

Continuing Learning

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Level: Gr 3

Category: Numeracy

Title of Lesson: Getting to 1000

Goals/Objectives:

Big Idea: Numbers to 1000 represent quantities that can be decomposed into 100s, 10's and 1s.

Curricular Content:

- number concepts to 1000
- addition and subtraction to 1000
- multiplication and division concepts

Curricular Competencies: visualizing and representing number; communicating number

Materials Needed:

- A pair of Dice
- Game board grids (see below)

Task Instructions: (Step by Step)

Activity 1: Visualizing and Decomposing Numbers

Choose a number: 500, 750, 900, 1000

What different ways can you represent it?

Consider using symbols, pictures, arrays, tally marks, etc.

Choose a number: 125, 650, 838, 999

What different ways can you decompose it?

Decompose means break into parts (ie. 125 can be decomposed into 100 and 25 or 50

and 50 and 25 and many other ways)

How will you show your thinking?

Choose an amount: \$500 or \$1000 or \$1 500

What are some different ways can you make this amount with bills?

What are three items that cost about this much?

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Activity 2: Computational Fluency Practice

Blackout Board Game (Multiplication practice to 6x6)

Play on a piece of graph paper on a 12 x 12 or larger grid. Find a grid here <https://mathforlove.com/lesson/blockout/> if you need/can print one.

Players choose colors, then take turns rolling the dice, and shading in a rectangle given by the dice rolls. If you roll a 2 and a 5, you can shade in a 2 by 5 (or 5 by 2) rectangle. No one can shade in a square that has already been colored.

If there is no room to fit the rectangle you rolled on the board, you pass. If all players pass in a row, the game is over.

Players get a point for each square they have colored in at the end of the game.

Students can play in groups of 2-4. It is also possible to play individually or collaboratively. For a collaborative or solitaire game, players roll and try to cooperatively fill up as much of the board as possible. If every player must pass in a row, the game is over. The fewer the number of leftover squares, the better the game.

Adaptations/Adjustments: (consider different environments)

-Look at the activities in the Grade 2, 1 or K Week 1 Lessons (for adaptations to 5, 10 and 20)

Extensions (Optional):

-Extend activities to 5000 and beyond.

References:
Math For Love
SD38-Janice Novakowski