

Common Core Standards:

<u>CCSS.Math.Content.K.CC.B.4a</u> When counting objects, say the number names in the standard order, pairing each object with one and only one number name and each number name with one and only one object.

Objective:

Students will roll a die, count the dots and identify the number. Students will find the matching number of dots on the "Roll, Say, Keep" Mat. Students will identify the numeral placed on their mat 0-30.

Materials:

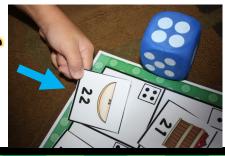
- Roll, Say, Keep Mats (pg. 3-4)
- Numeral cards 0-30 (pg. 5-7)
- Blank cards, so you can add your own numbers (pg. 8)
- Die
- Optional: Cover Page to attach to envelope or file folder (pg. 1)

Procedure:

- Print and laminate Roll, Say, Keep mats and numeral cards for durability. Print as many mats as you
 need for the students that will play. Print as many copies of the numeral cards as you want.
- This can be done in a center or small group setting.
- Students will place the numeral cards facedown, in a pile, on the table. Each student will choose 6 cards and place one on each square of their "Roll, Say, Keep" mat.
- Students will roll the die and identify the number of dots on the die. They will match it to the same number of dots on their mat. The student will use the dice to find a specific space on their board.
- The student will then read the numeral card on that specific space on their mat. If they roll a 2, then they will find the space with two dots on it.
- They will then read the numeral card that is laying on that space. If they are able to correctly identify the numeral, they pick up the card and put it in their pile in front of their board. They "won" this card. If they are not able to identify the numeral, they leave it on their board to try again.
- Students will continue until all the cards are gone. The student with the most numeral cards wins.
- Roll the die.
- Find the matching # of dots.

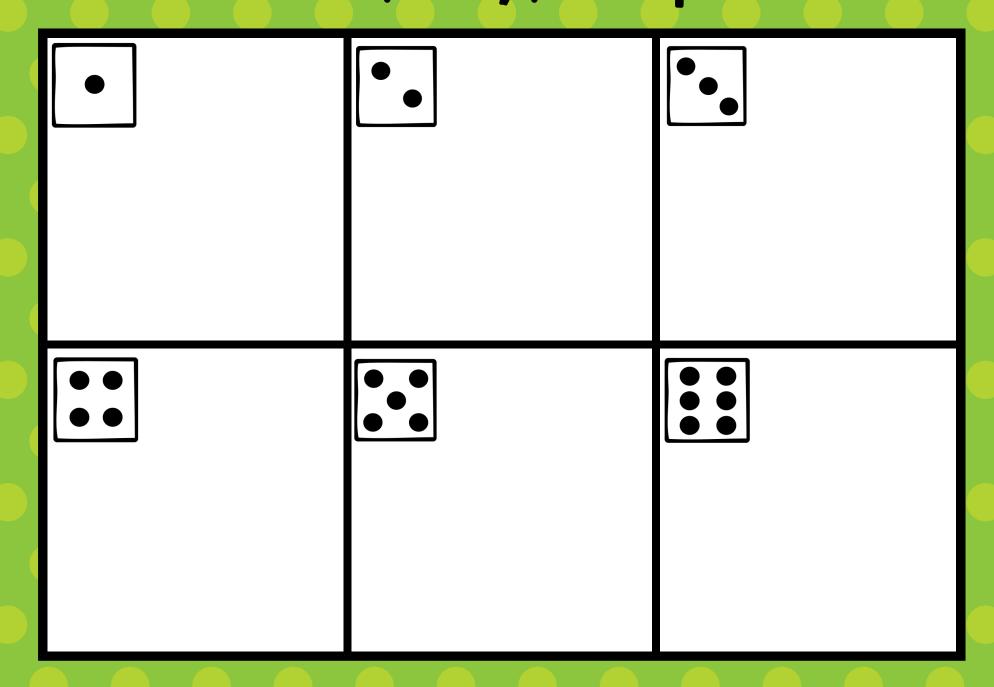


- Read the numeral card on the space.
- In this case, they will read numeral 22.

