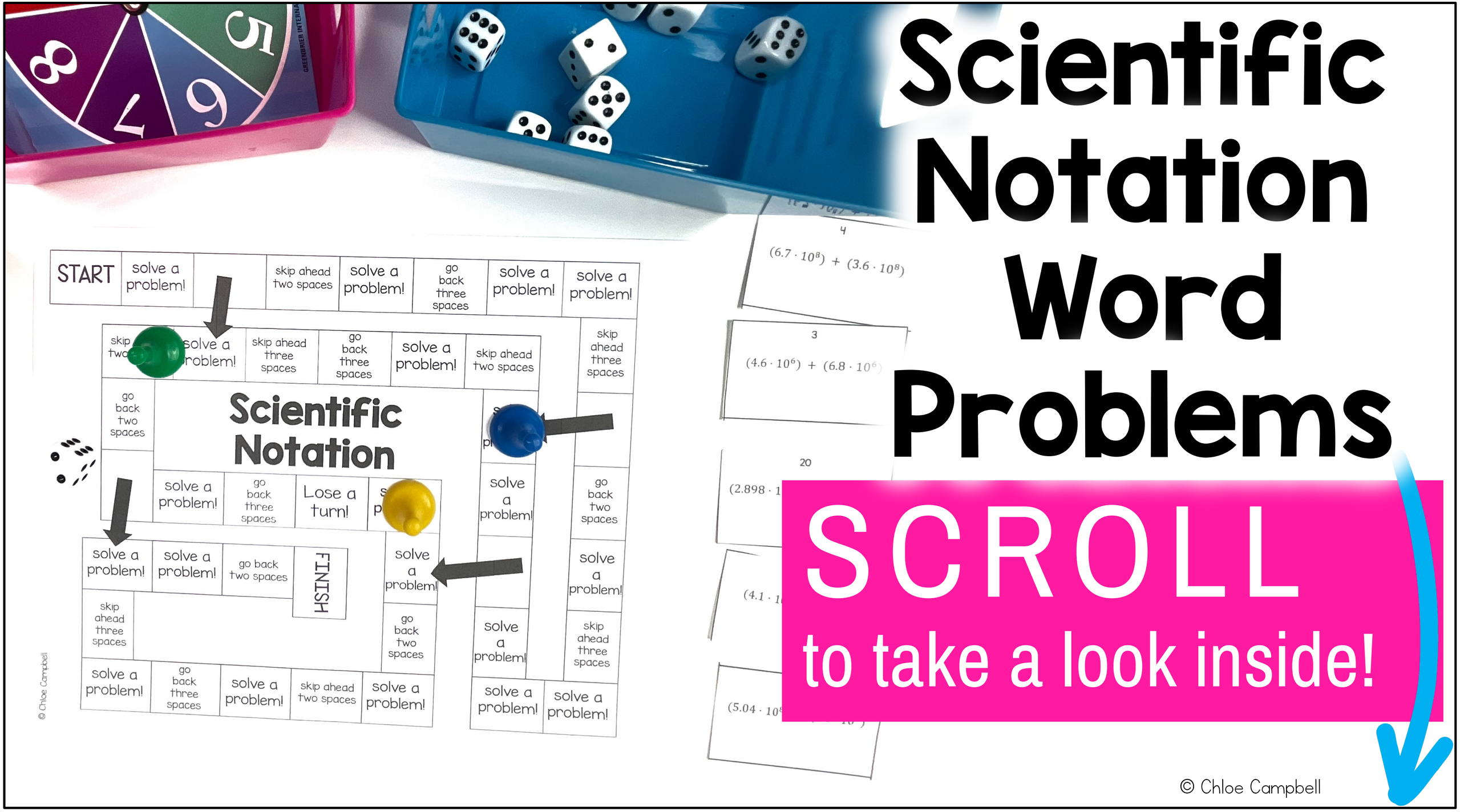
