

tar@GET IT!®

3rd Grade

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

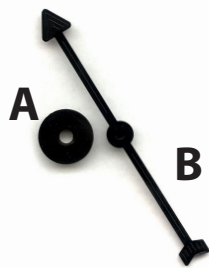
Game Instructions- Cover Up!, Picture This!, and
Last One In to Win!

Exit Tickets
Answer Keys
Teacher Tips
Correlation Chart
Target Talks

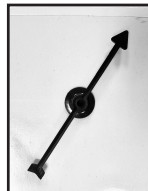
REMEMBER- Register your product for future downloads.

Game Set Up-

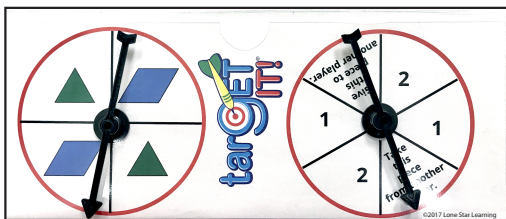
Spinner Assembly-



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.

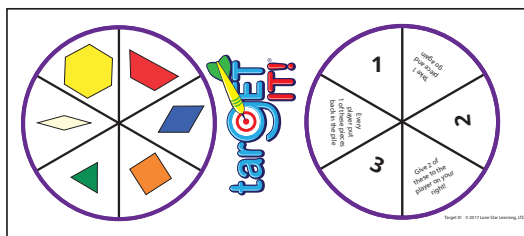


Now, snap the arrow (**Part B**) onto the raised portion of the black disk (**Part A**) on the outside of the plastic sleeve. The snap-on spinner does not need to be disassembled.

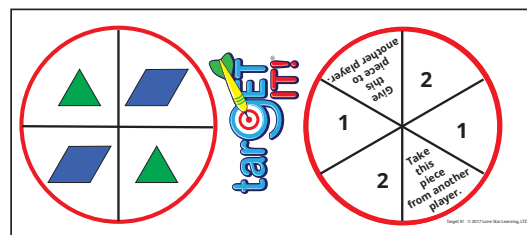


Simply slide in the spinner faces needed for the game being played.

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 math standards. 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 3



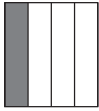
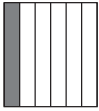
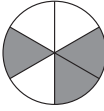
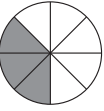


	Gold	Red	Yellow	Cherry	Green
1	B	1:50	306	\$30	$4 \times 9 = 36$
2	A	45 minutes	435	70¢	$6 \times 10 = 60$
3	D	5:03	282	4 rides each	$8 \times 8 = 64$
4	C	1:53	142	3 packages	$9 \times 3 = 27$
5	D	18 minutes	276	3 points	$5 \times 7 = 35$
6	No	D	$45,921 = 45,921$	C	$\frac{2}{6}$
7	C	B	$100,862 > 10,862$	245	$\frac{5}{6}$
8	B	B	No	216	$\frac{2}{3}$
9	A	D	No	A	$\frac{1}{4}$
10	59,062	B	23,312 23,230 23,213	558	$\frac{1}{2}$
11	C	No	B	D	C
12	A	Yes	D	True	C
13	B	No	A	False	D
14	C	No	C	False	A
15	A	Yes	False	True	B

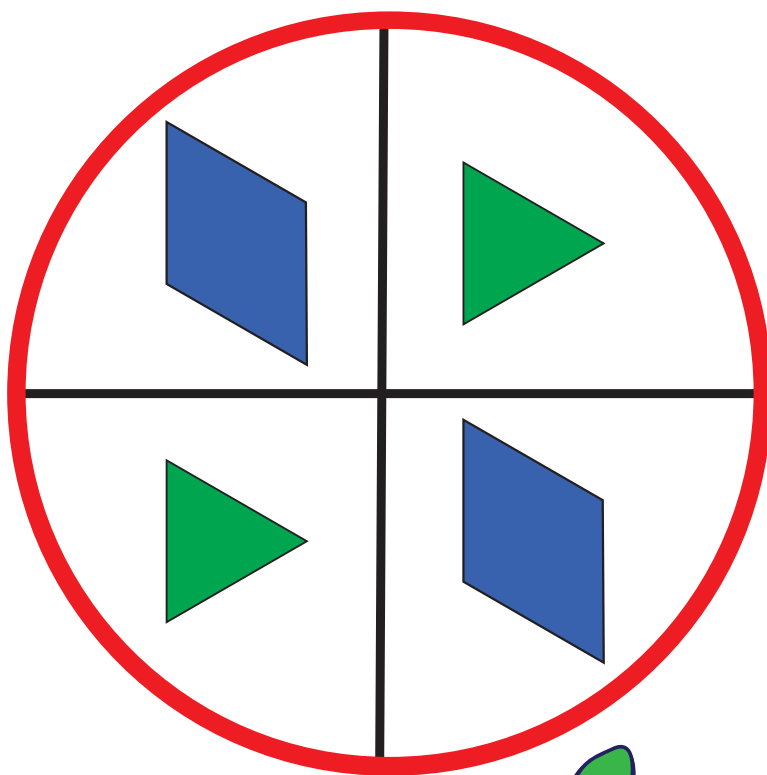
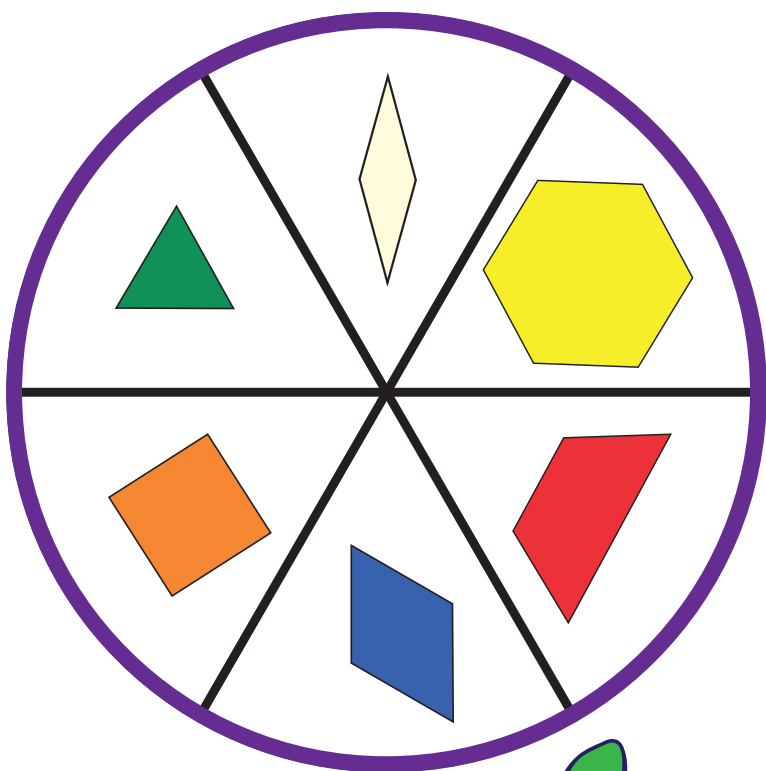
Grade 3



