



TUG BOAT GAME MAT

Use the Tug Boat Game Mat to engage students in conversations about numbers and number relationships. Here are some examples of great ways to use the Tug Boat Game Mat to build number sense.

More/Less/Same (Gr. K-1)

- Give each student a Tug Boat Game Mat and math tools, such as counters, snap cubes, centimeter cubes, etc.
- Ask students to take a handful of math tools and place them on one side of the Tug Boat game mat.
- Then ask students to use their math tools to make a set that is more than the set they made and put that set on the other side of the game mat.
- Ask students to prove to you that the second set has more than the first set.
- Repeat with sets that are less and sets that are the same.
- Have students write a numeral to represent each side.

Keep On Counting On (Gr. K-1)

- Give each student a Tug Boat Game Mat, number cards from 0 -10 (or 0 - 20) and math tools, such as counters, snap cubes, centimeter cubes, etc.
- Ask students to randomly select one number card and place that card on the left side of the game mat.
- Ask students to take a handful of math tools and place them on the right side of the game mat.
- Ask students to start counting by reading the number on the left side and then count on the math tools on the right. For example, students might count "9...10, 11, 12, 13, 14, 15, 16" if the number card says 9 and there are 7 math tools on the right side of the mat.
- Have students clear their game mat, select a new number card and handful of math tools and repeat.

Math Mind Reader (Gr. 1-2)

- Put students into groups of 2. Give each pair of students a Tug Boat Game Mat, one sheet of paper and math tools, such as counters, snap cubes, centimeter cubes, etc.
- Ask partner #1 to count out a target number of math tools (greater than 1 but less than 20) and place some of the math tools on the left side of the game mat and some of the math tools on the right side of the game mat.
- Ask partner #1 to use the piece of paper to cover one side of the game mat.
- Ask partner #1 to say to partner #2 "There are ___ total math tools on the game mat. How many are under the paper?"
- Have partner #2 determine how many math tools are hidden under the paper by finding the missing part of the whole.
- Ask partner #2 remove the paper to check and prove their solution.
- Have students clear the game mat, switch roles and repeat.

Everybody Off the Bridge! (Gr. 2-3)

- Give students a Tug Boat Game Mat, number cards with the numbers 2-10, and math tools, such as snap cubes, color tiles, counters, etc.
- Tell students that Jiji is trying to organize the boats into equal groups on both sides of the bridge. Jiji needs to know which numbers of boats will make equal groups on both sides of the bridge with NO boats left on the bridge.
- Have students select a number card, count out that many math tools and place them on the bridge. Have them then fair share the boats to form equal groups.
- Say to students, "Put the number cards into two piles: numbers that have NO boats left on the bridge after making 2 equal groups and numbers that DO have a boat left on the bridge after making 2 equal groups."
- Once students have finished, share the two groups of numbers.
- Explain to students that numbers like 2, 4, 6, 8 and 10 are called even numbers. Explain that even numbers can be divided into two equal groups with no leftovers.
- Explain to students that numbers like 3, 5, 7 and 9 are called odd numbers. Explain that odd numbers cannot be divided into two equal groups with no leftovers.