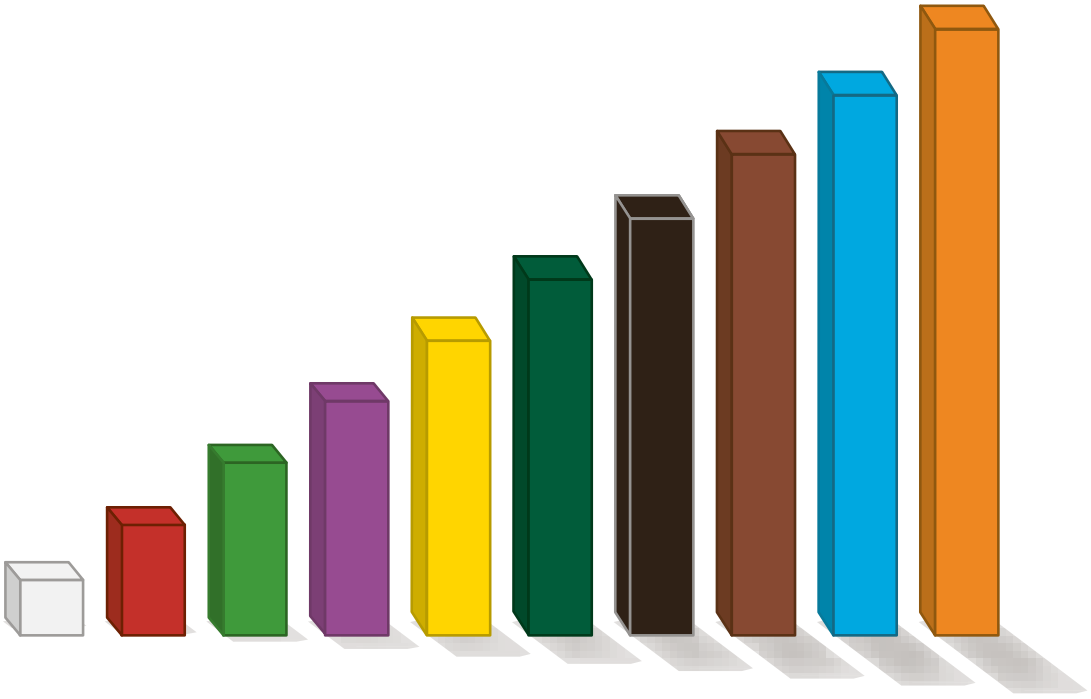
Math Tasks
with Cuisenaire® Rods



Alignments

ETA hand2mind®

ACTIVITIES - 86578

Page	Activity Name	Description	Math Strand	Topics
12	**Hungry? Make a Sandwich**	Using Cuisenaire Rods, Students will model situations that involve the unknown in different positions depending on the problem format, "result unknown," "change unknown," and "start unknown."	Problem Solving, Communication, Reasoning, Connections, Number	Addition, Equations, Subtraction
16	**Bank 5!**	Using white, yellow, and orange Cuisenaire Rods to represent pennies, nickels, and dimes respectively, Students find and compare the different amounts that can result from groups of five "rod-coins."	Problem Solving, Communication, Reasoning, Connections, Number, Probability/ Statistics	Addition, Mental Math, Money, Subtraction
20	**Build a Boat**	Students make "boats" using Cuisenaire Rods and then estimate how many white rods are needed to cover the shape of their boat.	Problem Solving, Communication, Reasoning, Connections, Measurement, Number	Counting, Estimation, Equivalence
24	**Challenge Match**	In this game for two players, Students take turns matching two-car Cuisenaire Rod trains to a single rod in an effort to be the last to make a two-car train.	Problem Solving, Communication, Reasoning, Connections, Logic, Number	Addition, Equivalence, Game Strategies
28	**Copy and Repeat**	Students use Cuisenaire Rods to form patterns by repeating given designs. They then determine the number of rods in the patterns.	Problem Solving, Communication, Reasoning, Connections, Logic, Patterns/Functions	Comparing, Counting, Pattern Recognition
32	**Adding Station**	Students will explore different ways to create 10 using up to three addends with Cuisenaire Rods.	Problem Solving, Communication, Reasoning, Connections, Number	Computation, Mental Math, Number Relationships
36	**How Many Two-Car Trains?**	Students select Cuisenaire Rods, then find and record the two-car trains whose lengths match the selected rods.	Problem Solving, Communication, Reasoning, Connections, Number, Patterns/Functions	Addition, Patterns
40	**Jumping Frogs**	Pretending that a Cuisenaire Rod of a chosen color is a jumping frog, Students move the rod along a number line. They then compare the "jumps" taken by several "frogs."	Problem Solving, Communication, Reasoning, Connections, Number	Counting, Multiples, Patterns
44	**Load the Trucks**	In this game for two players, Students take turns spinning one of two spinners in order to collect enough Cuisenaire Rods to fill four trucks, each of which carries a 10-centimeter-long "load."	Problem Solving, Communication, Reasoning, Connections, Number, Probability/Statistics	Addition, Chance, Game Strategies

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48	**Make a Match**	Students take turns making secret shapes from Cuisenaire Rods. They describe their shapes to their partners who then try to make shapes that match the descriptions.	Problem Solving, Communication, Reasoning, Connections, Geometry	Congruence, Following Directions, Spatial Visualization
52	**Splitting Image**	Students will use a mirror to reflect the mirror image of the figure they construct using Cuisenaire Rods. They will build a mirrored image in an effort to make a symmetrical figure.	Problem Solving, Communication, Reasoning, Connections, Geometry	Transformational Geometry, Spatial Visualization
56	**Mystery Trains**	Students follow a set of clues to make one or more Cuisenaire Rod trains.	Problem Solving, Communication, Reasoning, Connections, Logic, Number	Deductive Reasoning, Spatial Visualization
60	**Rod Lotto**	In this game for two to four players, Students take turns picking Cuisenaire Rods from a bag and placing matching rods on their game boards in an effort to be the first to completely cover their game board.	Problem Solving, Communication, Reasoning, Connections, Geometry, Measurement, Number	Comparing, Congruence, Spatial Visualization
64	**Rod Squeeze**	In this game for two players, Students solve Cuisenaire Rod sentences, then place the solution rods on their game boards in an effort to leave fewer squares uncovered than their opponent.	Problem Solving, Communication, Reasoning, Connections, Geometry, Logic, Number	Addition, Counting, Game Strategies, Spatial Visualization, Subtraction
68	**Rod Toys**	Students use Cuisenaire Rods to design “toys.” Then they find the cost of their toys based on an assigned value for the white rod.	Problem Solving, Communication, Reasoning, Connections, Geometry, Number	Comparing, Counting, Money, Spatial Visualization
72	**Sides of a Triangle**	Students search for combinations of Cuisenaire Rods that will cover the sides of a triangle exactly.	Problem Solving, Communication, Reasoning, Connections, Geometry, Number	Addition, Counting, Spatial Visualization
76	**Thirteen is Out!**	In this game for two players, Students take turns deciding whether to put a white, red, or light green Cuisenaire Rod on a game board in an effort to avoid being the one to cover the number 13.	Problem Solving, Communication, Reasoning, Connections, Logic, Number	Addition, Counting, Game Strategies, Spatial Visualization
80	**What's in a Scoop?**	Students take scoopfuls of Cuisenaire Rods. Then they find different ways to determine the number of white rods that could replace the rods in their scoop.	Problem Solving, Communication, Reasoning, Connections, Logic, Number, Probability/Statistics	Comparing, Counting, Equivalence