tarGET IT!®

4th Grade

The game that's a hit EVERY TIME!

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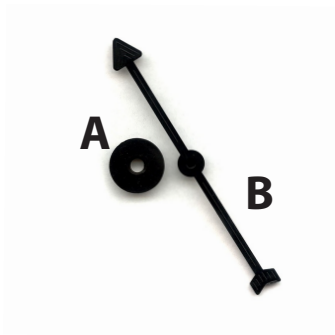
Game Contents:
In the Box
300 Game Cards
2 Snap-on Spinners
1 Spinner Sleeve
Pattern Blocks
4 Spinner Faces
6 Penguin Pictures Color/Outline
6 Butterfly Pictures Color/Outline
1 Last One In to Win! Game Board

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.

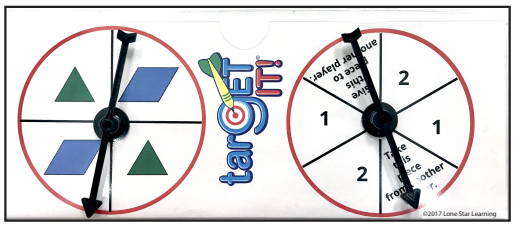
Game Set Up-

Spinner Assembly-



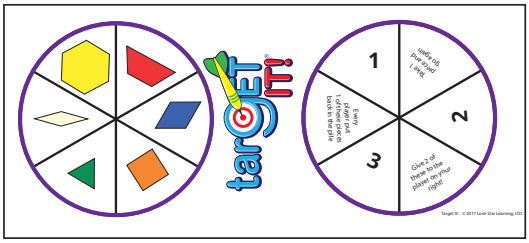
Slide **Part A**, the round disk-like piece, inside the plastic sleeve. Push the smaller, raised portion of the disk through the hole on the sleeve. Pull the plastic sleeve completely over the smaller, raised portion so that it sits flush over larger part of the black disk.

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.

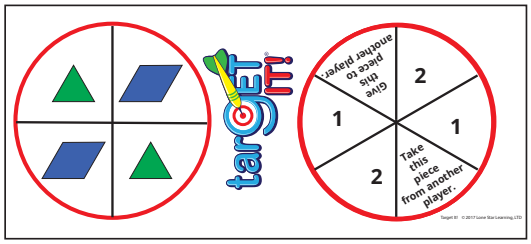


Simply slide in the spinner faces needed for the game being played.

Picture This!



Cover Up!



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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.

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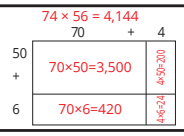
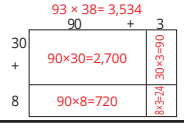
Grade 4

	Gold	Red	Yellow	Cherry	Green
1	B	B	1.39	No, he only rolled one 5.	D
2	B	C	23.3	Yes	C
3	D	A	9.7	No, numbers 90 and 91 are missing and numbers are out of order and repeated instead of adding dots.	B
4	C	D	3.45	No, total for 35 inches is wrong.	A
5	B	B	12.7	Yes	C
6	C	A	A	15 players scored fewer than 19	D
7	600,000,000 + 50,000,000 + 7,000,000 + 500,000 + 20,000 + 8,000 + 100 + 30 + 2	A	D	7 boys were 49 inches or taller	D
8	913,825	A	B	11 students' grades were less than 90	B
9	C	B	$\frac{4}{5}$	22 students in the class.	No
10	C	B	$\frac{2}{8}$ or $\frac{1}{4}$	3 more students have 6 members in their family than 7.	No
11	C	A	137 degrees		False
12	C	D	67 degrees	7 × 7 = 49	False
13	4,587,193 < 4,785,391	C	74 degrees	12 × 15 = 180	True
14	B	False	53 degrees		C
15	9,654,430 > 9,645,430	D	162 degrees	12 × 12 = 144	D

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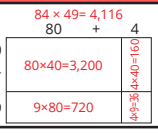
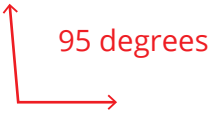
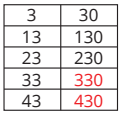
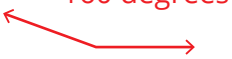
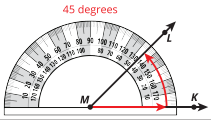
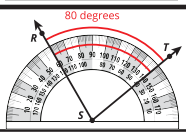
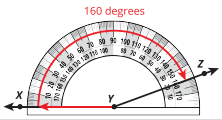
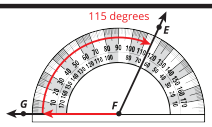
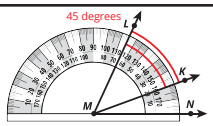
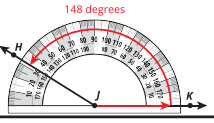
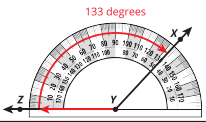
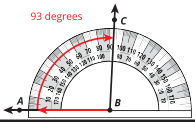
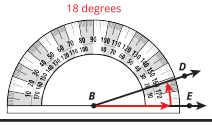
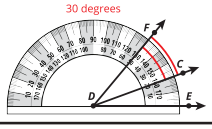
Grade 4

	Gold	Red	Yellow	Cherry	Green
16	A	C	35 degrees		about $1,600
17	D	D	 95 degrees		about 1,200 miles
18	320,000	A	 160 degrees	13,700	about 600 cars
19	460,000	C	120 degrees	35,740	about 400 players
20	B	A	105 degrees	56,800	about $10,000
21	Solve: 3 9,401 × 9 = 84,609	B	1,134.3		35,000 mL
22	Solve: 4 2 6 5,639 × 7 = 39,473	B	316.84		6 kg
23	1,092 miles	D	460,510,500		370 mm
24	C	A	6,686,321		67,500 cm
25	He was wrong. 4 4 3,505 × 8 = ~~28,000~~ 28,040	A	286.01		23,000 m
26	2 4,007 × 3 = 12,021	A	1,198.25		8,800 yards
27	2 5 8,409 × 6 = 50,454	2,924	255.2		276 ft
28	They made $6,810.	$14,441	291.27		188 qt
29	Solve: 1 7,008 × 2 = 14,016	3,686	2,286,231		37 cups
30	Kelli was wrong. 3 1 3,603 × 6 = ~~21,678~~ 21,618	D	589.52		272 oz

