

parts of 120 Board activity cards

The 120 board is a versatile tool for exploring number patterns and extending place value understanding to three places. With these *parts of 120 Board activity cards*, students can practice skip counting, odd and even numbers, the four operations, and more.

This deck features 50 write-on/wipe-off cards, each showing a different section of the 120 board with one number filled in. Students complete the board and then answer the “Go Further” question below it. Cards 1–25 target number and operations standards for Grade 2, while Cards 26–50 target number and operations standards for Grade 3. (For a complete correlation to current standards, visit: www.didax.com/211732.)

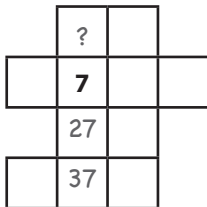
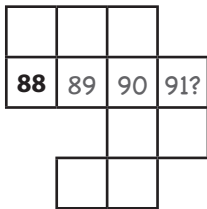
“Go Further” questions ask students to:

- Practice place value up to 3 digits
- Count within 120
- Write number names
- Compare two 3-digit numbers, using $<$, $=$, and $>$
- Add and subtract within 120
- Multiply and divide within 100
- Identify arithmetic patterns

The blank board on the back of each card provides additional learning opportunities. Simple activities can enhance the value of the cards even more. Here are a couple to get you started.

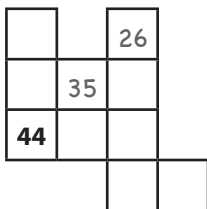
1: Location, Location

1. Have students work with a partner. Each partner selects a card at random from the deck and turns it over to the blank board on the back.
2. Give students a number—for example “88.” **Remind them they cannot insert any number higher than 120 in the lower right-hand square, whether or not it is showing.**
3. Once students have written the designated number on the card, they complete the surrounding squares.
4. Observe the students at work. Some may soon discover that they placed the designated number in a square that doesn’t work. For example →
5. When the partners have completed their individual boards, have them exchange cards and check each other’s work.



2: Pattern Hunt

Have each student pair choose a card from the deck and fill in the squares. Say, **"Start with a number on your card. What's 10 more? 10 less? 7 more? 5 less?"** And so on. **"Can you identify the +11 pattern? -9 pattern?"** Extend the lesson based on students' responses.



-9 pattern

3: Follow the Arrows (advanced)

This game is fun and will work with any card in the deck. Tell students they are lost in a maze and must find their way across the board based on arrow clues. For 2-4 players.

1. Each player chooses a card from the deck and fills in the squares.
2. Say, **"Start from any square in the bottom row, even if that square is missing."** (Demonstrate, if necessary.)
3. Write an arrow pattern on the board. Each arrow represents one space to the right or left, up or down, or diagonal. For example:



4. Say, **"Use the arrow clues to move up or down the board."**
5. Students may follow an arrow "off the board" as long as the number stays inside the 4 rows \times 4 columns configuration of the board as a whole (including the squares not shown).
6. The first student to successfully reach the top (or bottom) row wins a point.
7. Play again with different arrow clues if time allows.

