

Kindergarten

PLACE VALUE

Math Centers

20 differentiated centers
for all 7 Kindergarten Number
& Operations in Base Ten CCSS

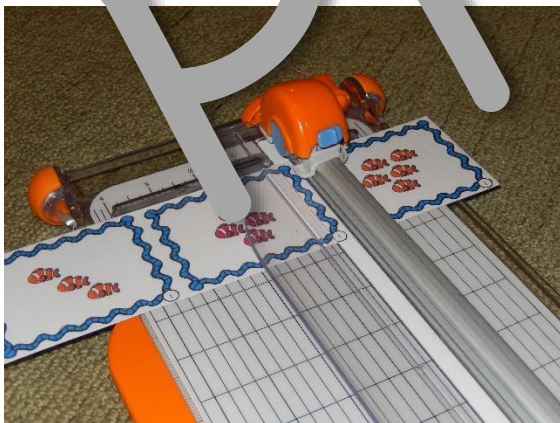
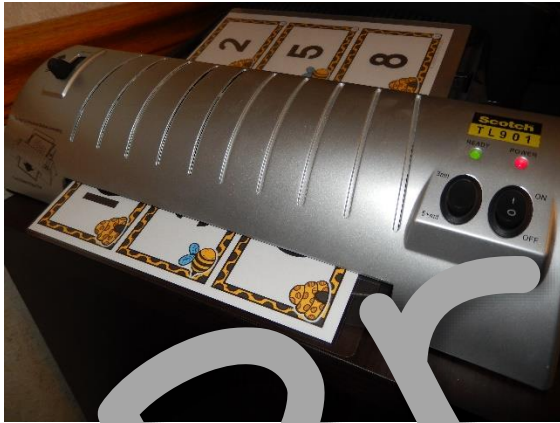
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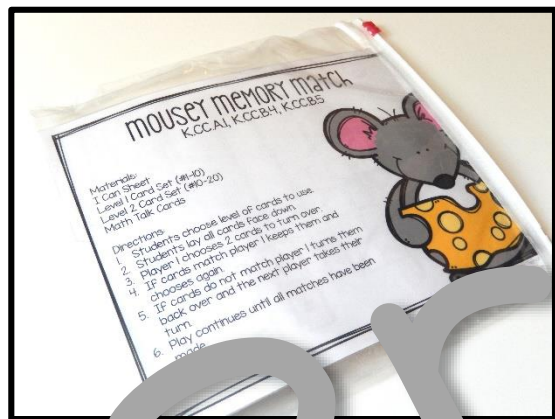
CENTER PREP TIPS



1. Print the center rotation labels, teacher info sheets, "I can..." pages, math talk cards and response sheets on regular white paper.
2. Print all game cards, boards, and spinners on white cardstock.
3. Laminate center rotation labels, teacher info sheets, "I can..." pages, center pieces, and math talk cards.
4. Cut out all center rotation labels, cards, spinners, game pieces, and math talk cards.

ORGANIZATION TIPS

1. Use large binder clips to keep each set of game cards separated by level.
2. Use gallon storage bags to store all of the pages and parts for each center.
3. Use a 15 qt storage container to hold all of the centers.
4. Print the cover image (shrink to size you need) and tape inside front of the storage container.



how to use this product

mousey memory match

K.CC.A.1, K.CC.B.4, K.CC.B.5

Materials:

1 Can Sheet
Level 1 Card Set (#1-10)
Level 2 Card Set (#10-20)
Math Talk Cards

Directions:

1. Students choose level of cards to use.
2. Students lay all cards face down.
3. Player 1 chooses 2 cards to turn over.
4. IF cards match player 1 keeps them and chooses again.
5. IF cards do not match player 1 turns them back over and the next player takes their turn.
6. Play continues until all matches have been made.





Teacher Info Sheet:

This page serves as a label for organizing centers as well as lists all information for center set up. It includes the Common Core State Standards addressed, a list of necessary materials, and directions to reference when introducing the center to students.

"I Can..." Student Direction Page

This page serves as a direction page for students. Include this with all center materials for students to reference. It is a helpful visual reminder as well as a great tool for any parent helpers, aides, or other volunteers in your classroom that may work with students during center time. Common Core State Standards addressed are also listed in light gray in the bottom corner.

I Can... mousey memory match


Choose level of cards to use. **LEVEL 1**  OR **LEVEL 2** 

Lay all cards face down.


Player 1 chooses 2 cards to turn over:

?	?
---	---

IF cards match, keep them and choose again.

	4
---	---

IF cards do not match turn them back over for next player to take their turn.

