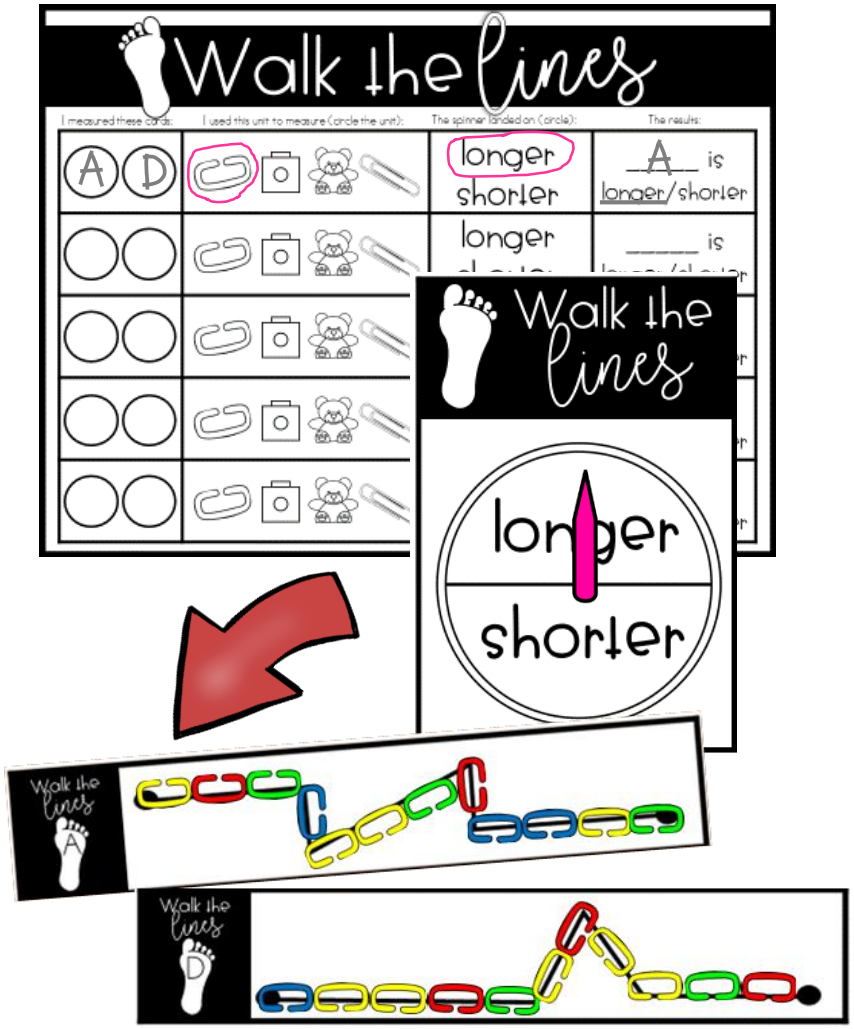
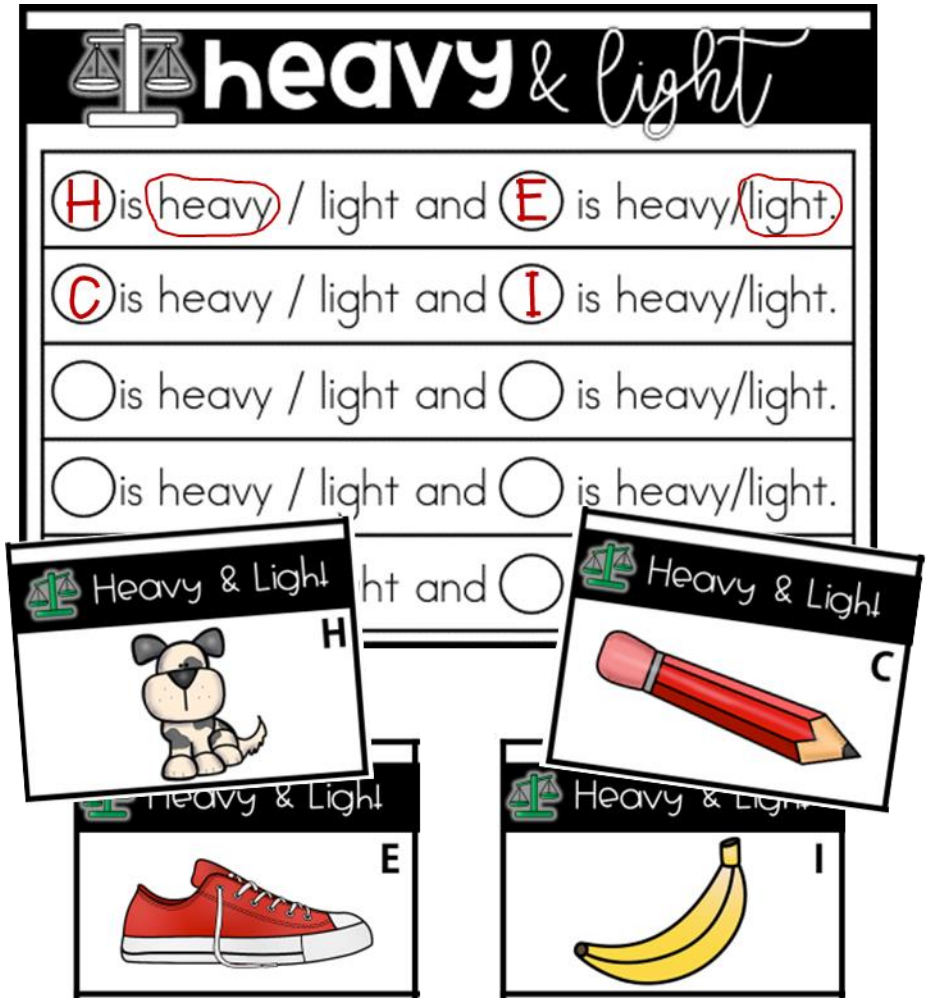
walk the lines



