

## Unit 4: Extending Place Value Understanding to 1,000

### OVERVIEW

In this unit, students will extend their understanding of the value of numbers to 1,000 by representing, ordering, and comparing. Students will demonstrate an understanding of counting sequences. Students will solve problems involving addition and subtraction within 1,000 using strategies based on place value, including decomposing a ten, the properties of operations, the relationship between addition and subtraction, and part-whole strategies. Students will continue to develop fluency using mental math and strategies. Keenville provides multiple ways to formatively assess student understanding using the following games. These games encourage students to show what they know and can do in a fun, interactive, game-based environment.

2.NR.1.1

Cloud  
Hopper



Peachling  
Café



N/A

2.NR.1.2  
2.NR.2.2  
2.PAR.4.1  
2.PAR.4.2  
2.MDR.5.5

2.NR.1.3

Peachling  
Gym



2.NR.2.3

Keenville  
Sheriff



High-Rise  
Builders



2.NR.2.3

Captain  
Peachbeard



2.NR.2.4

River  
Tubing



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## STANDARD &amp; GAME ALIGNMENT DESCRIPTION



## 2.NR.1.1-Cloud Hopper

In Cloud Hopper, students use their numeracy skills to collect all the numbers floating above Keenville. This game focuses on building numeracy skills by encouraging students to identify numbers represented in multiple ways. Students will identify numerals within 1000 represented in written number names, as base ten blocks, base ten numbers, expanded form, and on number lines.

## 2.NR.1.1-Peachling Café

In Peachling Café, students are challenged to determine how many Peachlings need to be fed and then serve up that amount of food for the Peachlings. This game promotes numeracy skills using place value techniques. Students will represent numbers in base ten to show a three-digit number represent amounts of hundreds, tens, and ones up to 1,000.

## 2.NR.1.3-Peachling Gym

In Peachling Gym, students help Coach Keen figure out the rules of the Peachlings' new game! This game focuses on building numeracy skills by encouraging students to compare numerals using symbols. Students will compare two three-digit numbers using concrete models up to 1,000 using  $<$ ,  $>$ , and  $=$ .



## 2.NR.2.3-Keenville Sheriff

In Keenville Sheriff, students use math strategies to help Sheriff Keen solve the Keens' problems. This game focuses on building numeracy skills by encouraging students to use various interactive strategies to solve word problems. Students will solve addition and subtraction two-step word problems within 100 using various interactive tools.

## 2.NR.2.3-High-Rise Builders

In High-Rise Builders, students are challenged to use formal and informal strategies to add and subtract. Students will use their strategies to help Builder Keen and his crew load the beams and build a skyscraper. This game focuses on building numeracy skills by encouraging students to apply mental math strategies to solve equations.

## 2.NR.2.3-Captain Peachbeard

In Captain Peachbeard, students are challenged to solve addition and subtraction equations to help Captain Peachbeard figure out all the secret numbers to open the treasure chests. This game focuses on building numeracy skills by encouraging students to use various interactive strategies to solve addition and subtraction problems.

## 2.NR.2.4-River Tubing

In River Tubing, students help Lifeguard Keen put the correct number of Keens into groups based on the missing number in an equation. This game promotes numeracy skills in addition and subtraction within 100. Students will add and subtract within 100 solving for a number when result, change, or start are unknown with grouping.

