



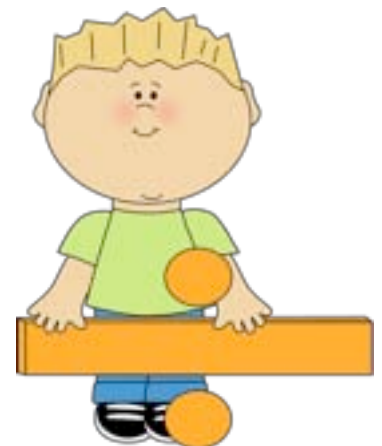
The plus sign  
means add.

The minus sign  
means subtract.



The times sign  
means multiply.

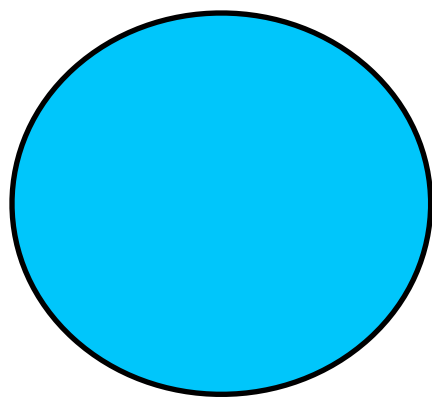
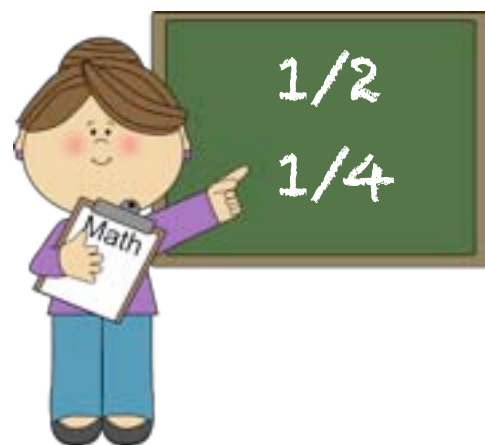
The division sign  
means divide.





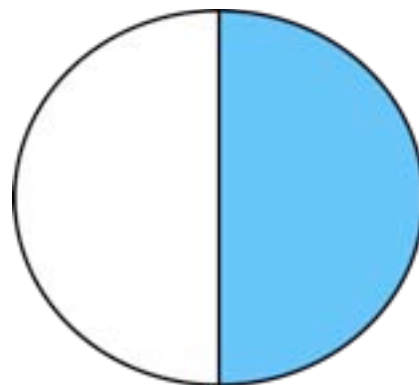
The equals sign  
leads you to the  
solution.

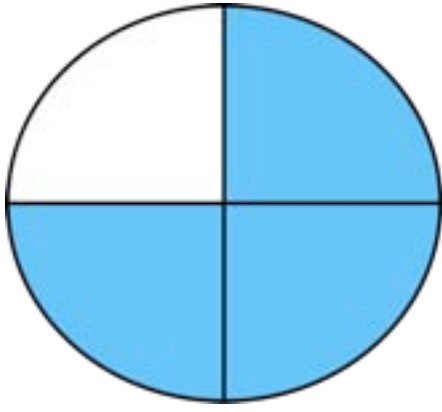
A fraction is  
part of the whole.



The whole  
circle.