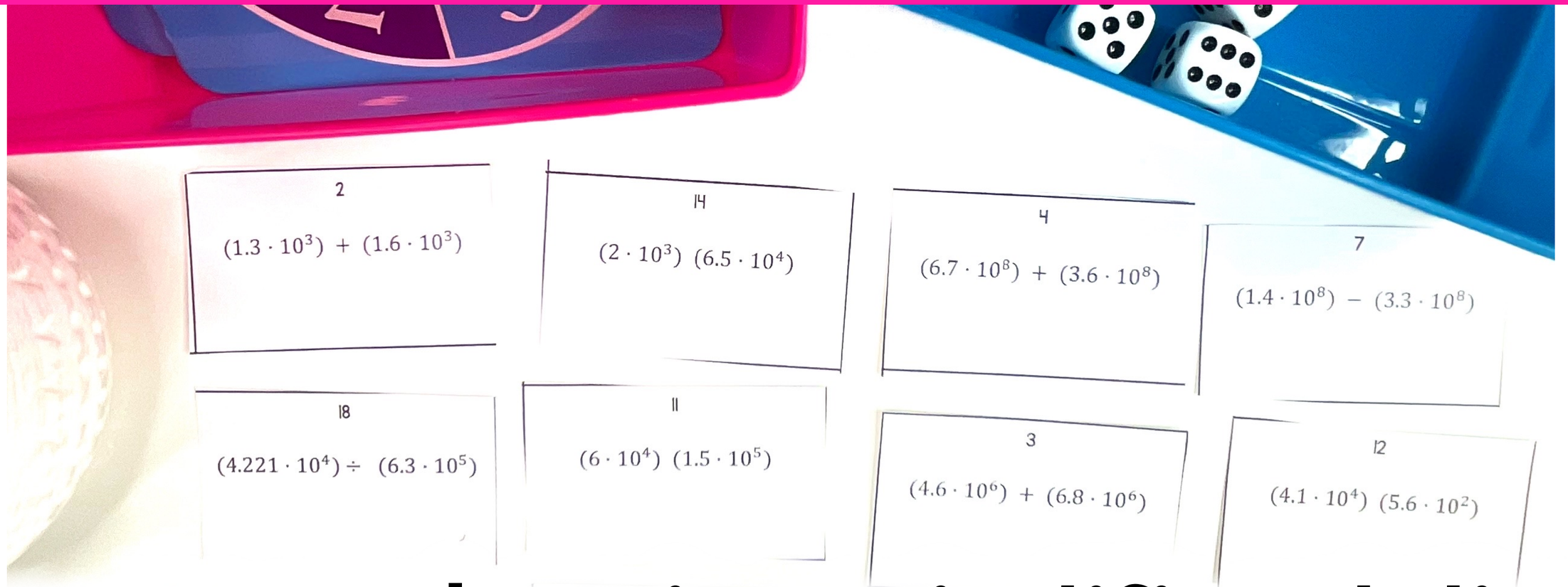