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Grade 4

	Lime	Purple	Pink	Blue	Orange
1	B	one whole	$\frac{1}{7} + \frac{4}{7}$ or $\frac{2}{7} + \frac{3}{7}$	3.01 3.13 3.3	2:44 PM
2	False	Yes	$\frac{1}{8} + \frac{1}{8} + \frac{1}{8} + \frac{1}{8} + \frac{1}{8} + \frac{1}{8}$	89.20 89.09 8.90	392 quarts
3	D	Yes	$\frac{1}{9} + \frac{1}{9} + \frac{1}{9} + \frac{1}{9} + \frac{1}{9} + \frac{1}{9} + \frac{1}{9}$	0.35 0.47 0.52	120,000 cm
4	B	No	$\frac{1}{12} + \frac{1}{12} + \frac{1}{12} + \frac{1}{12}$	0.6 0.3 0.04	3 kg
5	B	No	$\frac{1}{2} + \frac{1}{2} + \frac{1}{2}$	0.50 0.52 0.70	9:20 PM
6	D	About 120 reflectors	D	1.36	Fixed Expense
7	639 600 + 30 + 9 9 | 5,400 | 270 | 81 This is one possibility.	About 1,500 miles	A	1.49	$37.04
8	A	About $10 for each hour	D	$0.28	the bank
9	both are correct	About 300 slices	C	$3.55	Fixed Expense
10	D	600 if rounding 500 if using compatible numbers	B	$1.58	Variable Expense
11	D	$1,456	$\frac{2}{8} + \frac{2}{8}$ or $\frac{1}{8} + \frac{3}{8}$	D	4,608 square mm
12	C	41 dogs	$\frac{1}{16} + \frac{8}{16}$ or $\frac{2}{16} + \frac{7}{16}$ or $\frac{3}{16} + \frac{6}{16}$ or $\frac{4}{16} + \frac{5}{16}$	B	80 mm
13	226	230 miles	$\frac{1}{9} + \frac{6}{9}$ or $\frac{2}{9} + \frac{5}{9}$ or $\frac{3}{9} + \frac{4}{9}$	A	52 in.
14	A	330 minutes	$\frac{1}{6} + \frac{3}{6}$ or $\frac{2}{6} + \frac{2}{6}$	D	2,304 square in.
15	B	$496	$\frac{1}{9} + \frac{4}{9}$ or $\frac{2}{9} + \frac{3}{9}$	C	144 square cm

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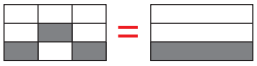
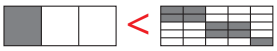
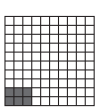
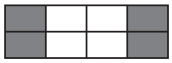
Grade 4

	Lime	Purple	Pink	Blue	Orange
16	D	4 pizzas	$\frac{3}{9} = \frac{4}{12}$	0.29 $\frac{29}{100}$	540 cm
17	D	5 vans	$\frac{1}{4} > \frac{1}{8}$	0.07 $\frac{7}{100}$	12 mm
18	A	27 cards	$\frac{4}{9} < \frac{4}{8}$	1.17 $1\frac{17}{100}$	392 square in.
19	C	$8.50	$\frac{4}{8} = \frac{2}{4}$	1.01 $1\frac{1}{100}$	42 cm
20	D	7 pages	$\frac{4}{15} < \frac{4}{12}$	0.36 $\frac{36}{100}$	325 square in.
21	C	3,555		B	B
22	B	28,212		C	A
23	C	2,340		D	B
24	A	2,464		C	D
25	B	1,026		D	C
26	D	880	$\frac{4}{10} <$	A	156
27	False	532	$\frac{3}{9} =$	A	117
28	 >	151	$\frac{6}{12} =$ 	B	121
29	True	269	$\frac{4}{5} >$	A	54
30	1.2	1,063	$\frac{7}{15} <$	B	32

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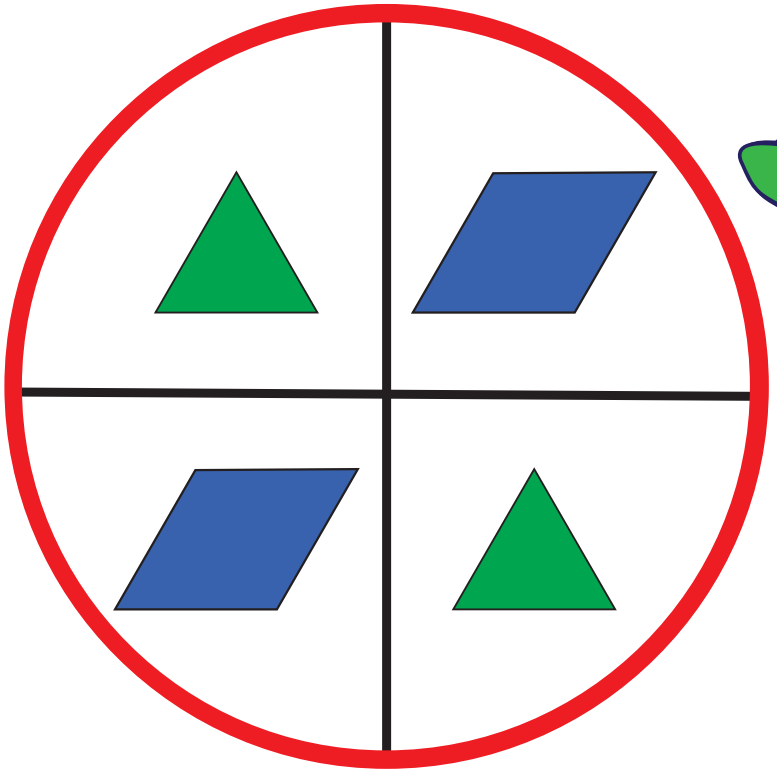
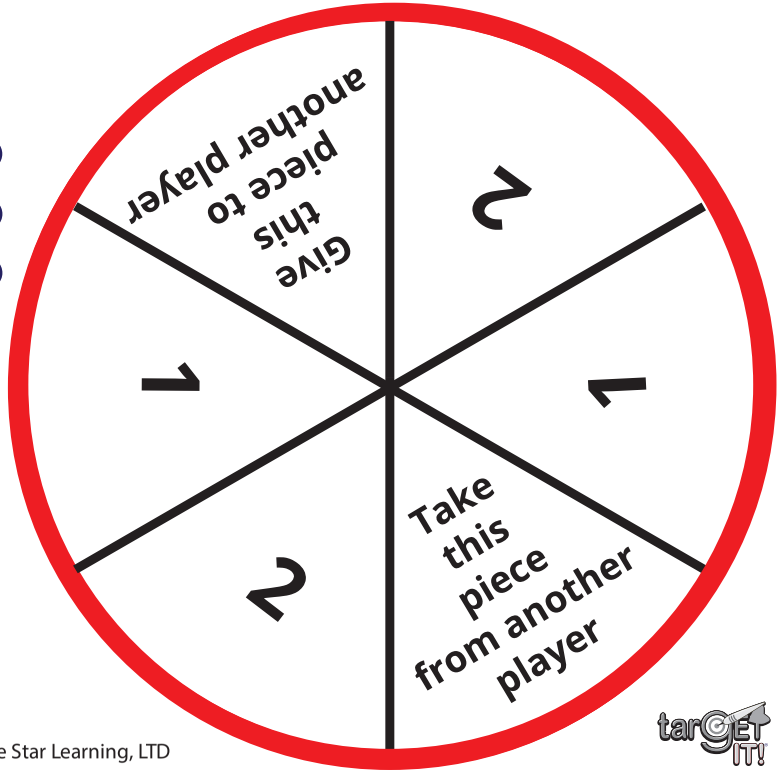


target IT!