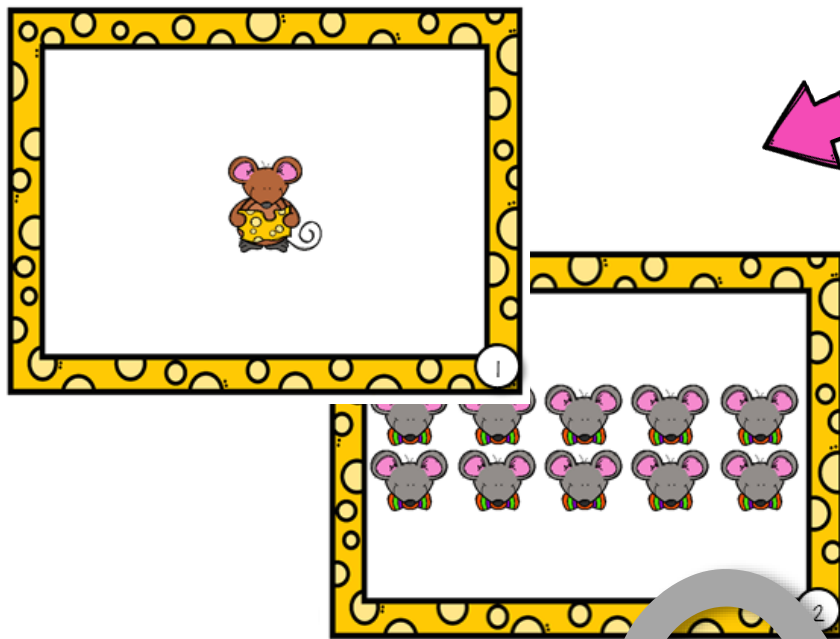
	4
---	---

Play continues until all matches have been made. Player with the most matches wins!

K.CC.A.1, K.CC.B.4, K.CC.B.5

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how to use this product



Differentiated Materials:

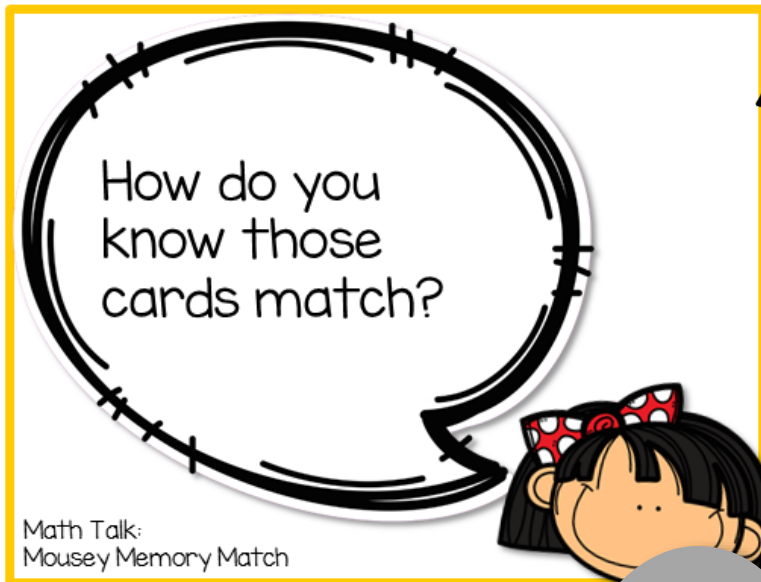
Each center includes 2 or 3 options for differentiation. For the centers that include cards and/or game boards these cards are labeled with a 1, 2 or 3 to easily identify the level of difficulty, with 1 being the easiest, and 3 being the hardest.

Differentiated Response Pages

Many of the centers include response pages that can be used to record student work. These pages are black and white for easy copying. The response sheets are open ended to use for each level of differentiation, or there are separate sheets for each level. If there are multiple response sheets, they are labeled with 1, 2, or 3 just like the other center materials for easy identification.

