

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 Set Up-

Spinner Assembly-

В



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 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.

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



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 5 | | | target | | | | | | |
|---------|--------------------------------------|--------|----------------------------------|----------------|-----------|--|--|--|--|
| | Gold | Red | Yellow | Cherry | Green | | | | |
| 1 | D | В | С | А | D | | | | |
| 2 | С | D | D | D | А | | | | |
| 3 | D | А | В | D | В | | | | |
| 4 | А | No | А | В | С | | | | |
| 5 | В | С | D | В | А | | | | |
| 6 | С | 4.2 | В | False | D | | | | |
| 7 | 568.008 568.56 568.64 578.6 | 1.56 D | | True | В | | | | |
| 8 | С | 34.88 | С | True | С | | | | |
| 9 | D | 21.9 | С | False | А | | | | |
| 10 | В | 1.17 | D | False | D | | | | |
| 11 | False | В | <u>13</u> 16 | Additive | Composite | | | | |
| 12 | True | С | $\frac{21}{24}$ or $\frac{7}{8}$ | No | В | | | | |
| 13 | True | D | <u>1</u> 30 | Multiplicative | D | | | | |
| 14 | D | А | <u>7</u> 15 | Yes | D | | | | |
| 15 | D | С | <u>5</u> 14 | Multiplicative | С | | | | |

| Gra | de 5 | | target | | | | | | |
|-----|---|-----|------------------------------|----------------|----------|--|--|--|--|
| | Gold | Red | Yellow | Cherry | Green | | | | |
| 16 | (5 × 100) + (6 × 10) + (7 × 1) + (8 × 0.1) + (9 × 0.01) + (5 × 0.001) | С | \$214 | 48 | gross | | | | |
| 17 | (3 × 1,000) + (5 × 100) + (6 × 10) + (1 × 1) + (3 × 0.1) + (7 × 0.01) + (5 × 0.001) | D | 462 football cards | <u>1</u> 10 | \$182.89 | | | | |
| 18 | 3,026.052 | В | \$6,018.65 before deposit | 45 | Yes | | | | |
| 19 | (9 × 1,000) + (2 × 10) + (4 × 1) + (2 × 0.1) + (3 × 0.001) | А | \$80.75 change | 21 | \$327.25 | | | | |
| 20 | 9,382.176 | D | 59,568 miles in 4 years. | <u>1</u> 18 | \$48.74 | | | | |
| 21 | 104,722.9 | С | 3.33 | 27 | No | | | | |
| 22 | 4,825.293 | D | 5.56 | <u>1</u> 24 | С | | | | |
| 23 | 78,886.98 | D | 7.01 | <u>1</u> 24 | В | | | | |
| 24 | В | В | 174.6 | <u>1</u> 32 | Yes | | | | |
| 25 | 58,878.49 | В | 1.8 | 40 | 8 | | | | |
| 26 | D | D | С | 31,473 | 100 | | | | |
| 27 | 48 sq. meters | С | В | 57,851 | 50 more | | | | |
| 28 | 297 sq. inches | В | Α | 9,752 | fewer | | | | |
| 29 | 16 cm | Α | С | 32,400 | \$5,000 | | | | |
| 30 | 60 in. | Α | С | 15,334 | 75 | | | | |

