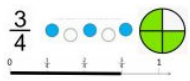
Third Grade Math Menu

Directions: Spend about 10 minutes each weekday on one of the activities below. You'll need a set of number cards (1-9) or a deck of playing cards (with the 10s and face cards removed) for most of the squares.

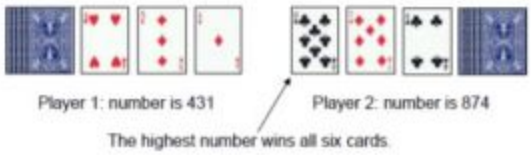
Place Value Using 4 cards, create three 4-digit numbers. Order least to greatest. Tell how you know.	**Place Value** Using 5 cards, create three 5-digit numbers. Order least to greatest. Tell how you know.	**Place Value** Using 6 cards, create three 6-digit numbers. Order least to greatest. Tell how you know.	**Place Value** Using cards, create six numbers (4-,5-,or 6-digit). Write each number in expanded form. Write each number in word form.
Computation + Using cards, create two 4-digit numbers. Record them as an addition sentence and find the sum.	**Computation -** Using cards, create two 4-digit numbers. Record them as a subtraction sentence and find the difference.	**Estimation +** Using cards, create two 4-digit numbers. Round each number and estimate the sum.	**Estimation -** Using cards, create two 4-digit numbers. Round each number and estimate the difference.
Multiply Using cards, create a 2-digit number and a 1-digit number. Multiply.	**Modeling** Turn over 2 cards. Represent the multiplication fact with an array, a number line, and repeated addition.	**Multiply/Divide** Take the deck of cards and lay them into as many correct multiplication sentences as you can. Try the same with division.	**Relating x/÷** Turn over 2 cards and write them as a multiplication sentence and a related division sentence. Solve.
Fractions Turn over 2 cards and create a fraction. Record the fraction with numbers and in words.	**Modeling Fractions** Turn over 2 cards and create a fraction. Model the fraction using a length, set, and area model. 	**Decompose Fractions** Turn over 2 cards and create a fraction. Decompose the fraction by writing it as an addition sentence.	**Closest to 100** Each player deals themselves 4 cards, then determines how to arrange them so they make two 2-digit numbers that add up to 100 without going over. The player with the sum closest to 100 without going over wins the cards.
Place Value Battle Play Place Value Battle. Directions attached.	**Make it Texas Size** Play Make it Texas Size. Directions attached.	**Hit the Target** Play Hit the Target. Directions attached.	**Multiplication Battle** Play Multiplication Battle. Directions attached.

PLACE VALUE NUMBER BATTLE

Players: 2

Materials: Deck of cards with the faces cards and 10s removed, Ace worth one

How to Play: Players split a deck of cards and simultaneously flip over their top three cards to create a 3-digit number. Players may move the cards and place them in any position of the number they wish. The highest number wins all the cards.



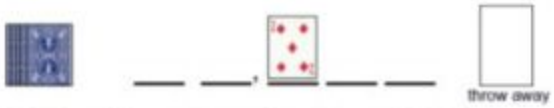
Increase the number of cards to flip if you want to work on larger numbers.

MAKE IT TEXAS SIZE

Players: 2

Materials: Deck of cards with the 10s removed, Ace worth 1, scratch paper

How to Play: Each player draws a game board like the one shown. Deal 6 cards to each player. This is a game of chance and strategy in which players are trying to create the largest number possible. Players must think carefully about where to place a card. ***Once placed, a card cannot be moved.***



Each player flips over one card at a time and decides where to place it to form the largest number possible. The throw away box is for any card they feel will not help in creating a large number.

The player with the largest number wins.

Variation: play to make the smallest number possible

Modified Multiplication War with a Deck of Cards

To practice an exact set of multiplication facts, as you turn over a playing card, multiply the entire set by (x2). Continue practicing with (x10),, (x5), etc. When the student is ready, turn over two cards and multiply both factors.

HIT THE TARGET

Players: 2

Materials: Deck of cards, Ace worth 1 or 11, Jack worth 12, Queen worth 13, King worth 14, scratch paper

How to Play: Select a target number from 1-30. One of the players turns five cards from the deck face up. Both players try to make a number sentence using all five cards with any operations to reach the target number.

For example, suppose the target number is 20 and the cards in play are 5, 5, 6, 2, and Ace (worth 1).

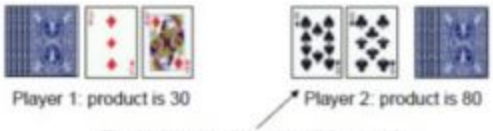
One winning combination is: 5 x 2 + 5 + 6 – 1 = 20. Other combination would also work. The first player to find a winning combination keeps the cards and chooses the next target number.

MULTIPLICATION NUMBER BATTLE

Players: 2

Materials: Deck of cards, face cards worth ten, Ace worth 1 or 11 (players decide)

How to Play: Players split a deck of cards, simultaneously flip over their top two cards, and multiply the two numbers. The greatest product wins all the cards.



If the cards have the same product, the cards are placed in the center pile. The next hand is played normally and the winner takes all the cards.