	Gold	Red	Yellow	Cherry	Green
16	14,013	No	40	36 square inches	54
17	4,233	True	600	32 square miles	28
18	43,350	A and C	4,000	28 square inches	81
19	50,043	Yes	40,000	28 square yards	9
20	43,355	No	6,000	54 square feet	12
21	Even	D	6 gumballs	20 in.	True
22	Odd	B	6 rows	96 cm	False
23	Even	C	3 groups	88 yards	they are all triangles
24	Odd	C	20 cards	104 inches	False
25	Even	A	B	142 in.	False
26	D	C	C	$\frac{3}{8}$	C
27	D	D	A	$\frac{5}{6}$	False
28	C	B	D	$\frac{2}{4}$ or $\frac{1}{2}$	D
29	B	No	A	No	B
30	C	Yes	B	Yes	B

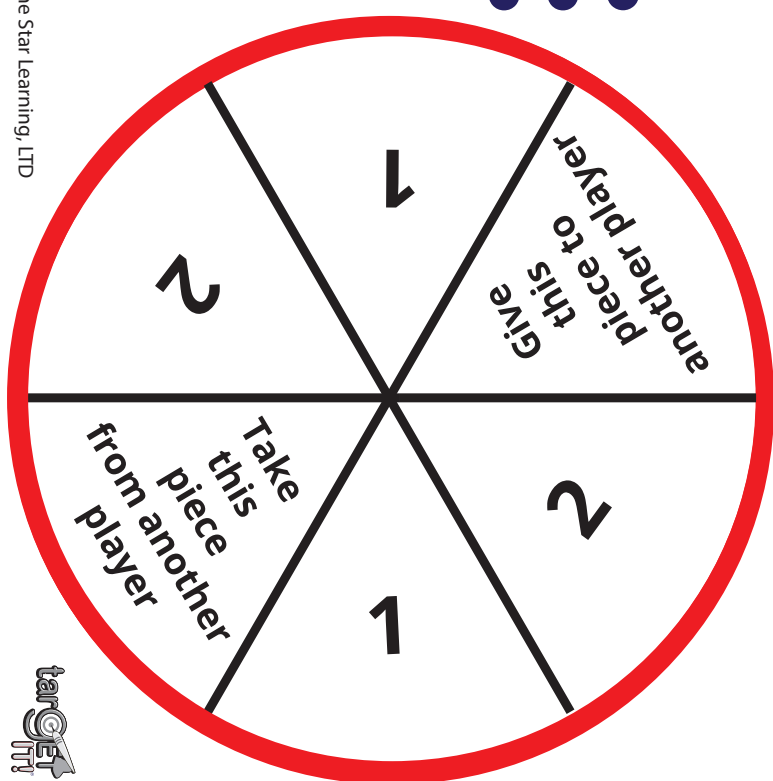
	Lime	Purple	Pink	Blue	Orange								
1	C	A	$\frac{6}{8}$	No	True								
2	A	D	$\frac{2}{6}$	10 children	False								
3	Yes	B	$\frac{2}{4}$	50 puppies	True								
4	Yes	D	D	45 bags	True								
5	Yes	C	$\frac{3}{8}$	30 minutes	False								
6	No	A	24	add 2 dots above the 2kg	7								
7	True	A	27	18 balloons	8								
8	False	6 + 6 + 6 + 6 + 6 = 30	54	you will remove half of a balloon from the blue row	6								
9	False	C	56	14 more blue balloons	7								
10	True	3 + 3 + 3 + 3 + 3 + 3 + 3 = 21	48	<table><tr><td>Ages</td><td>Total</td></tr><tr><td>7</td><td>50</td></tr><tr><td>8</td><td>65</td></tr><tr><td>9</td><td>35</td></tr></table>	Ages	Total	7	50	8	65	9	35	1
Ages	Total												
7	50												
8	65												
9	35												
11	B	No	C	$\frac{1}{2}$	No								
12	D	12	D	$\frac{1}{4}$	rhombus or square								
13	Yes	30	D	$\frac{1}{8}$	True								
14	C	32	D	$\frac{3}{4}$	True								
15	\$36	12	B	$\frac{7}{8}$	pentagon								

	Lime	Purple	Pink	Blue	Orange
16	A	18	49	True	No
17	D	20	72	C	Yes
18	B	63	32	False	No
19	D	B	28	True	Yes
20	A	A	64	True	No
21	A	Yes	Yes	No	 > 
22	D	Yes	522	96¢	$\frac{3}{8} < \frac{6}{8}$
23	B	$\underline{6} \times \underline{8} = 48$	B	\$4.62	 > 
24	C	$3 \times \underline{12} = \underline{36}$	D	\$6.81	 = 
25	No	$\underline{10} \times 5 = \underline{50}$	A	\$3.42	$\frac{5}{6} > \frac{5}{8}$
26	120	576	B	$\frac{1}{4}$	70 square ft
27	700	\$288	C	False	303 square cm
28	50	358 miles	A	Yes	12 square yards
29	20	\$13	\$270	Yes	54 square yards
30	500	304 points	\$185	$\frac{1}{8}$	480 square meters



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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!