Half of the circle.  
 $\frac{1}{2}$

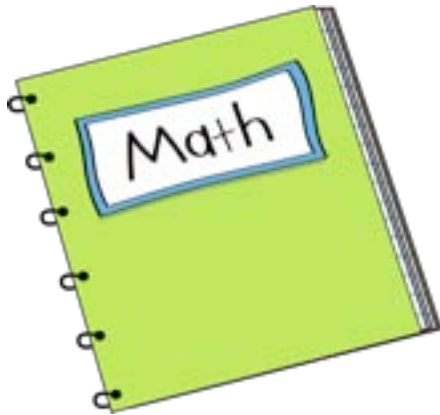




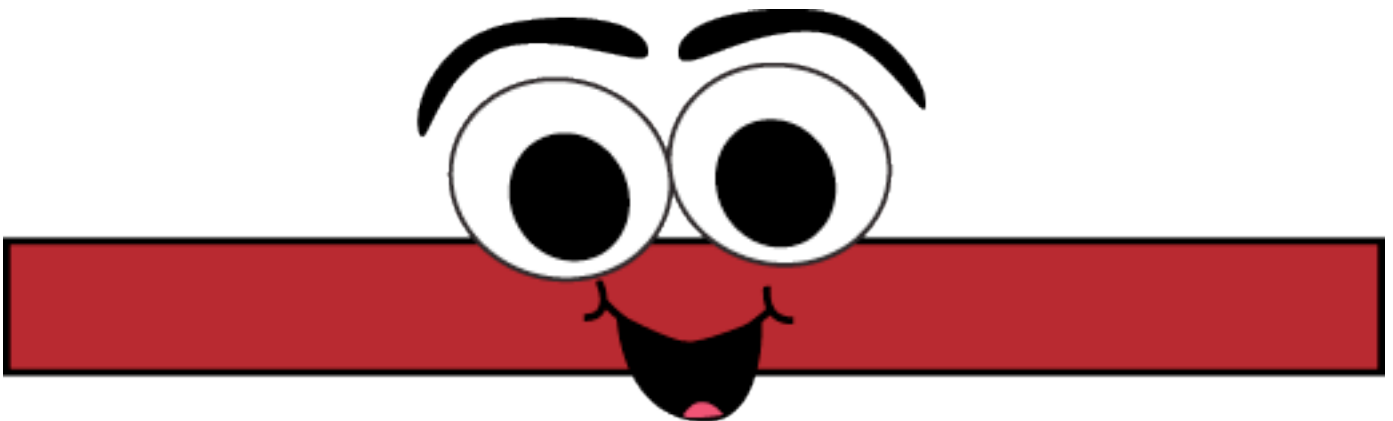
A quarter  
of the circle.  
 $\frac{1}{4}$

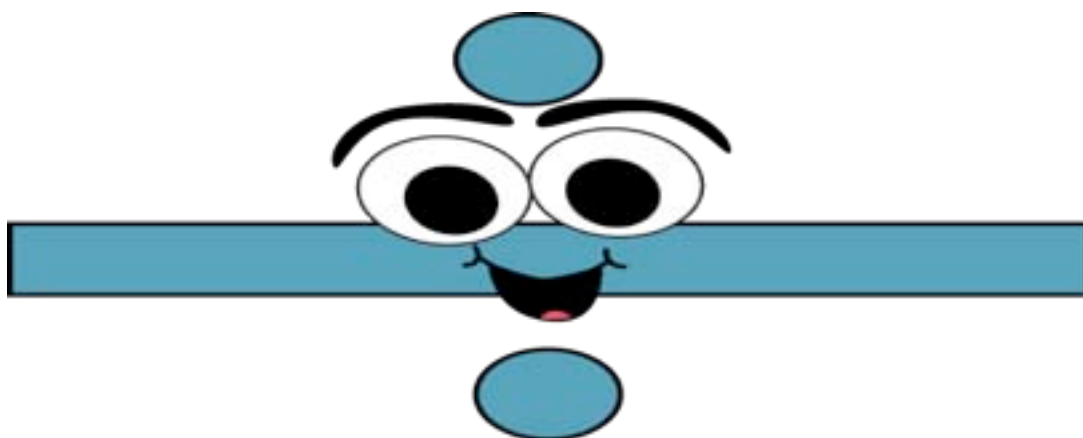
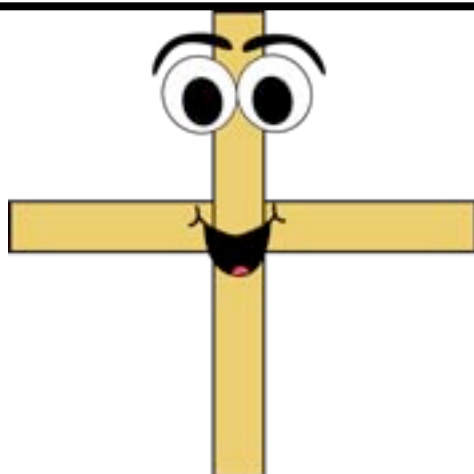
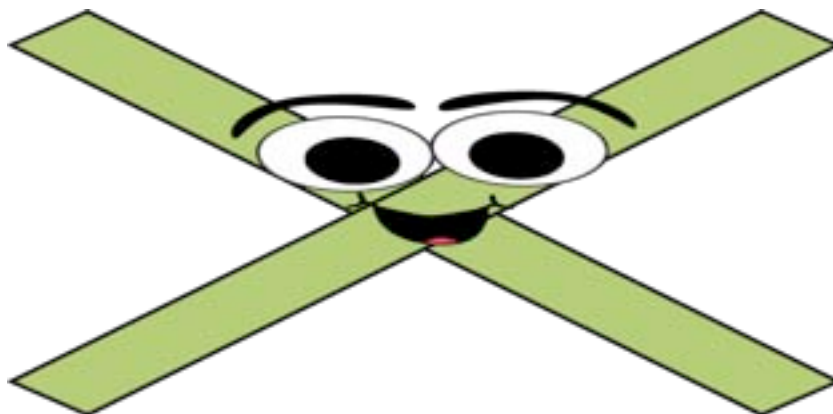


