

Name: _____

Math Station Contract: +/- Algorithms

Activity	Date	Points Earned	What I Learned
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.			
2. Make 100 Students roll a die and add place value pieces to a board. The winner is the first person to reach 100.			
3. Subtract, Tell, Spin, and Win Students take a card from a bag of mixed +/- 2 digit problems. They work the problem on a mini chalkboard. The more or less spinner is then spun to determine who gets to keep the cards. The winner is the person with the most cards at the end of the game.			
4. Go For Broke Students start with a flat of 100 on a place value mat and subtract tens and ones to be the first to get to zero.			
5. Triple Spin Take Away Students spin to determine what the subtrahend and minuend will be and try to be the person whose answer is closest to 10. They use cuisenaire 10s and 1s to build.			
6. Travel Down 101 Enter 101 in calculator. Subtract 1-9. Winner is the first to reach 0.			
7. Roll Down to Zero Students roll dice and move game pieces on a 100s Board. Winner is first person to exit from the zero.			
8. Century Start at 0. Add 1-9 until 100 is reached.			
9. Tens Minus Less Students roll a die with multiples of ten on each face and record that as their top number. Then they roll two 4-9 dice to determine the bottom number to be subtracted. Then they use place value materials to build and solve the equation.			
10. 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.			