

tar@GET IT!®



**2nd Grade
Texas**

The game that's a hit EVERY TIME!



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Game Contents:

In the Box

300 Game Cards
2 Snap-on Spinners
1 Spinner Sleeve
Pattern Blocks
4 Spinner Faces
6 Penguin Pictures Color/Outline
6 Butterfly Pictures Color/Outline
1 Last One In to Win! Game Board

Game Contents:

To be downloaded

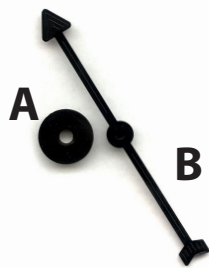
Game Instructions- Cover Up!, Picture This!, and
Last One In to Win!

Exit Tickets
Answer Keys
Teacher Tips
Correlation Chart
Target Talks

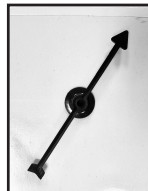
REMEMBER- Register your product for future downloads.

Game Set Up-

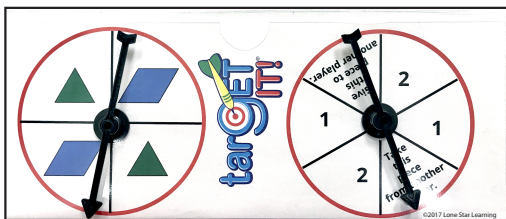
Spinner Assembly-



Slide **Part A**, the round disk-like piece, inside the plastic sleeve. Push the smaller, raised portion of the disk through the hole on the sleeve. Pull the plastic sleeve completely over the smaller, raised portion so that it sits flush over larger part of the black disk.

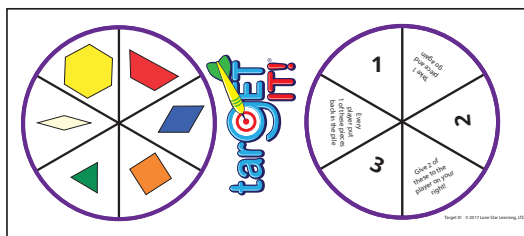


Now, snap the arrow (**Part B**) onto the raised portion of the black disk (**Part A**) on the outside of the plastic sleeve. The snap-on spinner does not need to be disassembled.

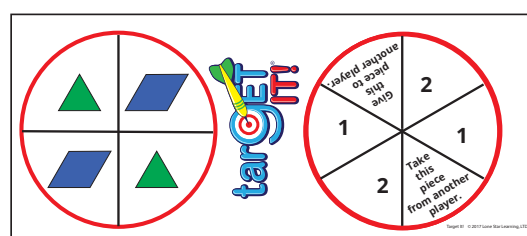


Simply slide in the spinner faces needed for the game being played.

Picture This!



Cover Up!





Game Tips:

As soon as you receive your game, go to <http://store.lonestarlearning.com/register-target-it/> to register your product. Here you will have access to downloads including Game Instructions, Exit Tickets, Answer Keys (if not using a QR device), Correlation Charts, and Target Talks. Registering will also give you access to seasonal downloads and new game variations.

This game has been developed to be an extremely versatile and flexible addition to your math class. Target It! can be set up as a station for up to 6 players. If you have access to more pattern blocks, add more players or even have the whole class play.

Games in order of ease:

Easy- Cover Up! and Picture This! (depending on the picture)

Medium- Last One In to Win!

Hard- Any of these games with exchanges added!

Choosing Cards-

Target It! cards are color-coded by TEKS, exactly like TEKSas Target Practice. Use the Correlation Chart, included in your downloads, to pull the cards specific to the standards you want students to focus on for the day.

Free QR Scanners we recommend:



I-nigma: Available in iTunes or Google Play

There are no ads with this scanner. To set up, click on the "settings" gear in the bottom right corner. You will see a list, choose "Confirm Online". This will take you to a new page, choose "No Confirm". Your device should save these settings so you should not have to repeat this process.



QuickMark: Available in iTunes or Google Play

There are no ads with this scanner. To set up, click on the "settings" gear in the bottom right corner. You will see a list, choose "Auto Open" and then select "Browse URL". Your device should save these settings so you should not have to repeat this process.



QuickMark: Available in iTunes or Google Play






This app requires no set up. However, it will display ads after students scan.

If you do not have access to a device for QR scanning, the students will use the color-coded and numbered answer key to check their work.

Grade 2



	Gold	Red	Yellow	Cherry	Green
1	B	\$76	B	B	10
2	D	336 beads	A	C	100
3	D	71 cookies sold	D	B	12
4	C	806 cards	B	B	20
5	B	\$142	\$0.64	C	30
6	D	\$0.48	True	True	14
7	A	\$0.82	False	True	3
8	C	\$0.77	False	False	7
9	B	\$0.52	True	False	15
10	C	\$0.97	A	False	27
11	548	3 cartons	Consumer	Even	Chocolate
12	878	4 bags	Producer	Odd	Soccer
13	B	3 balloons	False	Odd	Orange
14	C	4 cookies	True	Even	Basketball
15	A	7 groups	True	Even	Peach

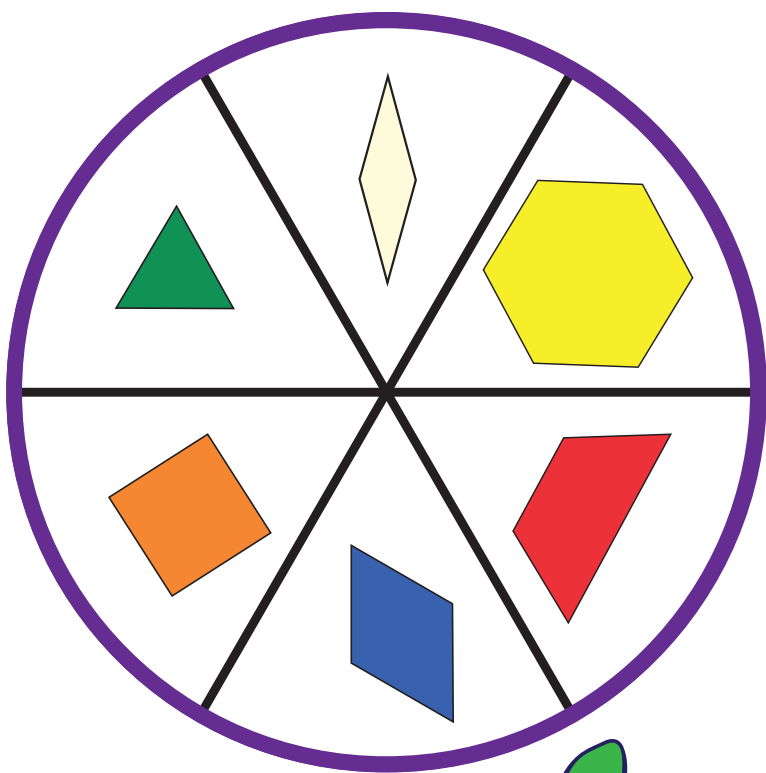
	Gold	Red	Yellow	Cherry	Green
16	1,123	951 969 986 996	\$6	sides = 6 vertices = 6	4
17	9	1,302 1,032 1,023 1,003	\$51	sides = 4 vertices = 4	8
18	1,186	True	\$5	sides = 10 vertices = 10	10
19	0	False	\$75	sides = 5 vertices = 5	9
20	1,136	True	\$20	sides = 0 vertices = 0	7
21	561 > 516	No	20	11	73 cards
22	1,021 < 1,201	2 rectangles	16	8	59 passengers
23	983 > 894	Dane	15	20	\$20
24	999 < 1,099	4 triangles	14	7	37 minutes
25	120 > 102	2 trapezoids 1 rectangle	13	16	142 pages
26	12:00 PM 	C	7	88	True
27	12:32 PM 	D	11	B	False
28	8:38 PM 	D	2	102	True
29	2:58 PM 	D	5	153	A
30	6:08 PM 	35 points	8	100	False

