## Grade 1 Advanced/ Gifted and Talented (GT) Mathematics "Oh, The Places You'll Go:" A Unit in Operations and Algebraic Thinking Lesson Seed 3. To The Boardwalk We Will Go

Domain: Operations and Algebraic Thinking Standard: 2.OA.A.1 Represent and solve problems involving addition and subtraction

#### Purpose/Big Idea:

Students will use addition and subtraction within 100 to solve one- and two-step word problems involving situations of adding to, taking from, putting together, taking apart, and comparing, with unknowns in all positions.

#### Materials:

- Resource Sheet: At the Boardwalk
- Math Journals for each student (optional)
- Play money, Hundred charts, number lines, or other manipulatives for students to use as needed
- Paper/pencils for student work

#### Activity:

- Distribute a copy of Resource Sheet 1: At the Boardwalk to each student.
- Read over the problem and ask students what they think the problem is asking. Ensure that all students understand the directions.
- Distribute manipulatives for students to use as needed.
- Have students being the problem independently. As you walk around the room:
  - Ask the students to think about the possible combinations that can be made using the choices without playing the same game twice.
  - Have them think about a strategy for determining the total amount without going over  $85\phi$ .
- As a closure, come back together to discuss varied ways of representing the problems.

#### Check for Understanding:

- Take anecdotal notes while students are discussing problem solutions and strategies, note reasoning.
- Evaluate student accuracy and reasoning can be evaluated by assessing the resource sheet.
- Students will demonstrate proficiency by using addition and subtraction strategies to solve word problems, explaining and justifying their solution and extending from something known to something not yet known.

Extension: Giving students a different amount of money, what are the possible games they could play with and without spending all their money. What is the least amount of money you need to play two games, three games, four games, etc.

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### Guiding Questions:

- What do we notice about the situation?
- What questions do you have about the situation?
- Which game is the best value? Why?
- Is it helpful to start with the largest number, etc?
- How many different combinations could we find?
- How do we know if we have found all the possible combinations?
- Is it helpful to create a table, organized list, etc?
- What happens when we play the same game more than once?
- Can I play four games and spend all my money? Why or why not?
- How can we solve the problem?
- What is another way to represent the problem?

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Grade 1 Advanced/ Gifted and Talented (GT) Mathematics "Oh, The Places You'll Go:" A Unit in Operations and Algebraic Thinking Lesson Seed 3. To The Boardwalk We Will Go

# At the Boardwalk

Name: \_\_\_\_



While at the beach in Ocean City, MD, I went to the boardwalk. I played some games at the arcade. I had 85¢ to spend. The prices of the games were as follows:

Arcade Games	Prices
Balloon Pop	25¢
Ring the Bottle	35¢
Horse Race	40¢
Whack a Mole	20¢
Skee Ball	35¢
Fish Pond	15¢

Answer the following questions in your math journal or on the back of this paper:

- A. I wanted to play at least 3 games and spend all my money. What games could I play?
- B. Is there more than one way to spend all my money? What if I play the same game twice?
- C. What is the maximum number of games I could play?