hundred Chart

Line Master 6

1	2	3	4	5	6	7	8	9	10
11	12	13	14	15	16	17	18	19	20
21	22	23	24	25	26	27	28	29	30
31	32	33	34	35	36	37	38	39	40
41	42	43	44	45	46	47	48	49	50
51	52	53	54	55	56	57	58	59	60
61	62	63	64	65	66	67	68	69	70
71	72	73	74	75	76	77	78	79	80
81	82	83	84	85	86	87	88	89	90
91	92	93	94	95	96	97	98	99	100

Sharing Marbles

Line Master 7–1

Name: _____

There are 24 marbles.
How many marbles does each player get?

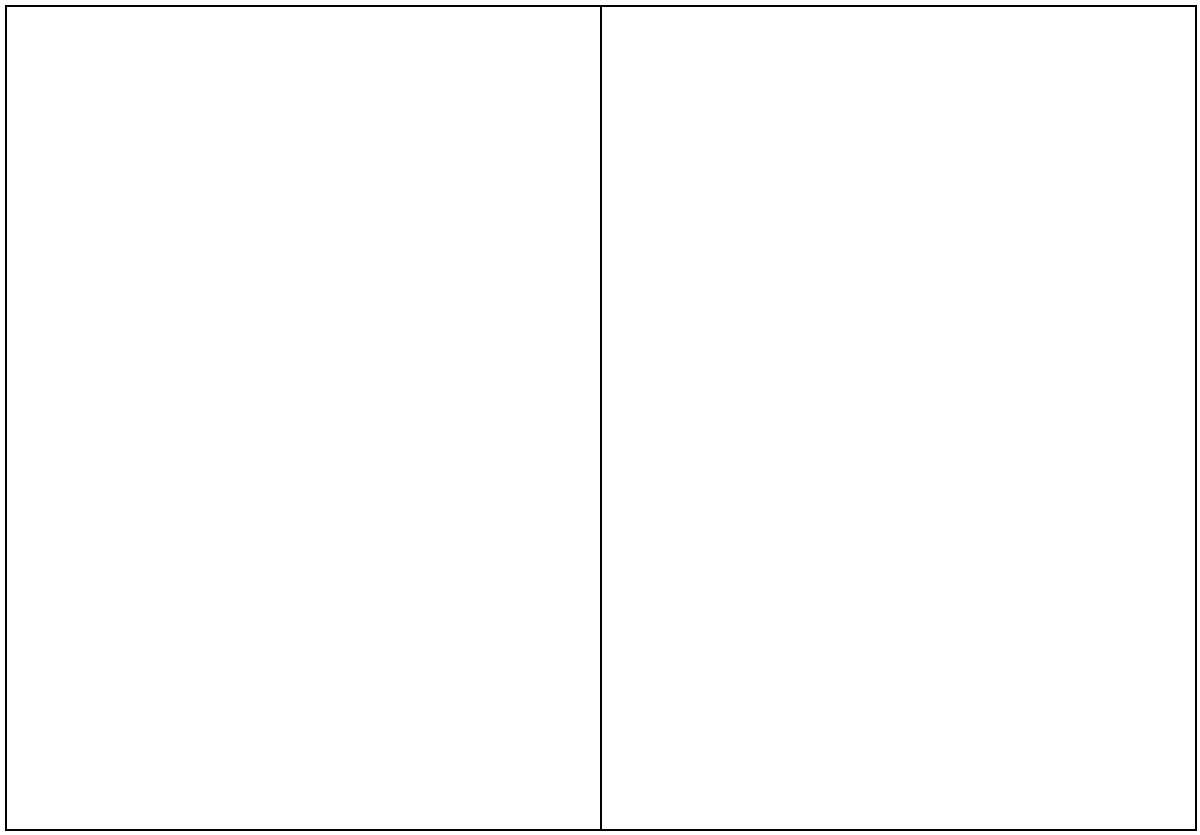
There are 2 players.	There are 3 players.
There are 4 players.	There are 6 players.

Sharing Marbles

Line Master 7–2

Name: _____

There are 24 marbles.
There are 2 players.
How many marbles does each player get?



Each player gets _____ marbles.

Sharing Marbles

Line Master 7–3

Name: _____

There are 24 marbles.
There are 3 players.
How many marbles does each player get?

Each player gets _____ marbles.

Sharing Marbles

Line Master 7–4

Name: _____

There are 24 marbles.
There are 4 players.
How many marbles does each player get?