Grade 2

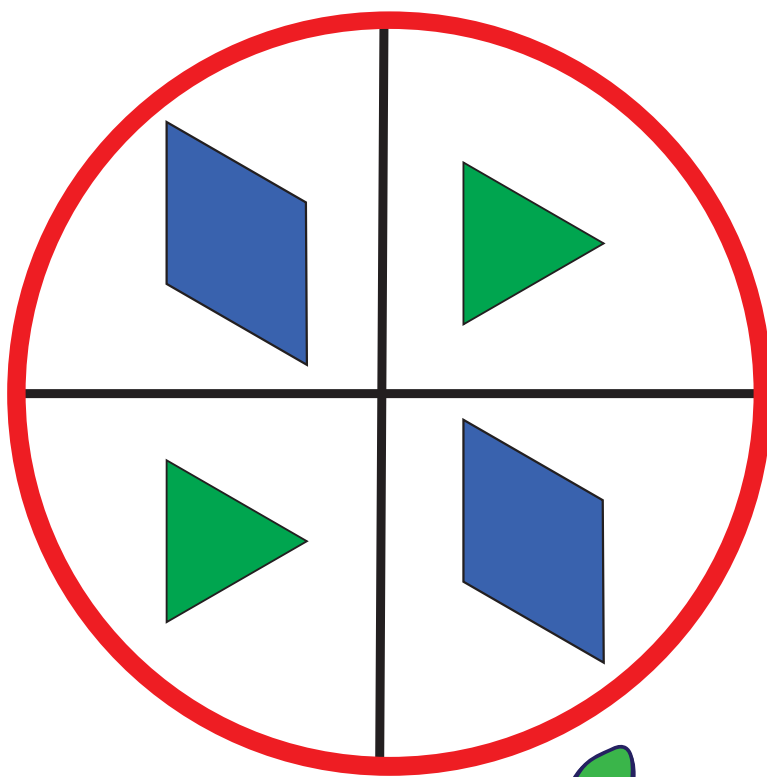


	Lime	Purple	Pink	Blue	Orange
1	50	B	C	634	D
2	75	D	D	107	D
3	30	C	D	1,133	C
4	20	D	C	1,203	D
5	125	C	B	1,016	A
6	4	7 cm	D	B	59
7	9	2 in.	B	B	19
8	9	3 cm	False	C	57
9	6	1 in.	True	B	133
10	7	6 cm	True	D	130
11	25 square units	C	3 in.	B	B
12	15 square feet	D	4 cm	D	D
13	21 square inches	False	3 cm	A	10
14	28 square yards	B	2 in.	C	7
15	32 square units	True	7 cm	B	D

	Lime	Purple	Pink	Blue	Orange
16	C	False	C	True	$64 + 16 < 53 + 37$
17	A	True	D	False	$35 + 56 > 72 + 16$
18	B	C	B	False	$93 - 38 < 83 - 26$
19	C	False	C	False	$65 - 19 > 81 - 39$
20	True	B	D	True	$47 - 24 = 57 - 34$
21	D	B	False	True	C
22	B	A	False	True	B
23	A	D	False	False	D
24	D	C	True	False	D
25	D	D	True	True	A
26	Yes	239	False	C	C
27	Yes	344	False	D	B
28	3 balloons	551	True	B	A
29	B	809	False	D	A
30	Yes	92	True	B	B



tar**GET**
IT!

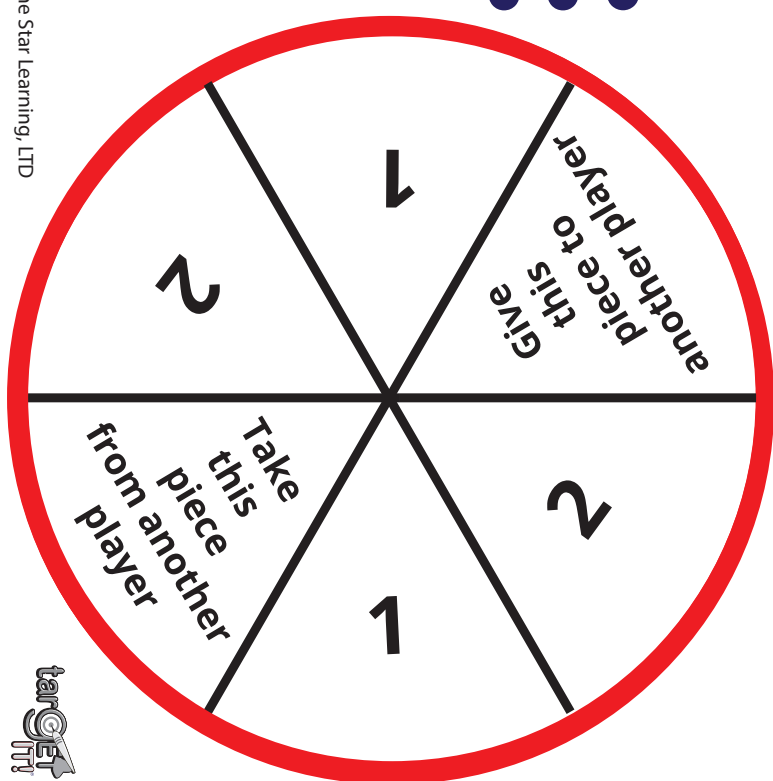


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Game: Cover Up!

Small Group Play 2-6 Players

Materials:

Game Cards
Pattern Blocks- Yellow, Blue and Green
Spinner - Red
Exit Ticket
QR Device or Answer Key to check work

Goal:

Be the first to cover your hexagon!

