Georgia Department of Education

Common Core Georgia Performance Standards Framework

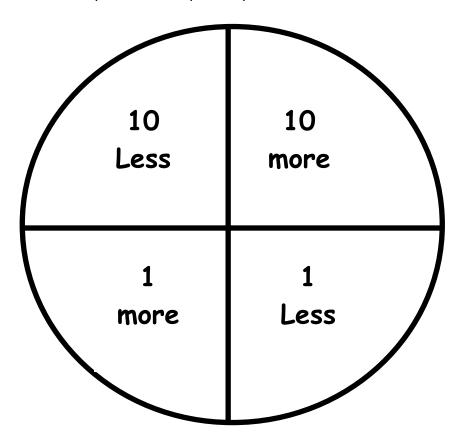
First Grade Mathematics • Unit 6

More Than / Less Than

Materials: More than/less than spinner, paper clip, pencil, deck of cards (A-9, A=1), 99 or hundreds chart, recording sheet

Directions:

- 1. Shuffle the cards and place them face down.
- Player one picks two cards and lays them down in the order in which they were drawn.
 (students are not rearranging the order) Find the number on the 99 chart and cover with a manipulative.
- 3. The player then spins the spinner and moves the counter to change the number on the 99 chart according to what the spinner lands on. Record the results on paper. (ex: place the counter on 23, spin and land on 10 more, move the counter to 33)
- 4. The other player then verifies the answer. If the answer is correct, the player gets 1 point. If the player is incorrect, they lose 1 point.
- 5. The cards go on the bottom of the pile.
- 6. The other players repeat to continue the game. Play continues until a player gets a predetermined number of points (example: 10 points).



MATHEMATICS • GRADE 1• UNIT 6: Understanding Place Value Georgia Department of Education Dr. John D. Barge, State School Superintendent July 2013 • Page 76 of 95 All Rights Reserved

More Than / Less Than

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Partner A Points	Partner B Points

Exit Ticket:

- A. You are on 62. How do I move on the hundred chart to get to 52?_____
- B. You are on 67. You spun 6 more times and moved to 100. What did you spin?

More Than / Less Than

Name:

Partner A Points	Partner B Points

Exit Ticket:

- A. You are on 48. How do I move on the hundred chart to get to 58? ______
- B. You are on 72 You spun 5 more times and moved to 95. What did you spin?