A calculator  
is a quick way  
to solve problems.

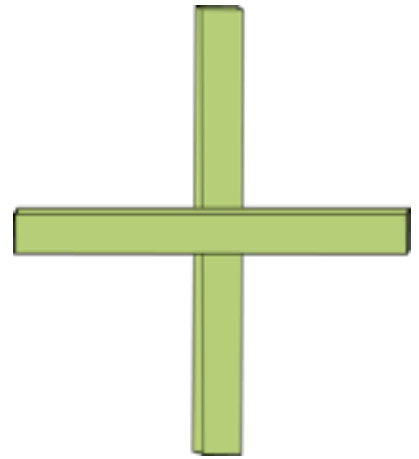
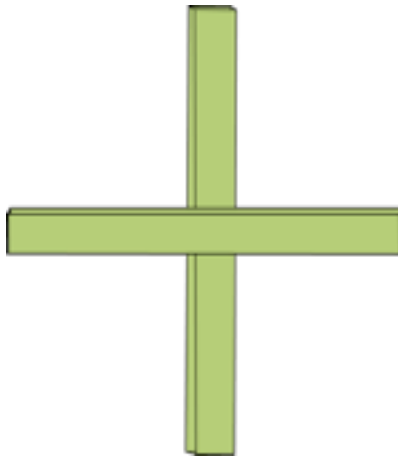
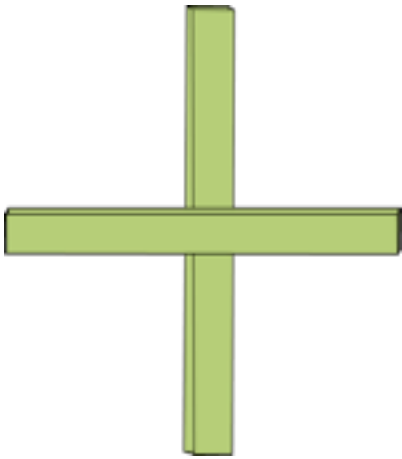


Math is the study  
of numbers.





The equal sign or equals sign,  
means: is or has the same value.

