



Mayflower themed MATH CENTERS

Thanksgiving MATH CENTERS grades 2-3



10 ENGAGING MATH GAMES TO PRACTICE THESE SKILLS:

- Telling Time
- Place Value
- Expanded Form
- Adding 10's and 100's
- Skip Counting Within 1000
- Solving Word Problems
- Addition & Subtraction
- Comparing 3-Digit Numbers



TEACHER SUPPORT

TEACHER'S NOTES

Each center activity includes Teacher's Notes with directions and photos for easy teacher prep.

ANSWER KEYS

Answer keys for each activity enable students to self check or save time for the teacher while grading.

STUDENT DIRECTION CARDS

Student direction cards enable students to get started right away and work independently.





PLACE VALUE PUZZLES

Copy on colored paper and laminate. Cut out and glue each flag to the top of a popsicle stick

Copy on white card stock or construction paper and laminate.

Copy on white card stock or construction paper and laminate.

Copy on white card stock or construction paper and laminate.

Copy on white card stock or construction paper and laminate.

Copy on white card stock or construction paper and laminate.

Copy on brown construction paper and laminate.

BUILD A SHIP
Teacher's Notes

To prep the puzzles:
 1. Copy the puzzle pieces onto construction paper or card stock and laminate.
 2. Glue or tape a popsicle stick to the bottom half of the back of each flag. This ensures the rest of the puzzle pieces fit during use. I used Super Glue, but hot glue or Fx000 (available at craft stores) will also work.
 3. Students lay all the pieces out on a table, choose a flag and build their ship by finding the number, word form, expanded form, and drawing a model that matches the number on their flag.

BUILD A SHIP
Place Value Puzzles

- Lay out all the puzzle pieces on the table.
- Choose a flag.
- Build your ship by finding the word form, model, and expanded form that matches the number on your flag.