Students choose a set of non-standard objects to measure two different lines, compare, and determine which is shorter or longer.

Heavy & Light

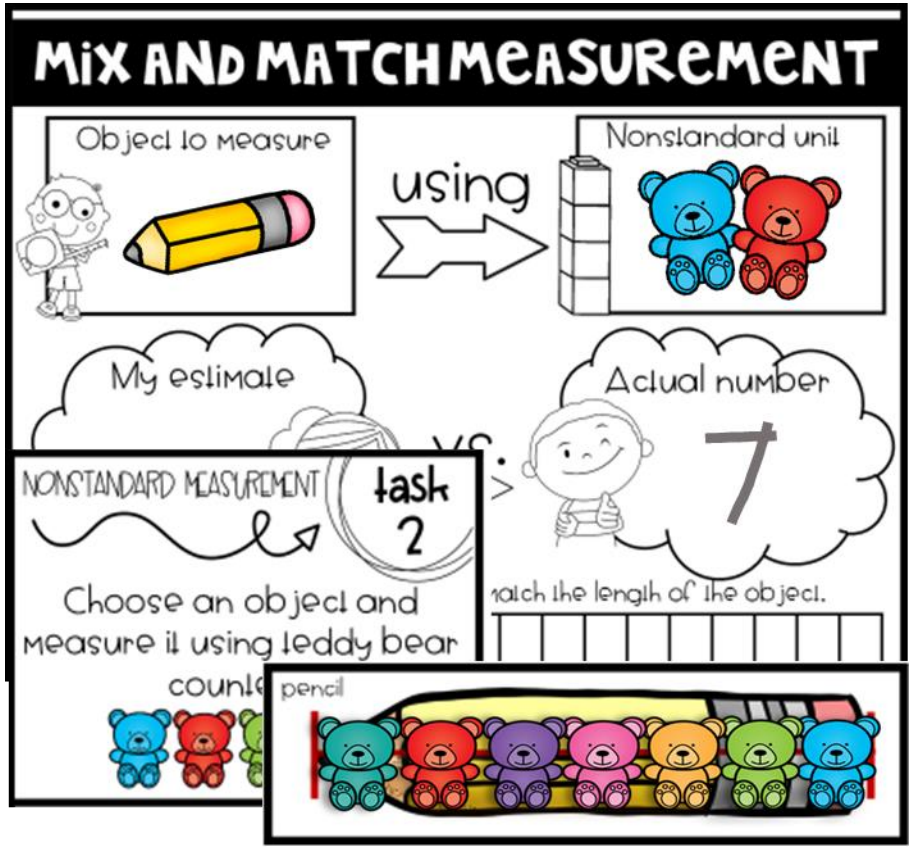


Students randomly select two picture cards, compare, and determine which is heavy and which is light & record their thinking.

what's the weight?