[illegible]

how to use this PRODUCT

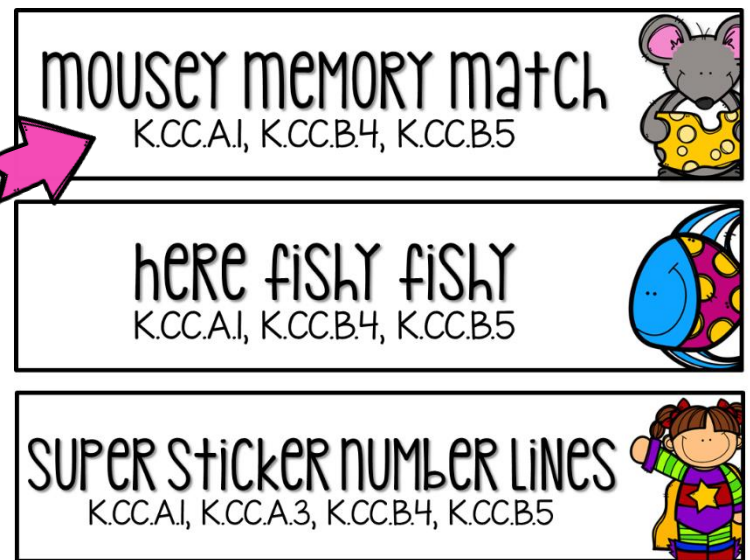


Math Talk Cards:

These cards serve as a prompt for student discussion during center time. Each center has a prompt card specific to that center. Each card is labeled with the center it belongs to. These cards are also a great tool for any parent helpers, aides, or other volunteers in your classroom that may work with students during center time.

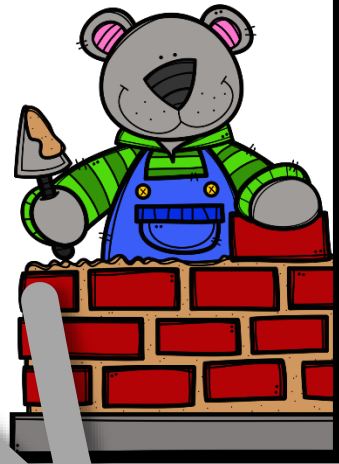
Pocket Chart Rotation Labels

If you post a visual for students during center rotations, use these cards as labels for each center. Post in pocket chart or on a board. You can then add cards with student names next to each center. If students choose their own centers they can easily see what each center is.



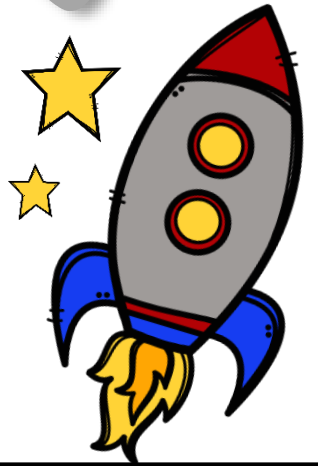
build it bears

K.NBT.A.1



ROLLING ROCKETS

K.NBT.A.1



SUNNY SCOOP & SORT

K.NBT.A.1



ROLLING ROCKETS

K.NBT.A.1

Materials:

I Can Sheet

Math Cubes

Level 1 Dice (#0-3 and #0-9)

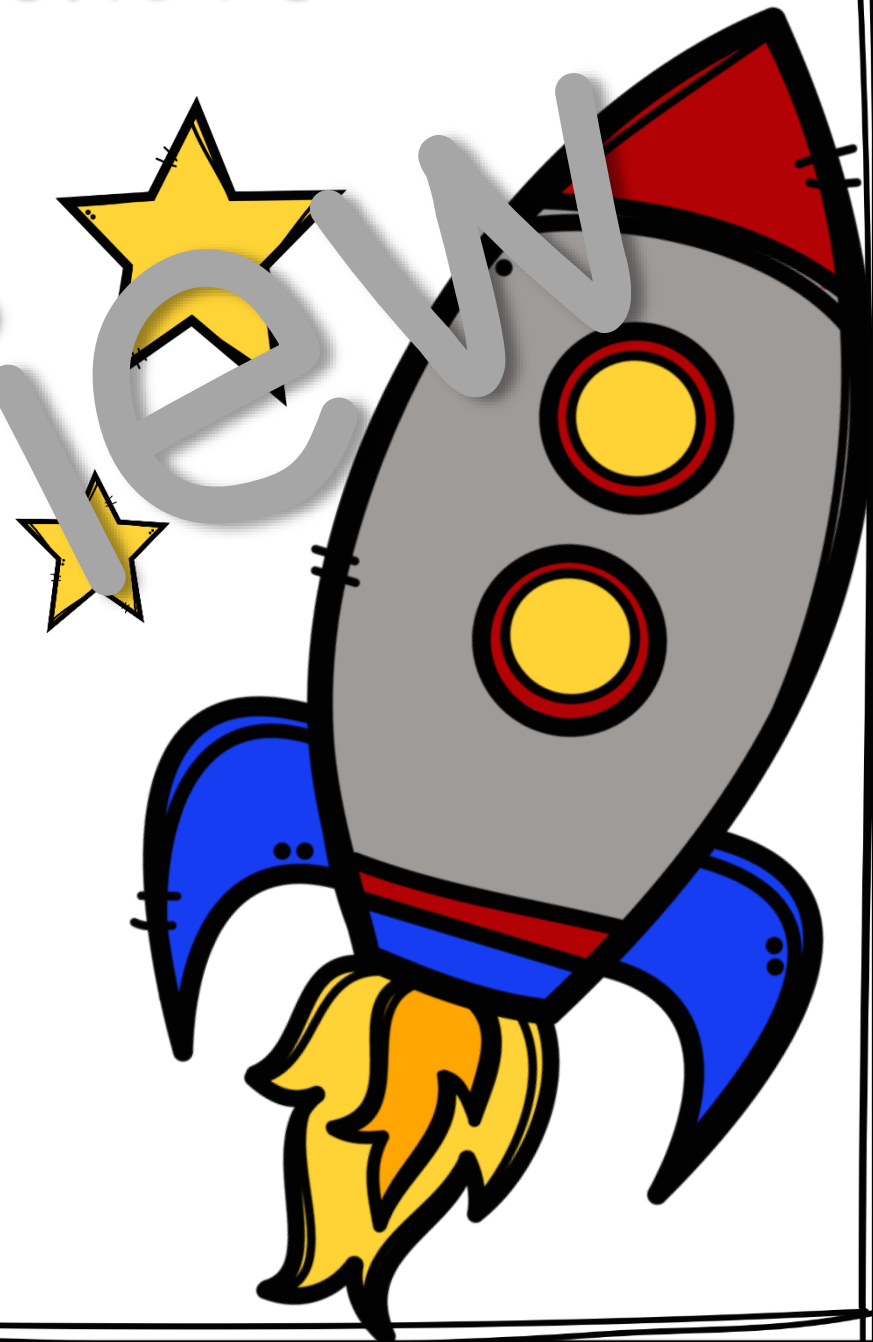
Level 2 Dice (2 #0-9 Dice)