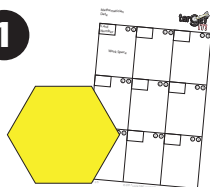
If time allows, play again!

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



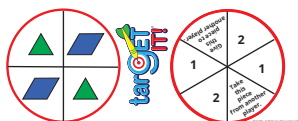
Player with the next birthday goes first!
Player draws a card. Using your Exit Ticket, solve the problem.

3



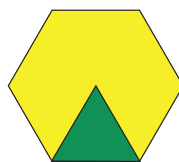
Use the QR Device or Answer Key to check your

4



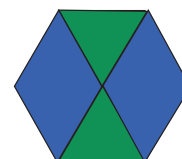
If your answer is right, spin the spinners to determine what to add, take, or give away!
If you spin a piece you don't need, your turn is over.
If your spinner lands on "Take this piece from another player" and no players have this piece, your turn is over.
If your answer is wrong, the player to your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

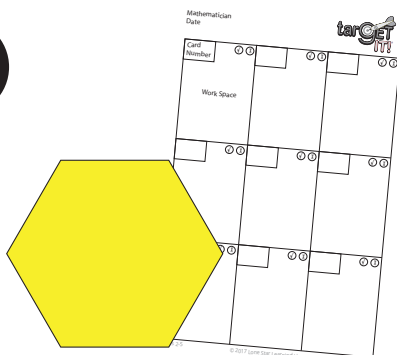


Game: Cover Up! Small Group Play 2-6 Players

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



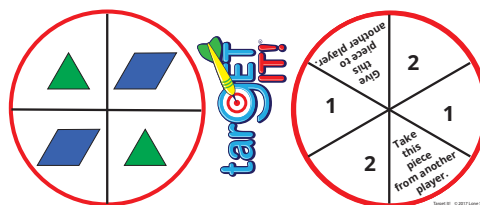
Player with the next birthday goes first! Player draws a card. Using your Exit Ticket, solve the problem.

3



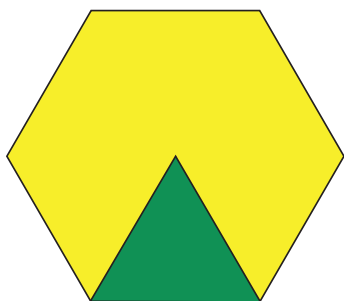
Use the QR Device or Answer Key to check your answer.

4



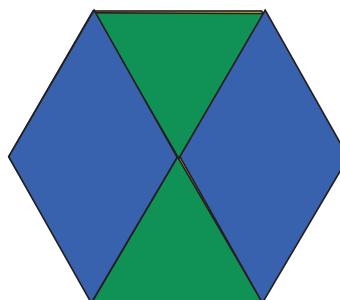
If your answer is right, spin the spinners to determine what to add, take, or give away! If you spin a piece you don't need, your turn is over. If your spinner lands on "Take this piece from another player" and no players have this piece, your turn is over. If your answer is wrong, the player to your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

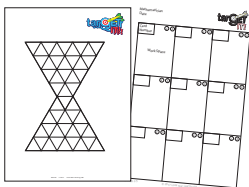
To place the last piece to complete the shape on the game board.

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



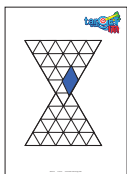
Player with the next birthday goes first!
Player draws a card. Using your Exit Ticket, solve the problem.

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

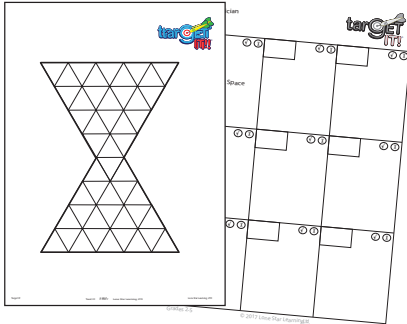
Last One in to Win Game Board

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



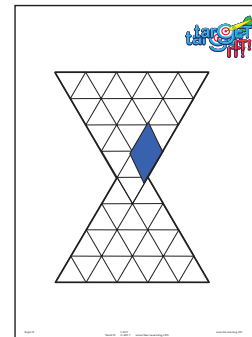
Player with the next
birthday goes first!
Player draws a card.
Using your Exit Ticket,
solve the problem.

3



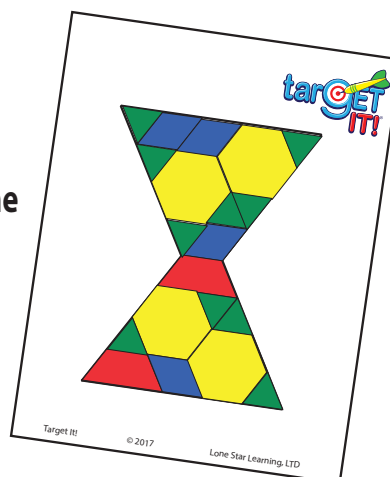
Use the QR Device or Answer Key to check
your answer.

