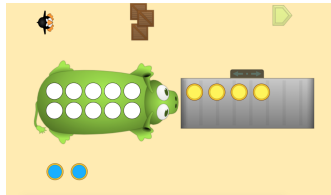


Materials

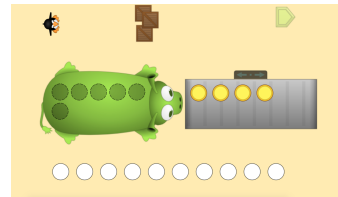
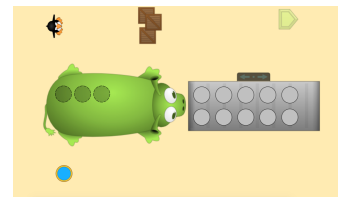
Pie Monster game mat
Two-color counters
Paper and pencil, dry erase markers, whiteboards



- Display the first puzzle in Level 1 of the Pie Monster Addition game to introduce students to the game. Ask students, “What do you see? How do we clear a path for JiJi?”
- Make the Pie Monster game mats, paper, white boards and 2 color counters available for students as math tools.

Directions

- Project a puzzle from Level 4. Have the students model the problem and find the solution using their math tools.
- Have students explain to a neighbor how their model represents the problem and solution. Select different students to share (look for different types of strategies) and discuss as a class.
- Continue with the remaining puzzles in Level 4.


Sample Questions

- What is the question this puzzle is asking us to solve? What do you have to figure out in order for JiJi to get across the screen?
- How did you solve the puzzle?
- Explain how your model represents the puzzle.
- Can you write an equation to represent this puzzle?

What to look for

How does the student:

- solve the puzzles? Remove the parentheses here Are they thinking flexibly about addition and subtraction? Do they struggle with specific problem types? (ex. result unknown, change unknown, start unknown)
- write an equation to represent the problem? (This is a great opportunity to connect the visual to the symbolic and reinforce the meaning of equality as “same as.”)
- understand the relationship between addition and subtraction? Do they see them as opposites?