135 264 43 89

542 six hundred five seventy-six

two hundred sixty-four one hundred thirty-five

30 + 5

500 + 40 + 2

200 + 60 + 4

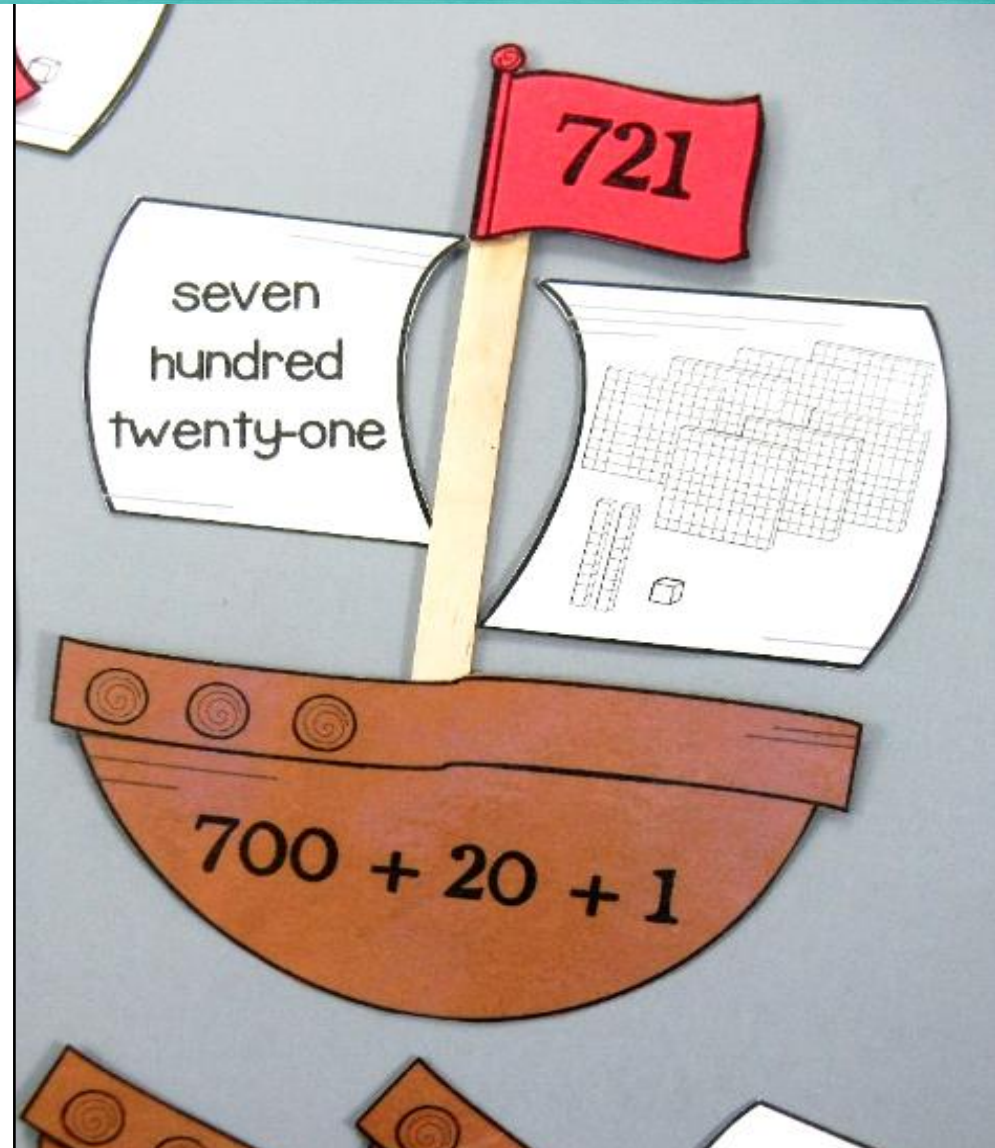
600 + 5

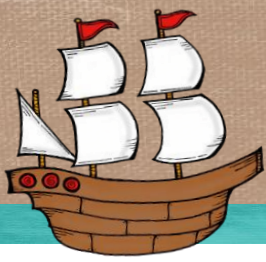
| number | word form | expanded form | draw a model |
|--------|-----------|---------------|--------------|
| | | | |
| | | | |
| | | | |
| | | | |

BUILD A SHIP
Place Value Puzzles

Name: _____

| number | word form | expanded form | draw a model |
|--------|-----------|---------------|--------------|
| | | | |
| | | | |
| | | | |
| | | | |





ADDING 10'S AND 100'S

Name: _____

Answer Key

| Adding Tens | Adding Hundreds |
|-------------|-----------------|
| 1. 53 | 1. 457 |
| 2. 170 | 2. 943 |
| 3. 314 | 3. 496 |

Strat jump vary level

ADDITION AHOY!
Adding Tens
Example: $43 + 20 = 63$

Name: _____

ADDITION AHOY!
Adding Tens

1. _____

2. _____

3. _____

Name: _____

ADDITION AHOY!
Adding Hundreds

1. _____

2. _____

| | | | |
|---------------|----------------|----------------|----------------|
| 1. $43 + 20$ | 2. $120 + 50$ | 3. $200 + 257$ | 4. $243 + 700$ |
| 5. $30 + 284$ | 6. $336 + 40$ | 7. $300 + 196$ | 8. $452 + 100$ |
| 9. $70 + 425$ | 10. $710 + 60$ | 11. _____ | 12. _____ |

ADDITION AHOY!
Teacher's Notes

You will need per group of students:
1 set of addition cards-Choose the level you wish to use
student recording sheet

2 LEVELS OF PLAY:
Adding Tens
Adding Hundreds
Choose the set you wish to use.
Groups of 4-6 share the cards.

PREP:
1. Copy the cards on white card stock and laminate.
2. Place the cards, student page, and student direction card in a math center or on a table for small groups to play.

Students add tens or hundreds, solve the problem, and show their work by using the number lines on their page.

ADDITION AHOY!
Adding 10's and 100's on a Number Line

- Lay out the game cards on the table in front of you.
- Choose a card.
- Write the math problem next to the Mayflower or Plymouth Rock on your paper.
- Use the number line to help you solve the problem by drawing the jumps you take as you add.
- Write the number you land on each time under the number line.