4

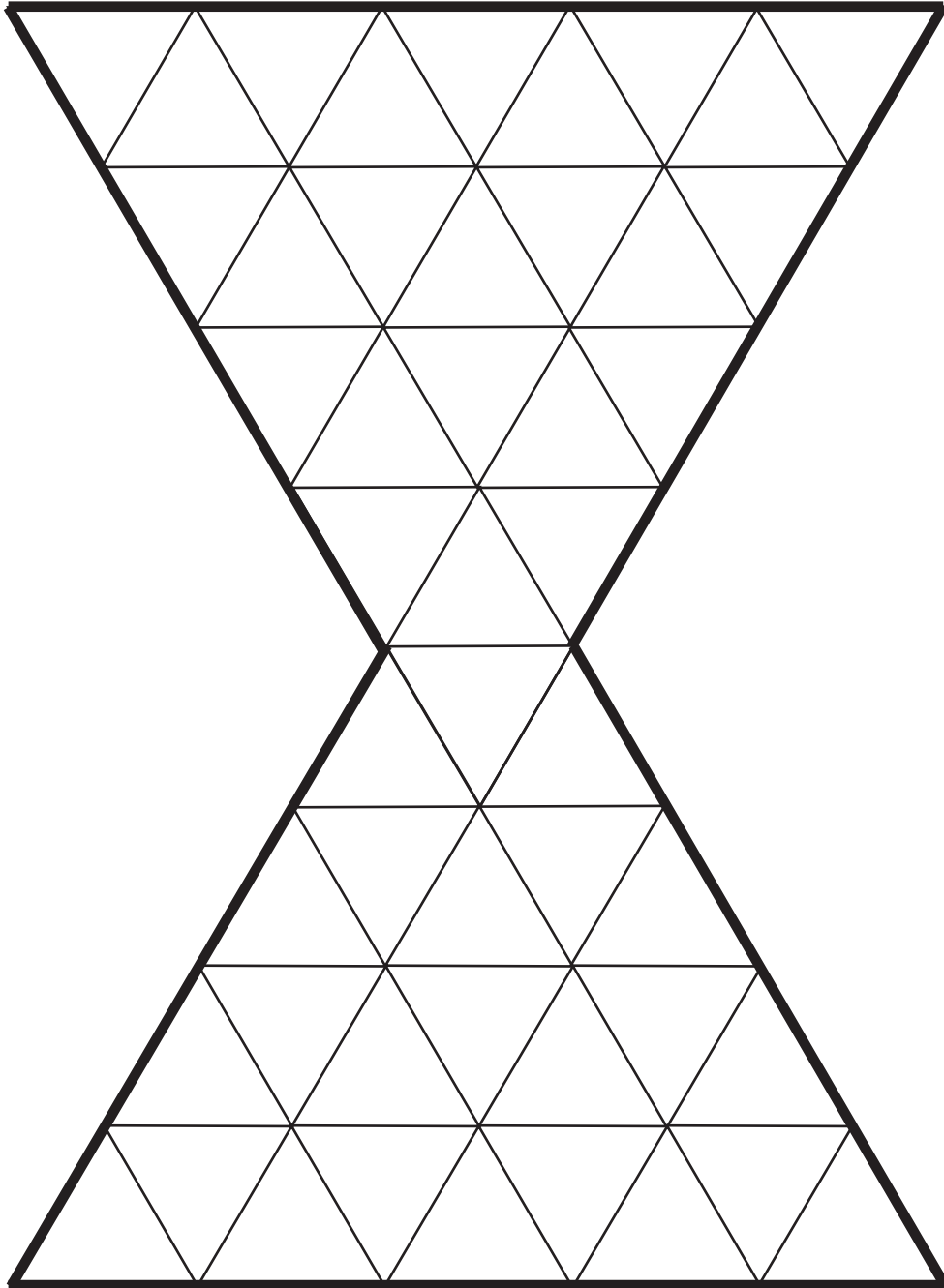


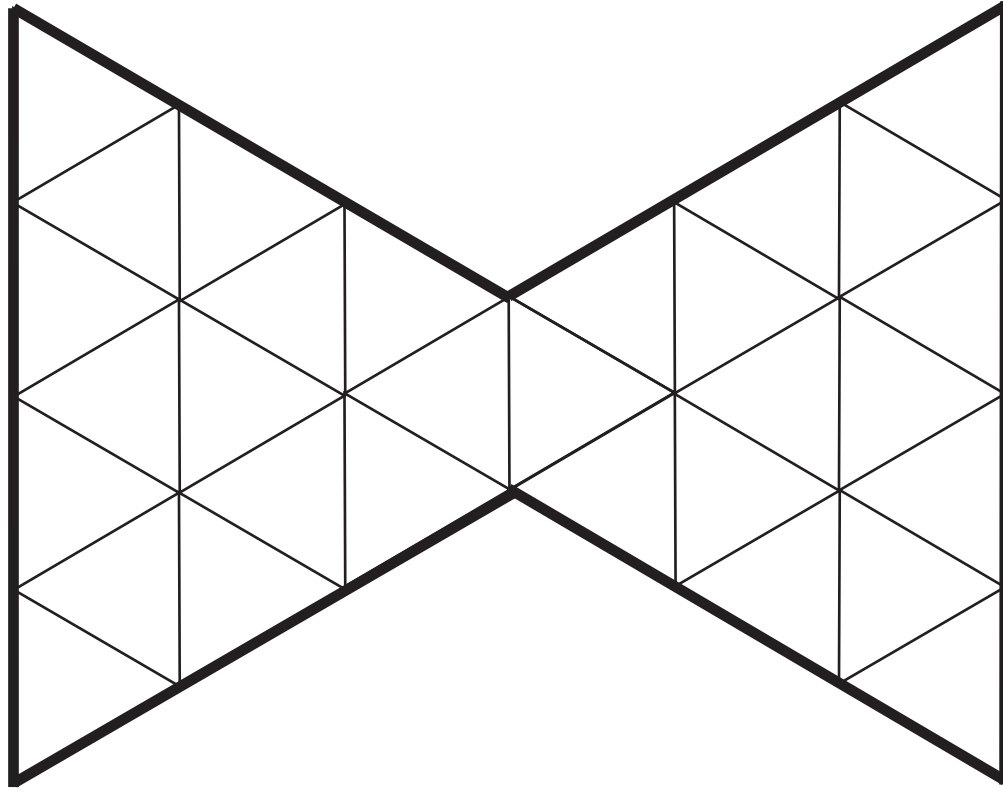
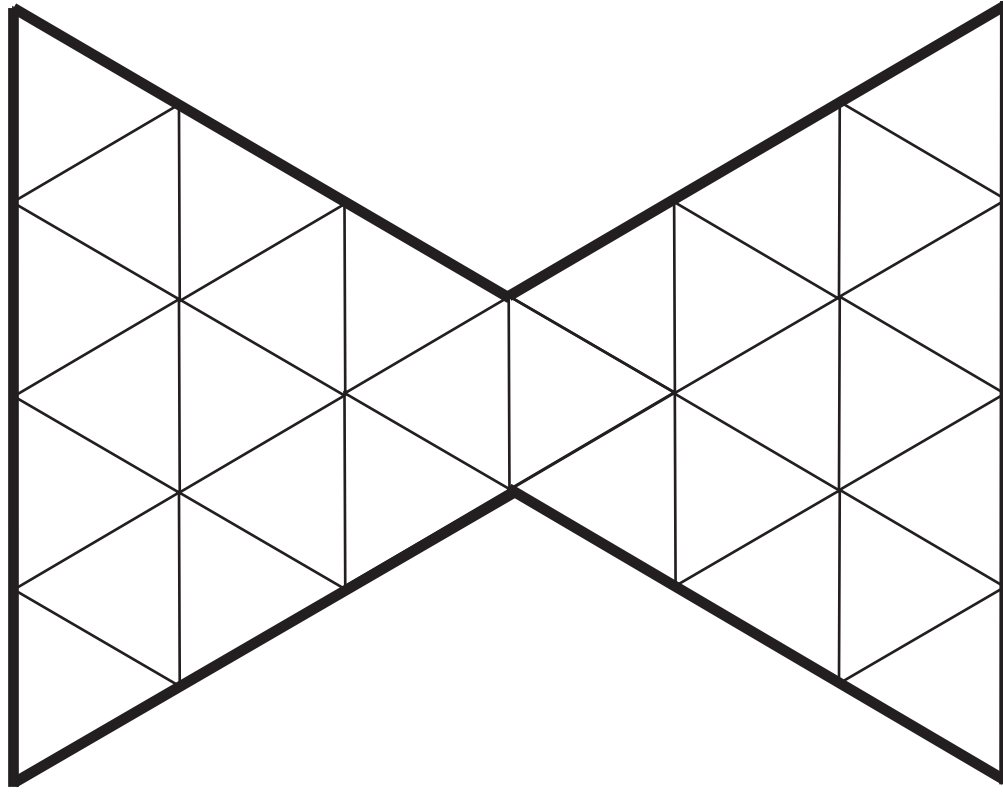
If your answer is right, pick any block and place it
anywhere on the game board. After the first piece
has been played, all other pieces played must touch
a piece already on the board. It is now the next player's turn.
If your answer is wrong, the player to your left begins
his/her turn.

