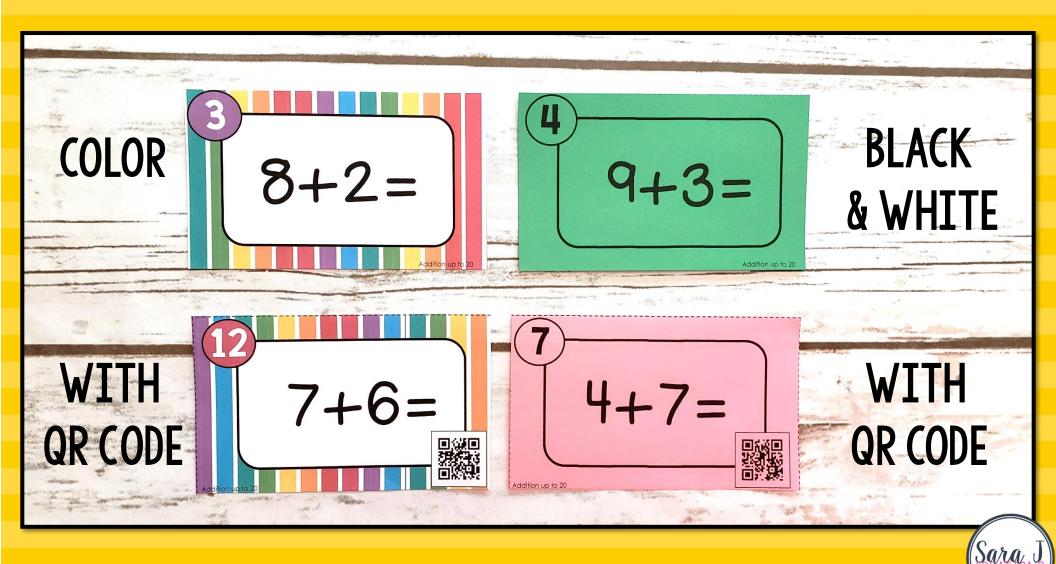
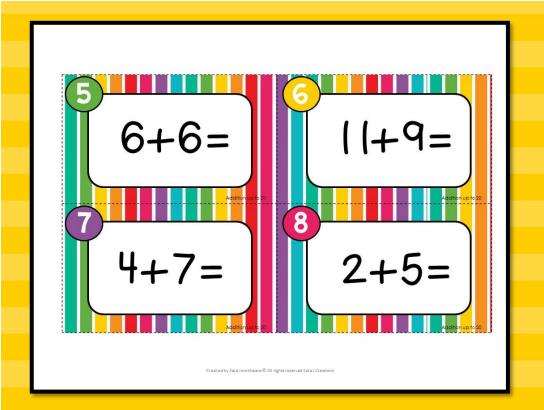


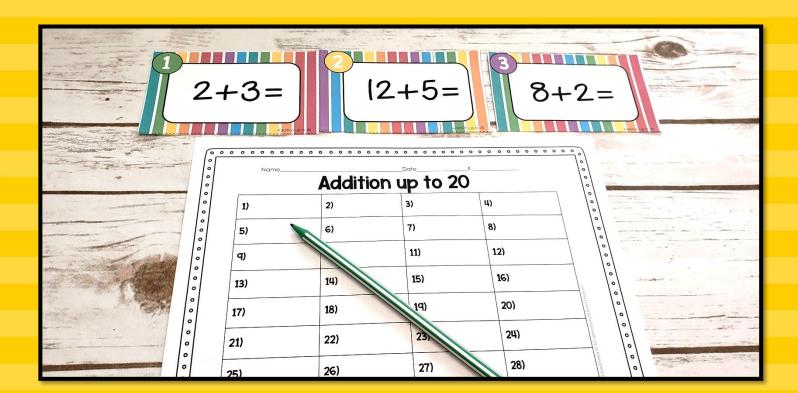
### INCLUDES 32 TASK CARDS WITH 4 WAYS TO PRINT