Game Play:

- Each player needs a yellow hexagon and an Exit Ticket
- Player with the next birthday goes first!
- Player draws a card.
Using your Exit Ticket, solve the problem.
Using the QR Device or Answer Key, check your answer.
- If your answer is right, spin the spinners to find out what to add, take, or give away!
If you spin a piece you don't need or that won't fit exactly, your turn is over.
If your spinner lands on "Take this piece from another player" and no players have this piece, your turn is over.
If your answer is wrong, the player to your left takes their turn.
- The first player to completely cover their hexagon WINS!

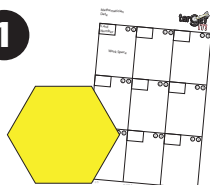
If time allows, play again!

Game Extensions:

Double Decker Cover Up!- Players will build 2 complete layers on top of their yellow hexagon. The first layer must be complete before you can begin to build the second layer. Use the same game rules for Cover UP!

Exchanges- When you feel like your students are getting the hang of things, allow them to start making exchanges. For example, a player spins a 2 on spinner one and a triangle on spinner two they can exchange the 2 triangles for one rhombus. This is a great introduction to fraction equivalency.

1



Each player needs a yellow hexagon and an Exit Ticket.

2



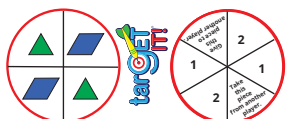
Player with the next birthday goes first!
Player draws a card. Using your Exit Ticket, solve the problem.

3



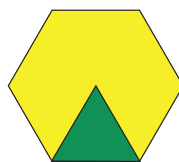
Use the QR Device or Answer Key to check your

4



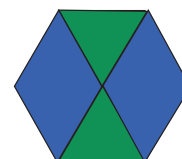
If your answer is right, spin the spinners to determine what to add, take, or give away!
If you spin a piece you don't need, your turn is over.
If your spinner lands on "Take this piece from another player" and no players have this piece, your turn is over.
If your answer is wrong, the player to your left begins his/her turn.

5



Get your pieces and start covering your hexagon! Now, the next player begins his/her turn.

First player to completely cover their hexagon is the WINNER!



Just one example of what a complete hexagon may look like.

If time allows, play again!



Game: Cover Up!

Small Group Play 2-6 Players

Materials:

Game Cards

Pattern Blocks- Yellow, Blue and Green

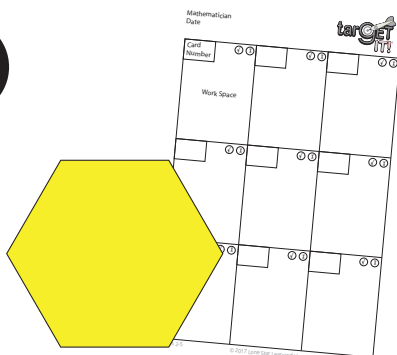
Spinner- Red

Hexagon

Exit Ticket

QR Device or or Answer Key to check work

1



Each player needs a yellow hexagon and an Exit Ticket

2



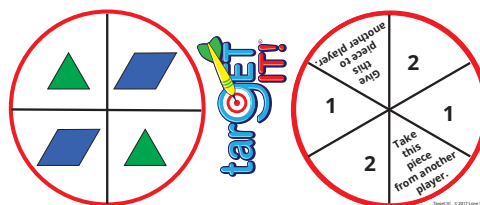
Player with the next birthday goes first! Player draws a card. Using your Exit Ticket, solve the problem.

3



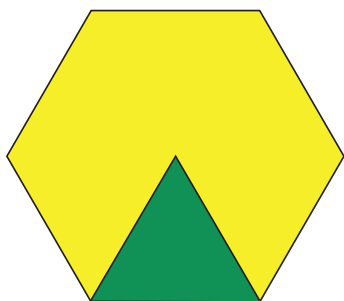
Use the QR Device or Answer Key to check your answer.

4



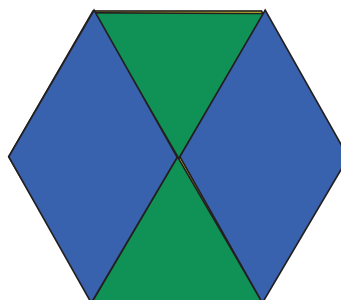
If your answer is right, spin the spinners to determine what to add, take, or give away! If you spin a piece you don't need, your turn is over. If your spinner lands on "Take this piece from another player" and no players have this piece, your turn is over. If your answer is wrong, the player to your left begins his/her turn.

5



Get your pieces and start covering your hexagon! Now, the next player begins his/her turn.

First player to completely cover his/her hexagon is the WINNER!



Just one example of what a complete hexagon may look like.

If time allows, play again.



Game: Last One In to Win!

Small Group Play 2-6 Players

Materials:

Last One In to Win! Game Board

Game Cards

Pattern Blocks for each player, if there are 4 or more players:

Yellow- 1

Red-2

Blue- 2

Green- 4

(If there are fewer than 4 players, double each amount.)

Exit Ticket

QR Device or Answer Key to check work

Goal:

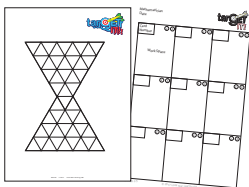
To place the last piece to complete the shape on the game board.

Game Play:

- Each player needs a set of the pattern blocks listed above and an Exit Ticket.
- Player with the next birthday goes first!
- Player draws a card.
Using your Exit Ticket, solve the problem.
Using the QR Device or Answer Key, check your answer.
- If your answer is right, pick any block and place it anywhere on the game board. After the first piece has been played, all other pieces must touch a piece already on the board. If your answer is wrong, the player to your left takes their turn.
- The player who plays the final piece, completing the shape, is the WINNER!

If time allows, play again!

1



Each player needs a yellow hexagon and an Exit Ticket.

2



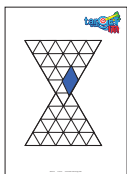
Player with the next birthday goes first!
Player draws a card. Using your Exit Ticket, solve the problem.

3



Use the QR Device or Answer Key to check your

4



If your answer is right, pick any block and place it anywhere on the game board. After the first piece has been played, all other pieces played must touch a piece already on the board. It is now the next player's turn. If your answer is wrong, the player to your left begins his/her turn.

The player to play the last piece, completing the picture is the Winner!



Just one example of what a complete picture may look like.

If time allows, play again!



Game: Last One In to Win!

Small Group Play 2-6 Players

Materials:

Game Cards

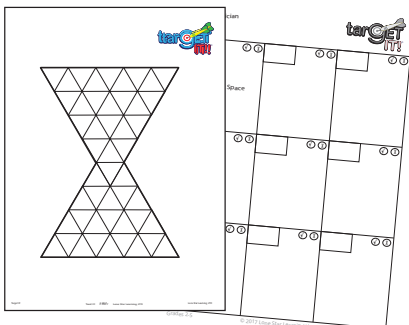
Last One in to Win Game Board

Pattern Blocks for each player 1-Yellow 2-Red
2-Blue 4-Green
(If there are fewer than 4 players,
double the number of blocks.)

