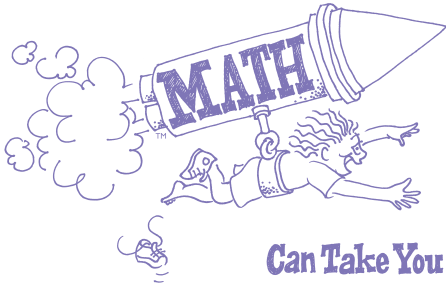


Estimation Math Libs

3rd - 4th Grade



Can Take You Places

FOCUS AREA

Range

ACTIVITY TYPE

Tabletop Game

Math Goal

To create and solve word problems

RECOMMENDED NUMBER OF STUDENTS

Students work in groups of two. This activity can accommodate up to 30 children.

TIME NEEDED

20-30 minutes

OBJECTIVE

To create silly word problems, and then use estimation skills to help solve them.

MATERIALS

- Estimation Math Libs sheets (and answer key) - one for each student
- Pencil and paper for each pair

BEFORE YOU START

- Be sure to make enough copies of the Estimation Math Libs sheet for each child to have one. There are six different Math Libs to choose from.
- You may need to remind students that an adjective describes a person, place or thing

HOW TO START

Tell the children that they are going to write their own silly math stories today. Work the following example with the children:

Before reading the word problem, ask someone to name a color.

Then say, "Now name an animal."

Finally say, "I need a number."

When all of the blanks are filled, read the entire word problem to the children.

A _____ has
(1. any color) (2. any animal)

_____ legs. How many legs would
(3. any number)

two _____ have?
(same as #2)

Work with them to find the answer. Tell them that they will be doing similar problems with a partner.



A KERA educational project funded by Travelocity

STEPS

Step 1

Each player chooses one of the Estimation Math Libs and does not show it to the other player.

Step 2

Player 1 starts by asking Player 2 the questions in parentheses on the Math Lib and writes the responses in the blanks.

Step 3

Player 2 then asks Player 1 the questions in parentheses on the Math Lib he/she chose and writes the responses in the blanks.

Step 4

When both Math Libs are done, players read them aloud to each other. Then both players work the word problems they have created.

Step 5

Players each choose another Math Lib and start the process again. When all the Math Libs have been worked, players use the answer sheet to check their work.

WRAP UP

Allow children to share some of the sillier problems that they developed.

OPTIONAL ACTIVITIES

- The kids can work in pairs or individually to write their own Math Libs problems and exchange them with class members.
- Language Arts: Share Ad-Libs with students. <http://www.sundhagen.com/babbooks/adlib.cgi>
- At home: Allow the children to write new Estimation Math Libs and try them out on other family members.

WEB RESOURCES

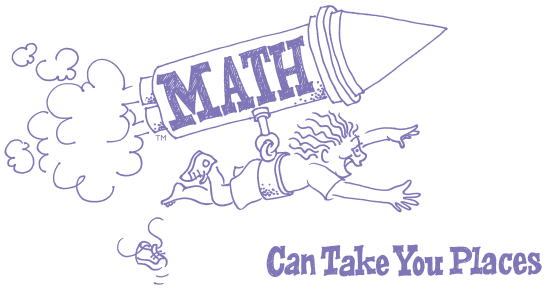
- Estimation Page: <http://www.321know.com/est.htm>
- Estimation Brain Teasers: http://www.toonuniversity.com/quiz.asp?quizzes_key=1
- Ad-libs: <http://www.sundhagen.com/babbooks/adlib.cgi>

SUGGESTED MATH CAN TAKE YOU PLACES CONNECTIONS

From *Math Can Take You Places After-School Kit*

- Reasonableness activities: Pop It, Now Stop It and Weigh Too Much
- Equivalency activity: Riddle Me This

From the *Math Can Take You Places Classroom CD* activities, Estimation Math Libs



Activity Cue Card

- Give each pair a set of Estimation Math Libs.
- Each pair will read a Math Lib to each other and fill in the blanks.
- Then, they work out the silly word problem.
- Repeat the process with another of the word problems if time permits.