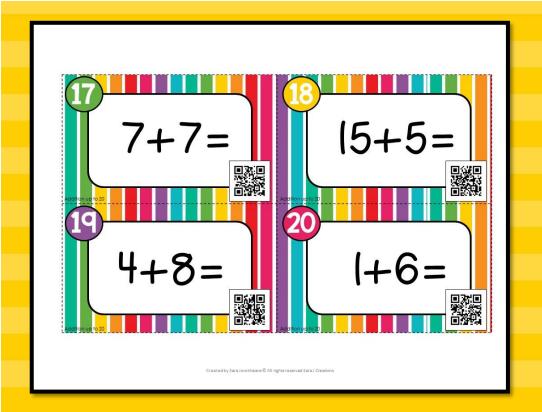


### TASK CARDS IN COLOR

EACH CARD PRACTICES ONE ADDITION FACT WITH THE ANSWER BEING 20 OR LESS

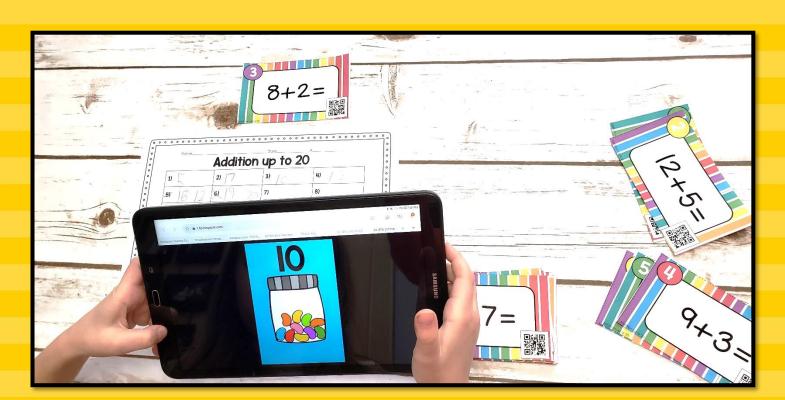




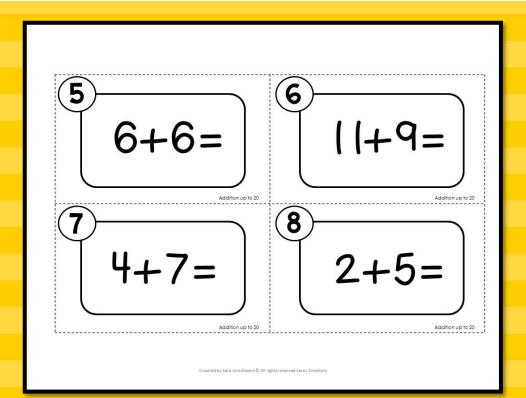


## TASK CARDS IN COLOR WITH QR CODES

USE A QR CODE READER APP
TO CHECK YOUR ANSWERS

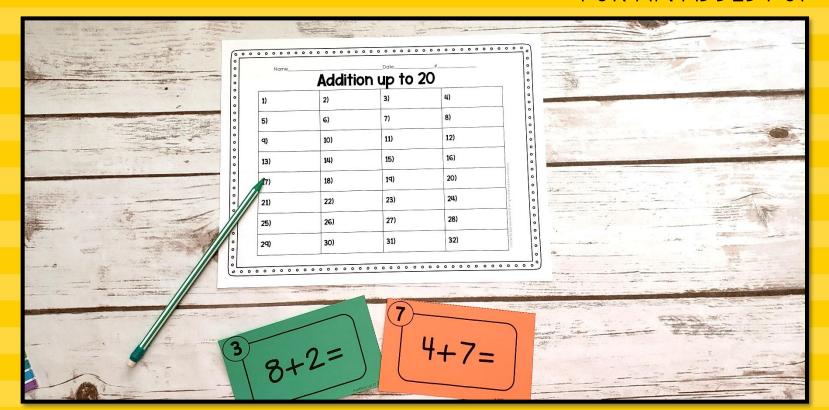




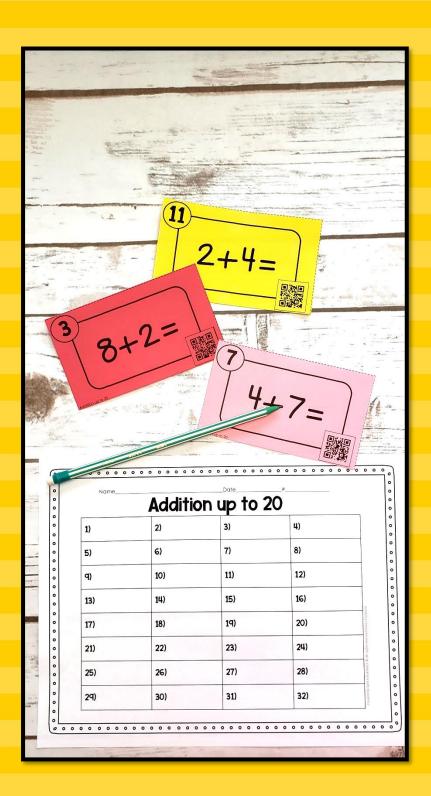


## TASK CARDS IN BLACK & WHITE

PRINT ON COLORED PAPER FOR AN ADDED POP

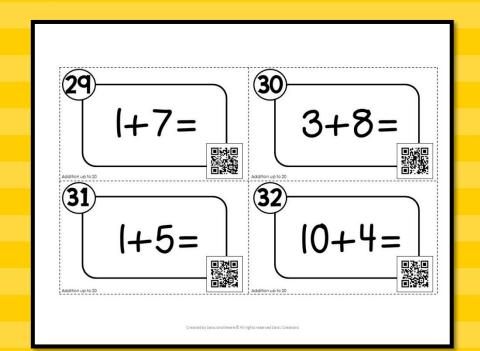




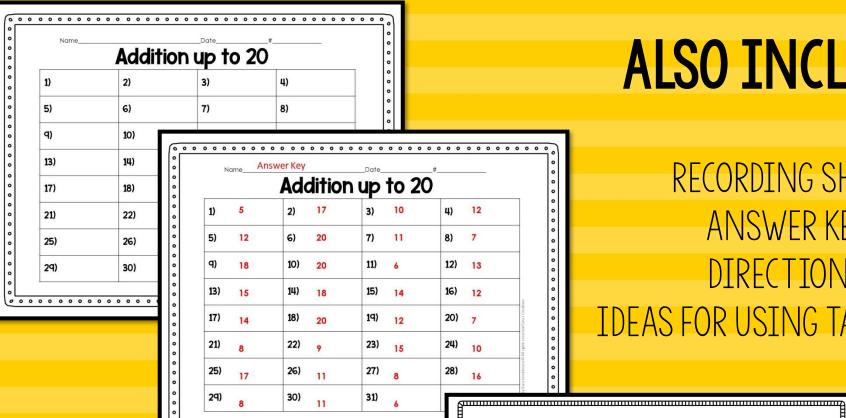


# TASK CARDS IN BLACK & WHITE WITH QR CODES

USE A QR CODE READER APP TO CHECK YOUR ANSWERS







### **ALSO INCLUDES**

RECORDING SHEFT ANSWER KEY DTRECTIONS IDEAS FOR USING TASK CARDS

### ADDITION UP TO 20

- Set includes 32 cards once they are all cut apar
- Set includes I type of problem
  - Number + Number= (example 5+5=)
- There are 4 identical sets included you decide what works for your students
- - Color with QR Codes
  - Black and White
  - Black and White with QR Codes
- After the black and white set you will find a student recording sheet and then a teacher answer key
- To have students use the QR codes to check their answers, you must have a device (iPad, tablet, etc) that has a QR code reader

### STANDARDS

### First Grade

CCSSMathContent LOAC  $\underline{6}$  Add and subtract within 20, demonstrating fluency for addition and subtraction within 10. Use strategies such as counting on, making ten (eq. 8 + 6 = 8 + 2 + 4 = 10 + 4 = 14), decomposing a number leading to a ten (eq. 13 - 14). 