$43 + 700$

200

Name: _____

1. $120 + 50 = 170$

2. $300 + 196 = 496$

3. $30 + 284 = 314$

4. $89 + 400$

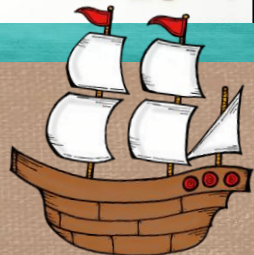
5. $600 + 100$

6. $300 + 100$

7. $710 + 100$

Addition Ahoy!

2 LEVELS OF PLAY USING A NUMBER LINE





ADDITION & SUBTRACTION

ROLL OUT THE BARREL **Answer Key**

| | | | |
|----|----|----|----|
| a | b | c | d |
| 89 | 11 | 86 | 62 |
| e | f | g | h |
| 11 | 89 | 99 | |

ROLL OUT THE BARREL
Teacher's Notes

You will need per 2 players:
1 set of math problem cards

ROLL OUT THE BARREL
Addition and Subtraction Without Regrouping

- Lay the game cards in a stack face down on your table.
- Turn over a card.
-
-
-
-

STACK THE BARRELS
Addition and Subtraction With Regrouping

- Lay the game cards in a stack face down on your table.
- Turn over a card.
- Write the problem on your student recording sheet.
- Solve the problem.
- Decide if the problem is an addition or subtraction problem. Place the correct direction card in the box.

Stack the Barrels **Answer Key**

| | | |
|---|---|----|
| B | C | D |
| | | 9 |
| | | H |
| | | 66 |

ODD

EVEN

| | | | |
|-----------|-----------|-----------|-----------|
| A | B | C | D |
| $32 + 57$ | $44 - 31$ | $62 + 24$ | $75 - 13$ |
| E | F | G | H |
| $18 + 71$ | $73 + 26$ | $98 - 11$ | |

EVEN

D

| | | | |
|-----------|-----------|-----------|-----------|
| A | B | C | D |
| $33 + 47$ | $39 + 57$ | $42 - 26$ | $28 - 19$ |
| E | F | G | H |
| $67 + 17$ | $91 - 76$ | $37 + 54$ | $85 - 19$ |

ROLL OUT THE BARREL

Name _____

Solve the problems in the boxes below.

| | | |
|---|---|---|
| g | h | i |
| | | |
| | | k |

ROLL OUT THE BARREL

Name _____

Solve the problems in the boxes below.

| | | | |
|---|---|---|---|
| a | b | c | d |
| | | | |
| | | e | f |

STACK THE BARRELS

Name _____

Solve the problems in the boxes below.

| | | |
|--|--|--|
| | | |
| | | |

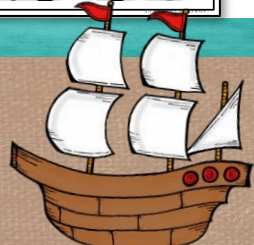
STACK THE BARRELS

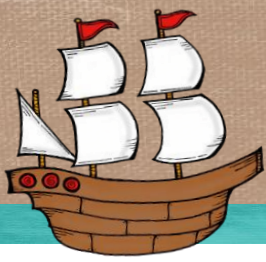
Name _____

Solve the problems in the boxes below.