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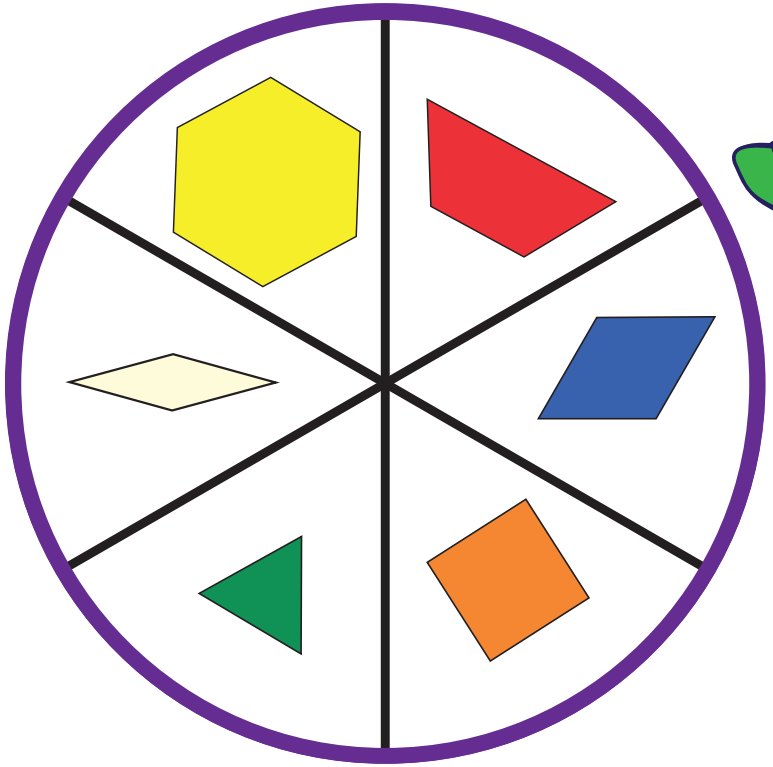
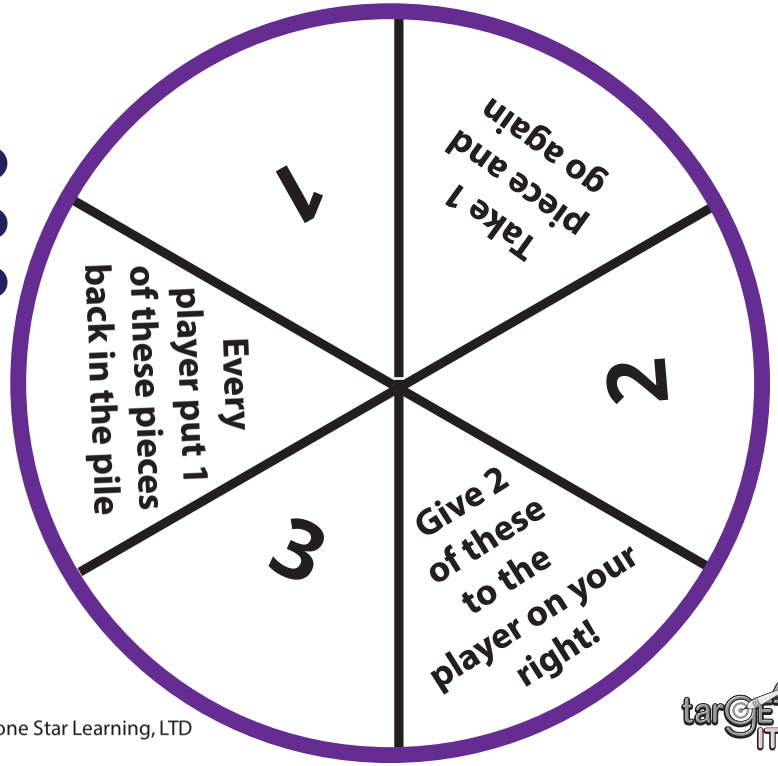


target IT!



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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!

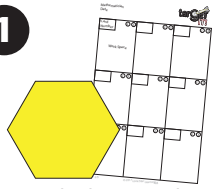
If time allows, play again!

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.

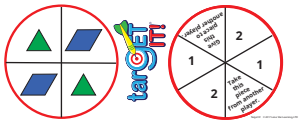
2

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

3

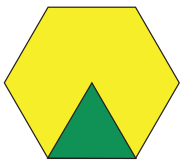
Use the QR Device or Answer Key to check your

4



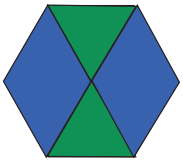
If your answer is right, spin the spinners to determine what to add, take, or give away!
If you spin a piece you don't need, your turn is over.
If your spinner lands on "Take this piece from another player" and no players have this piece, your turn is over.
If your answer is wrong, the player to your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

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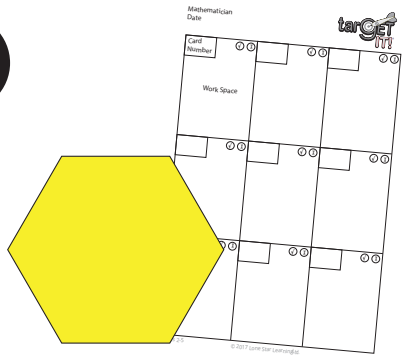
Game: Cover Up!
Small Group Play 2-6 Players

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

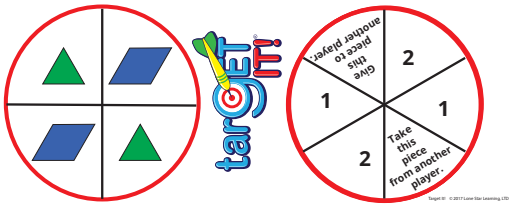
2

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

3

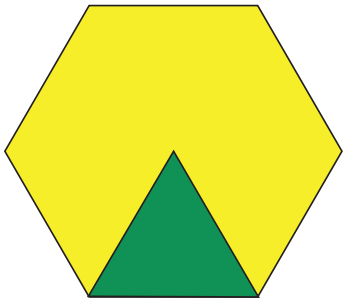
Use the QR Device or Answer Key to check your answer.