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:

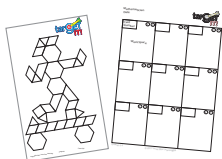
Exchanges- When you feel like your students are getting the hang of things, allow them to start making exchanges. For example, a player spins a 2 on spinner one and a triangle on spinner two they can exchange the 2 triangles for one rhombus. This is a great introduction to fraction equivalency.

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



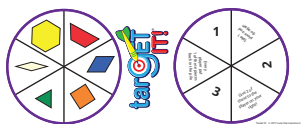
Player with the next birthday goes first!
Player draws a card. Using your Exit Ticket, solve the problem.

3



Use the QR Device or Answer Key to check your

4



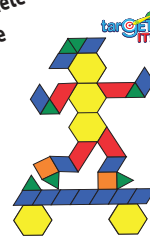
If your answer is right, spin the spinners to determine what to add, take, or give away!
If you spin a piece you don't need, your turn is over.
If your spinner lands on "Take this piece from another player" and no players have this piece, your turn is over.
If you spin a piece that isn't usable, your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

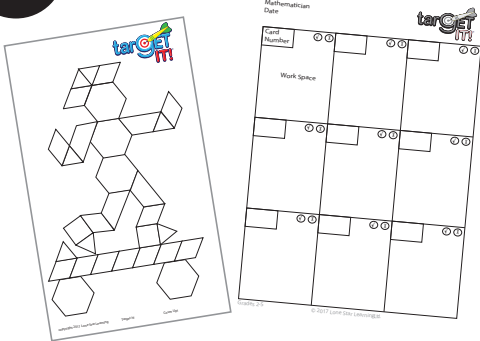


Game: Picture This! Small Group Play 2-6 Players

Materials:

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

1



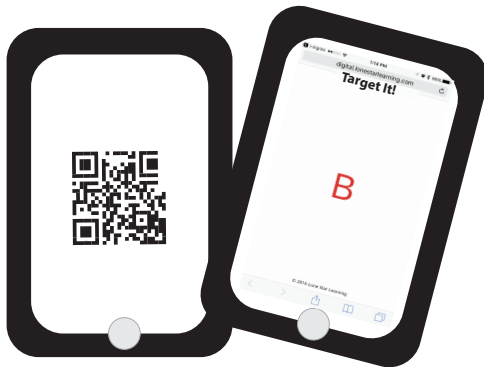
Each player needs a Picture Outline/Card and an Exit Ticket.

2



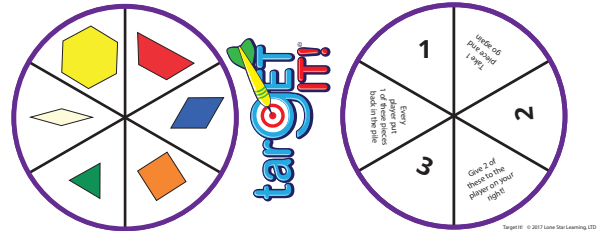
Player with the next birthday goes first!
Player draws a card.
Using your Exit Ticket, solve the problem.

3



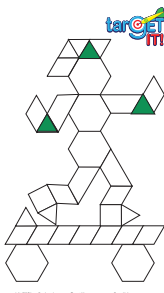
Use the QR Device or Answer Key to check your answer.