| | | |
|--|--|--|
| | | |
| | | |

2-DIGIT WITH & WITHOUT REGROUPING





TELLING TIME

HOUR/HALF HOUR NEAREST 5 MINUTES

TIME TO TRAVEL!
Teacher's Notes

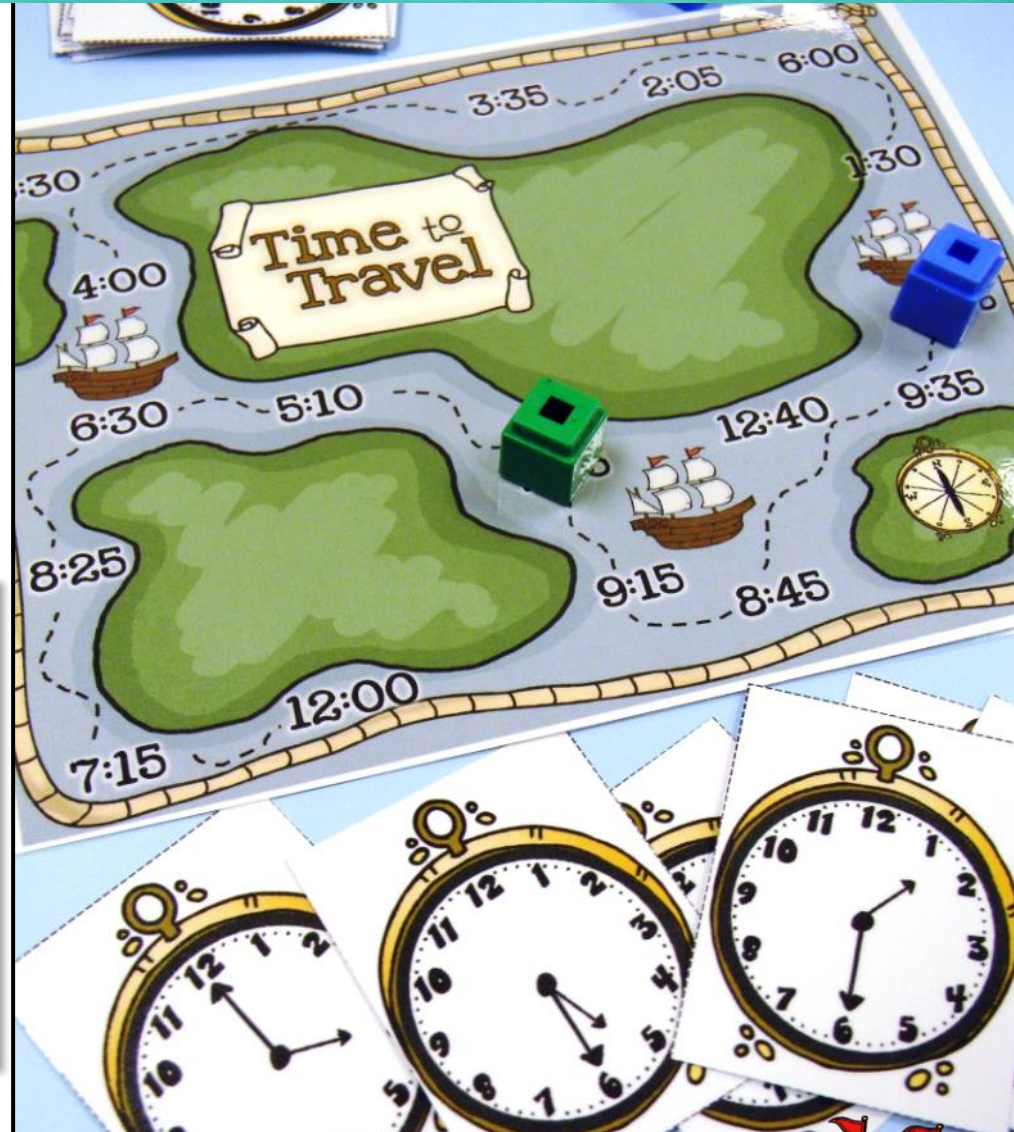
You will need for each group of 2-3 players:
 - game board and set of clock cards
 - Different colored game markers for each player (connecting cubes, paper clips, pom poms, beans, etc.)

Directions:

- Stack the game cards face down on the large island.
- Player 1 turns over a card and reads the time.
- If read correctly the player finds the digital time on the game board and covers it with their marker.
- If you are not correct, skip a turn and pass the card to the next player.
- Continue playing until all of the times are covered on the game board.
- The player with the most markers wins.

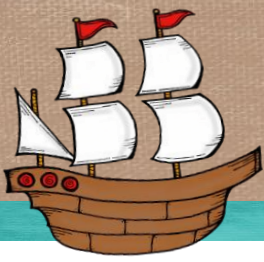
TIME TO TRAVEL!
Telling Time

Stack the game cards face down on the large island.
 Decide who will go first.
 The first player turns over a card and reads the time. If you are correct find the digital time on the game board and cover it with your marker. (If you are not correct, skip a turn and pass the card to the next player.)
 Lay your correctly read cards in front of you.
 Continue playing until all of the times are covered on the game board.
 The player with the most markers wins.



READING ANALOG AND DIGITAL TIME





SOLVING WORD PROBLEMS

Booklet Page 1b - Without Regrouping

There were 32 children aboard the Mayflower. If 21 were boys, how many were girls?