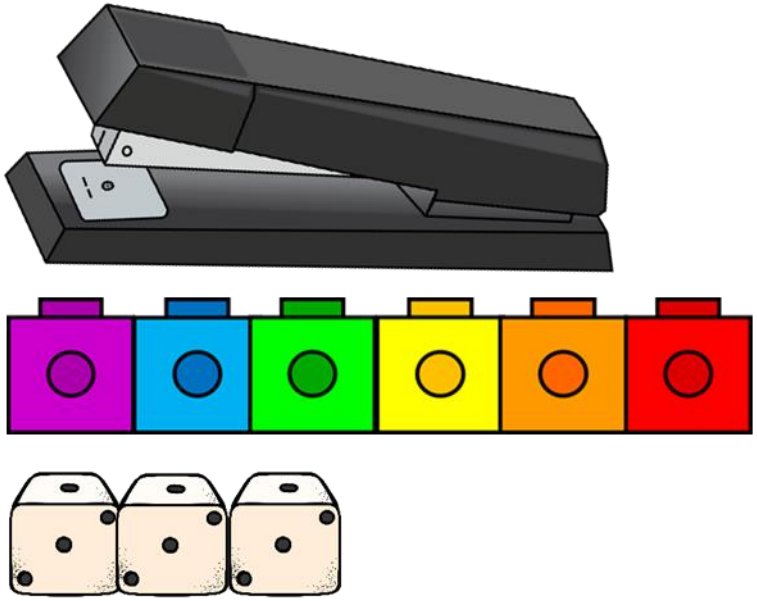
Students investigate objects that are heavy and light and sort them into their corresponding categories.

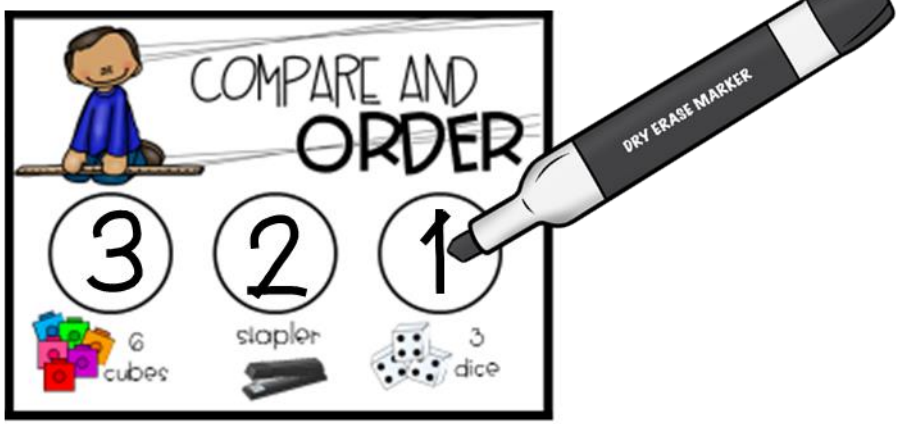
Mix & Match



Students will choose a measurement task card and a real life object (or measurement object card) and determine how many non-standard units long/tall the object is compared to their estimate.

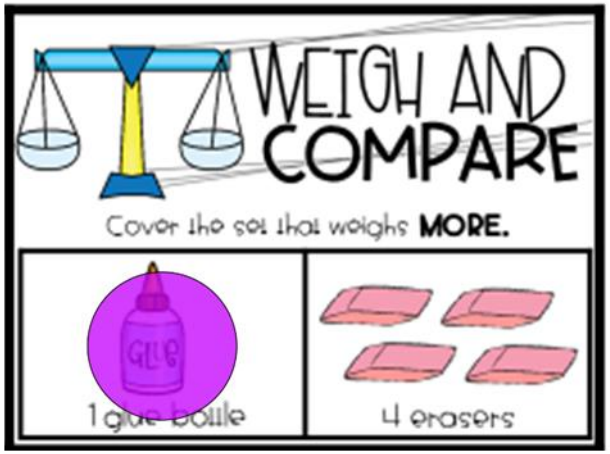
Compare & order

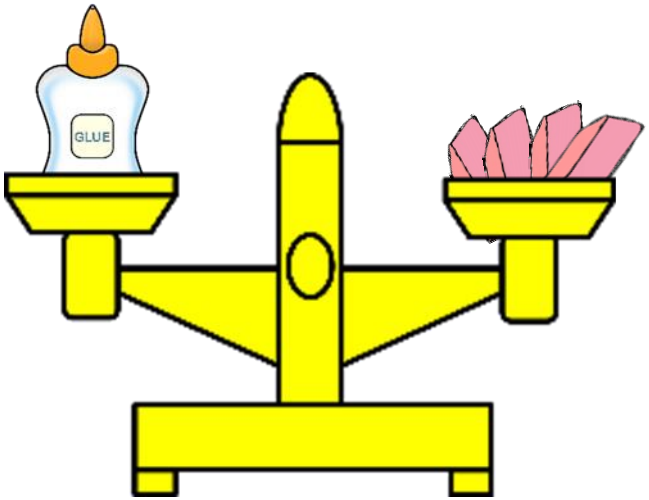




Students will gather a set of real life objects to match those pictured on a compare and order card. Students will compare the lengths of each object and record their order from shortest to longest (1-3)