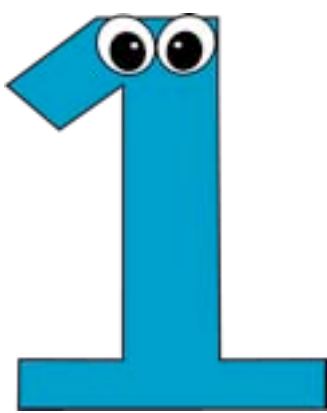
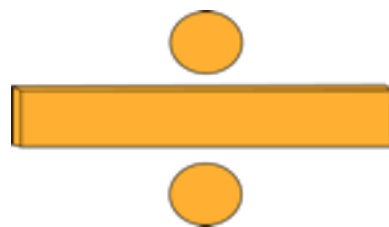
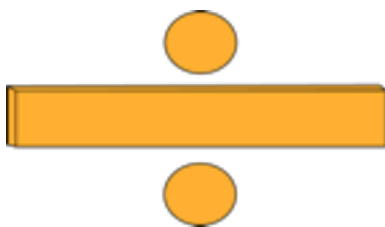
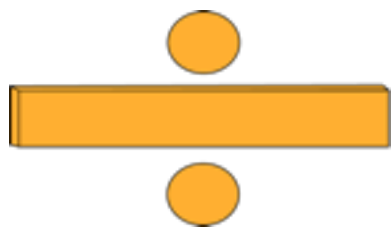


