



## BIRD EXPRESSION GAME MAT

Use the Bird Expression Game Mat to engage students in conversations about numbers and number relationships. Here are some examples of great ways to use the Bird Expression Game Mat to help students think about counting, number relationships, and more.

### Bird Count (Gr. K)

- Give students a Bird Expression Game Mat-01 (with 20 birds), two number cubes, and a dry erase marker.
- Ask students to roll the number cubes to determine how many birds they need to count.
- Have students count the birds to the target number, marking each bird as they count.
- When they reach the target number, have students write the target number under the correct bird.

### Backwards Bird Count (Gr. K)

- Give students a Bird Expression Game Mat (with 20 birds), and a dry erase marker.
- Select a target number and count the birds together until you reach the target number.
- Say to students, "Backwards Bird Count!" Have students count backwards until they reach 0 birds.
- Repeat with other target numbers.

### Making 10 (Gr. 1-2)

- Give students a Bird Expression Game Mat (with 10 birds) and a dry erase marker.
- Ask students to use their dry erase marker to split the birds into 2 groups and then record the two groups as an addition sentence on the line on the game mat.
- Ask students to repeat until they have found all of the ways to split the 10 birds into 2 groups.
- Discuss whether or not order matters in addition (e.g., Is  $4 + 6$  the same as  $6 + 4$ ?).
- Give students a Bird Expression Game Mat (with 20 birds) and repeat with 20 as the target number.

### Bird Two Step (Gr. 3-5)

- Give students a Bird Expression Game Mat (with 20 birds), math tools, and a dry erase marker.
- Display a two-step equation and have students write the equation on the line on the game mat (e.g.,  $3 + (4 \times 4)$ ). Have students use the birds on the mat to model the equation.
- Discuss students' solutions and steps for solving the problem.
- Ask students to write a story problem on the mat to represent the equation.
- Share story problems and prove that the equation represents the story problem.
- Repeat with other two-step equations.