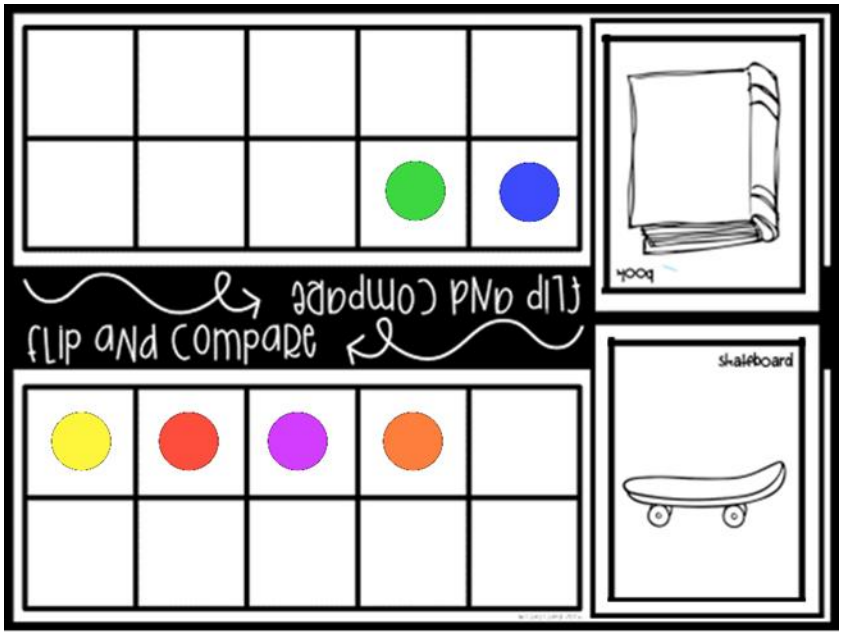
Weigh & Compare

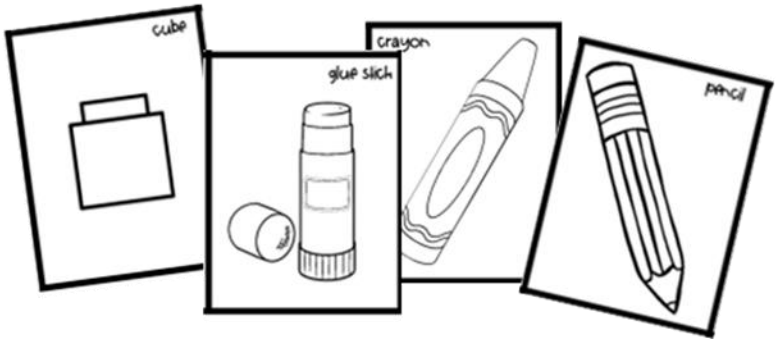




Students will gather a set of real life objects to match those pictured on a weigh & compare card. Students will use a balance scale to weigh both sets of objects and then determine which weighs more.

