Toss and Talk Activity

State Standards

* 0306.2.7 Represent multiplication using various representations such as equal-size groups, arrays, area models, and equal jumps on number lines.
* SPI:

0306.2.7: Compute multiplication problems that involve multiples of ten using basic number facts.

* Ask students what an array is?
* Model that shows equal rows and equal columns and used to represent multiplication problems.
* Post the toss and talk worksheet on the Elmo board have the students read the directions aloud with me.
* Have a child come up to the Elmo and model the game with me
* Play a couple of rounds of the game to make sure all of the students understand how to play.
* Ask the students if they have any questions
* Go around and have the students close their eyes and pick a leaf from a paper bag.
* After everyone has a leaf they must find a partner with the same color leaf by the time I count down from 5.
* I will call each leaf color up to the table to pick up their supplies and then they are to find a spot in the room to start playing the game with their partner.
* I will walk around the room to make sure that everyone is playing the right way and to see if any of the students have any questions.
* When time is up I will ring the bell for the students to be quiet, and I will give directions to the students on how they should clean up their game.
* Once they have cleaned up they are to return their supplies to the teacher and return to their seats and get out their math journals.