4



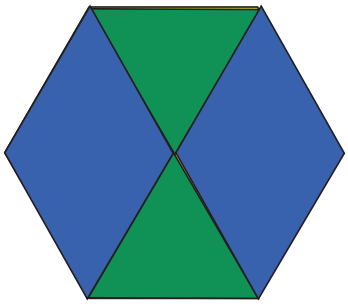
If your answer is right, spin the spinners to determine what to add, take, or give away!
If you spin a piece you don't need, your turn is over.
If your spinner lands on "Take this piece from another player" and no players have this piece, your turn is over.
If your answer is wrong, the player to your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

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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:

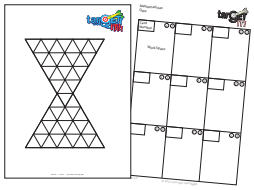
To place the last piece to complete the shape on the game board.

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.

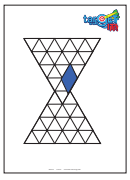
2

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

3

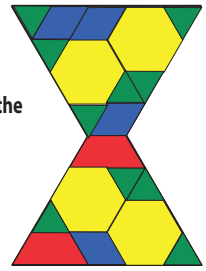
Use the QR Device or Answer Key to check your

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!

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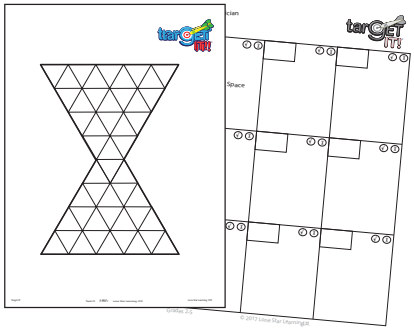
Game: Last One In to Win!
Small Group Play 2-6 Players

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.

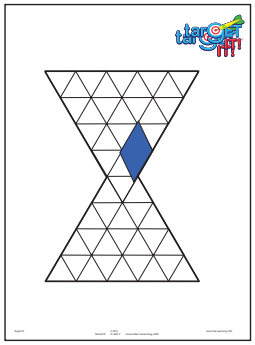
2

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

3

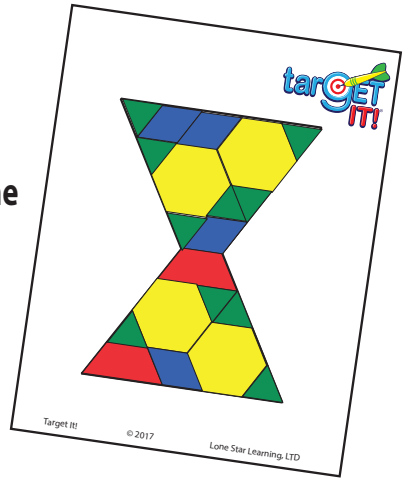
Use the QR Device or Answer Key to check your answer.

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.

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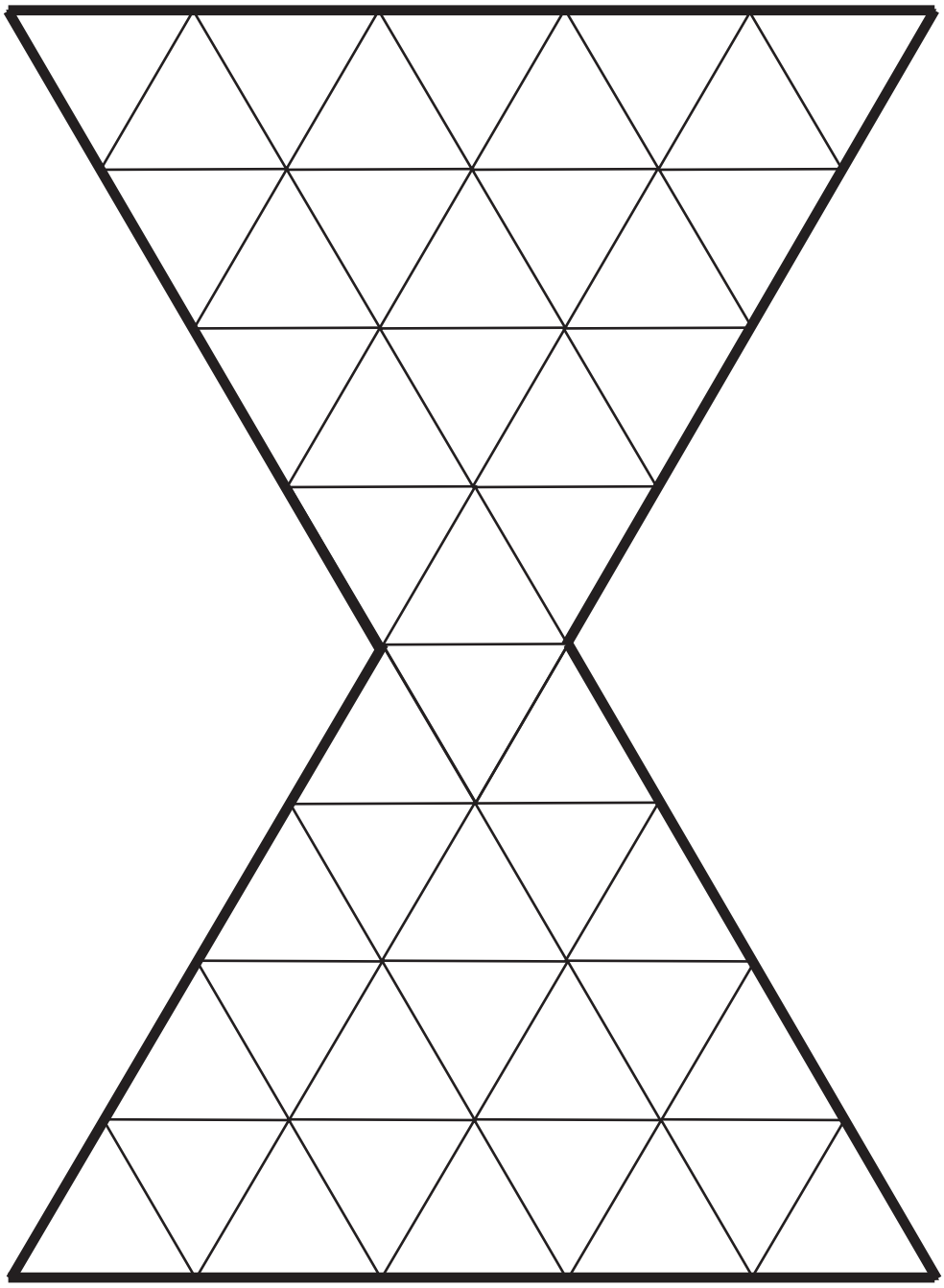