Exit Ticket

QR Device or Answer Key to check work

1



Each player needs a yellow hexagon and an Exit Ticket.

2



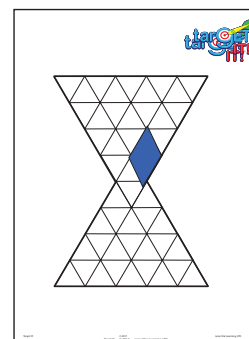
Player with the next birthday goes first!
Player draws a card.
Using your Exit Ticket,
solve the problem.

3



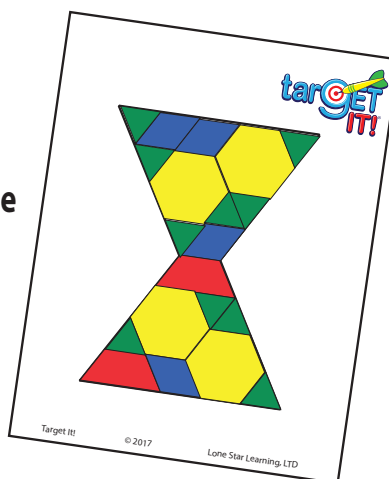
Use the QR Device or Answer Key to check your answer.

4

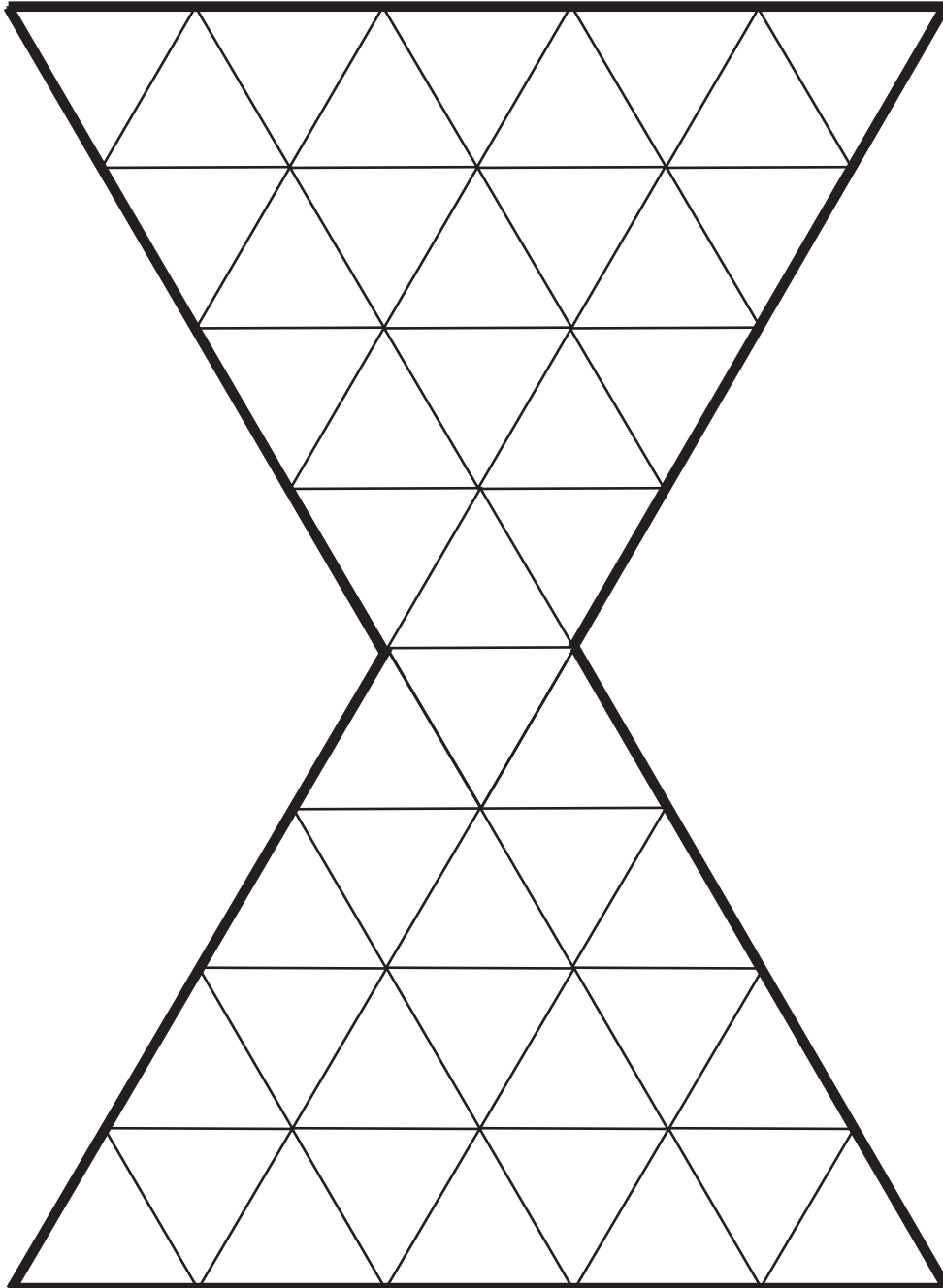


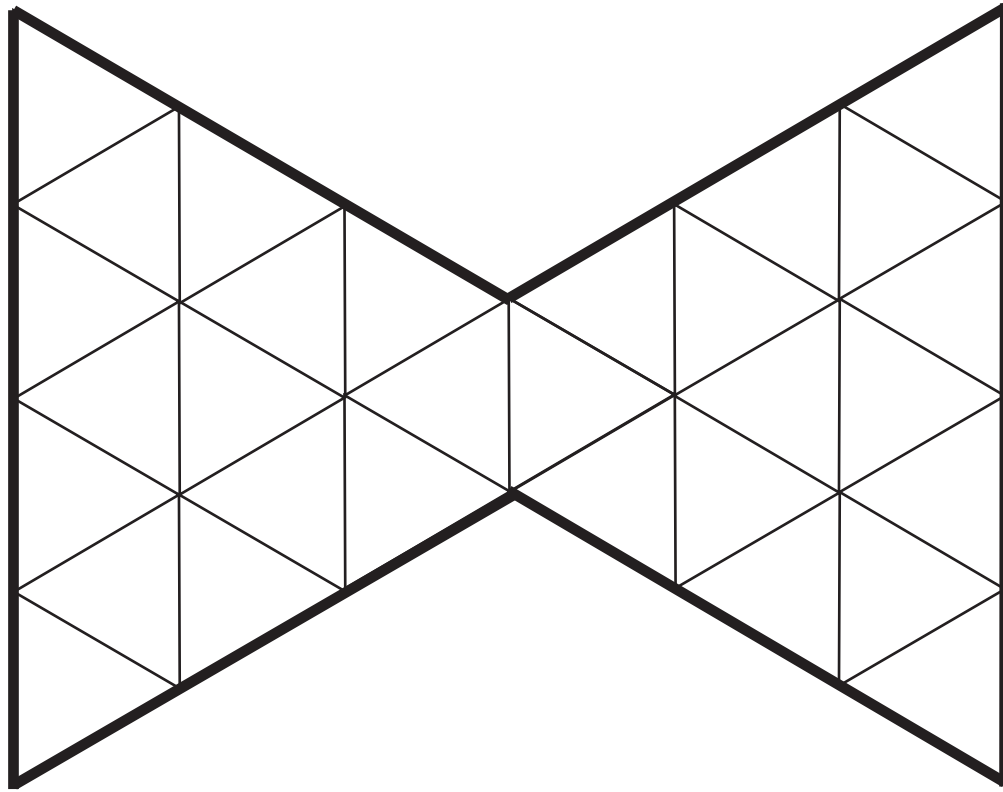
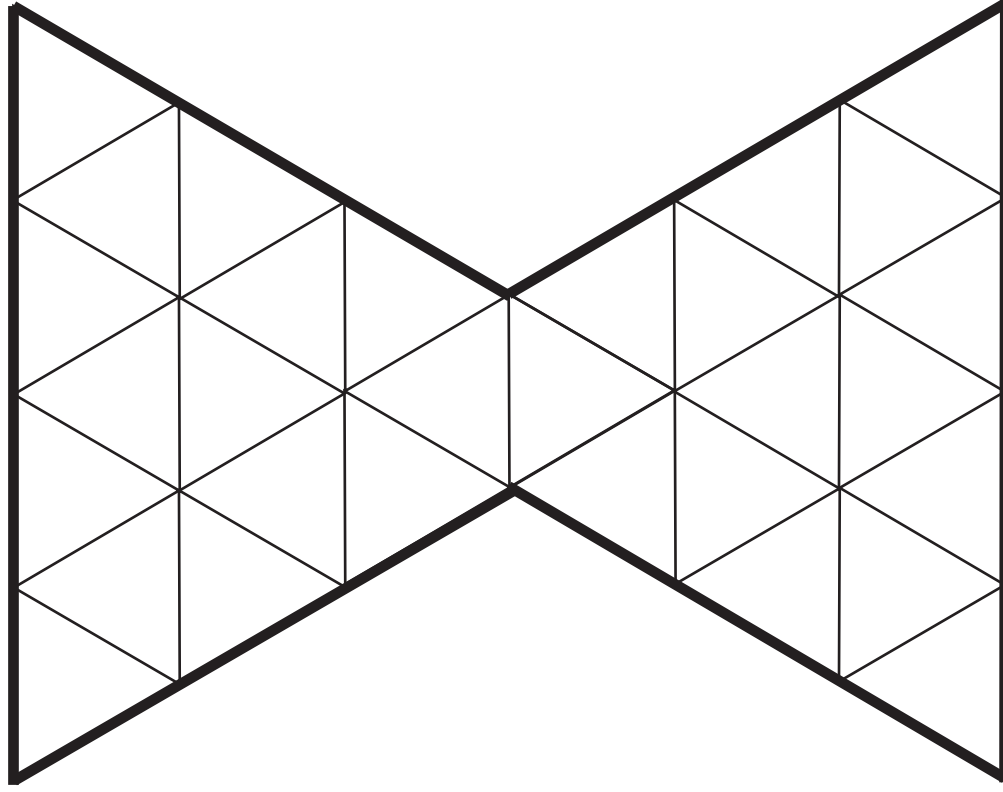
If your answer is right, pick any block and place it anywhere on the game board. After the first piece has been played, all other pieces played must touch a piece already on the board. It is now the next player's turn. If your answer is wrong, the player to your left begins his/her turn.

The player to play the last piece, completing the picture is the Winner!



If time allows,
play again.







Game: Picture This!

Small Group Play 2-6 Players

Materials:

Game Cards
Pattern Blocks
Spinner- Purple
Picture Outline or Card
Exit Ticket
QR Device or Answer Key to check work

Goal:

Be the first to cover your picture!

Game Extensions:

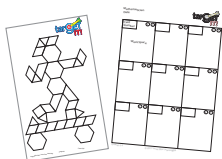
Exchanges- When you feel like your students are getting the hang of things, allow them to start making exchanges. For example, a player spins a 2 on spinner one and a triangle on spinner two they can exchange the 2 triangles for one rhombus. This is a great introduction to fraction equivalency.

Game Play:

- Each player needs a Picture Outline/Card and an Exit Ticket
- Player with the next birthday goes first!
- Player draws a card.
Using your Exit Ticket, solve the problem.
Using the QR Device or Answer Key, check your answer.
