

# Take Home Bag

## Materials:

- Dice
- Make that Number Game
- Expo Markers
- Erasers
- 2 Ten-Frames
- Fluency Practice Slips
- Clock Work
- Create Your Own Word Problem
- Mini-White Board

## Create Your Own Word Problem

**Directions:** Read the word problem. Place a number in the blue boxes and a name in the green boxes. Read your word problem. Decided if you are going to be using subtraction or addition. Use your mini-white board to create your equation with your mystery box. Use your Ten-Frame(s) or the back of your Ten-Frame to solve the word problem you created.

**Code:** MA.1.OA.1

**Standard:** Use strategies to add and subtract within 20 to solve word problems involving situations of adding to, taking from, putting together, taking apart, and comparing, with unknowns in all positions.

## Make that Number Game

**Directions:** Roll two dice. Start with the larger number and add or subtract the other one. To make a number that is on the Make that Number Sheet. Mark an X on the number. The first person to get four in a row wins!

**Code:** 1.OA.6

**Standard:** Use strategies to add and subtract within 20. Fluently add and subtract within 10.

## Clock Work

**Directions:** Look at the digital time shown on a card below analog clock. Create the time on the analog clock. Check your clock on the back of the card.

**Code:** 1.MD.3

**Standard:** Tell and write time to the hour and half-hour (including o'clock and half past) using analog and digital clocks.

## Fluency Practice Slips

**Directions:** Read the whole list aloud. You can time the student for 30 seconds to see how many strips they get right.

**Code:** RF.4

**Standard:** Read with sufficient accuracy and fluency to support comprehension.

- Read grade level text with purpose and understanding.
- Read grade level text orally with accuracy, appropriate rate, and expression on successive readings.
- Use context to confirm or self-correct word recognition and understanding, rereading as necessary.