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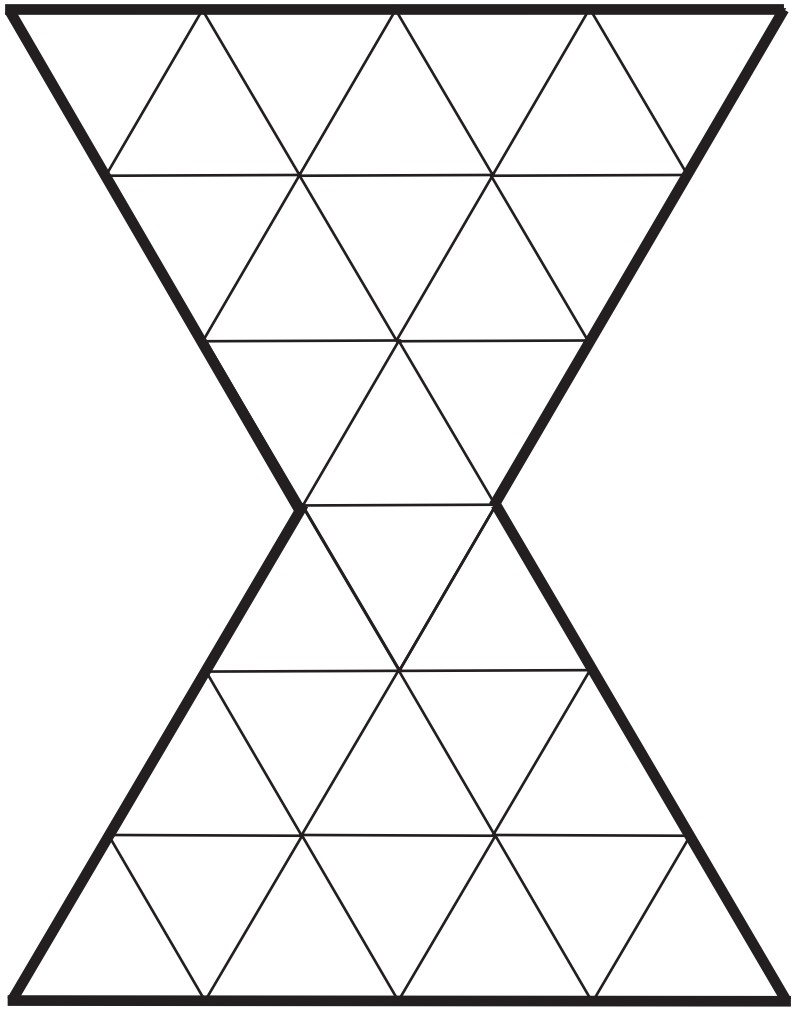

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Last One In to Win! -Game Board

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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:

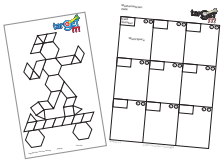
Exchanges- When you feel like your students are getting the hang of things, allow them to start making exchanges. For example, a player spins a 2 on spinner one and a triangle on spinner two they can exchange the 2 triangles for one rhombus. This is a great introduction to fraction equivalency.

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.

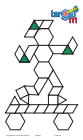
3

Use the QR Device or Answer Key to check your

4

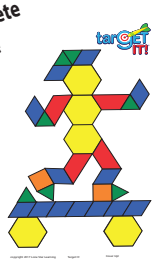
If your answer is right, spin the spinners to determine what to add, take, or give away!
If you spin a piece you don't need, your turn is over.
If your spinner lands on "Take this piece from another player" and no players have this piece, your turn is over.
If you spin a piece that isn't usable, your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

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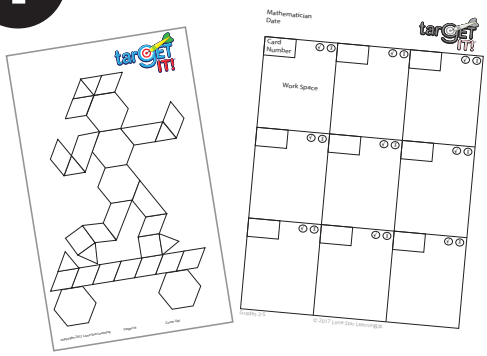
Game: Picture This!
Small Group Play 2-6 Players

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.

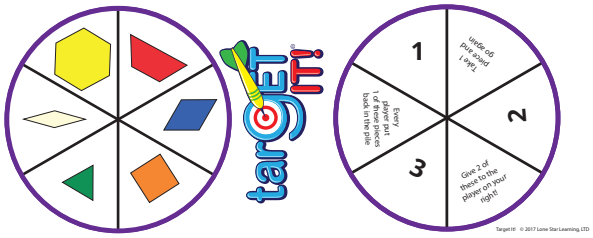
2

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



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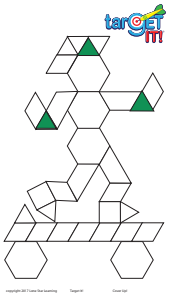
5



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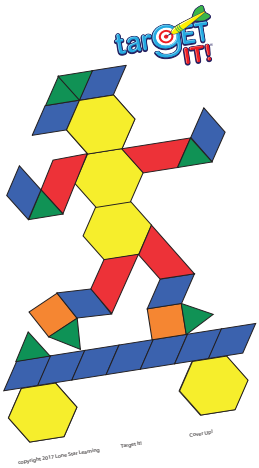

First player to complete the picture is the WINNER!

If time allows, play again.

