



MICE ISLAND GAME MAT

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

What Happens on Mice Island? (Gr. 3-5)

- Give students a Mice Island Game Mat and a dry erase marker.
- Say to students, "Can you figure out what happens on Mice Island? A number arrives at the island in the boat on the left, but when the number leaves the island in the boat on the right, it's a different number!! What happens on Mice Island?"
- Display a table of number pairs, such as:

Arrive at the Island	Leave the Island
1	7
2	14
3	21
4	28

- Have students record the numbers on the game mat and write what is happening to the numbers on the island. (For example, in the table above, after the number arrives at the island it is multiplied by 7.)
- Have students share what they think happens at Mice Island and how they know.
- Repeat with other tables of numbers, including rules that have more than 1 step (e.g., double and then add 1).

It Must Be on Mice Island (Gr. 1-2)

- Give students a Mice Island Game Mat, math tools, and a dry erase marker.
- Ask students to write 6 in the boat on the left, a "+ ?" on Mice Island, and a 10 in the boat on the right.
- Say to students, "What number must be on Mice Island? How do you know?" Have students use their math tools to find the missing number and prove how they know.
- Repeat with other addition and subtraction equations. Vary the position of the unknown.

Divide and Ride (Gr. 3-5)

- Give students a Mice Island Game Mat, math tools (such as counters, snap cubes, centimeter cubes, etc.) and a dry erase marker.
- Say to students, "12 mice went to Mice Island for a picnic. Now they are heading home. Only $\frac{1}{3}$ of the mice can travel in the boat at one time. How many mice will be in the boat each trip home from the island?"
- Have students use math tools to solve $\frac{1}{3}$ of 12 and prove their answer.
- Repeat with other similar situations.

Tell Me a Story (Gr. 1-2)

- Give students a Mice Island Game Mat, whiteboard, and a dry erase marker.
- Display different puzzles from Mice Island.
- Ask students to write a story problem that matches the action of the puzzle.
- Have students share their story problems and prove that it matches the puzzle.