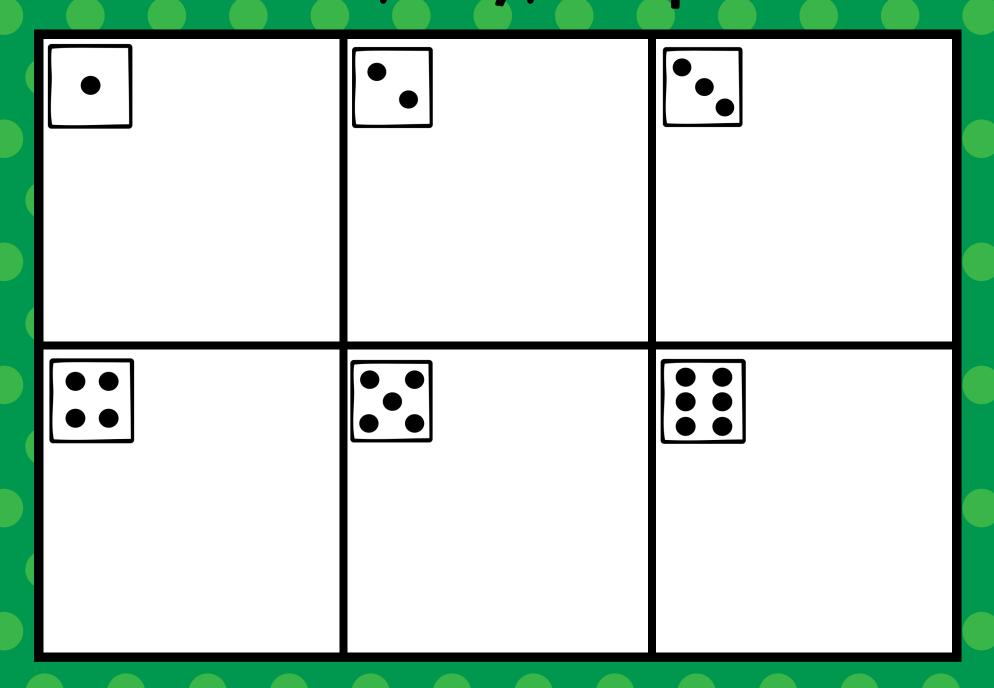


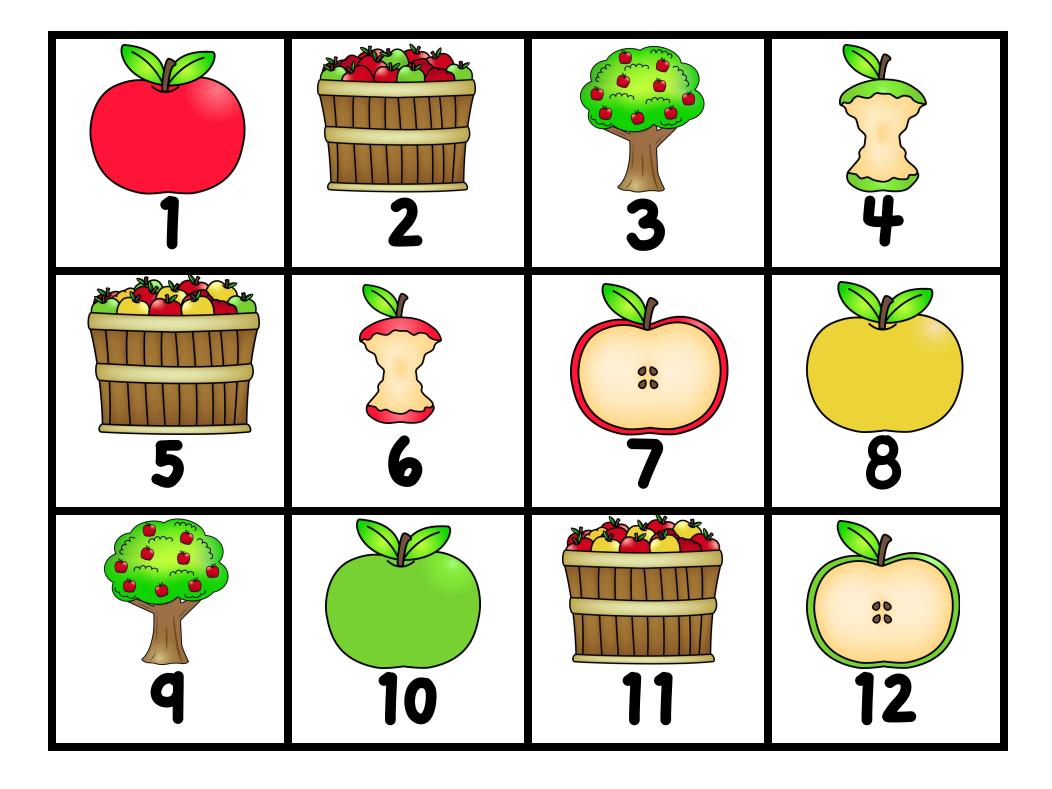
 If the student reads the numeral correctly, they will keep the card and replace it with another card from the draw pile.