- If your answer is right, spin the spinners to find out what to add, take, or give away!
If you spin a piece you don't need or that won't fit exactly, your turn is over.
If your spinner lands on "Take this piece from another player" and no players have this piece, your turn is over. If you spin a piece that isn't usable, your turn is over.
If your answer is wrong, the player to your left takes his/her turn.
- The first player to completely cover their picture WINS!

If time allows, play again!

1



Each player needs a Picture Outline/Card and an Exit Ticket

2



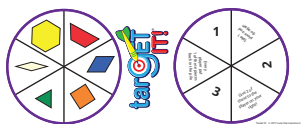
Player with the next birthday goes first!
Player draws a card. Using your Exit Ticket, solve the problem.

3



Use the QR Device or Answer Key to check your

4



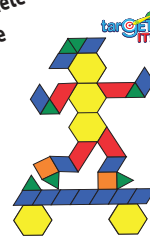
If your answer is right, spin the spinners to determine what to add, take, or give away!
If you spin a piece you don't need, your turn is over.
If your spinner lands on "Take this piece from another player" and no players have this piece, your turn is over.
If you spin a piece that isn't usable, your turn is over.
If your answer is wrong, the player to your left begins his/her turn.

5



Get your pieces and start building your picture! Now, the next player begins his/her turn.

First player to complete the picture is the WINNER!



If time allows, play again.

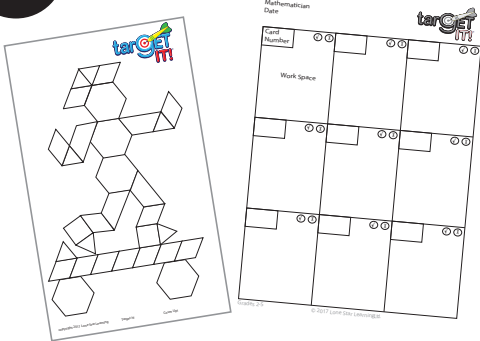


Game: Picture This! Small Group Play 2-6 Players

Materials:

Game Cards
Pattern Blocks
Spinner- Purple
Picture Outline or Card
Exit Ticket
QR Device or Answer Key to check work

1



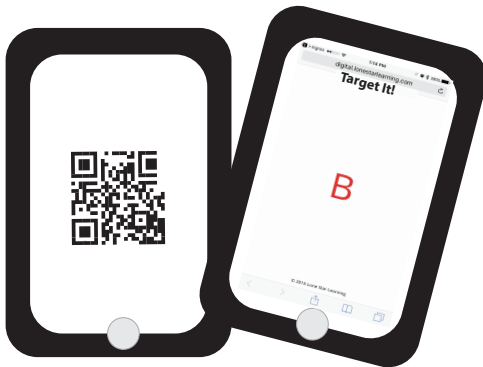
Each player needs a Picture Outline/Card and an Exit Ticket.

