

Name: _____

Math Station Contract:

+/-Algorithms

Activity	Date	Points Earned	What I Learned
<p>1. Grand Prix Students roll mathchbox cars down a ramp and measure the distance in centimeters. They add two heats to see who has the highest total distance.</p>			
<p>2. Make 100 Students roll a die and add place value pieces to aboard. The winner is the first person to reach 100.</p>			
<p>3. Subtract, Tell, Spin, and Win Students take a card from a bag of mixed +/- digit problems. They work the problem on a mini chalkboard. The more or less spinner is then spun to determine whogets to keep the cards. The winner is the person with the most cards at the end of the game.</p>			
<p>4. Spin to 1000 Students add 10s or 100s to a running total. The winner is the first one to reach 1000.</p>			
<p>5. 2001 Enter 2001 and subtract any number between 1-99. The first person to reach 0 is the winner.</p>			
<p>6. Shopping Spree Students use play money and problem cards to add or subtract money totals.</p>			
<p>7. Taxman Students roll 3 dice to add place value materials to a place value board. Every so often they have a tax roll where they roll two dice and subtract that sum from their total. The object is to be the first one who reaches 1000.</p>			
<p>8. Guess My Number Player 1 picks a number from 1 to 1000 and writes it down. Player 2 writes down his or herguess. Player 1 gives a clue that the guess is either higher or lower. Play continues until Player 2 guesses and then they switch roles.</p>			
<p>9. 101 and Out Students spin the 1-9 spinner and record their number in the 10s or 1s column. After 6 spins they write a zero in any box that doesn't have a number recorded. Then they add their six numbers together. The winner is the one closest to 100 without going over.</p>			
<p>10. Just Don't Go Over Students start at 0 on a calculator. Then they add any number from 100 to 199. The object is to try to be the first person who gets to 9,999 without going over.</p>			