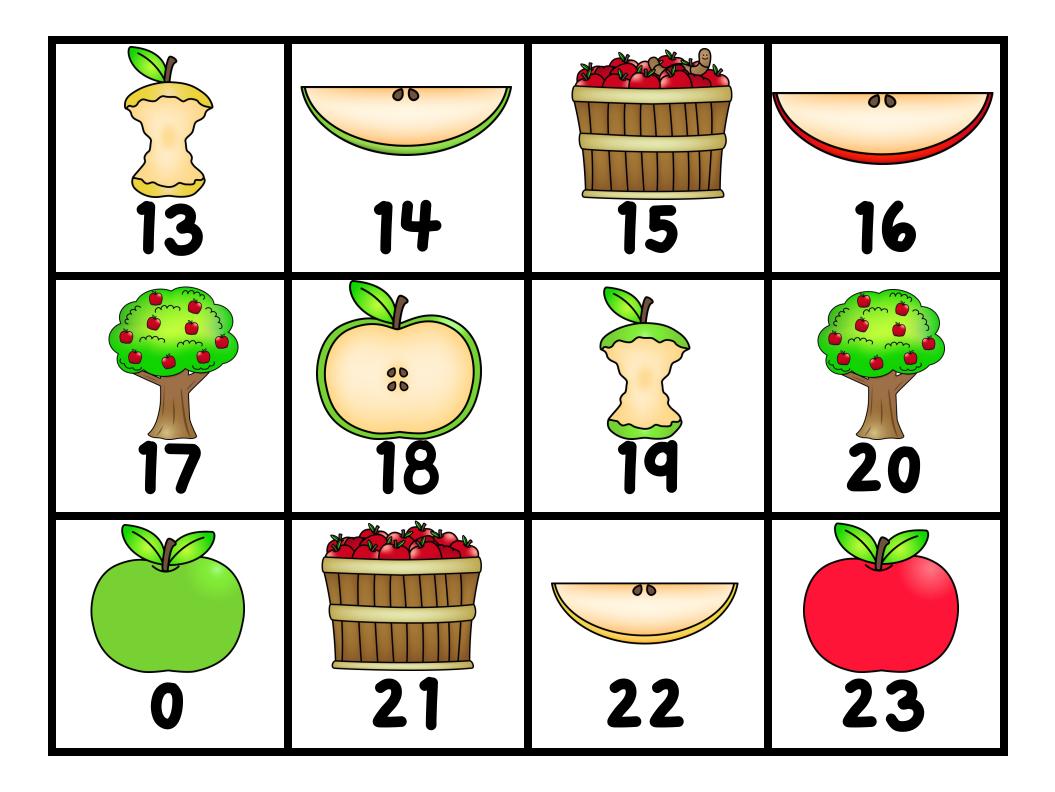
Roll, Say, Keep!

