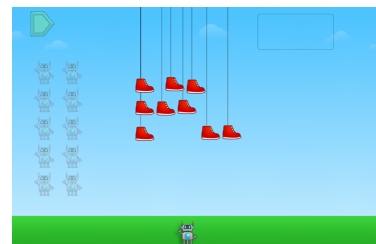




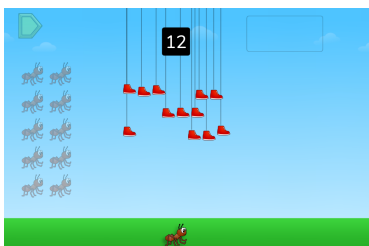
Materials

A set of Creature Cards
Bouncing Shoes Game Mat
dry erase marker
math tools

- Give students a set of Creature Cards, a Bouncing Shoes Game Mat, dry erase marker and math tools.
- Display the first puzzle in Level 1. Ask students, “What do you notice? What do we need to do to solve this puzzle?” Have students Think, Pair, Share their ideas with a partner.
- Have students use the game mat and math tools to solve the puzzle. Ask a volunteer to share their solution and strategy.
- Try a student’s solution and watch the feedback. Discuss how students figured out how many of the creature was needed. Did students count each shoe and each leg? Did students skip count by the number of legs the creature had? Did they match each leg with a shoe?
- Repeat with the remaining puzzles in Level 1.

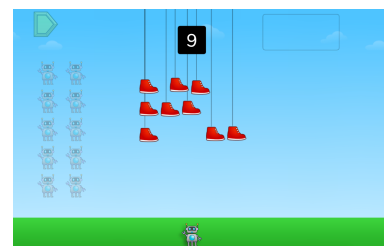


Directions



- Display the first puzzle in Level 2. Ask students, “What do you notice is different about this puzzle and the ones we just solved? What do you know about the number that is labeled on this puzzle?” Have students turn and talk to their neighbor and tell them everything they know about the target number.
- Ask students, “Is this target number even or odd?” Ask students to count out math tools to equal the target number. Explain to students that an even number can be divided into two equal groups with no leftovers. Have students divide their math tools into two equal groups and determine if there are any leftovers.

- Without solving each puzzle, go through all of the puzzles in Level 2 and repeat this process. Make a list of the numbers with one side labeled “even numbers” and one side labeled “odd numbers”.
- Look at the list of even numbers and ask students what they notice about all of the numbers on that list. Prove that when you skip count by 2’s starting at 0 you land on all even numbers.
- Go back to the first puzzle in Level 2. Ask students to use their game mats and math tools to solve the puzzle. Share students strategies and solutions.
- Repeat with the puzzles in Level 3. Add the target numbers to the list of even and odd numbers.



Sample Questions

- How many creatures do we need to fill these shoes? How do you know?
- Is the target number even or odd? How do you know?
- Did you skip count to solve this puzzle? What number did you skip count by? Why?
- How can you prove your answer is correct?
- What strategy did you use to solve this puzzle?

What to look for

- How do students:
- use the Bouncing Shoes Game Mat and manipulatives to represent and solve the problem?
 - describe the strategy they used to solve the problem?
 - define an even number? Odd number?
 - prove whether a number is even or odd
 - skip count?