2



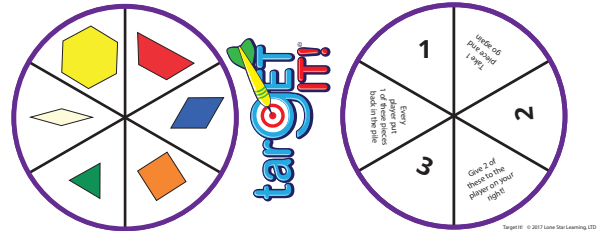
Player with the next birthday goes first!
Player draws a card.
Using your Exit Ticket, solve the problem.

3



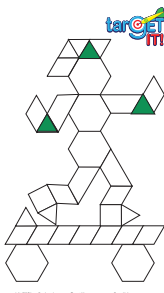
Use the QR Device or Answer Key to check your answer.

4

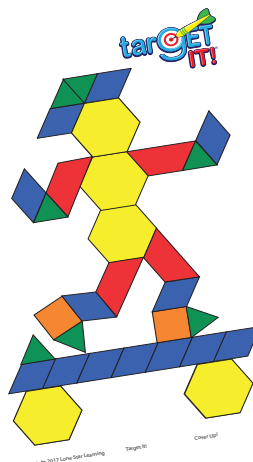


If your answer is right, spin the spinners to determine what to add, take, or give away! If you spin a piece you don't need, your turn is over. If your spinner lands on "Take this piece from another player" and no players have this piece, your turn is over. If you spin a piece that isn't usable, your turn is over. If your answer is wrong, the player to your left begins his/her turn. If your answer is wrong, the player to your left begins his/her turn.

5

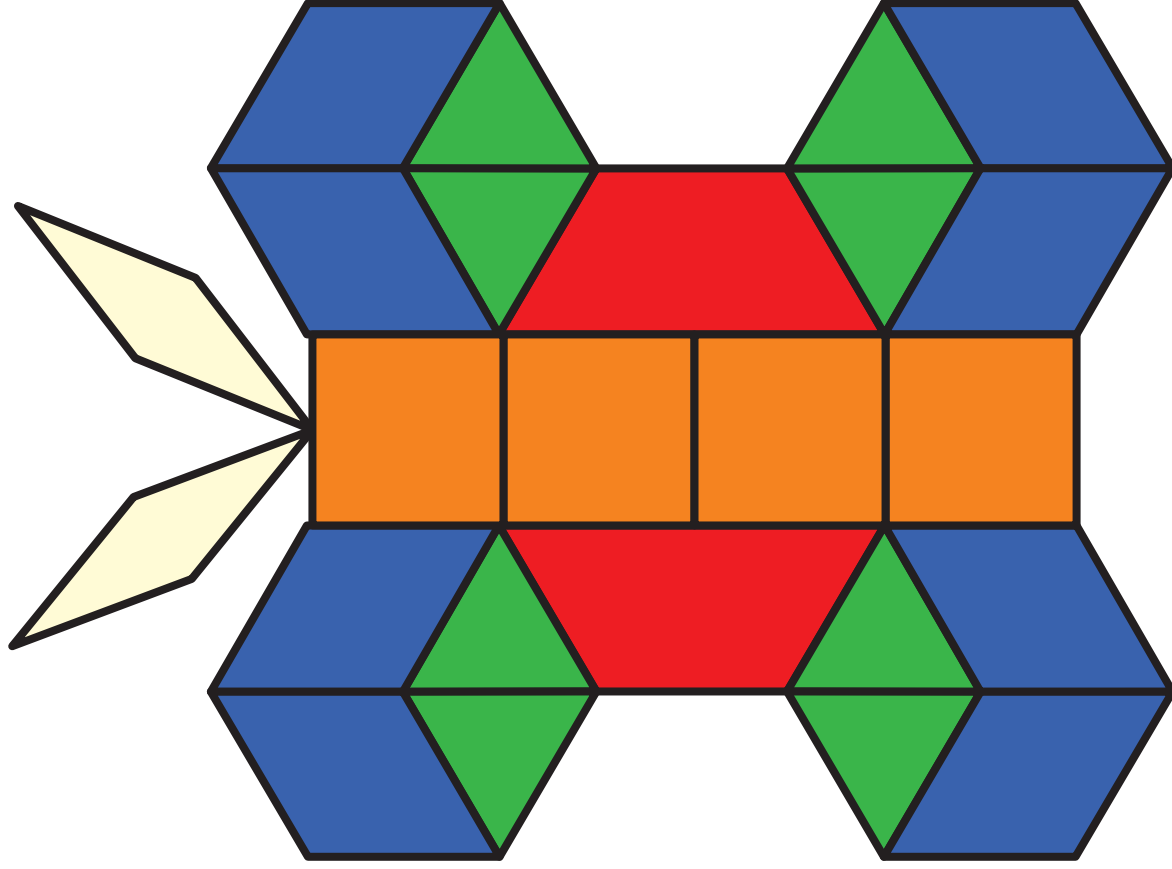
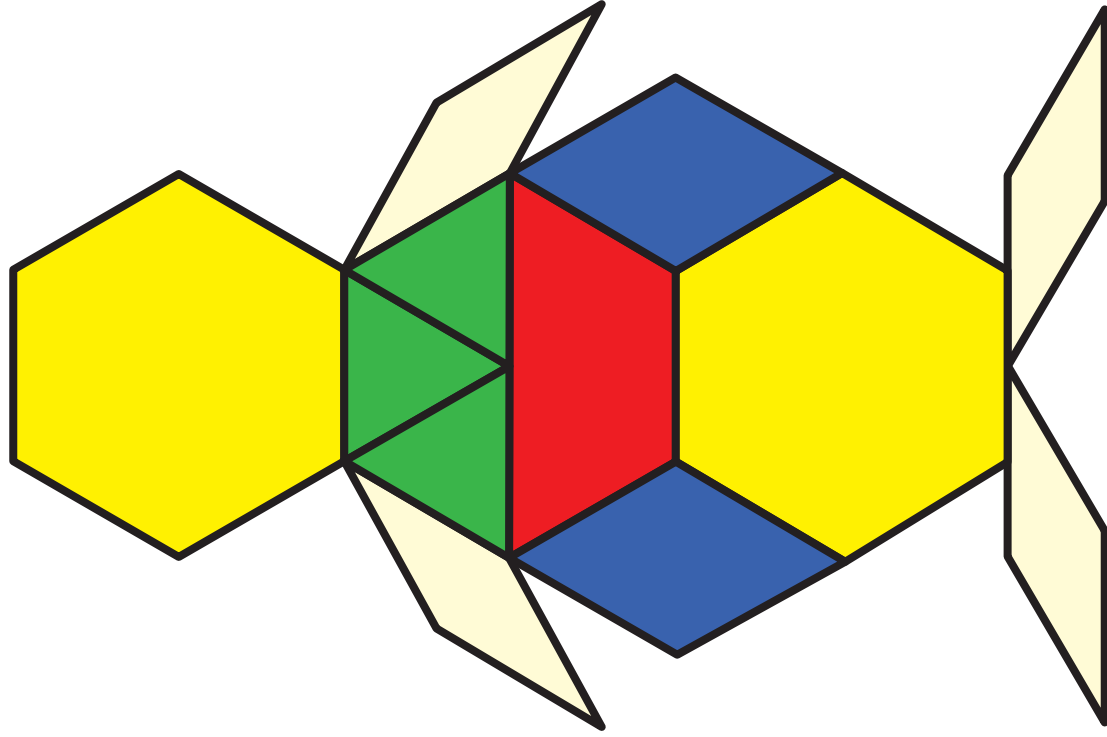


