GRADES





Original Common Core Aligned MATH GAMES

PIZZA



PICASSO!

By Dot Cates

THIS PARTNER GAME:

- REVIEWS LONG DIVISION CONCEPTS AND SKILLS
- REVIEWS

 MULTIPLICATION

 CONCEPTS
- IS FAST-PACED AND JUST PLAIN FUN!



GAME RULES & TEACHER PREP



COMMON CORE SKILL ALIGNMENT



GAME BOARD FOR GAME PLAY



DIGIT CARDS AND DIVISOR CARDS

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Common Core Aligned Math Standards

Pízza Pícasso is aligned with the Math Content Standards for Grades 4-6, as listed below.



Grade 4:

Use place value understanding and properties of operations to perform multi-digit arithmetic.

- <u>CCSS.Math.Content.4.NBT.B.5</u> Multiply a whole number of up to four digits by a one-digit whole number, and
 multiply two two-digit numbers, using strategies based on place value and the properties of operations.
 Illustrate and explain the calculation by using equations, rectangular arrays, and/or area models.
- <u>CCSS.Math.Content.4.NBT.B.6</u> Find whole-number quotients and remainders with up to four-digit dividends and one-digit divisors, using strategies based on place value, the properties of operations, and/or the relationship between multiplication and division. Illustrate and explain the calculation by using equations, rectangular arrays, and/or area models.

Grade 5:

Perform operations with multi-digit whole numbers and with decimals to hundredths.

- <u>CCSS.Math.Content.5.NBT.B.5</u> Fluently multiply multi-digit whole numbers using the standard algorithm.
- <u>CCSS.Math.Content.5.NBT.B.6</u> Find whole-number quotients of whole numbers with up to four-digit dividends and two-digit divisors, using strategies based on place value, the properties of operations, and/or the relationship between multiplication and division. Illustrate and explain the calculation by using equations, rectangular arrays, and/or area models.

Grade 6:

Compute fluently with multi-digit numbers and find common factors and multiples.

• CCSS.Math.Content.6.NS.B.2 Fluently divide multi-digit numbers using the standard algorithm.







PIZZA PICASSO

MATERIALS:

- Pizza Picasso Coloring Sheet (one per player)
- · Pencils
- Scrap Paper
- 1 set of digit cards (for the dividend)
- · 1 set of divisor cards
- Crayons

PRIOR PREPARATION:

- Copy 3 sheets of digit cards per group and cut them out
- Copy 3 sheets of divisor cards per group and cut them out
- · Copy one Pizza Picasso coloring sheet per child

OBJECT:

Complete division problems and be the first player to completely color in the Pizza Picasso coloring sheet thereby winning the game

HOW TO PLAY:

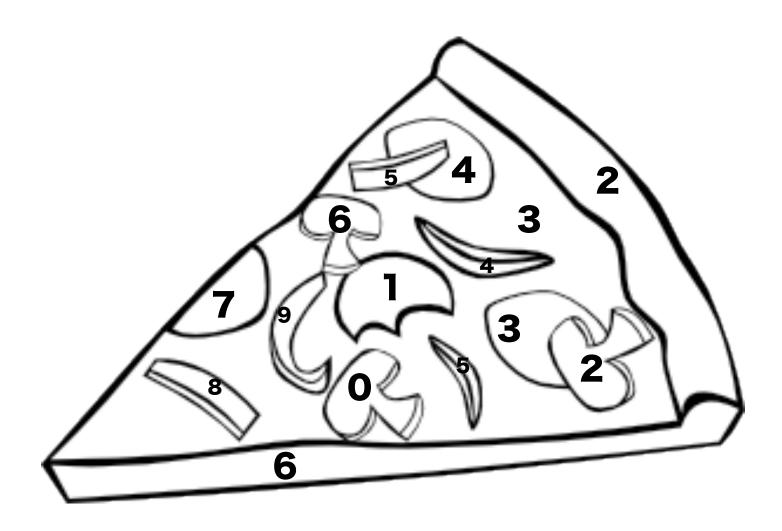
- 1. This game can be played in pairs or trios.
- 2. Each player receives a Pizza Picasso coloring sheet, crayons, a pencil and a piece of scrap paper. Each pair or trio receives a set of digit cards (a deck of digit cards is the sheet of digit cards copied three times). They also receive a set of divisor cards (the divisor card sheet copied three times)
- 3. Place the divisor cards face down in a pile. Place the digit cards in a separate face down pile.
- 4. Each child draws a card from the digit card pile to determine who goes first. The child who draws the highest number goes first. Return the cards to the digit pile and shuffle them before starting play.
- 5. PLAYER 1 selects three cards from the digit pile. Using these three digits, they create the number of their choosing (if they draw 3, 6, and 5 for example, they could create 356, 653, 536, etc.) This number becomes the dividend.
- 6. PLAYER 1 then selects a card from the divisor pile. This number represents the divisor. So, for example, if PLAYER 1 decided to create the number 536 from the numbers they selected from the digit pile, and then draws a 4 from the divisor pile, the division problem they are solving is 536 ÷ 4.
- 7. As they are solving their division problem, PLAYER 2 starts drawing cards to create their problem in the same manner. They will begin solving their problem as PLAYER 1 is solving their work. This game is designed to be a fast paced game, where all students are working quickly and simultaneously.
- 8. When a player completes the division problem, they call "MATH CHECK!" and one of their opponents uses the inverse operation of multiplication to check their work. If it is decided that their work is accurate, they can determine if they can play one of the digits in their quotient.
- 9. On the pizza, there are digits. Once the division has been completed and checked, a player can look at the digits in their quotient (in this case, 536 ÷ 4 = 134). PLAYER ONE could choose to color in a 1, a 3, or a 4 on their Pizza Picasso board. Any digit in the quotient or the remainder can be played (colored), but ONLY ONE digit can be used per turn. If the quotient or remainder is not on the pizza, the player quickly creates another problem, and play continues.
- 10. As players complete problems, the cards are shuffled face down into the pile.
- 11. Ultimately, the first player to completely color in their Pizza Picasso board is the winner of the game.

EXTENSION:

 Have the students select more cards to create bigger numbers! This game could also easily be adapted for different operations, making it appropriate for Grades 2-6.

Pizza Picasso

Each section on the pizza below contains a number. You can only color in a section of the pizza when you complete a division problem and the digit you plan to color is also in your quotient or your remainder. When you complete a division problem with a quotient of 143, for example, you can color in either a 1, a 4, or a 3 on the pizza. The first player to color in their whole pizza is the winner!



DIGIT CARDS

DIVISOR CARDS

 2
 3
 4
 5

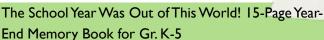
 6
 7
 8
 9



Did you Like Pizza Picasso for Fourth Grade?

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http://www.teacherspayteachers.com/Store/Dot-Cates



Westward Expansion's Greatest Hits: A SmartBoard Intro for Grades 3-6

Three in a Row! A Fun & Engaging Long Division Game for 3rd - 6th Grade

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Tons of Great Seasonal and Holiday Puzzler Packs!

New Year's

Martin Luther King Jr.

Groundhog Day

February Holiday

St Patrick's Day

Spring and Easter

Summer

*

Christmas *

Hanukkah

Kwanzaa

December Holiday

Building Community with Morning Meeting: 69 Activities and Songs for K-5

An Intro to Poetry on the SmartBoard: A Two-Week Unit Featuring 10 Poetry Forms

An Interactive SmartBoard Intro to the Digestive System for Gr. 3-6

Amazing Statue of Liberty: 7 Multidisciplinary Activities & Centers for Gr. 3-6