3

Booklet Page 2b - With Regrouping

The captain and his chief officers lived, slept and ate in the Great Cabin. The captain had 2 blankets.

5

The Mayflower set sail with 72 Pilgrims and 30 crew members. How many people were on board?

The Pilgrims started their voyage with 92 barrels of water. They used 27 barrels the first month. How many barrels of water did they have left?

Flags

Copy 1 per student on red construction paper

Booklet Front

Copy 1 per student on brown construction paper

Mayflower Math

Booklet Back

Copy 1 per student on white construction paper

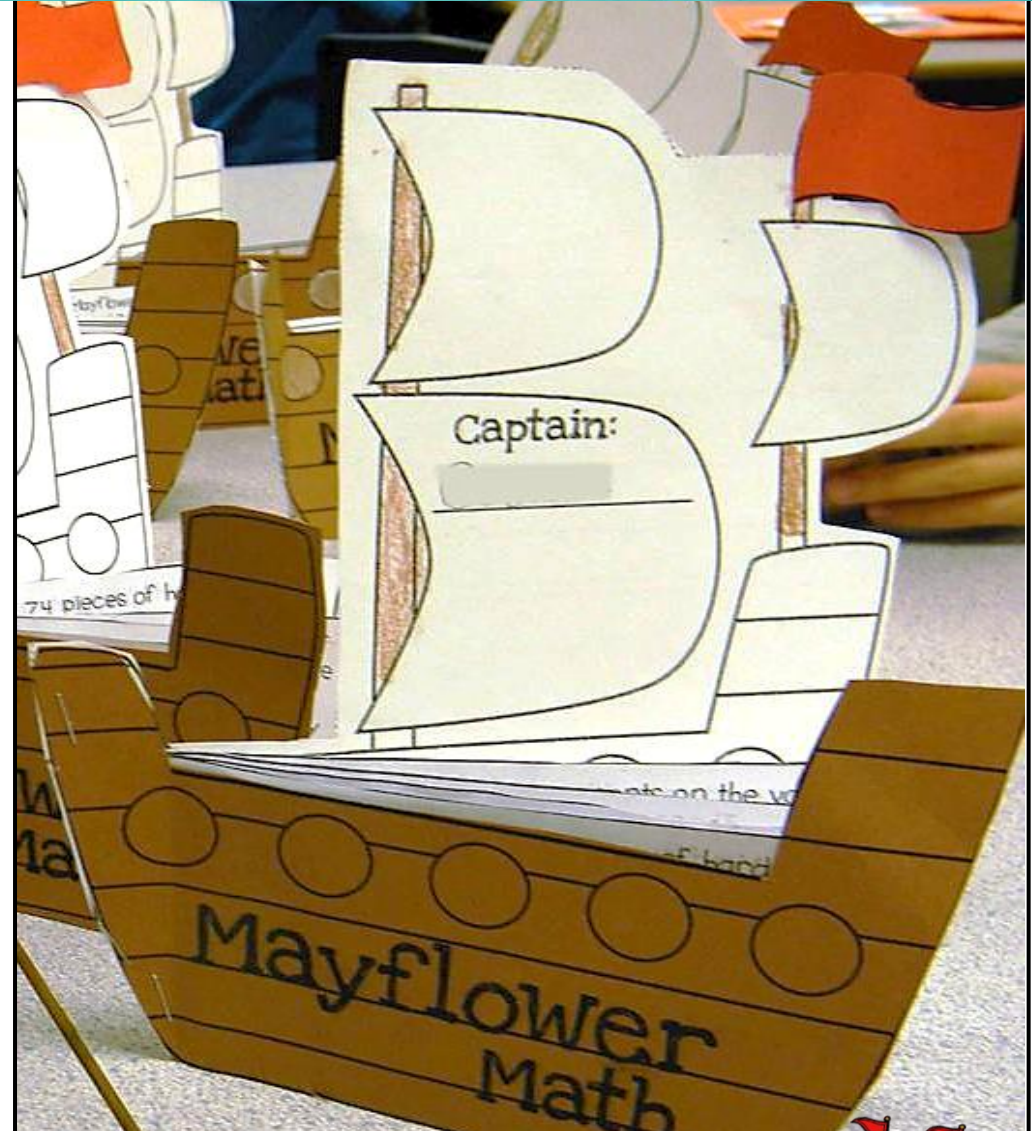
Captain:

