

Math Station Contract:

Place Value (1st)

Activity	Date	Points Earned	What I Learned
1. Digit Place: Students take turns rolling a dice and deciding whether to put the number rolled in the tens or ones place. Use a calculator to add up students' scores. The object is to try to be the one who gets closest to 100 in 6 rolls.			
2. Dollar Signs: Students write \$ for one minute and then group in two ways to count and compare the number they made.			
3. Numbers Touch: Students play this game to try to be the first to lay down all their tiles. They can only lay down a ten, double or a number that shares a side with a tile that is already down.			
4. Spin & Count Books: Students spin to determine how many tens and ones to circle and staple sheets to make individual books.			
5. 100s Board Puzzles: Students put together 100s boards that have been cut apart to make jigsaw puzzles			
6 Matrix Madness: Students draw clue cards to identify a number on the 100s board and then cover that number. The winner is the first person to get ten in a row .			
7. Fill & Count: Students choose a container and estimate how many objects they think will fill it. Then they check to see if they were correct and count it two ways.			
8. Five Tower Game: Students roll the dice to create towers of unifix cubes. After they have made five towers, they join them into a long train and break apart into two different kinds of groupings to count and compare totals.			
9. Place Value Mats: Students estimate amounts and then count items in jars of objects and stamp place value pictures on a record sheet to represent the amount in the jar.			
10. Watch Out for 100: Students take turns turning over tiles and placing them on the 100 grid. They stop when they get to 100. Count and record how many tiles were placed and then try to beat that number.			