4

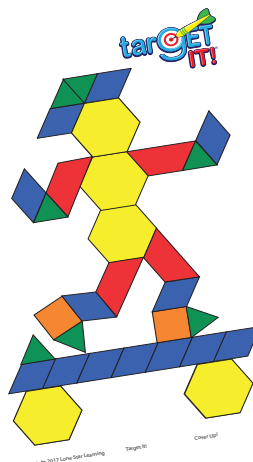


If your answer is right, spin the spinners to determine what to add, take, or give away! If you spin a piece you don't need, your turn is over. If your spinner lands on "Take this piece from another player" and no players have this piece, your turn is over. If you spin a piece that isn't usable, your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

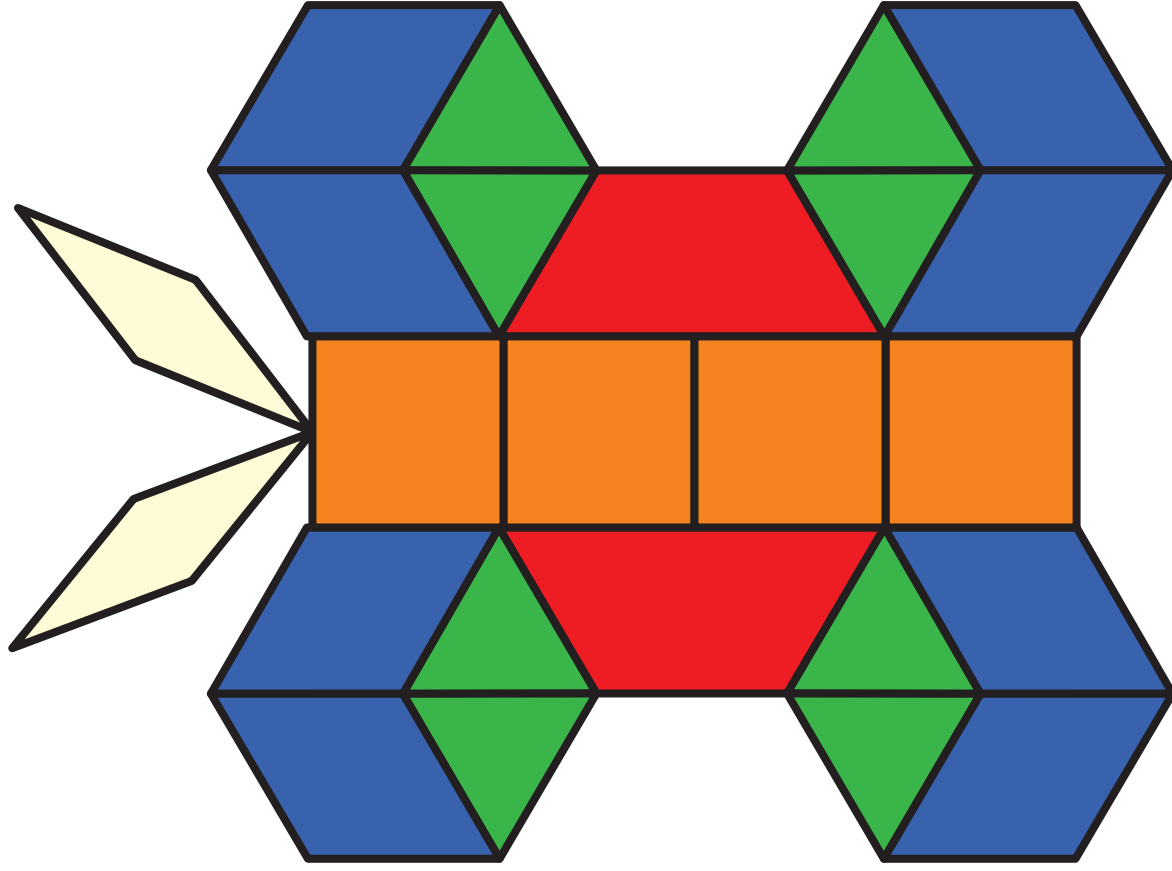
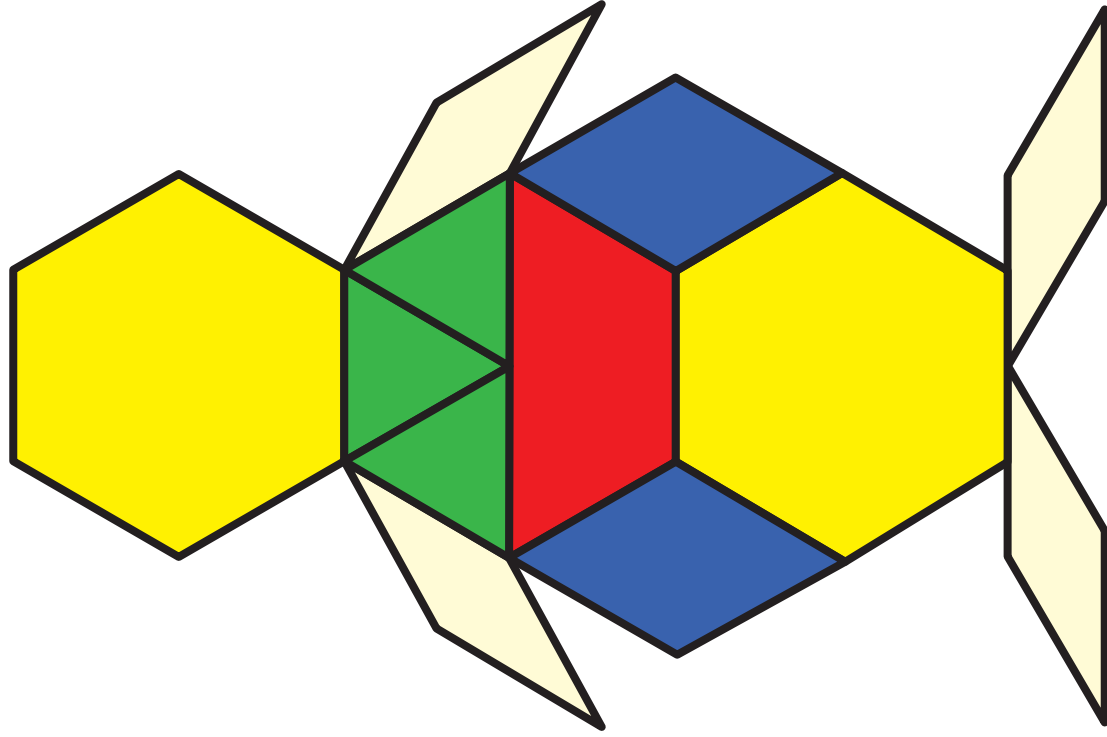