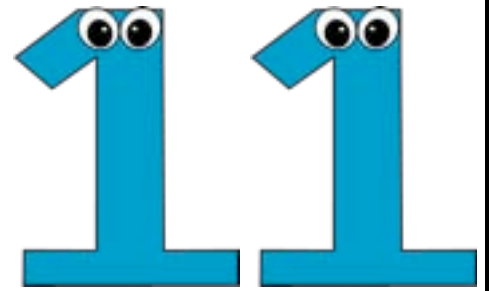
minus sign  
subtract take away

plus sign  
add put together

times sign  
multiply

division sign  
divide





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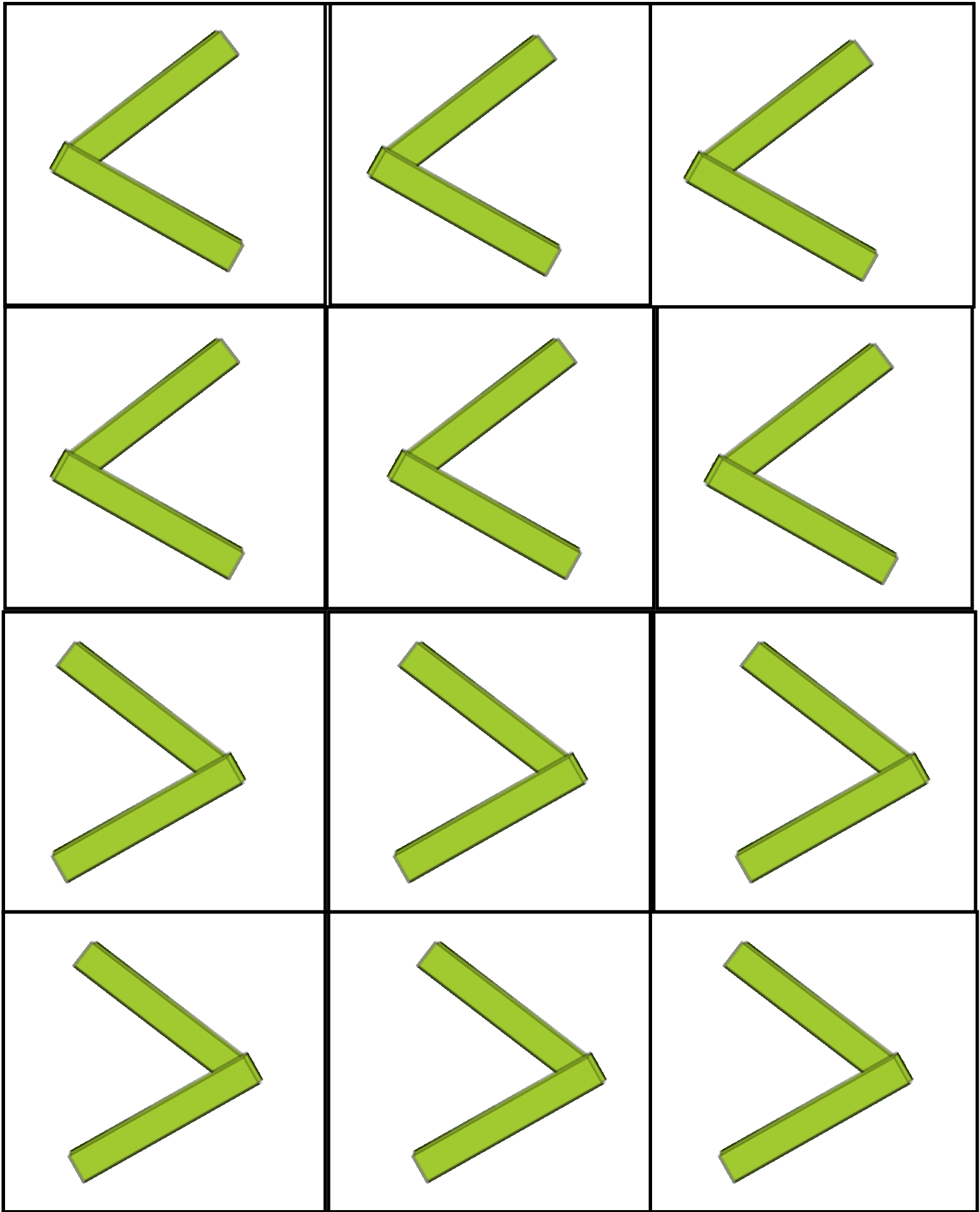