Response Sheets

Math Talk Cards

Directions:

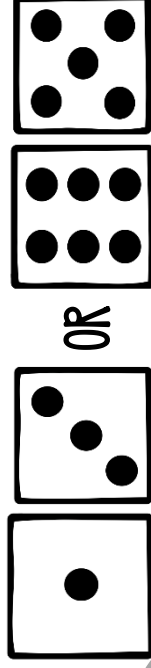
1. Students choose level of dice to use.
2. Player 1 rolls both dice to make a 2 digit number.
3. Player 1 builds that number with cubes.
4. Player 1 writes/draws number and cubes.
5. Continue taking turns until response sheet is completed.



I CAN... ROLLING ROCKETS

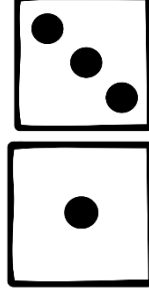
LEVEL 1

LEVEL 2

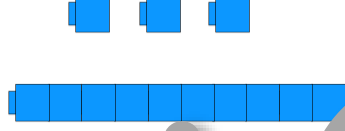


Choose level of dice to use.

Player 1 rolls both dice to make a 2 digit number.




Player 1 builds that number with cubes.




Player 1 writes/draws number and cubes.

me: _____

ROLLING ROCKETS



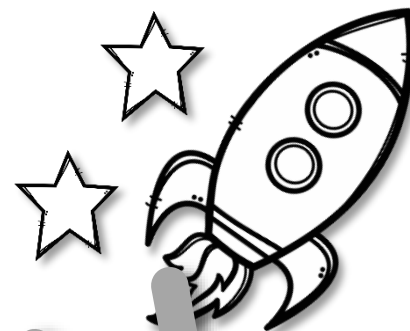
Build & Draw	Tens	Ones
13	1	3



Continue taking turns until response sheet is completed.

Name: _____

ROLLING ROCKETS



Number	Build & Draw	Tens	ones

I rolled the
numbers _____
and _____.

Math Talk:
Rolling Rockets



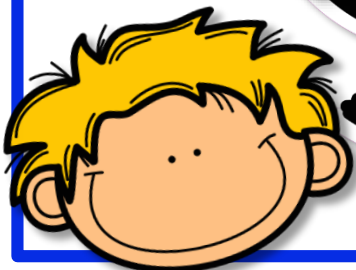
I built the
number _____.

Math Talk:
Rolling Rockets



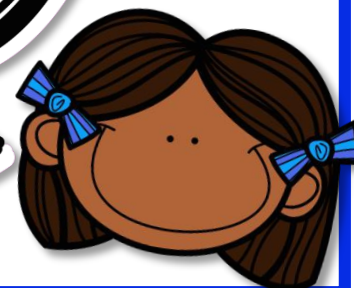
My number has
_____ tens and
_____ ones.