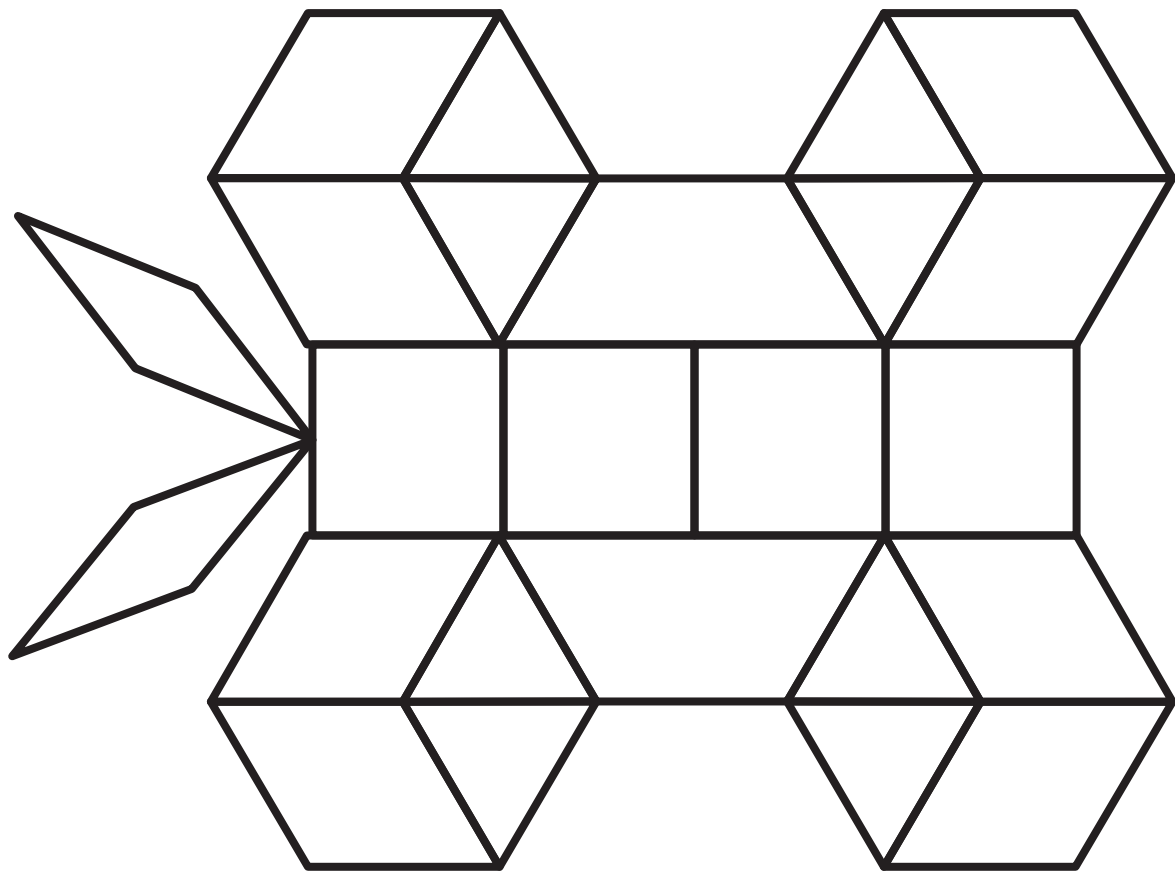
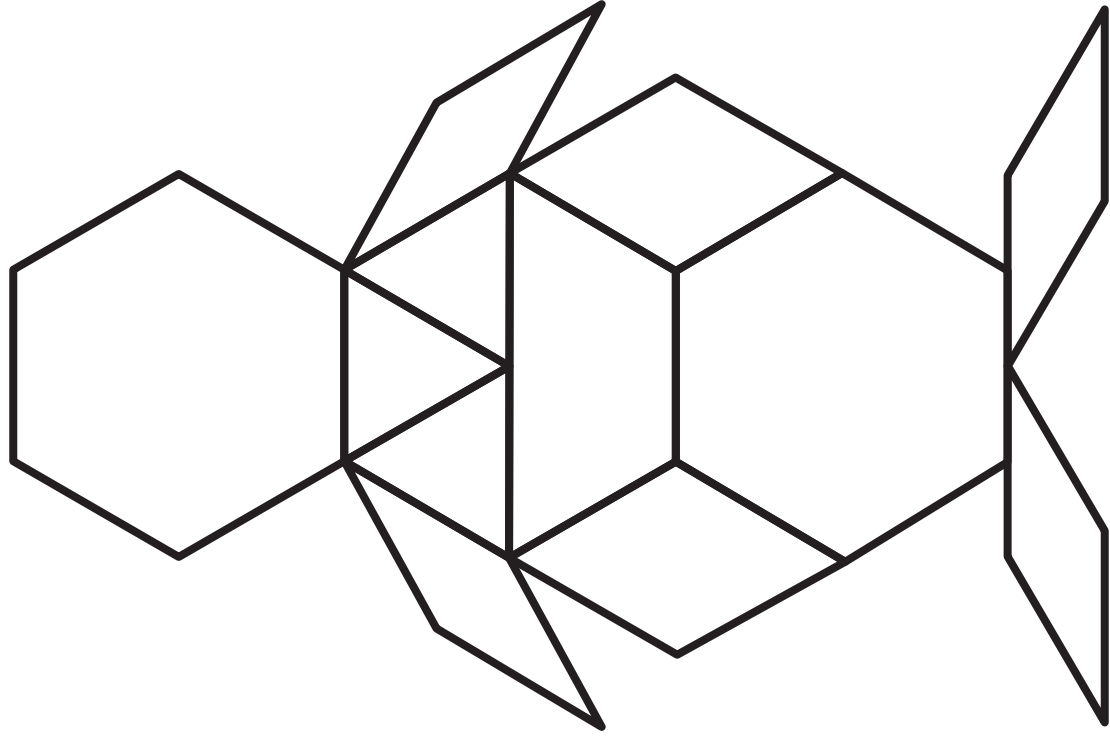
Get your pieces and start building your picture! Now, the next player begins his/her turn.



