



FRUIT MONSTER CARDS & GAME MAT

Use the cards and game mats from Fruit Monster to engage students in activities that build number sense. Here are some examples of great ways to use the cards and board to promote math exploration and discussion.

Fruit Monster Game Mat (Gr. 3-5)

- Give each student the Fruit Monster Game Mat and math tools such as centimeter cubes, small play fruit, etc.
- Tell a story about how much fruit each monster eats, how much fruit is available, and/or how many monsters there are to feed. Have students use the mat to represent the story and then solve for the unknown part of the story.
- Tell students an amount of fruit (or monsters) and have them set up the mat that will work with that number of fruit (monsters). Share different mats to determine the factors and/or multiples for that number of fruit or monsters.

Fruit Monster Cards 01

- Have students practice their multiplication facts by selecting a Fruit Monster Card 01 and creating a mat that could work with that number of fruit per monster. How many different mats could they make with that card and up to 10 monsters to be fed?
- Place Fruit Monster Cards 01 face down in a deck. Give each student a blank Bingo Board within a plastic sleeve and have students write a different number in each square.
- The teacher draws a card from the deck. If a student has a number on their board that can be fair-shared to monsters without any leftover fruit, they can mark that number on their board (only one number at a time). Play until a student gets a Bingo.

How Many Plants?

- To play this game you need Fruit Monster Game Cards 02, 03 & 04.
- Give each student 20 Fruit Monster Game Cards 02.
- Put the Game Cards 03 & 04 face down in a pile. The teacher flips over one card at a time. *This card represents the total number of fruit.*
- Students determine how many monsters can consume that number of fruit. Each monster must eat the same number of fruit with no fruit left over.
- *Example:* Teacher flips over the number 18. Students might place 2, 3, 6 or 9 monster cards down to eat the fruit (for this game, each monster must eat more than 1 fruit so 18 monster cards can't be used here). They must prove their solution is correct. If correct, these cards are removed from their pile and the teacher flips over a new card. The first person to get rid of all of their cards is the winner.

How Much Fruit?

- To play this game you need the Fruit Monster Game cards 03 & 04 (copy enough so each student has 8 cards) and a die.
- Deal 8 cards to each student.
- Students roll the die. This represents the number of monsters that will eat the fruit.
- Students play a card that represents a number of fruit (multiple) that can be evenly shared among the number of monsters rolled (factor). If they don't have a card that works, they lose their turn.

- *Example:* Someone rolls a 3. That means that there are 3 monsters. One student might play a card with 18 fruit. That student then must prove their solution. Another student might play a 12 card and prove it.
- The object of the game is to strategically play your cards so you can be the first one to get rid of all the cards in your hand.
- Students will have a lot of practice with factors and multiples. They can also record their solutions from each round in a table.