| Gra | de 5 | | target | | | | | | |
|-----|-----------|----------------|------------|-------------------------|---------------|--|--|--|--|
| | Lime | Purple | Pink | Blue | Orange | | | | |
| 1 | 15,000 mL | 32 cubic units | 0.20 | 64 pieces | В | | | | |
| 2 | 151.2 in. | 15 cubic units | 32.385 | 24 pieces | В | | | | |
| 3 | 17 mm | 12 cubic units | 2.86 | 42 | D | | | | |
| 4 | 504 ft | 24 cubic units | 4,523.52 | 15 | С | | | | |
| 5 | 0.256 kg | 40 cubic units | Yes | 72 pieces | В | | | | |
| 6 | 4.31 | 32 cubic units | В | 18 pans of brownies | 12 | | | | |
| 7 | 54.8 | 64 cubic units | D | 47 cards per album | Yes | | | | |
| 8 | 8.5 | 27 cubic units | А | 14 pizzas ordered | Yes | | | | |
| 9 | 1.7 | 16 cubic units | С | 9 papers per student | No | | | | |
| 10 | 39.5 | 24 cubic units | D | 39 lbs per box | Yes | | | | |
| 11 | 4.8 | Yes | \$107.60 | С | 110 bags | | | | |
| 12 | 10.88 | В | 50.4 yards | В | 4 tally marks | | | | |
| 13 | 8.64 | Jamie's | \$83.03 | В | False | | | | |
| 14 | 309.12 | Yes | \$103.61 | False | 40 more bags | | | | |
| 15 | 345.6 | 7 | \$87.49 | D | True | | | | |

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| Gra | de 5 | | target | | | | | | | | | |
|-----|-------|-------------------------------|----------|---------|---------------------------------|--|--|--|--|--|--|--|
| | Lime | Purple | Pink | Blue | Orange | | | | | | | |
| 16 | False | 3,876.72 | Yes | 49 | 7.1 seconds | | | | | | | |
| 17 | True | 1.23 | False | 254 | 25 | | | | | | | |
| 18 | True | 30,264.23 | 27 | 15 | 24 | | | | | | | |
| 19 | False | 28.4 | 90.7 | 21 | $\frac{6}{10}$ or $\frac{3}{5}$ | | | | | | | |
| 20 | False | 1.52 | 49.83 | 38 | $\frac{9}{12}$ or $\frac{3}{4}$ | | | | | | | |
| 21 | False | С | В | \$62 | False | | | | | | | |
| 22 | True | <i>n</i> = 21 pieces of candy | 5.03 | Yes | False | | | | | | | |
| 23 | No | D | А | Yes | True | | | | | | | |
| 24 | Yes | <i>n</i> = 4.01 lb per bag | 56.4 | \$1,155 | False | | | | | | | |
| 25 | No | <i>n</i> = \$49.44 | В | Yes | False | | | | | | | |
| 26 | True | С | С | \$7.22 | True | | | | | | | |
| 27 | True | 9 | Α | \$7.31 | False | | | | | | | |
| 28 | False | 12 | 2,694.53 | \$24.27 | False | | | | | | | |
| 29 | False | 10 | 405.384 | \$14.89 | True | | | | | | | |
| 30 | True | 12 | 77.911 | \$37.53 | True | | | | | | | |

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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.

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.

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!



Each player needs a yellow hexagon and an Exit Ticket.



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.



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



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



Use the QR Device or Answer Key to check your

First player to completely cover their hexagon is the WINNER!



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

lf 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



Each player needs a yellow hexagon and an Exit Ticket



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



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



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



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.

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!



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.



Use the QR Device or Answer Key to check your



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

lf time allows, play again!



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.

If your answer is right, pick any block and place it



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.)

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

Exit Ticket QR Device or Answer Key to check work



Each player needs a yellow hexagon and an Exit Ticket.





Use the QR Device or Answer Key to 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 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.



If time allows, play again.



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



















tarCet



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

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.

Goal:

Be the first to cover your picture!

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 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!



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



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.



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



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



Use the QR Device or Answer Key to check your



If time allows, play again.



(4)



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



4

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



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.



First player to complete the picture is the WINNER!

If time allows, play again.





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





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

5

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



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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!







Modeling division of a whole number by a fraction- Use a paper clip and your pencil to spin using the spinner below.



5. Looking back at 2-4, what do you notice?

Modeling multiplication of a whole number by a fraction- Use a paper clip and your pencil to spin using the spinner below



10. Looking back at 6-8, what do you notice?



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