

$x + 2 = 3$

$4 \times 4 = 16$



$b = 6x + 3$

Name _____

Place-Value Chart

Directions: Choose any three-digit number. Write the digits in the correct column. Draw base ten blocks to show the value of each digit.

Hundreds	Tens	Ones

Name _____

Card Trading

Directions: Complete the charts. Then solve the word problems.

B.B. and J.C. sorted their cards by sport. Draw base ten blocks to show the amount in each group of cards.

B.B.'s Cards			
⚾ Baseball		⚽ Soccer	
6	4	2	5

J.C.'s Cards			
⚽ Football		🏀 Basketball	
3	3	2	6

1. B.B. has 64 baseball cards. How many groups of ten? _____ How many ones? _____
2. J.C. has 26 basketball cards. How many groups of ten? _____ How many ones? _____
3. B.B. has 25 soccer cards. How many groups of ten? _____ How many ones? _____
4. J.C. has 33 football cards. How many groups of ten? _____ How many ones? _____
5. B.B. wanted to know how many cards he had in all. Help him solve this problem. B.B. had _____ cards in all. Tell how you solved this problem.

6. J.C. thought he had more cards than B.B. Help J.C. find the sum of all his cards. J.C. had _____ cards in all. Tell how you solved this problem.

7. Who had more cards, J.C. or B.B.? _____ Explain your answer.

Drawing a Diagram 1

Sometimes, a word problem is hard. Draw a diagram or picture of the word problem. It can help you see the answer. You can picture the answer in your mind. Then, the information in the problem is clearer.

You do not have to draw the real objects from the word problem. Use simple symbols or pictures. The symbols can stand for the objects in the word problem. For example, you can draw a circle to stand for an apple.

Some problems have more than one step. Drawing diagrams helps you keep track of the information in each step. Diagrams help you to sort out your thoughts. This makes a problem simpler.

Problem: Shoes

The Problem

There are 5 pairs of shoes on a shelf. There are boots, sneakers, flip-flops, slippers, and dress shoes. The shoes are in a row. The sneakers are last (on the right). The dress shoes are in the middle of the shelf. The boots are after the dress shoes. The flip flops are first. The slippers are before the dress shoes. In what order are the shoes from left to right?

Understanding the Problem

- *What do we know?*

The shoes are in a row. The shoes are on a shelf. The shoes are in a specific order.

- *What do we need to find out?*

What order the shoes are in.

Planning and Communicating a Solution

By drawing a picture, it is easy to figure out the order of the shoes.

Drawing a picture helps you solve the problem. You can see the answer. You will make fewer mistakes.

For this picture, you do not need to actually draw shoes. You can draw rectangles to stand for the shoes. Then, write letters from the shoes in the rectangles.

B = boots **D** = dress shoes
SL = slippers **F** = flip-flops
SN = sneakers



- *Do you see the answer?*

The order is: flip-flops, slippers, dress shoes, boots, and sneakers.

Reflecting and Generalizing

Drawing a diagram helped you see the correct order. Without the picture, you might have gotten confused about the order.

Extension

There are seven cans of food on a shelf. There are peas, beans, carrots, soup, corn, tuna, and chili. They are in a row. The soup is last (on the right). The beans are in the middle of the shelf. The peas are third. The carrots are sixth. The chili is next to the beans. The tuna is first. The corn is after the tuna. In what order are the cans from left to right?

Name _____

Standardized Test Preparation 1

1 Which number means two hundreds, one ten, and nine ones?

- (A) 209
- (B) 902
- (C) 912
- (D) 219

3 Which is the largest number you can make using the numbers 4, 7, and 9?

- (A) 497
- (B) 749
- (C) 794
- (D) 974

2 Marisol earned 33 points in a math game. Jade had 34 points. Taye had 29 points. Nori had 20 points. Who had the highest total?