MAYFLOWER
Word Problems Booklet

You will need per student:
Booklet back on white paper
Booklet cover on brown paper
5x8 flag on red construction paper
Word problem booklet pages

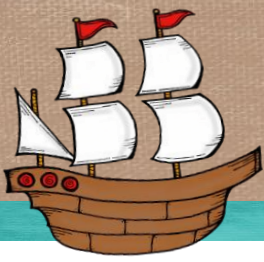
I've included two types of booklet pages. Addition and subtraction WITH regrouping and WITHOUT regrouping. Mix and match depending on your students' ability level.

ASSEMBLY: Students cut out all the booklet pieces after solving the word problems. Place the pages on top of the booklet back, lining up the pages with the bottom edge. Place the booklet cover on top and staple. Glue the flag to the top of the sail.



WITH AND WITHOUT REGROUPING





COMPARING NUMBERS

NEW WORLD NUMBERS Name: _____

| | | | | | |
|-----|-----|-----|-----|-----|-----|
| | | | 324 | 129 | 745 |
| 432 | 219 | 573 | 91 | 97 | 805 |
| 169 | 679 | 304 | 15 | 499 | 281 |
| | | | | | |
| | | | | | |


NEW WORLD NUMBERS
Comparing Numbers

1. Spread the game cards in a face down on your table.
2. Turn over two cards.
3. Use the greater than/less than symbols to compare your numbers.
4. Write the number sentence on your recording sheet.
5. Continue playing until you have used all spaces on your sheet.

NEW WORLD NUMBERS
Teacher's Notes

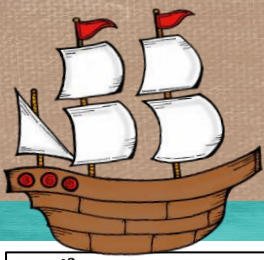
You will need per 3-4 players:
1 set of number cards
greater than less than cards 1 per player
student recording sheet

PREP:
1. Copy the cards on white card stock and laminate.
2. Place the cards, student page, and student direction card in a math center or on a table for small groups to play.
3. Students spread the cards face down on the table and draw 2 cards.
4. Next, students rotate the telescope greater/less than card to form the symbol they need to make their equation correct before writing the equal on on their paper.
5. After using the cards, students replace them face down on the table for the next child to use.




2-DIGIT AND 3-DIGIT NUMBERS





ROAM THE ROOM TASK CARDS

SAIL AROUND THE ROOM
Name _____

Answer Key

| Card | Answer | Card | Answer |
|------|----------------------|------|----------------------|
| a | 695, 700, 705 | i | 540, 550, 560 |

Which three numbers come next?

680, 685, 690,
_____, _____, _____

What is the value of the digit in the tens place?

287

Name _____

SAIL AROUND THE ROOM

| Answer | Card | Answer |
|--------|------|--------|
| | i | |

Which three numbers come next?

299, 399, 499,
_____, _____, _____

m

What time is it?

n

Write the number in expanded form.

932

Which three numbers come next?

510, 520, 530,
_____, _____, _____

i

Solve the problem.

63
+ 235

j

How much money is shown?

e

What is the value of the digit in the tens place?

Write the numbers from least to greatest.

545 474
457 744

g

What time is it?

SAIL AROUND THE ROOM
Teacher's Notes

You will need:
1 set of task cards
class set of student recording pages

Directions:
Copy the cards on colored card stock.

FOR ROAM THE ROOM: Tape the cards all around the room. Students roam the room solving the problem on each card and writing the answer in the correct space on their paper.

AS TASK CARDS:
Place the cards and recording sheets in a math center. Individual partners or small groups share the cards, recording their answers on their paper.

SAIL AROUND THE ROOM
Mixed Review Roam the Room

1. Sail around the room to find each problem card.
2. Solve the problem and write your answer in the matching space on your recording sheet.

PRACTICE MULTIPLE SKILLS