Math Talk:
Rolling Rockets



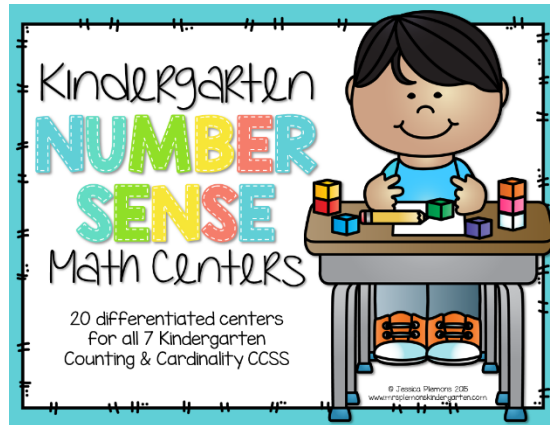
How did you
know what to
draw?

Math Talk:
Rolling Rockets

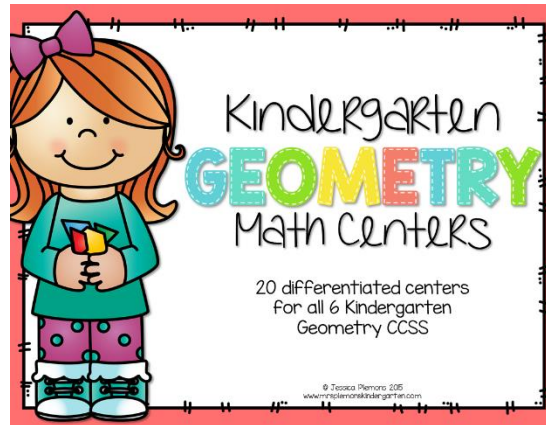


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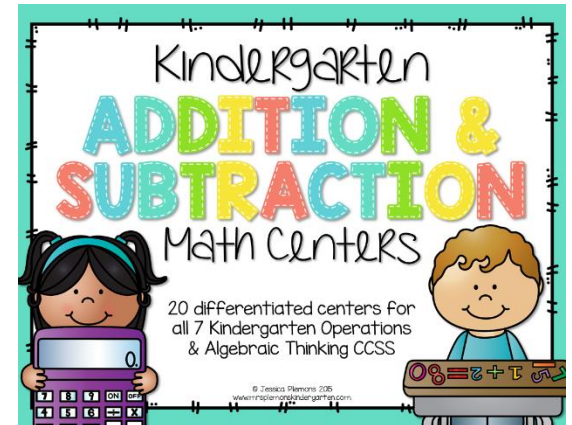
Math Centers



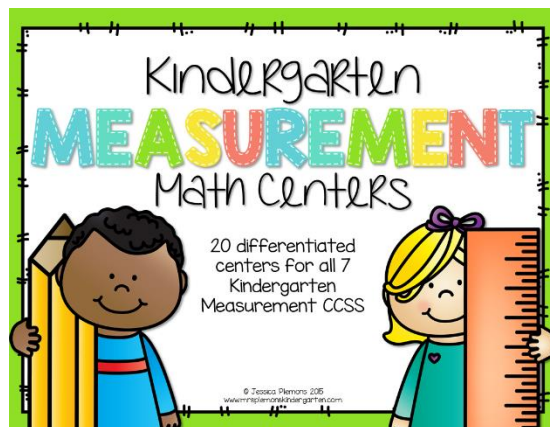
Number Sense



Geometry



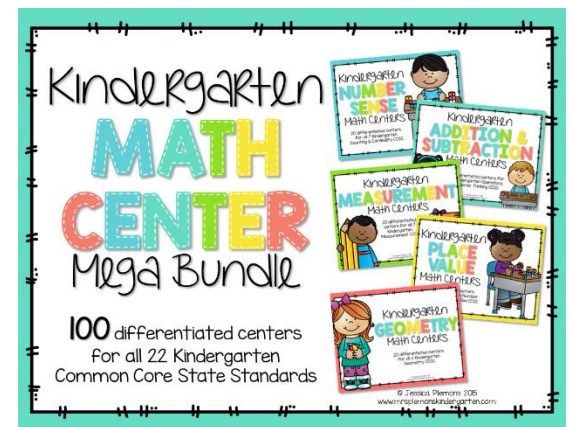
Addition & Subtraction



Measurement



Place Value



MEGA Bundle



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