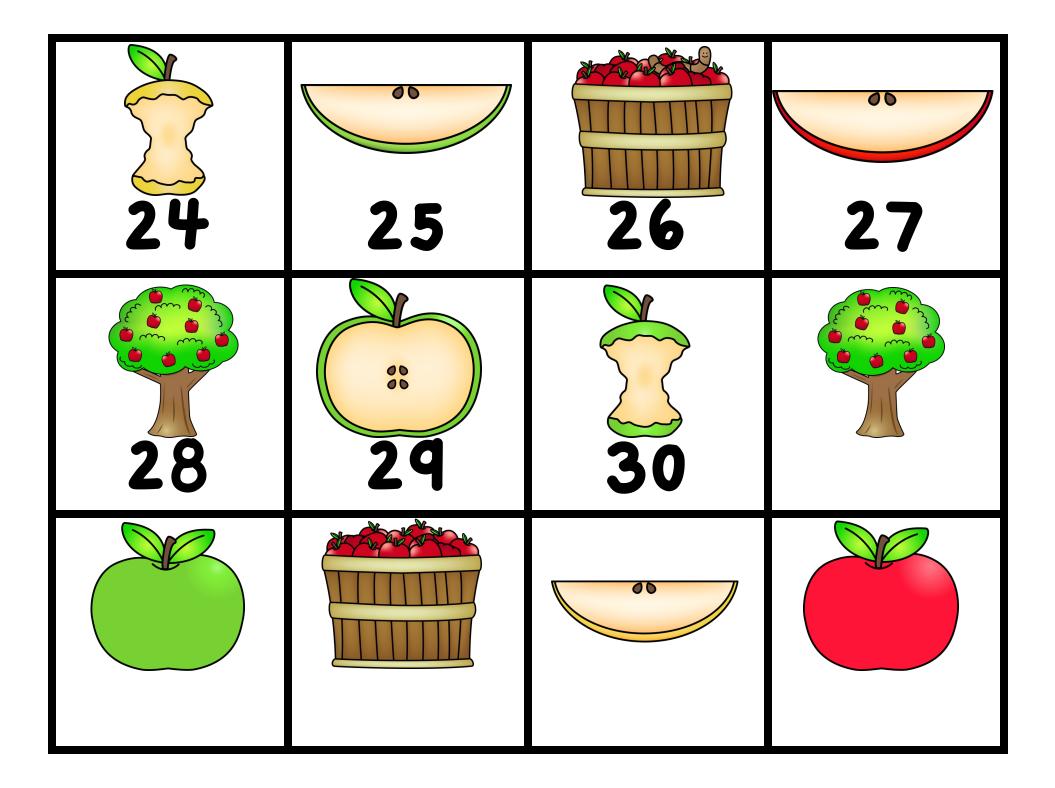


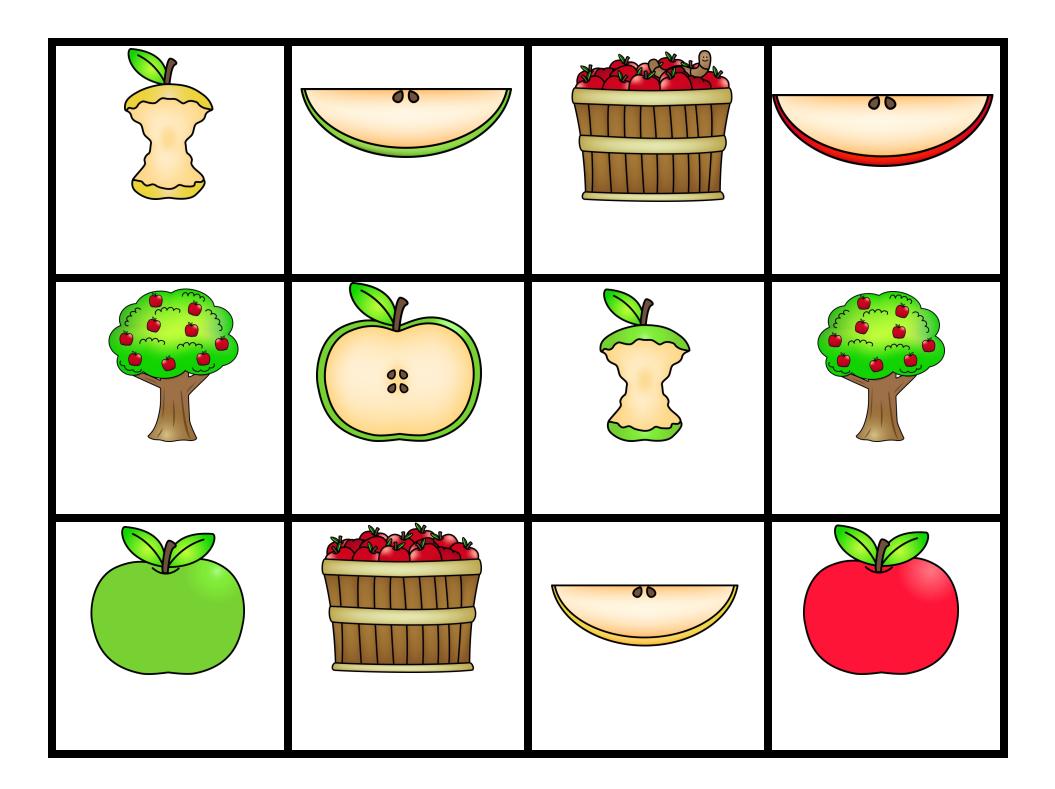
Roll, Say, Keep!











Thanks for trying Free Apple Themed "Roll, Say, Keep" Numerals 0-20! I hope that it stimulates lots of great learning opportunities for your students. If you want more great teaching ideas, click on the pictures below:





Thank you for choosing this FREE math center and game!

I am so pleased to be able to share my ideas with you. I feel passionately that learning should be fun and targeted toward each student's abilities. I hope that these materials make your job a little easier and your students' learning more fun!

****Please leave your feedback.**** You can earn TPT credits, by leaving feedback on your purchased resources!

I am always interested on improving my centers and being able to provide activities that you and your students need for solid, yet exciting learning.

I am thrilled to receive your feedback, suggestions, and requests. I look forward to working with you!

-Laura

Clip Art Credits