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.

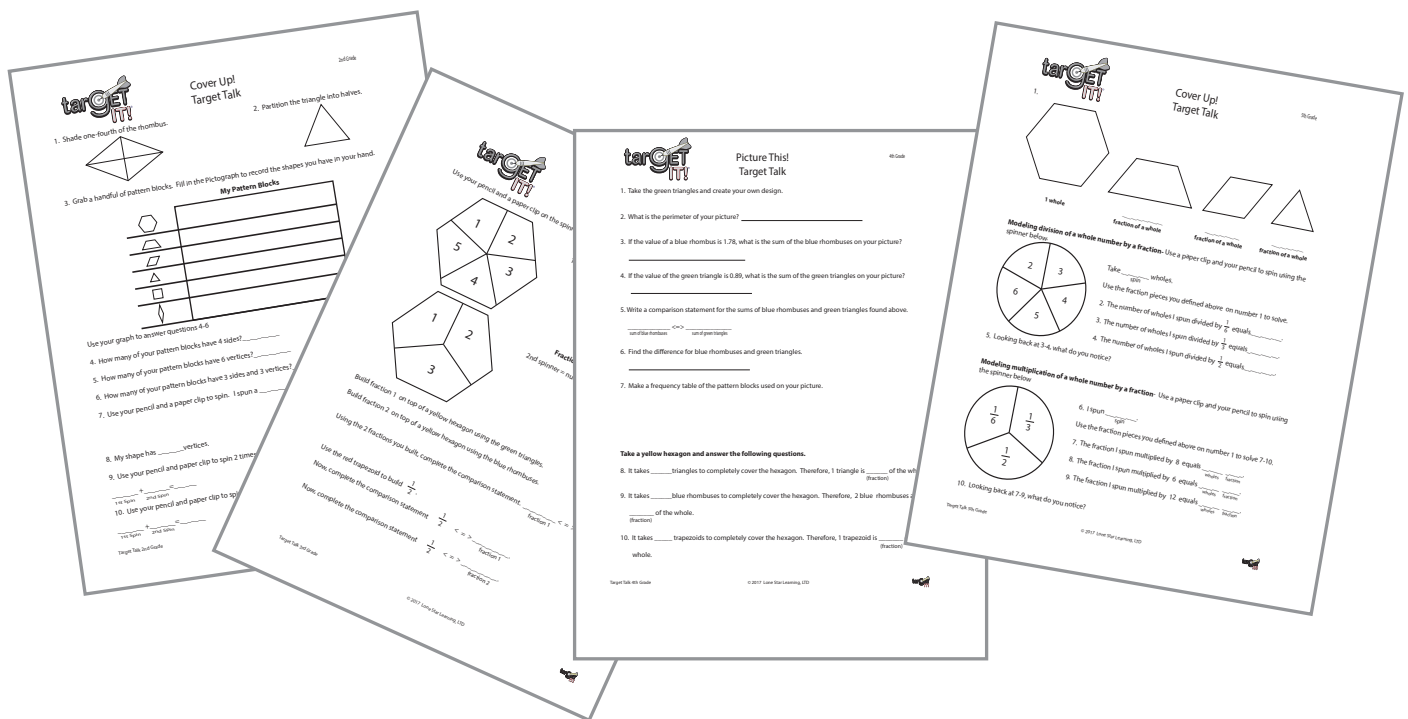




Target Talk

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!

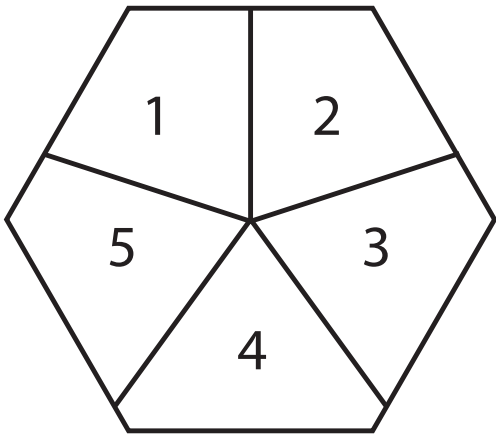




Cover Up! Target Talk

3rd Grade

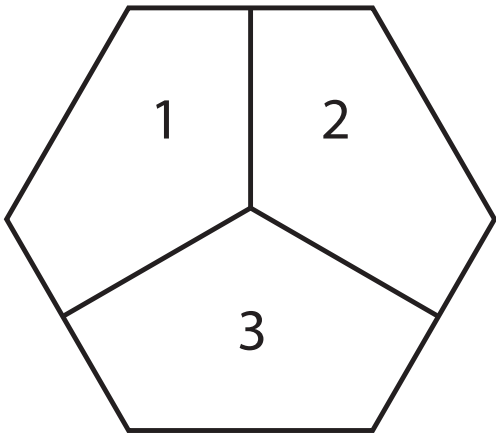
Use your pencil and a paper clip on the spinner below to spin your numerator.



Fraction 1

1st spinner = numerator

6



Fraction 2

2nd spinner = numerator

3

Build fraction 1 on top of a yellow hexagon using the green triangles.

Build fraction 2 on top of a yellow hexagon using the blue rhombuses.

Using the 2 fractions you built, complete the comparison statement. $\frac{\text{fraction 1}}{\text{fraction 1}} < = > \frac{\text{fraction 2}}{\text{fraction 2}}$.

Use the red trapezoid to build $\frac{1}{2}$.

Now, complete the comparison statement $\frac{1}{2} < = > \frac{\text{fraction 1}}{\text{fraction 1}}$.

Now, complete the comparison statement $\frac{1}{2} < = > \frac{\text{fraction 2}}{\text{fraction 2}}$.

[illegible]

The mathematical practices are implemented throughout.