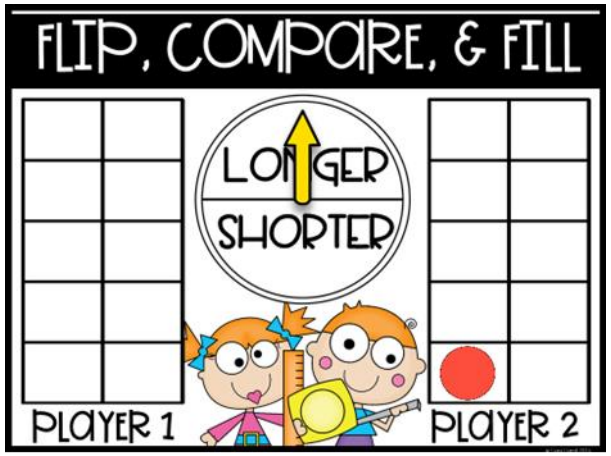
Flip & compare

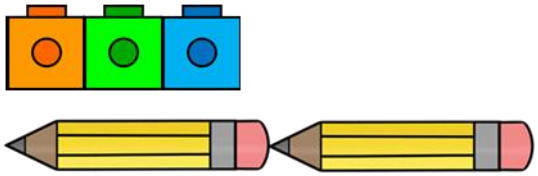


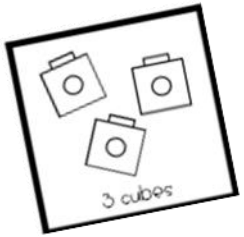


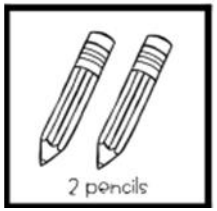
Partners will each flip over an object card and compare which player has the longest OR heaviest object. The player with the longest/heaviest object places a counter in his tens frame. The first player to fill his tens frame, wins.

Flip, compare, & fill



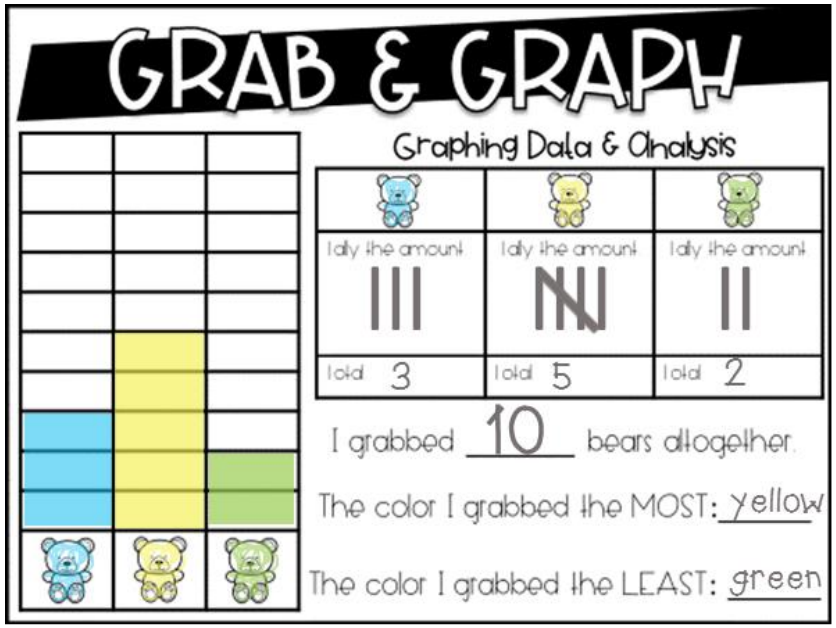


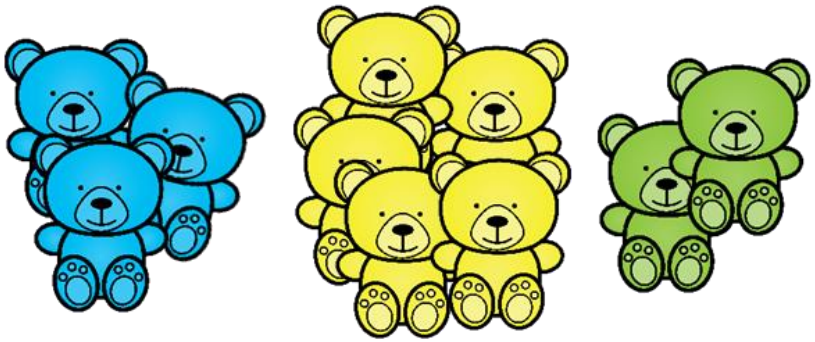




This two-player game encourages partners to compare a real life set of objects to determine which player has the object that is longer/shorter or heavier/lighter. The first person to fill the tens frame, wins.

