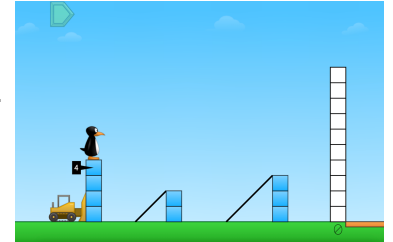
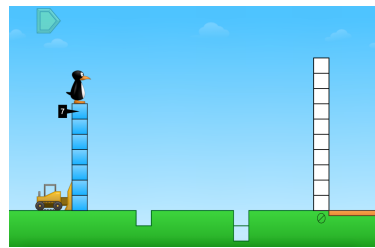


**Materials**

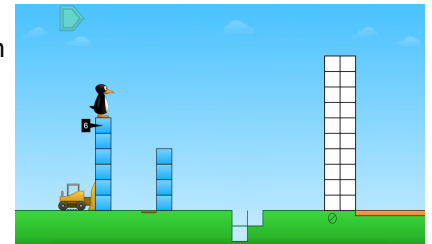
Push Box Game Mat 01  
a dry erase marker  
math tools such as snap cubes, counters, etc.

- Give students a Push Box Game Mat 01, a dry erase marker and math tools.
- Display the first puzzle in Level 1. Ask students, “What do you notice? How do you think we might solve this puzzle?”
- Ask students to turn and talk to a neighbor about their thinking and solutions.
- Try a student’s solution and watch the feedback. Ask students what happened in the puzzle. How many steps did it take to get to the orange blocks?
- Display the next puzzle in Level 1. Model how to write an equation to represent what is known and unknown in the puzzle. For example, the puzzle might show  $6 + ? + 5 = 14$ . Ask students to work with a partner to solve the puzzle and solve for the unknown.
- Repeat with the remaining puzzles in Level 1.


**Directions**


- Display the first puzzle in Level 2. Ask students what they notice is different in this puzzle and the puzzles we just solved. Ask students to try to write an equation to represent what is happening in the puzzle.
- Share students’ equations and solutions. Try a student’s solution and watch the feedback. Ask students, “How do we know this is a two step addition situation?”
- Display the equation that represents the puzzle (e.g.,  $9 - 3 - ? = 4$ ) and talk about which part of the puzzle each number in the equation represents. Ask students, “How do we know this is a two step subtraction situation?”
- Repeat with the remaining puzzles in Level 2.

- Display the first puzzle in Level 3. Say to students, “We are still doing two steps to solve this puzzle, but what do you notice about the two steps in this puzzle?” Talk with students about which part of the puzzle is addition and which is subtraction and why.
- Ask students, “What is known in this problem? What is unknown?” Have students work with a partner to write an equation to represent the unknown in the puzzle (e.g.,  $6 + ? - 4 = 5$ ) and solve the puzzle.
- Share students’ equations and solutions. Solve the puzzle and watch the feedback together. Match each part of the puzzle to the corresponding part in the equation.
- Repeat with the remaining puzzles in Level 3.


**Sample Questions**

- What is happening in this puzzle?
- What is known in this puzzle? Unknown?
- How could we represent this puzzle with an equation?
- What part of the puzzle does each part of the equation represent?
- How do you know you’ve solved for the unknown correctly?
- What is your strategy for solving this puzzle?

**What to look for**

- How does the student:
- use the Push Box Game Mat to help solve the puzzles?
  - identify the two steps in the puzzle?
  - represent the puzzle with an equation containing an unknown?
  - explain what part of the puzzle each part of the equation represents?
  - explain their strategy for solving the puzzle?