

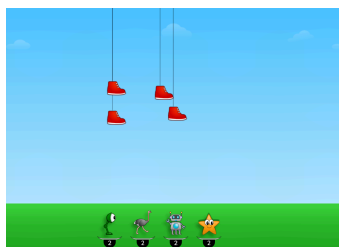
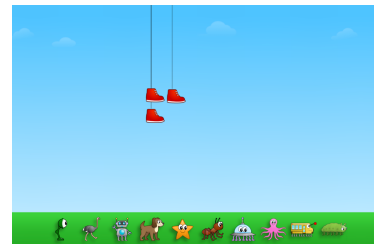


Materials

Bouncing Shoes Game Mat  
centimeter cubes  
Creature Cards and a dry erase marker for each student

Directions

- Give students a Bouncing Shoes Game Mat, centimeter cubes, Creature Cards, and a dry erase marker. Display the first puzzle in Level 1.
- Ask students, “What do you notice? How do you think we fill these shoes?” Have students Think, Pair, Share with a partner.
- Share students’ solutions and discuss their strategies. Count together to prove that the creature they have chosen matches the number of shoes shown (e.g., “I see 1, 2, 3 feet on Robot and 1, 2, 3 shoes.”).



- Display the first puzzle in Level 2. Ask students, “What is different about this puzzle and the ones we solved in Level 1? How do you think we solve this puzzle?”
- Have students use their game mat and tools to solve the problem. Share students’ answers and record their solutions as addition sentences.
- Ask students “Is there more than one solution to this puzzle? Why? How do you know you have found all of the possible solutions?” Record all of the solutions for each puzzle.
- Ask students, “What do the numbers in our addition sentence represent in the puzzle?”
- Repeat with the remaining puzzles in Level 2 and the puzzles in Level 3.

Sample Questions

- Can you fill the shoes using 1 Creature?
- Can you fill the shoes using more than 1 Creature?
- How can you prove your answer is correct?
- Is there more than one solution? How do you know?
- Have you found all of the possible solutions? How do you know?

What to look for

How does the student:

- model the problem on the Bouncing Shoes Game Mat using math tools?
- find all of the possible Creature combinations to fill the shoes?
- explain why all of the possible solutions have been found?
- discuss and chart the math concepts and vocabulary evident in the puzzles?
- represent the puzzle with numbers and symbols?
- write equations to represent the problem and solution?
- discuss what the numbers in their equation represent in the puzzle?