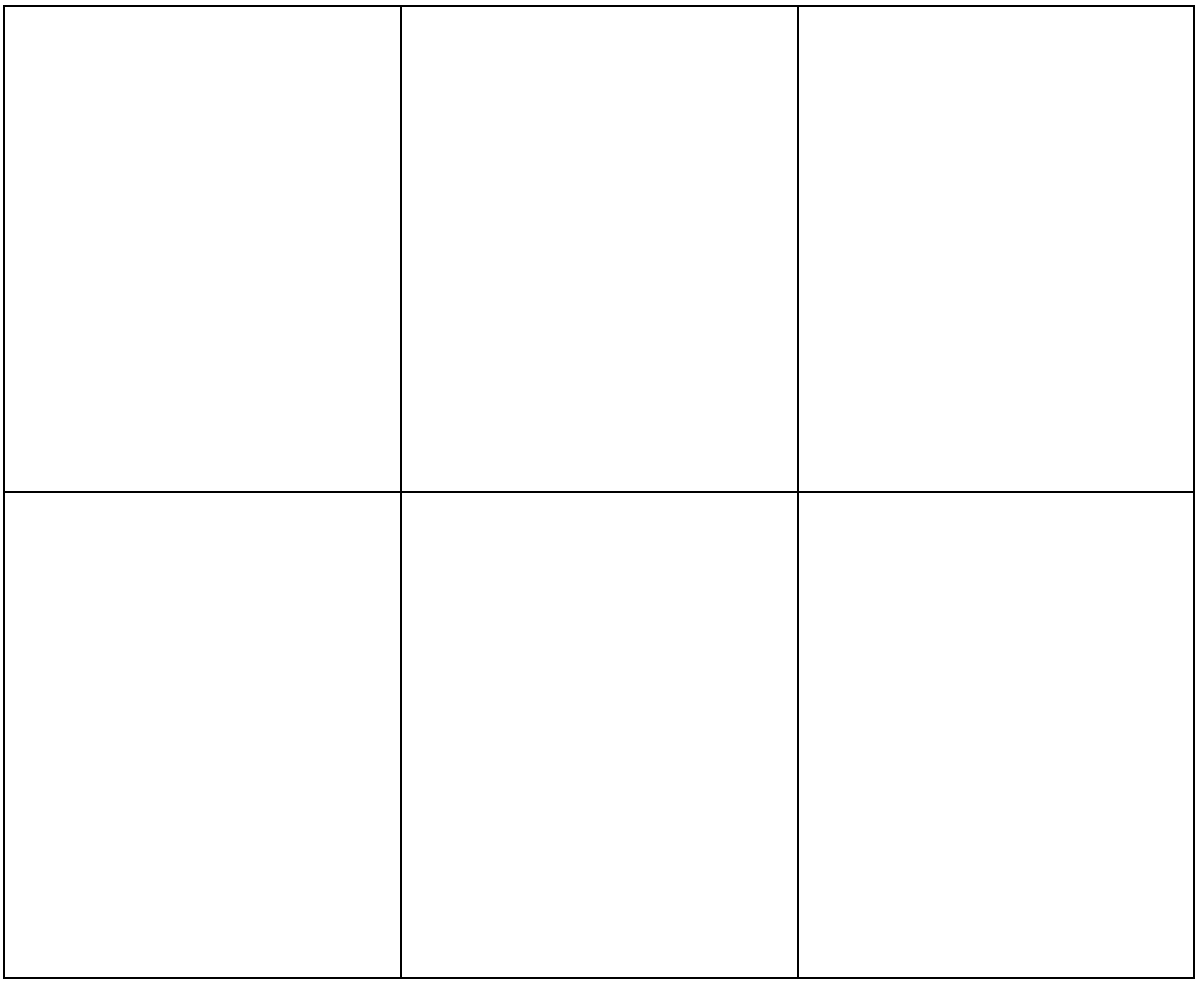
Each player gets _____ marbles.

Sharing Marbles

Line Master 7–5

Name: _____

There are 24 marbles.
There are 6 players.
How many marbles does each player get?

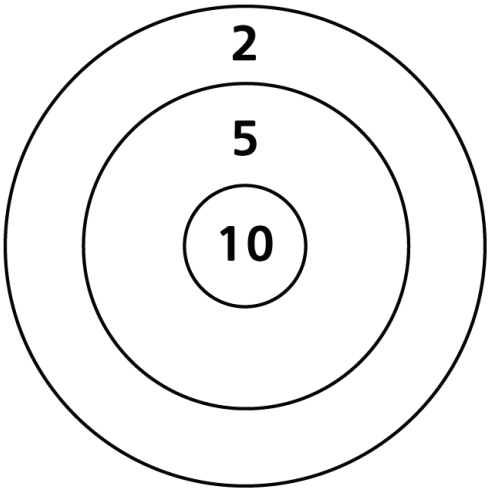


Each player gets _____ marbles.

Keeping Score

Line Master 8

Draw where the counters land.



Our Scores

Round	Player 1: _____	Player 2: _____
1		
2		
3		
4		
5		
Total Score		

Who wins? _____

How many more points does the winner have? _____

Players and Marbles

Line Master 9

Name: _____

round 1	round 2
round 3	round 4
round 5	round 6

Shake, Drop, Add

Line Master 10

You Need

- 2-sided counters

How to Play

- Play in pairs. Both players take the same number of counters (you can take from 5 to 10).
- Hold the counters in one hand.
- Count to 3 together. On 3, gently drop your counters in front of you.
- Find your score. Red side up scores 5 points. Yellow side up scores 2 points. Record the scores.
- Repeat 5 times. Add all of your scores. The player with the greater score wins!

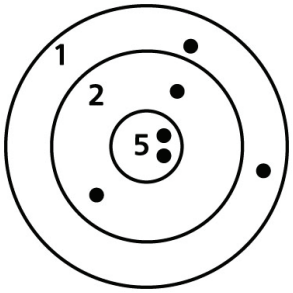
Our Scores

Round	Player 1: _____	Player 2: _____
1		
2		
3		
4		
5		
Total Score		

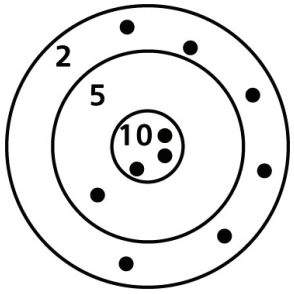
Solve the Problem

Line Master 11

6 of Grandpa's marbles landed like this.
What is his score?



In this game, 10 marbles are used.
What is the score?



The game ends when a player has 50 points.
Grandma has 28.
Grandpa has 35.
How many more points do they each need to get to 50?

4 players are ready. They each have 8 marbles.
How many marbles do they have altogether?

There are 24 marbles.
Jenni, Art, and Imran are ready to play.
Each player needs the same number of marbles.
How many marbles does each player get?

Ten-Frames

Line Master 12