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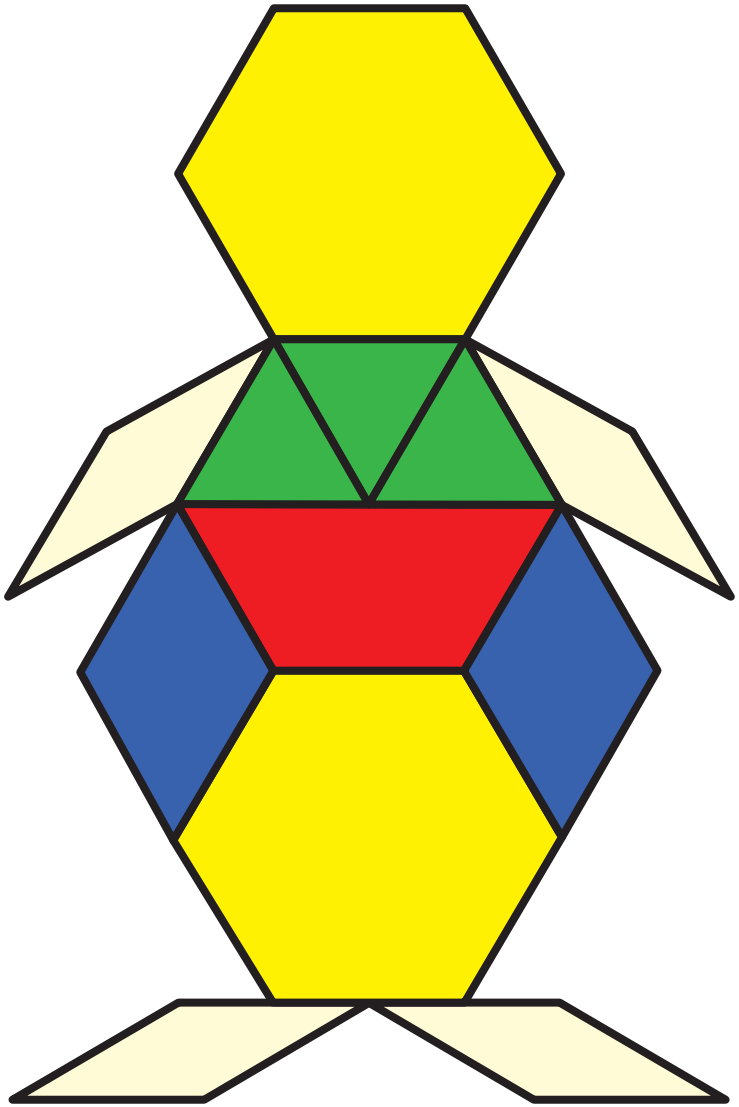

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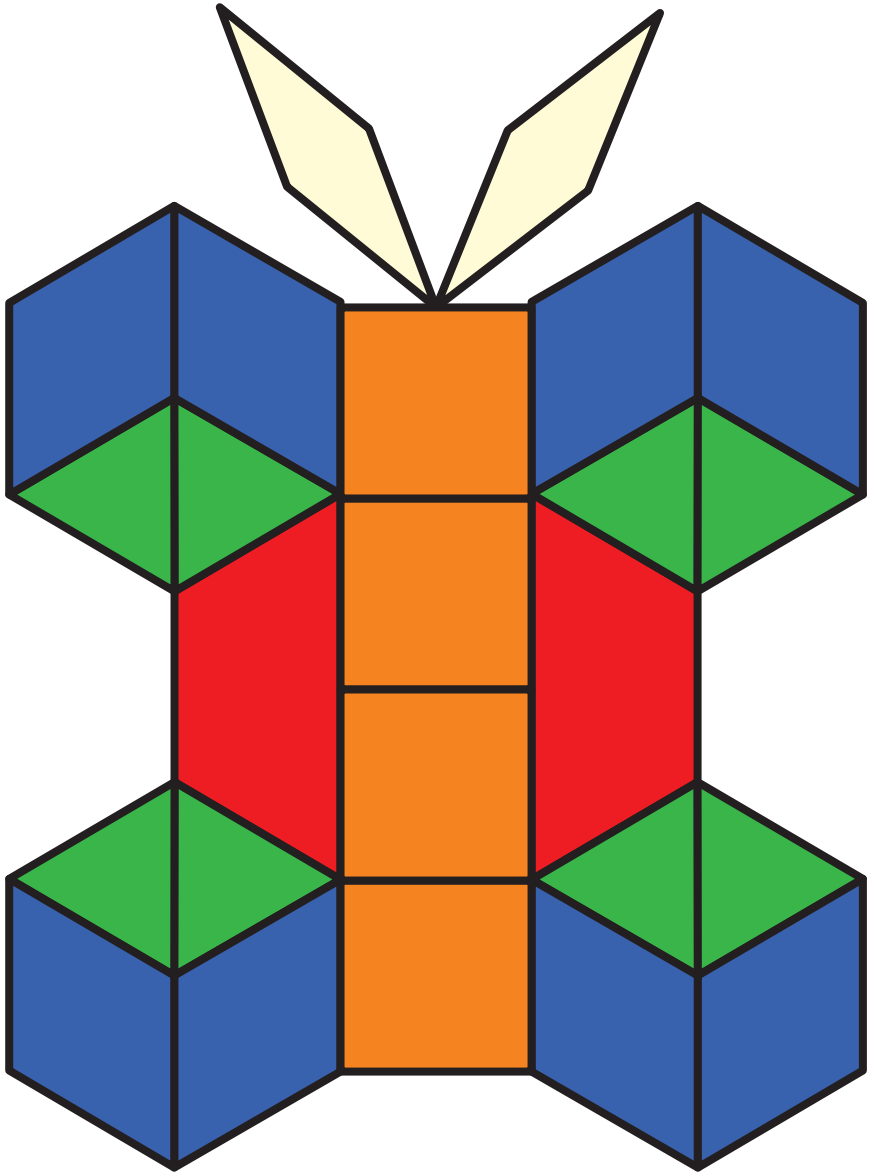
Penguin



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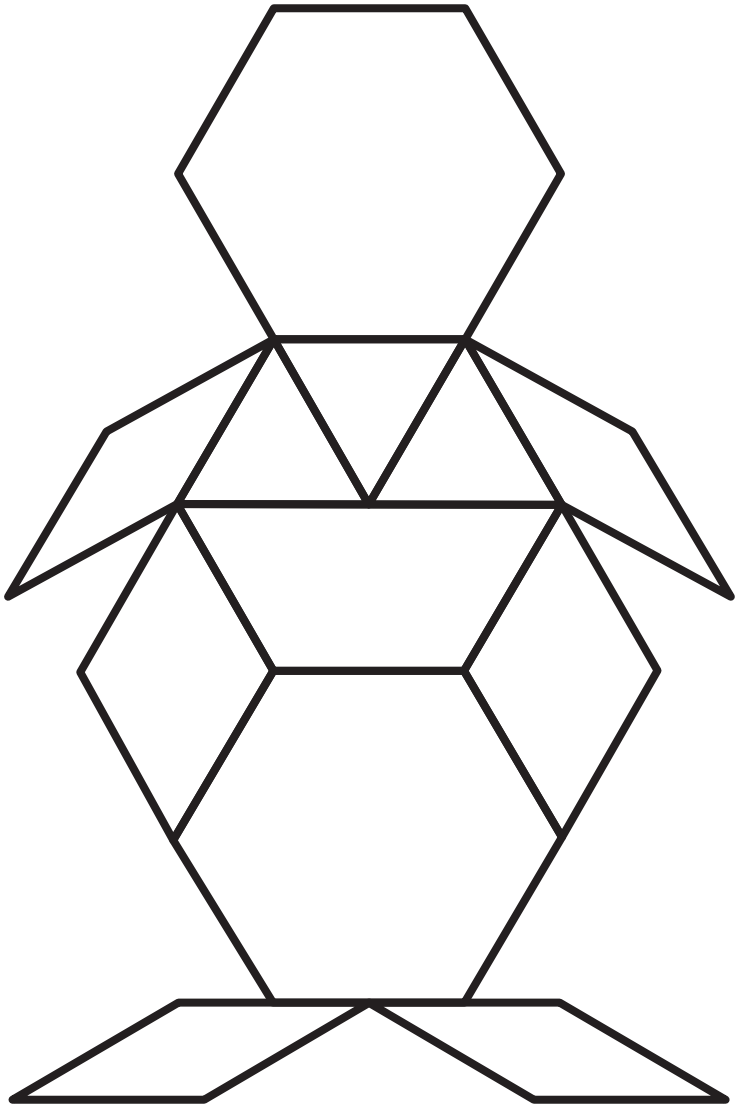
Butterfly



