CREATURE CARDS & CREATURE BOARD

Use these friendly creatures from Bouncing Shoes, Leg Drape, and How Many Legs? for building number sense. Here are some examples of great ways to use the cards and board to promote math exploration and discussion.

How Many Shoes?

- This game uses two sets of cards. Choose from JiJi's friends cards, numeral cards, or shoes cards.
- Shuffle the cards as one large deck and place them face down on the table spread out for the matching game.
- Have students flip two cards over and determine if they represent the same quantity.
- If they do match, the student will explain why and then remove that pair and place them face up in their personal pile.
- If the cards do not match, the student will flip them back over so they are face down and it will be the next person's turn to flip two cards over. Take turns until all the cards are removed. Each person should count up their matches. Whoever has the most cards wins.

Model ST Math Puzzles

- Give students a set of cards and centimeter cubes and have them model the mathematics in the puzzle, prove their solution, or find additional solutions. Look for students who see patterns such as 2 ostriches wear the same number of shoes as 1 dog.

Problem Solving with Creature Cards

- Use the creature cards or the creature board to promote Number Pairs/Make Ten, Addition Concepts, Skip Counting, Additive/Multiplicative Reasoning, Multiplication Concepts, Factors, Multiples, etc. by telling math stories. For example:

PreK-Grade 2 Ideas	Grades 3-5 Ideas
Find one creature that can wear 6 shoes. Prove that you are correct. Can you find two creatures that together can wear 6 shoes?	JiJi wanted to practice skip counting. JiJi looked at the creatures on the playground and used one of the creature's legs to skip count to 24. Which creature's legs could JiJi have used?
Angela had 10 shoes. She put them on two of the creatures. Which creatures could she put them on?	I have some creatures. Together they wear 12 shoes. If I only have 1 type of creature, which creature do I have and how many?
Paul had some shoes. He put them on robots and ants with exactly enough. How many shoes could he have?	There are 36 shoes and one type of creature. How many of those creatures do I need? Find three different ways.

Creature Math Facts

- Use the creature cards to practice math facts. For example:
    - One dog is equal to two ostriches.
    - Four robots are equal to two ants.

Creature Target Number Game

- Make a deck of Creature Cards with 5 copies of each friend. You can use the Creature Board instead if you choose.
- Place students in groups of 2-3. Have them deal out 5 cards to each player.
- Give students a target number.
- Players use at least 2 cards in their hand to make an equation that will meet the target number.
- For example:
    - Students may use any combination of creatures.
        - *Example:* Give a target number of 10. Children may choose one dog and one ant (4 + 6) or one octopus and one ostrich (8+2).
    - Students may use any operation to make a target number.
    - Give a target number of 18. Students may choose three ants (3x6) or four stars minus an ostrich (4x5) - 2.