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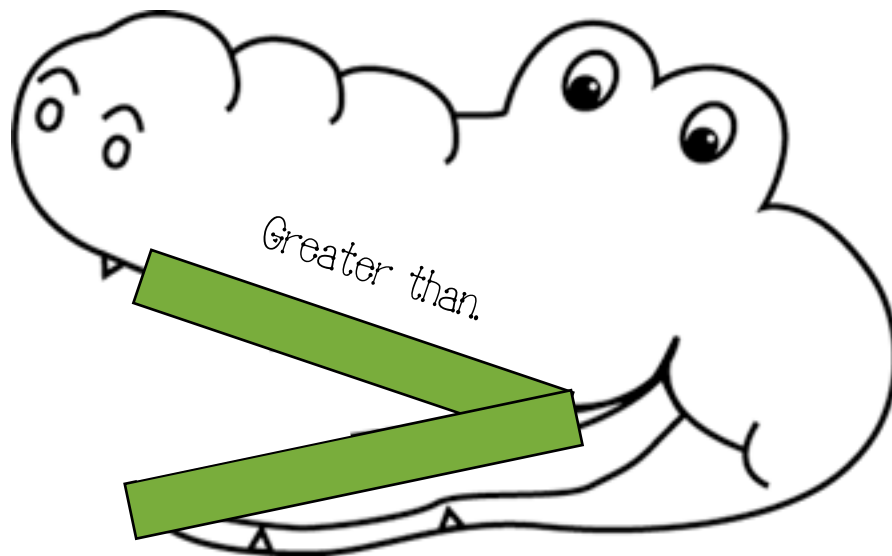
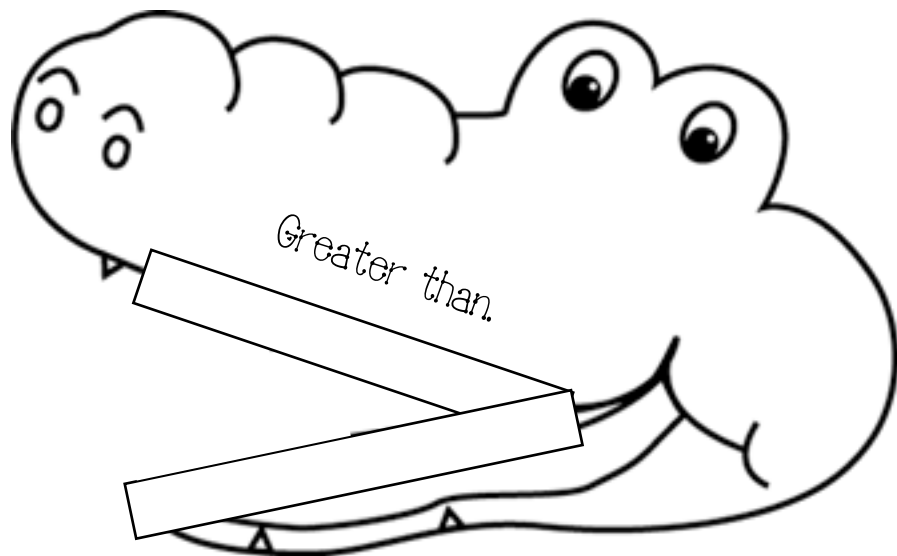
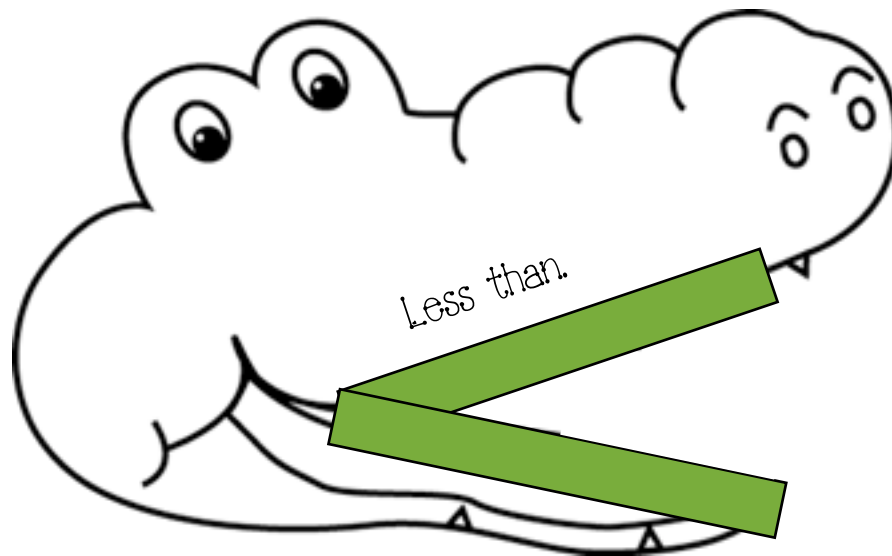
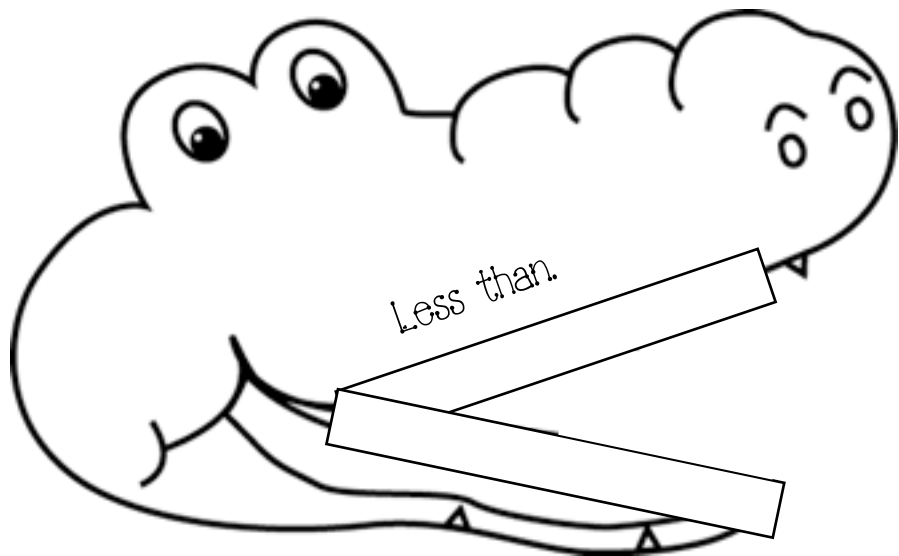
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120