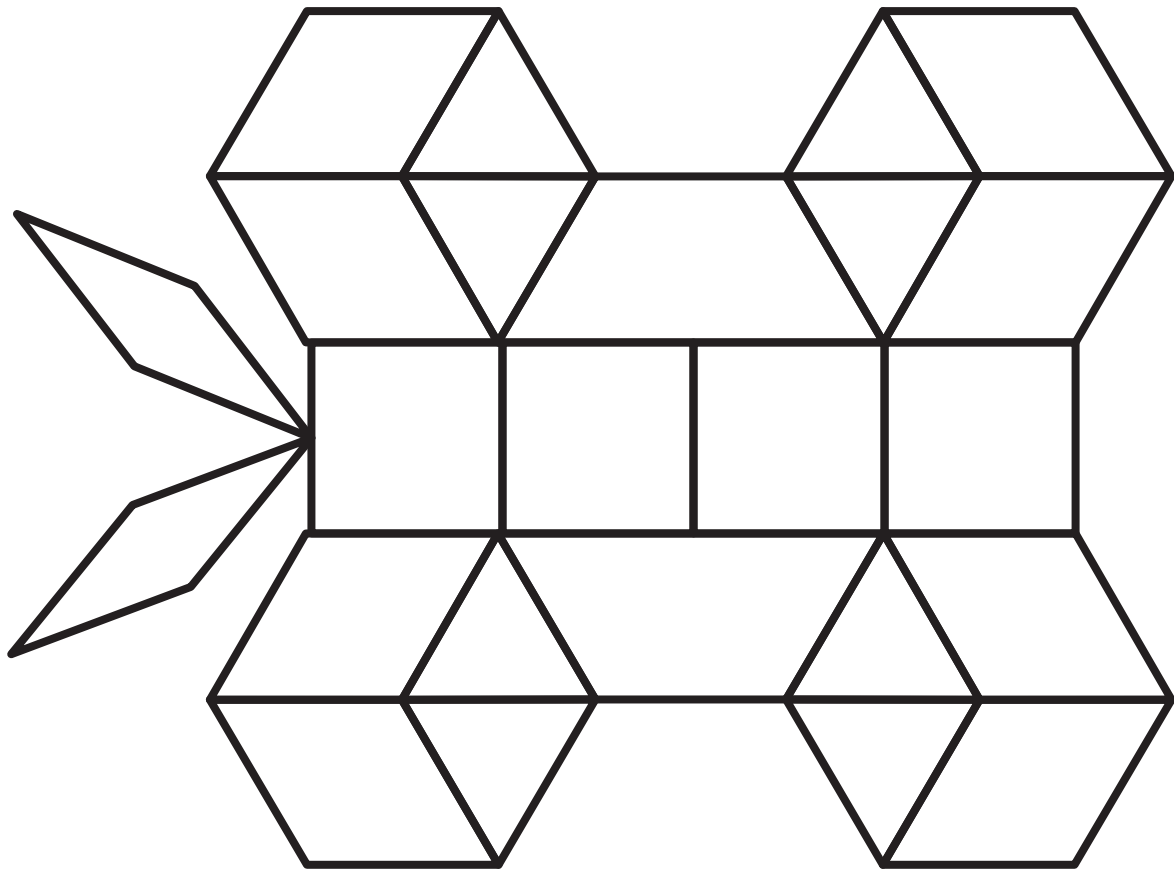
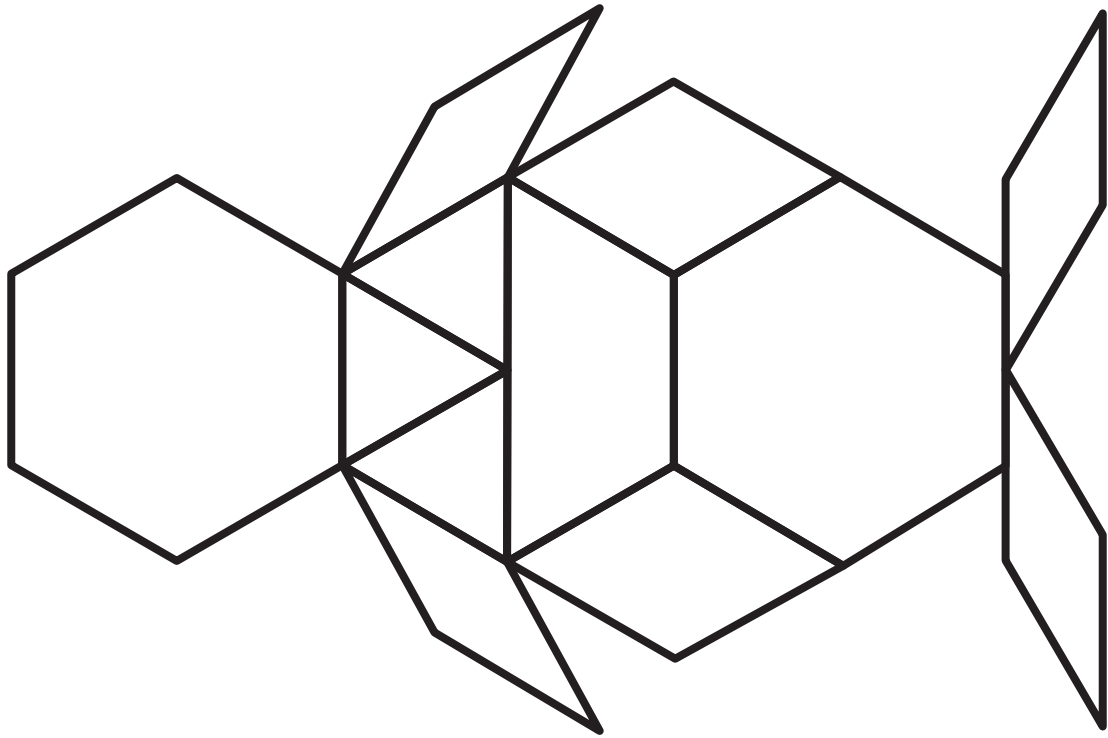
Get your pieces and start building your picture! Now, the next player begins his/her turn.