- (F) Marisol (H) Taye
- (G) Jade (J) Nori

4 What is the sum of 14 and 26?

- (F) 30
- (G) 29
- (H) 40
- (J) 35

5 Tell how you figured out the answer to number three.

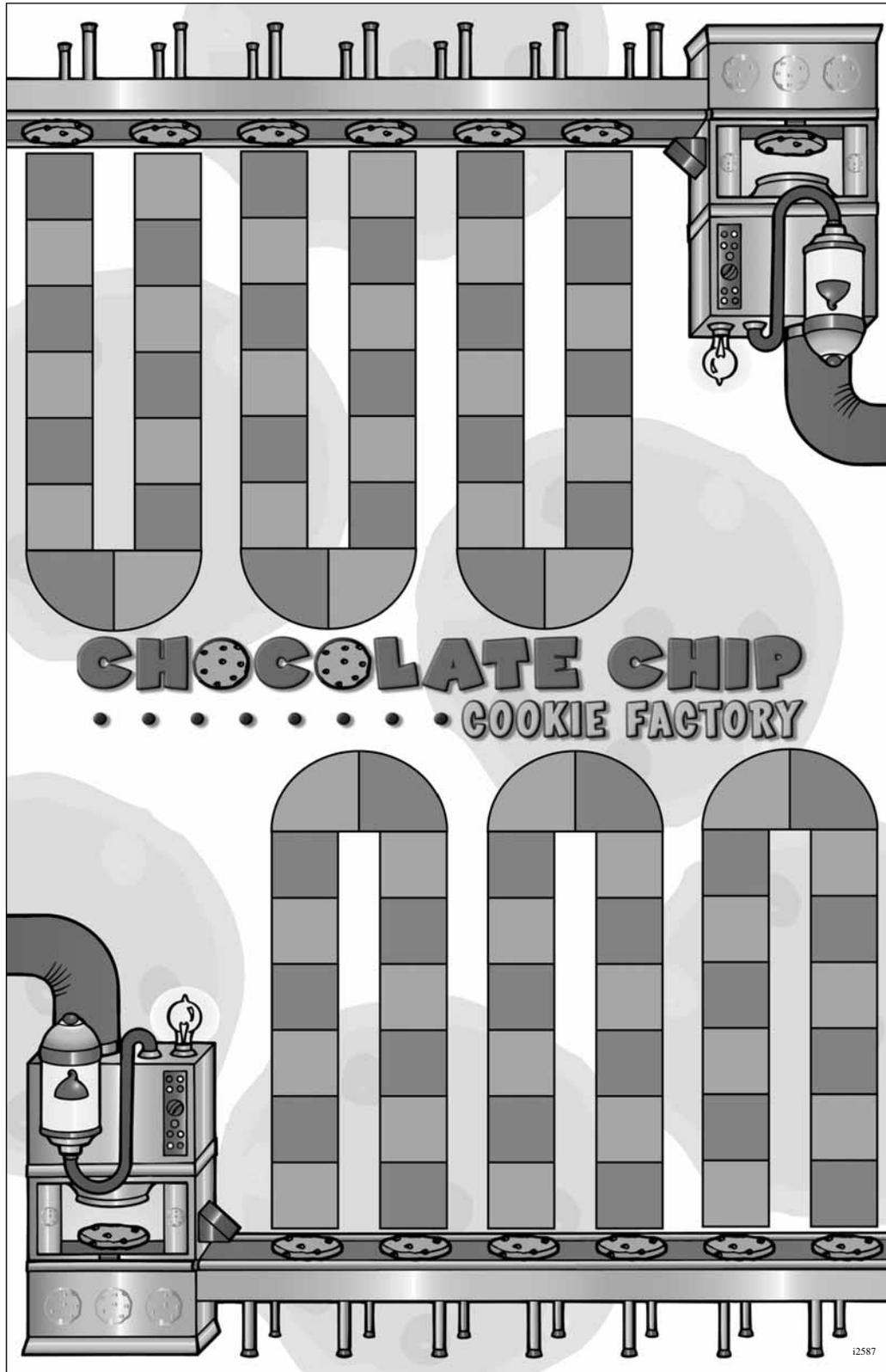
$x + 2 = 3$

$4 \times 4 = 16$



$b = 6x + 3$

Spin It! Directions



12587

Spin It! Directions *(cont.)*

What You Need

- *Chocolate Chip Cookie Factory* game board
- spinner (Divide the spinner into 8 parts and write the numbers 1–8 on it.)
- *Spin It!* cards
- *Counters* or something else to use as game markers
- pencils and paper

Object of the Game

- Be the first player to go up and over on your cookie arch.

Setting Up the Game

- Place the game board in the middle of all the players.
- Shuffle the 18 cards. Place them facedown in a pile. Make sure that everyone can reach the pile.
- Each player picks a cookie arch. Place a game marker on a cookie below that arch.

How to Play the Game

- The oldest player goes first. Then, play goes around the board to the left.
- For each turn, draw the top card from the deck.
- Follow the directions on the card. You will have to create a math problem.
- Everyone solves the problem.
- Compare your answers. Decide who solved the problem correctly.
- If you solved the problem correctly, move forward one space on your cookie arch.
- Place the card in a discard pile. Once you run out of cards, shuffle the discard pile. Then, use the cards again.

How to Win the Game

- To win, it has to be your turn.
- Once you land at the bottom of your arch again, you have to solve the problem below.

Spin three times. Create a two-digit number. Create a one-digit number. Find the sum of the numbers. Have your friends check your answer. If you get it correct, you win!