My  
0 - 100  
Cards

My  
0 - 120  
Cards



Color your alligator and cut him out. Use his mouth as a greater or less than symbol to create equations.

Is it greater or less than ?



even

odd



Sort the numbers into the even or odd column.



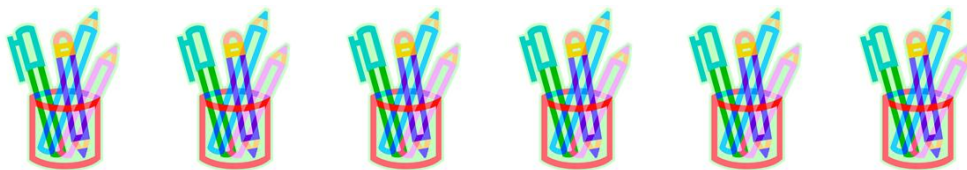
## **Number Cards**

### **What else can you do with the number cards?**

- Print and laminate and put on a split ring and use as flashcards for your students.
- Print and laminate and sprinkle them on the floor. Have students collect the cards before the timer rings.
- Run off sets on two different colors of paper so that you can make Memory Match games. This will make the game easier to play and expedite time.
- Put a set in a bag, basket or box and have students pull out a card and read the number. If they can't, they are out of the game.
- You can also have them start counting from that number to 10 or however high you want them to go.
- They could also count backwards from that number to 1.
- Put some Kaboom bomb cards in the container along with a double set of number cards. (Make sure you only use as many numbers as you have children that day.)
- Because there are so many numbers, I paperclip sets of 10 so that I can find them easily.
- Children take 2 cards out of the basket. Teacher calls on a student to start the game, that child reads their number and asks for the matching number card.
- That child with that card reads it and gives their card to that child. They then read their other card and ask for their match.
- Play continues 'til all of the cards are gone.
- When the bomb cards are added a child must use the bomb Kaboom card when they are called on for a match.

- They show the bomb card, everyone yells “Kaboom” and both children are out of the game.
- Run off copies of the cards. Students cut out the cards, and add a cover to make Itty Bitty booklets so they can share them with their families and reinforce lessons learned at school.
- If you are working on the “teens” have students only use those numbers for that book.
- They can later make a 20’s, 30’s, 40’s etc. booklet
- Collating their books is a great way to sequence the numbers.
- Play ***“I Have, Who Has?”***
- Make sure you have only enough pairs of cards so that things come out equal to the number of students present that day.
- One student starts and says: ***“I have 1 who has 2*** The child with the number 1 card gives that child their card.
- Play continues ‘til all of the cards are gone because you have counted up to the highest number.
- You can spice this game up by adding the “Kaboom” cards to this game as well.
- Have students choose a partner and play “Speed” against them.
- Each student mixes up their cards. Together they say, “Ready-Set-Go!”
- Each student puts their cards in numerical order. The 1<sup>st</sup> one to do so is the winner.
- Doing all 100 numbers is a great 100-day activity. Because there are so many, students could work with a partner to see which group gets theirs sequenced first. Can they do it in less than 100 seconds?
- Another version of “Speed” is the following: Each child has a set of cards that is in the same order as their partner’s. They place them face down. They say 1-2 flip and then flip a card over. The first one to read the card takes the cards. The student with the most cards wins.
- Students mix up their pack of cards, and reinforce greater and less than. Decide which person will take the card, the one that has the greater number or the one that has the lesser number, when they flip over their number card.

- Display the number cards on the wall in a jumbled mess. Each day take a “mystery” number away. Choose a different child each day to guess which number is missing.
  - Use them as flashcards.
  - Cut them up and use them as puzzles.
  - Use them as pocket cards.
  - Use them as a border as you count up to 100 Day.
  - Have students sort odd and even numbers on the number mat.
  - Have students show equations by choosing numbers and number symbols.
  - Have students show greater and less than by using the number cards and the greater or less than symbol cards or the alligator greater or less than jaw cards.
  - Students can make their own alligator to take home and use with dice or dominoes.
  - Play Go Fish
  - Play Crazy Eights
  - Play War
  - Use them to count by 2’s, 3’s, 5’s, and 10’s. Students find those number cards and put them in order.
  - If you use the cards in another way, please drop me an e-mail [diane@teachwithme.com](mailto:diane@teachwithme.com) so that I can keep adding to this list.
- Thanks in advance.



Kaboom!



Kaboom!



Kaboom!



Kaboom!



Kaboom!



Kaboom!



Kaboom!



Kaboom!



Kaboom!



Kaboom!



Kaboom!



Kaboom!