First player to complete the picture is the WINNER!

If time allows, play again.







Mathematician _____
Date _____
Card Color and Number → Bubble ✓ if you got the question right or ✗ if you missed it.



Mathematician _____
Date _____
Card Color and Number → Bubble ✓ if you got the question right or ✗ if you missed it.

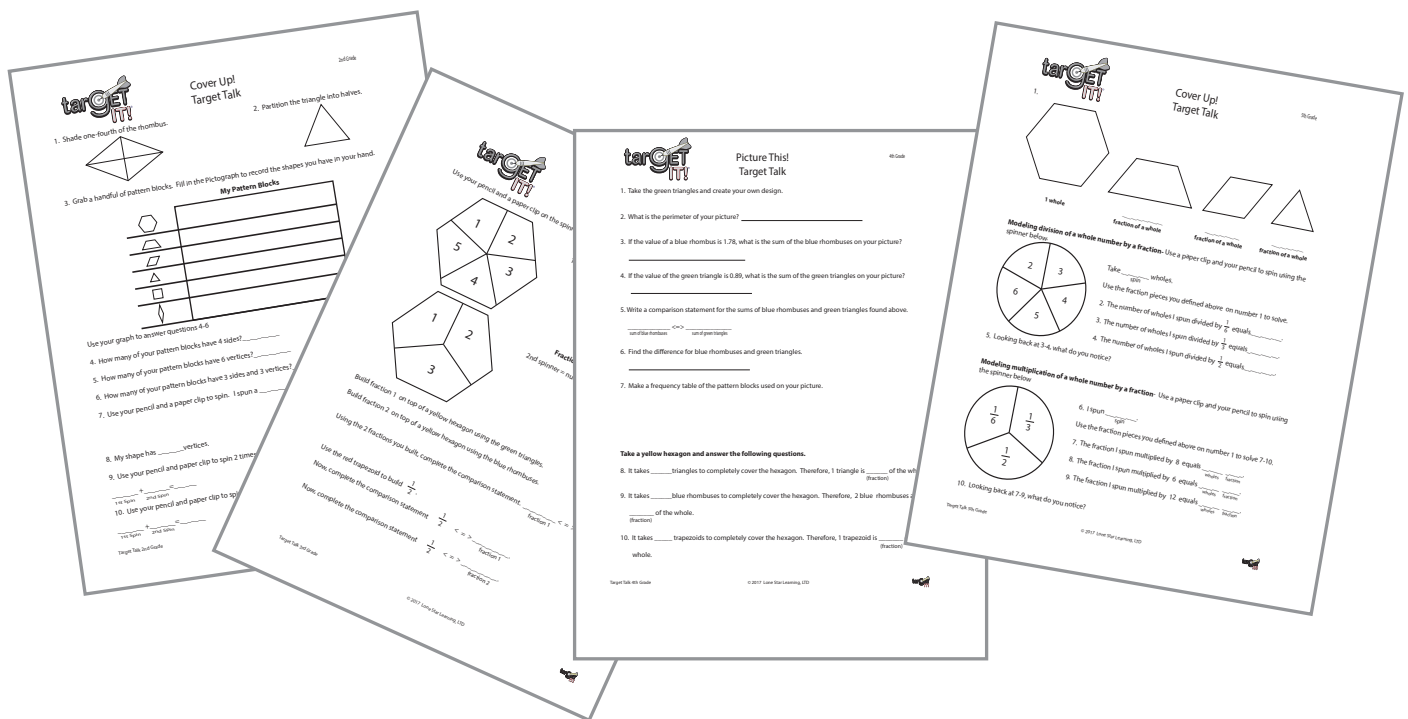




Target Talk

Target Talks were created to be an extension of the game, Target It! Designed so that information is always different, Target Talks can be used again and again. Use this as a follow-up station or to wrap things up at the end of the game. Target Talks are a great way to engage students in mathematical conversations.

Be sure to register your game and watch for free Target Talks to come!

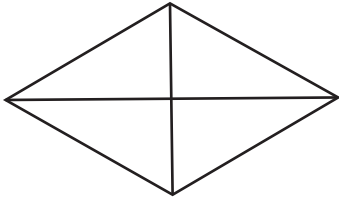




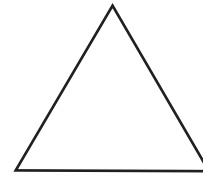
Cover Up! Target Talk

2nd Grade

1. Shade one-fourth of the rhombus.









2. Partition the triangle into halves.



3. Grab a handful of pattern blocks. Fill in the Pictograph to record the shapes you have in your hand.

My Pattern Blocks

Use your graph to answer questions 4-6

4. How many of your pattern blocks have 4 sides? _____
5. How many of your pattern blocks have 6 vertices? _____
6. How many of your pattern blocks have 3 sides and 3 vertices? _____
7. Use your pencil and a paper clip to spin. I spun a _____. Draw a shape with that many sides.

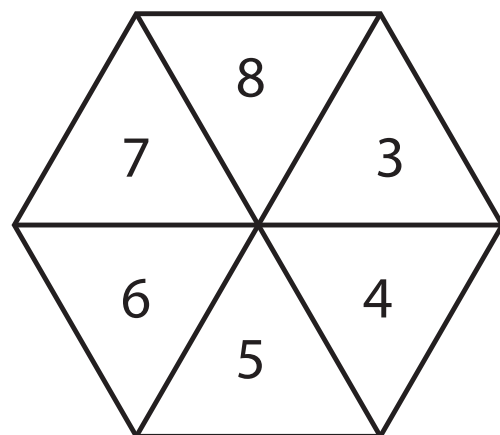
8. My shape has _____ vertices.

9. Use your pencil and paper clip to spin 2 times.

$$\begin{array}{c} \text{_____} + \text{_____} = \text{_____} \\ \text{1st Spin} \quad \text{2nd Spin} \end{array}$$

10. Use your pencil and paper clip to spin 2 times.

$$\begin{array}{c} \text{_____} + \text{_____} = \text{_____} \\ \text{1st Spin} \quad \text{2nd Spin} \end{array}$$



[illegible]