First Grade Unit 1: Addition and Subtraction to 10 Real World Experience

As part of helping students understand a purpose for their learning and provide differentiation, use the RWE as a hook for the math learning in the unit.

Essential Question: "How do you think you will know if you have enough tickets to buy a prize at Chuck E. Cheese's?

Teacher Instructions:
This Real World Experience must be completed throughout the 7 week unit. You will implement these activities with corresponding Topics within the unit. You can find each task under the corresponding Topic. You will need to keep all Task work during the unit for summative assessment. Tasks 1-3 will be used for formative assessment. Task 4 will be used for summative assessment. In Skyward, please record Tasks 1-3 under "computes accurately". In Skyward, please record Task 4 under "demonstrates understanding of math concepts".

1. Before reading the scenario to the class, you need to determine 4 games that can be played in your classroom.
> *Possible Game Ideas (teacher discretion on how to assign token value to each game.)*
>
> 1. Solo cup tower
> 2. Cotton ball race in solo cup (see how many cotton balls a student can carry on a spoon and drop into a cup.)
> 3. Bozo Buckets (can use classroom bins and bean bag)
> 4. Unifix grab (see how many unifix cubes a student can grab in one hand.)
> 5. Jump game (see how far a student can jump.)

2. Read the attached scenario to the class.

3. Students may choose how to spend their tokens. They can play any scenario as long as the equation adds up to 10. (see attached graph with game values)
> For Example:
> 1. They could play game 4 (10 times) to use their 10 tokens.
> 2. They could play game 1 (2 times) and game 3 (1 time) to use their 10 tokens.

4. Prizes are "NOT" to be bought! You may brainstorm MOCK Chuck E. Cheese prizes with your students on items they like to get when they are there. Or you may determine the Mock prizes before you introduce the graph. (see attached graph with ticket values)

> Examples include:
> 1. Snap bracelet
> 2. Stickers
> 3. Bookmarks
> 4. Sticky hands
> 5. Play dough

5. Students may record lists and equations in any format based on teacher discretion.

> Examples include:
> 1. Blank sheets of paper
> 2. White board
> 3. Math journal
> 4. Favorite math organizer

6. Task 3: Creating the class graph can be done in any format based on teacher discretion.

> Examples include:
> 1. SMARTboard
> 2. Microsoft word (insert chart option)
> 3. Grid paper
> 4. Chart paper with stickers or post-its

> *Use Task 3 to remind students about Commutative property (adding in any order)

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Essential Question: "How do you think you will know if you have enough tickets to buy a prize at Chuck E. Cheese's?

Scenario:

You have been invited to a birthday party at Chuck E. Cheese. Your parents have agreed to take you. You will be able to play games and win prizes. You will be given 10 tokens and will have to decide which games you want to play.   You will also win up to 10 tickets and will have to decide which prizes you want with the number of tickets you have won. Using a variety of strategies you will show that you can add and subtract to determine the games and prizes you will choose. You will share the games and prizes with the class to determine the most popular choices. You will then write a letter to the owner of Chuck E. Cheese to inform him/her of the most popular games and prizes that they should always have.

Task 1: From the data provided by the teacher, add and subtract to choose the games you wish to play with <u>all</u> 10 tokens. Then create a list to share with the class the games you picked to play.

Task 2: After playing the games and winning your tickets, you will use addition and subtraction to determine which prizes you will choose. Then create a list to share the prizes you selected.

Task 3: Participate in creating a class graph using the data. Answer questions based on the results.
    -How many in X category?
    - How many in Y category?
    -How many more are in X category than Y category?
    -How many less in X category than Y category?

Task 4: The owner of Chuck E. Cheese wants to know the most popular games and prizes. Write a letter using words or pictures to show our findings. Be sure to include numbers to explain our results.

Chuck E. Cheese's Games

Game 1	Game 2	Game 3	Game 4
4 Tokens	3 Tokens	2 Tokens	1 Token

Chuck E. Cheese's Prizes

Prize 1	Prize 2	Prize 3	Prize 4
1 Ticket	2 Tickets	3 Tickets	4 Tickets

Name: _____ Date: _____

1st Grade Unit 1: Addition & Subtraction to 10 Real World Experience: Scoring Guide

Essential Question: "How do you think you will know if you have enough tickets to buy a prize at Chuck E. Cheese's?

Task 1-3 are Formative Assessments				
Power Standard	Task Number	Solution	Points	Possible Points _____/12
1.0A.1 1.0A.6	1	Computes accurately to determine games to be played. Total must be equal to 10. List is created for games that will be played with their 10 tokens.	3 1	_____/4
	2	Correctly computes which prizes they choose by using addition and subtraction. List is created for prizes earned	3 1	_____/4

	3	By using the class graph to display results, students will answer the following questions:
		    -How many in X category?
		    - How many in Y category?
		    -How many more are in X category than Y category?
		    -How many less in X category than Y category?
			
			1
			1
			
			1
			
			1
				_____/4

	Solution	Notes
Extending	All of the proficient: -state accurately the most popular game <u>and</u> includes numbers to illustrate their thinking -state accurately the most popular prize <u>and</u> includes numbers to illustrate their thinking <u>Plus:</u> -Exceeds expectations in explaining Tasks and Data collected.	
Meeting	-state accurately the most popular game <u>and</u> includes numbers to illustrate their thinking -state accurately the most popular prize <u>and</u> includes numbers to illustrate their thinking	
Developing	-states accurately the most popular game <u>and</u> prize and does not include numbers to illustrate their thinking. Or -states accurately <u>one game or prize with numbers</u>.	
Beginning	-states accurately the most popular game <u>or</u> prize and does not include numbers to illustrate their thinking.	