## **WEEK 4 Studios**



## **Weekly Question**

Why is school important?

Big Ideas	We all learn. We can learn different things, in different ways, for different reasons. Communities can include and support all learners. Mathematical communities encourage collaboration, risk taking, and building upon each other's ideas.
Materials and Preparation	For the Math Studio:  • Jump the Line (2-5) blackline master  • Three spinners  • Markers (chips, rocks, old game pieces)
Opening	You can use your mental math strategies to be the first player to land exactly on a target number picked by you.

Math	Jump the Line I can add or subtract fluently.
	Process: Students take turns making strategic choices about numbers to add or subtract to reach target numbers.
	Students choose three target numbers and mark them on the number line. Both players start at the beginning of the number line. They spin all three spinners and decide which of the moves they want to use on their turn. Students take turns spinning and moving, trying to land exactly on the target numbers. The first player to land on two target numbers wins.

Math Studio U1. Wk4

Facilitation: Tell me how you chose to (+) or (-) on that last move. What number will you need to spin to land on your target number? How does subtracting help in this game?
Ongoing Assessment: Check for accuracy with addition and subtraction. Note strategies students use for strategic choices.

Standards	AR.C.2 Understand and apply properties of operation and the relationship between addition and subtraction within 20.
	2.OA.B.2