



Kids at Hope

Online Treasure Chest Submission

This activity is from a project known as the Kids at Hope Tool Kit.

Name of Activity/Idea: Time Travel: Hobbies & Recreation (Math)

Audience (staff, children ages/grades, parents, etc.): students grades K-2

Date of Submission: 3/14/16

Name and organization of person(s) submitting idea: Jamie Beecham for Kids at Hope

Objective: The students will create problems to match an equation related to their Hobbies and Recreation Destination Point.

Time Required: varied

Resources/Materials:

- Math Journals or Recording Paper
- Chart Paper/Smart Board for recording student thinking

Procedure:

1. Explain to the students that they are going to be writing their own problems today using the Hobbies and Recreation Destination Point.
2. Write the following grade level appropriate equation on the board
 - Kinder- $2 + 3 = \square$ (result unknown)
 - 1st $10 - 4 = \square$ (result unknown)
 - 2nd $13 + \square = 29$ (change unknown)
3. Model writing a word problem using your hobby to match the equation. For example, in Kindergarten write: I scored 2 goals in soccer. Abby scored 3 goals. How many goals did we both score? In 1st write: I made 10 pictures for my Mom. She hung 4 up on the refrigerator. How many did she not hang on the refrigerator? In 2nd write: I made 13 friendship bracelets for my friends. Sarah made some more. Now we have 29 friendship bracelets. How many did Sarah make?
Variation: In Kindergarten and first, this can be done orally and with manipulatives.
4. Present the next problem, and have the students write the context to match the problems:
 - Kindergarten $6 + 2 = \square$ (result unknown)
 - First $14 + 3 = \square$ (result unknown)
 - Second $29 + 18 = \square$ (result unknown)
5. Students share their writing with a partner and **tell how it shows their hobby**. Share as a class and record some of the possible situations. Students can give thumbs up if they agree that the story problem represents the equation.
6. Present the next set of problems and have the students write a problem that matches the context.
 - Kindergarten $8 - 4 = \square$ (result unknown)
 - First $13 - \square = 6$ (change unknown)
 - Second $76 - \square = 25$ (change unknown)
7. Students share their problems with partners and record class problems. Students can give thumbs up if they agree that the problem matches the story.

CLOSURE: Ask students to reflect and share (orally or in writing), which number sentence was it easier to match to your hobby? Why? Share thoughts as a class.

Possible Assessments:

Anecdotal notes on whether or not students are able to represent the equation with a context that makes sense for result unknown or change unknown problems as well as for the number choice.

Standards:

CCSS.MATH.K.OA.A.1

Represent addition and subtraction with objects, fingers, mental images, drawings, sounds (e.g., claps), acting out situations, verbal explanations, expressions, or equations

CCSS.MATH.1.OA.A.1

Use addition and subtraction within 20 to solve word problems involving situations of adding to, taking from, putting together, taking apart, and comparing, with unknowns in all positions, e.g., by using objects, drawings, and equations with a symbol for the unknown number to represent the problem

CCSS.MATH.2.OA.A.1

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, e.g., by using drawings and equations with a symbol for the unknown number to represent the problem

Variations:

- Repeat the same activity but connect to other destination points. Ask students why they chose the context of that destination point to match the equation.
- Post one of the student written problems a week and have the class see if it makes sense with the equation.
- Students write other word problems around Hobbies and Recreation and exchange with a partner to solve.

Kids at Hope Connections: Time Travel, Hobbies & Recreation

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