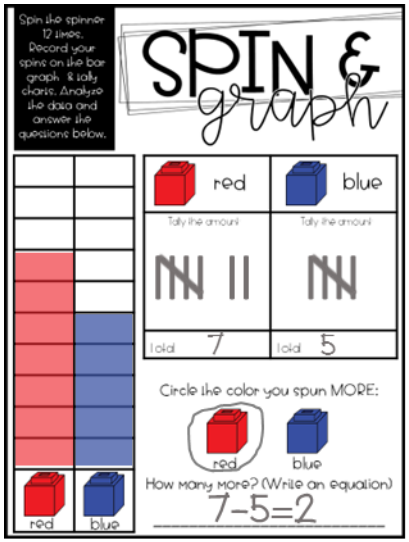
Grab & Graph

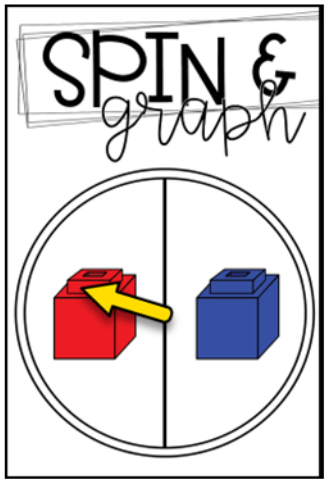


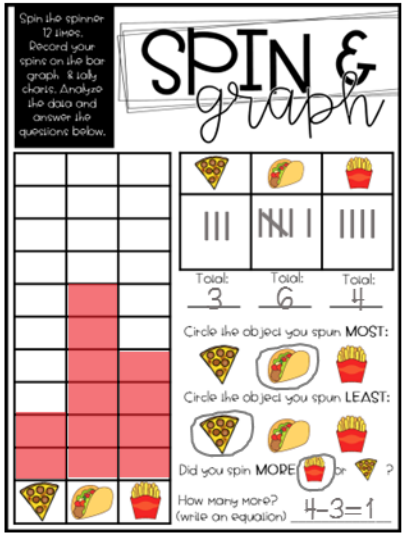


Students will grab a handful of counting bears, sort by color, graph, tally, and analyze the results.

Spin & graph

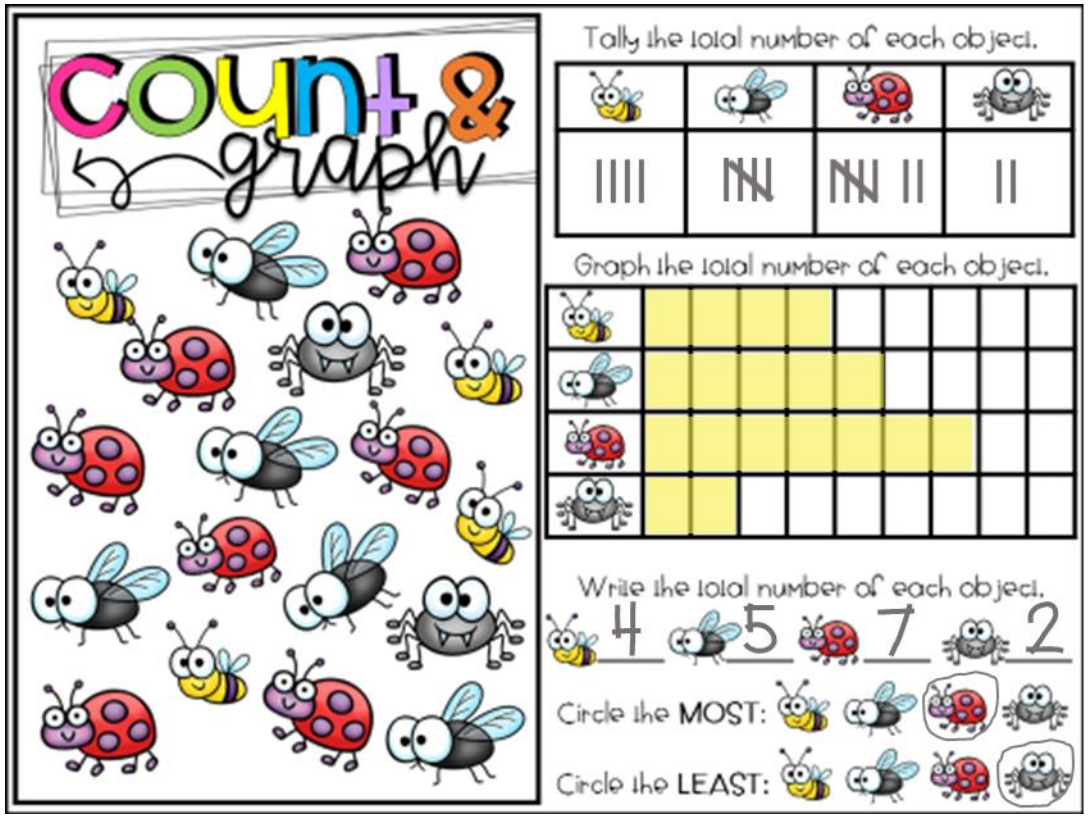






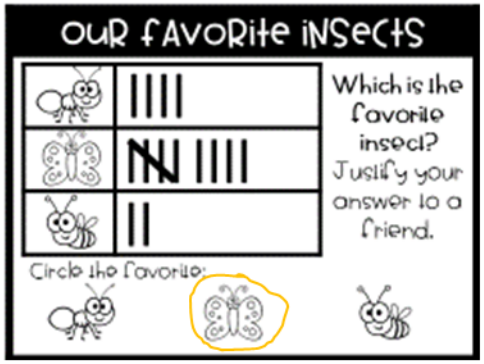
Students will spin the spinner 12 times, graph, tally, and analyze the data.