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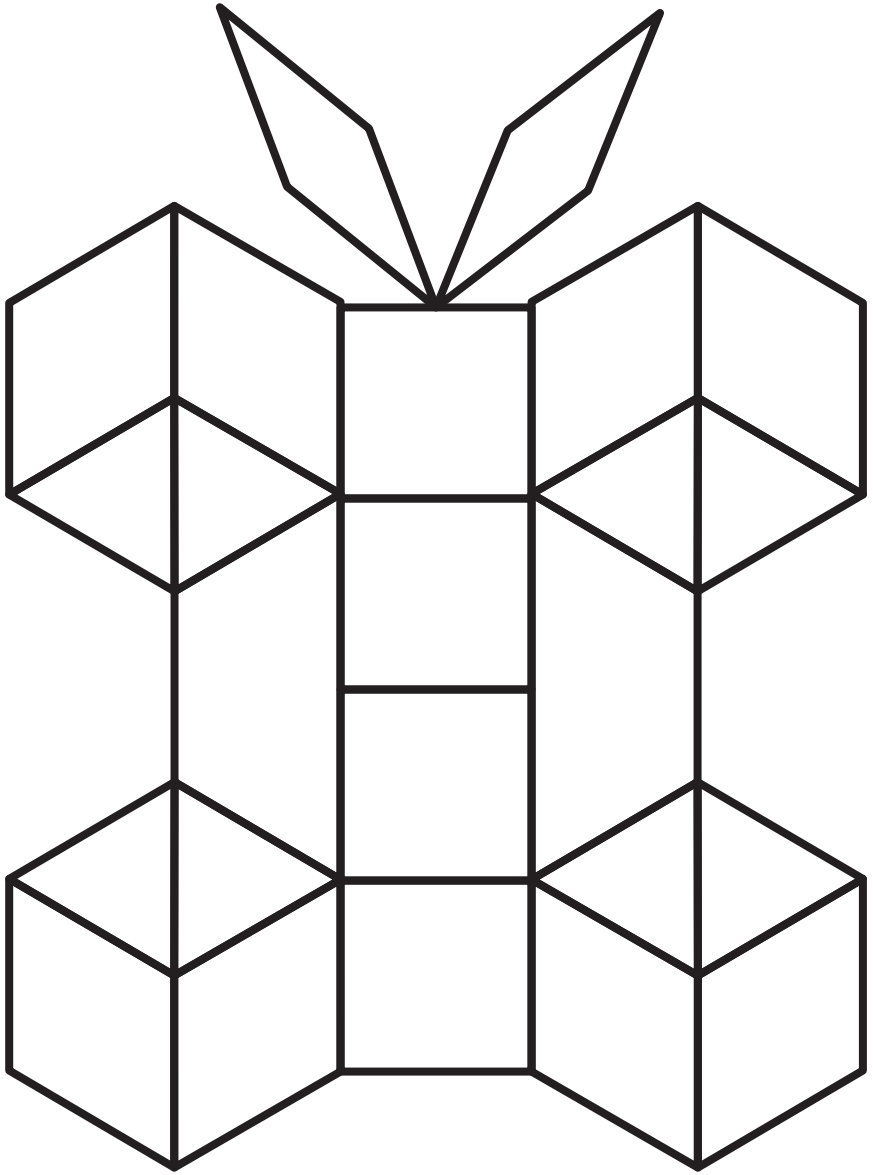

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Mathematician_____

Date _____

Card Color and Number ↓ Bubble ✓ if you got the question right or ✗ if you missed it. ↓

✓ ✗	✓ ✗	✓ ✗
✓ ✗	✓ ✗	✓ ✗
✓ ✗	✓ ✗	✓ ✗

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Mathematician_____

Date _____

tarGET IT!

Card Color and Number ↓ Bubble ✓ if you got the question right or ✗ if you missed it. ↓

✓ ✗	✓ ✗	✓ ✗
✓ ✗	✓ ✗	✓ ✗
✓ ✗	✓ ✗	✓ ✗

Grades 2-5

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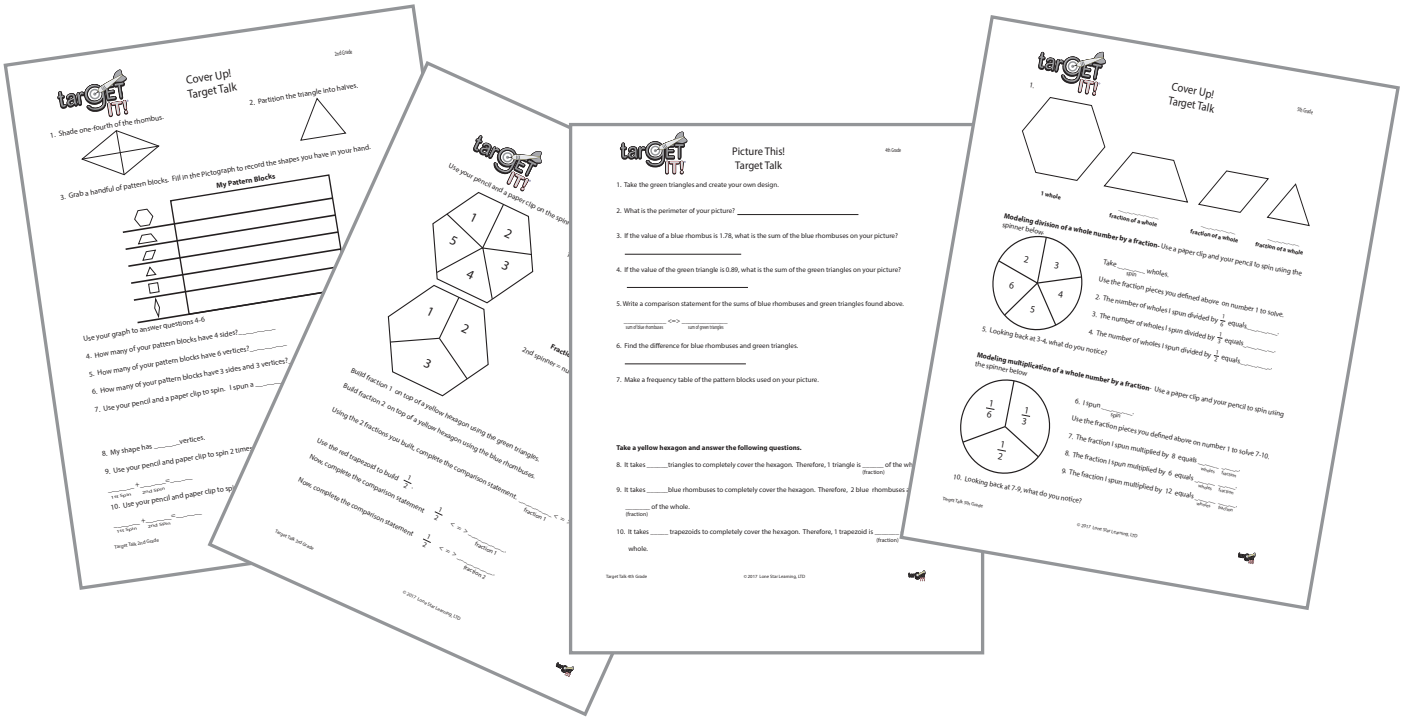
Target Talk

