

STARS

based on a game by Marilyn Burns

Mathematics concepts, competencies and strategies:

counting by 10s and 1s, place value, estimation, concepts of time

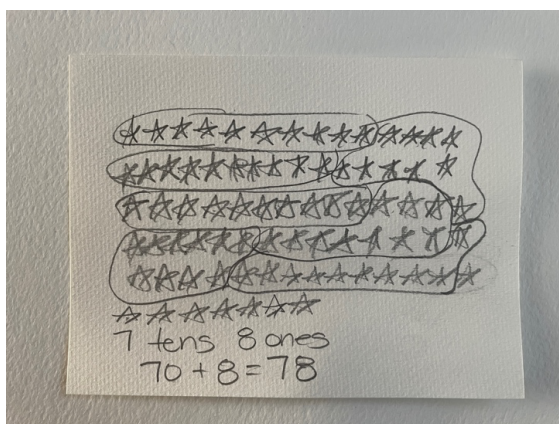


Materials:

paper and pencil or whiteboard and marker

How to play:

1. Show students different ways to draw stars and have them each choose a type of star to draw.
2. Have students estimate how many stars they can draw in one minute.
3. When you say go, have students draw as many stars as they can. Time for one minute. Ask students to put their pencil/marker down after one minute.
4. Model on a whiteboard or chalkboard how to circle groups of ten stars at a time. Ask students to circle their stars in groups of ten.
5. Ask students to record how many stars they drew in expanded form (ie. $70 + 3 = 73$) and/or 7 tens and 3 ones.
6. Have students compare the number of stars they recorded with a few students around them - who had more than 50, who drew an even number of stars, who drew between 60-70, etc.



Other ways to play:

- Increase the time to two minutes and have students consider how that might affect how many stars they draw.
- Include discussion about what students might estimate for the next time they play and what strategies they might use for recording stars in order to increase the number they can draw in the allocated time.