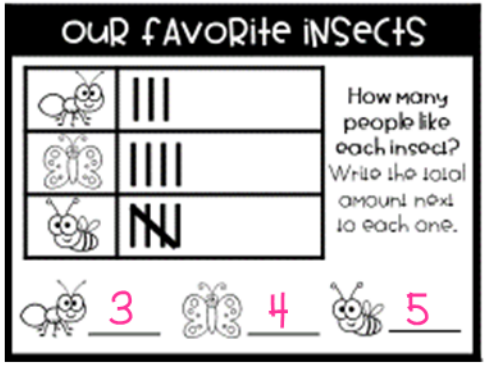
Count & Graph

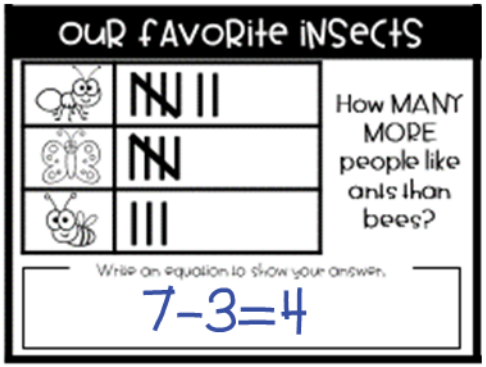


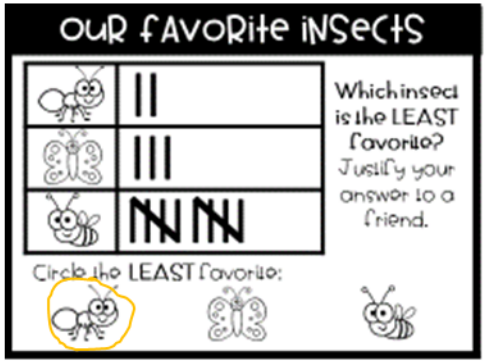
Students will count a set of objects in the picture, complete the tally chart & bar graph, and analyze the data.