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!



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Cover Up!
Target Talk

4th Grade

1. What fraction of your covered hexagon is triangles? _____

2. What fraction of your hexagon is covered by rhombus? _____

3. Write the fraction of triangles as the sum of unit fractions. _____

4. Write the fractions of rhombus as the sum of two fractions with the same denominator.

_____

5. Complete the comparison statement. The fraction of the hexagon covered by triangle is <=> the fraction the hexagon covered by rhombus.

_____ < = > _____
fraction of triangles fraction of rhombus

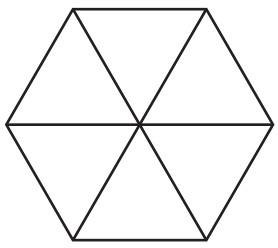
6. One player had $\frac{3}{6}$ of his hexagon covered in triangles. He represented his fraction by this expression.

$$\frac{1}{6} + \frac{1}{6} + \square$$

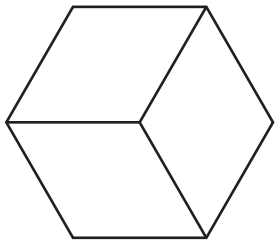
What fraction belongs in the $\square$ to complete the expression? _____

7. Shade the fraction of your hexagon that is covered in green.

8. Shade the fraction of your neighbor's hexagon that is covered in blue.



_____ <=> _____
fraction of green fraction of blue



9. Circle the correct symbol to compare the two fractions shaded above.

10. One green triangle covers what fraction of the hexagon?_____

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4th Grade Math Correlations

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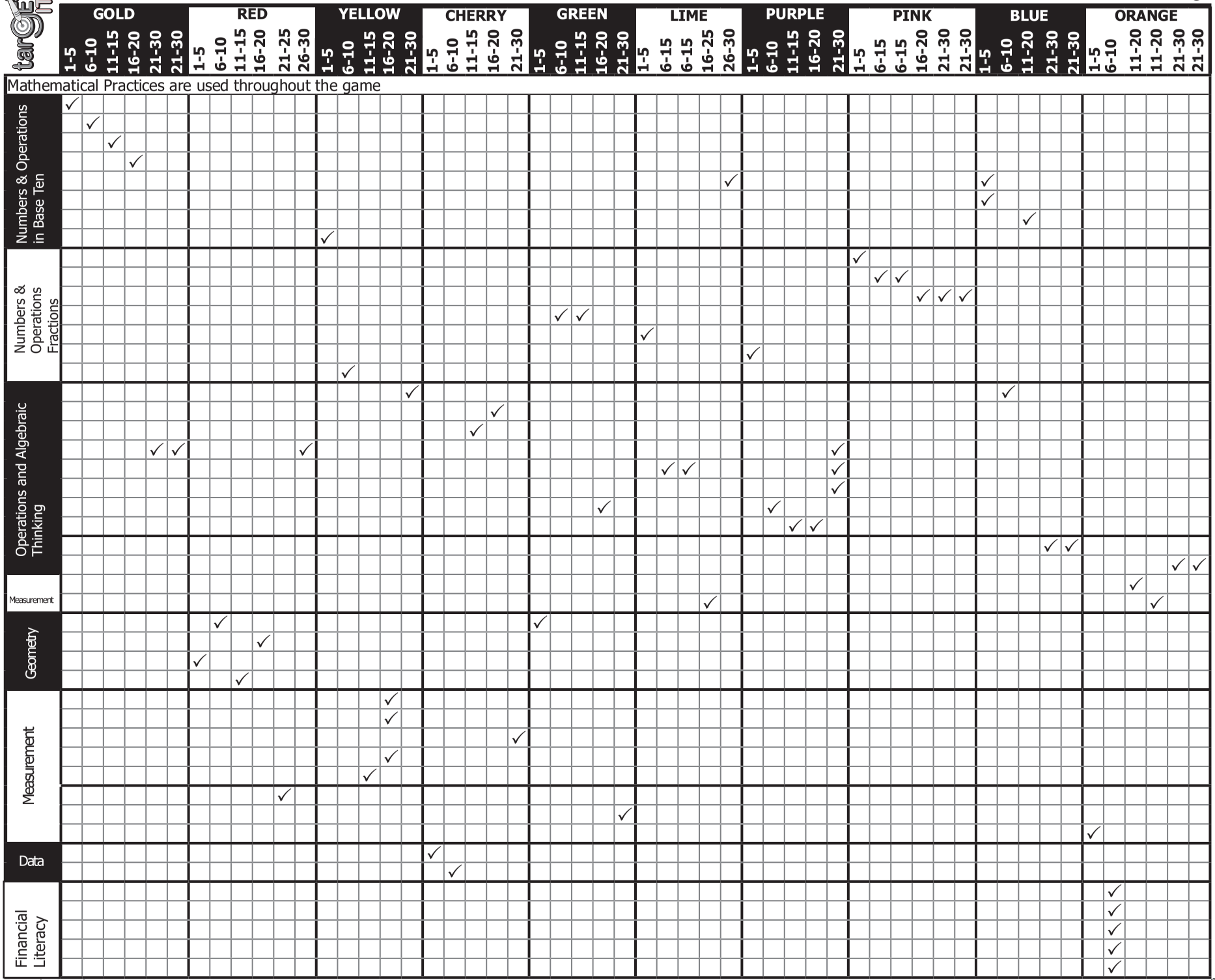

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