4 = 13 - 3 - 1 = 10 - 1 = 9); using the relationship between addition and subtraction (eg., knowing that 8 + 4 = 12, one knows 12 -8 = 4), and creating equivalent but easier or known sums (eg, adding 6 + 7 by creating the known equivalent 6 + 6 + 1 = 12 + 1 =

Second Grade

CCSSMathContent 2.0AB.2 Fluently add and subtract within 20 using mental strategies 2. By end of Grade 2, know from

₽......

### IDEAS FOR USING TASK CARDS

- As a center/station for math centers or math workshop, students work through them at their own
- Problem of the day that they all work on when they first come in or during calendar
- As a preassessment for a unit you haven't taught yet to see what they know about the topic and a way to group them by ability
- As an assessment at the end of a unit
- As a review before the end of a unit
- As a chance for the class to get up and move place all over the room and they have to wander and find all the cards and solve
- Use in a game such as Scoot place a different card on each desk, after a set amount of time, have them move to the next desk until they've completed all the cards
- Tape a card on each student (use washi/scrapbooking tape that is easily removed), pair them up and they will work to solve their partner's problems, then they can move and find a new partner
- Early finishers can work on solving problems when they finish their other work
- Interactive bulletin board that they can go up to and work on solving during a set time during the day
- Sent home as homework
- Cut and paste into math journals and solve

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