analyze & answer



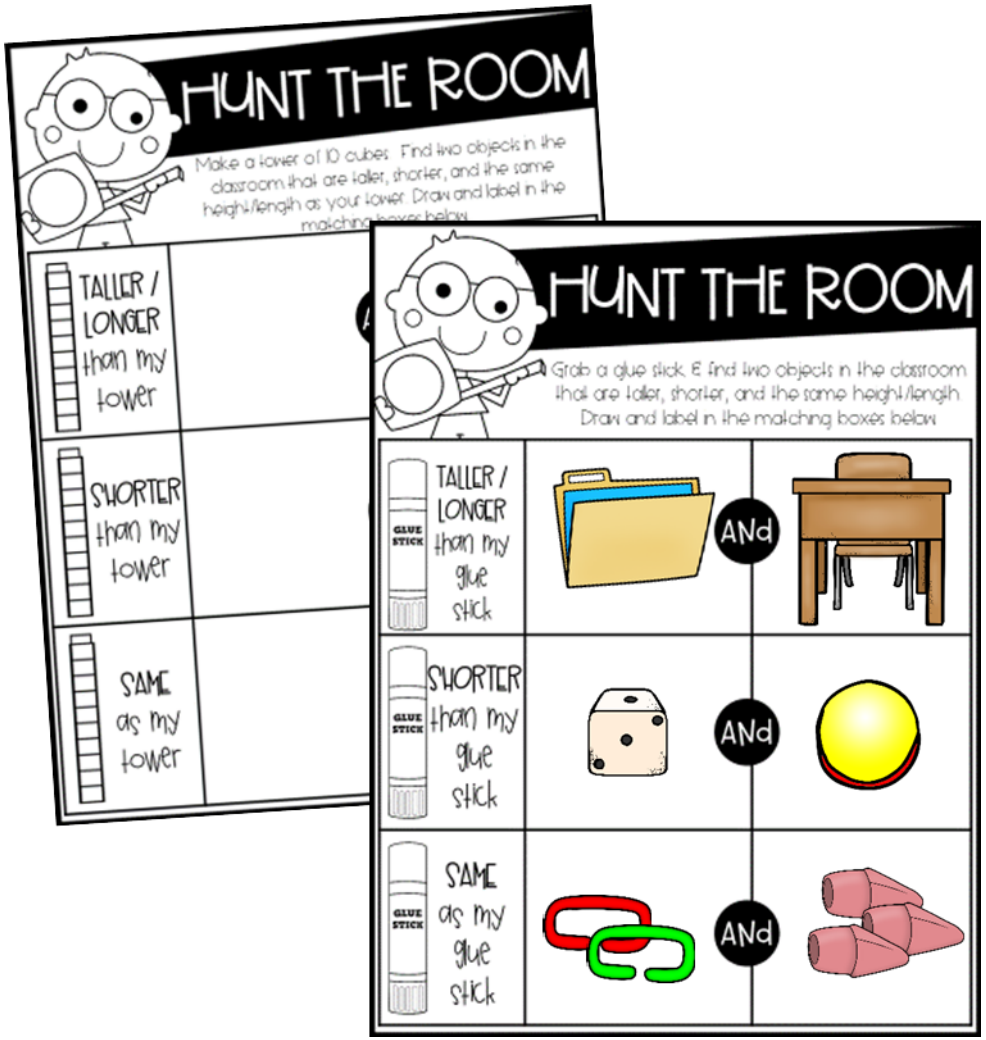






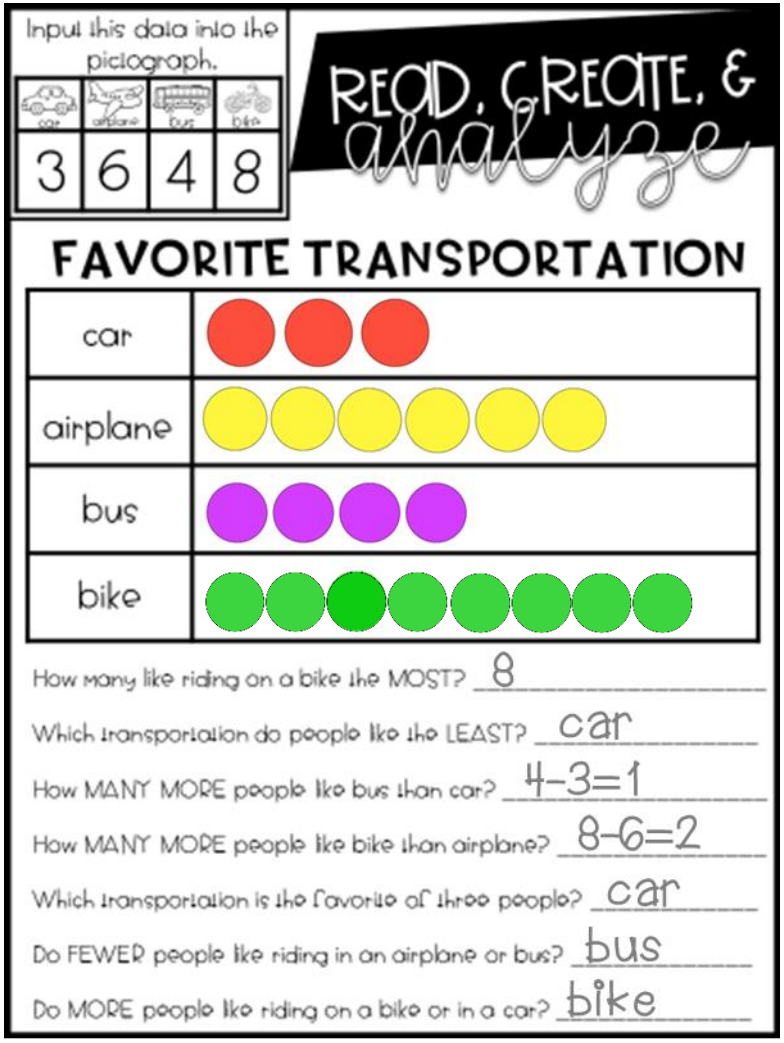
Students will read the tally charts and analyze the data.

Hunt the room



Students will use real life objects to determine which classroom items are longer, shorter, and the same.

read, create, & analyze



Students input data into a pictograph and analyze the data by answering questions.