Scientific Notation Word Problems
SCROLL
to take a look inside!
Scientific Notation
START
FINISH
Lose a turn!
(6.7 · 10⁸) + (3.6 · 10⁸)
(4.6 · 10⁶) + (6.8 · 10⁶)
© Chloe Campbell

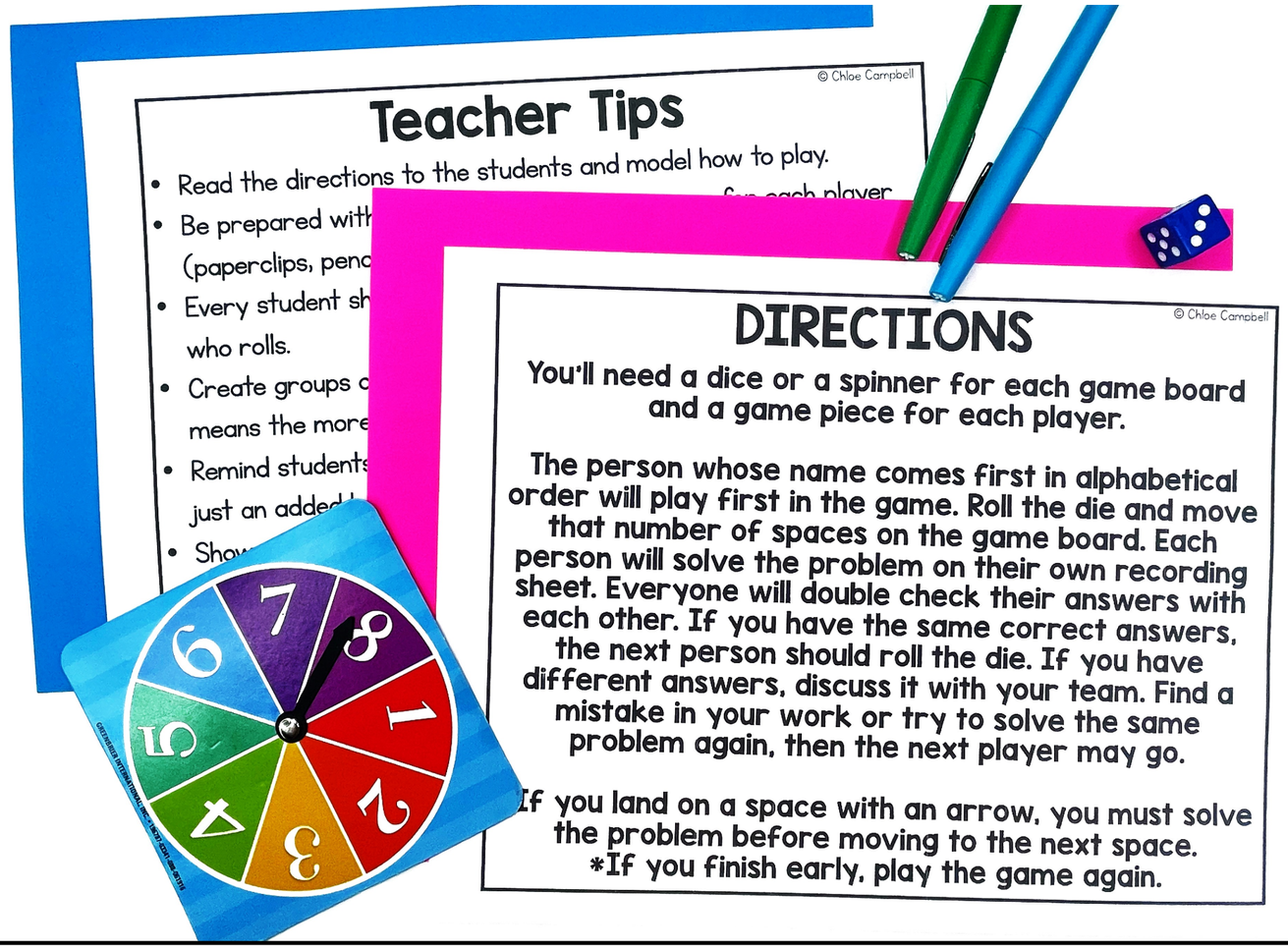
Math Skills Included:



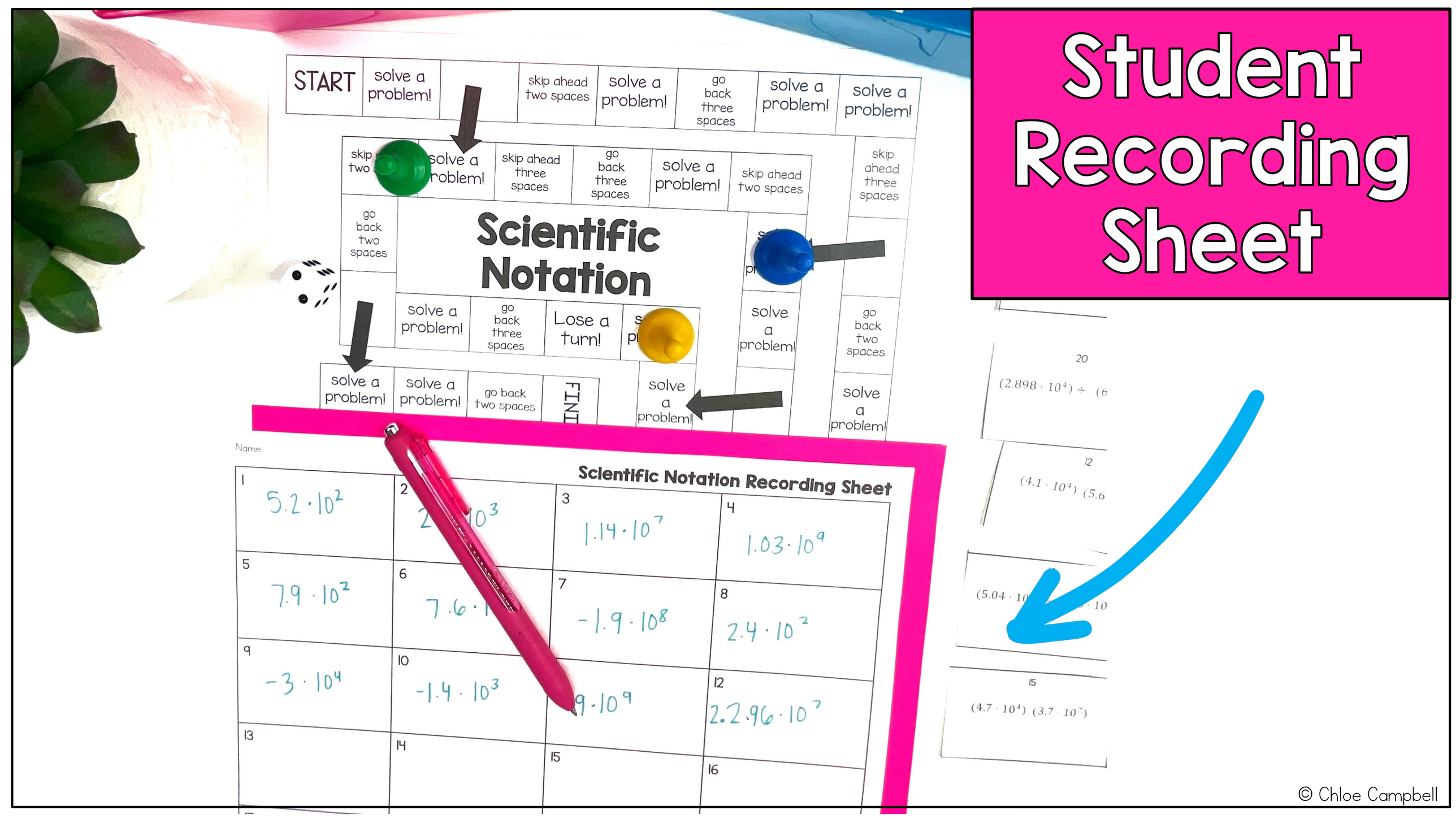
Express numbers in a scientific notation to represent and approximate very large or very small quantities

You'll Receive

- Teacher Tips
- Student Directions
- Printable Math Board Game
- Recording Sheet
- Answer Key



Student Recording Sheet



HAPPY TEACHERS SAID...

> This was a hit during centers. All students were engaged, and better yet - learning! Love this!

> My students love playing games and a simple, easy prep game like this is a great addition to math centers, early finisher activities, and review days.

> These are great for small group stations! What a fun task card adaptation. Students get to play a fun and competitive board game, but they also get to practice learning. Plus, the recording sheet makes it easy to grade and monitor student progress; they aren't just playing they are actively learning and participating with evidence of ability. Great resource!

What's the Best Way to Use this Game?

- ☑ Math Centers or Stations
- ☑ Whole Group Practice
- ☑ Morning Work
- ☑ Partner Activity
- ☑ Early Finisher Tasks
- ☑ Substitutes

Tips for Playing Math Games:

- Read the directions to the students and model how to play.
- Be prepared with dice/spinner and game pieces for each player (paperclips, pencil top erasers, pieces from another game, etc.)
- Every student should solve every problem - not just the person who rolls.
- Create groups of 2-4 students. The lower number of students means the more focused students are while playing.

Tips for Playing Math Games:

- Remind students that the focus is not playing the game...that's just an added bonus! The focus should be on practicing the math skills.

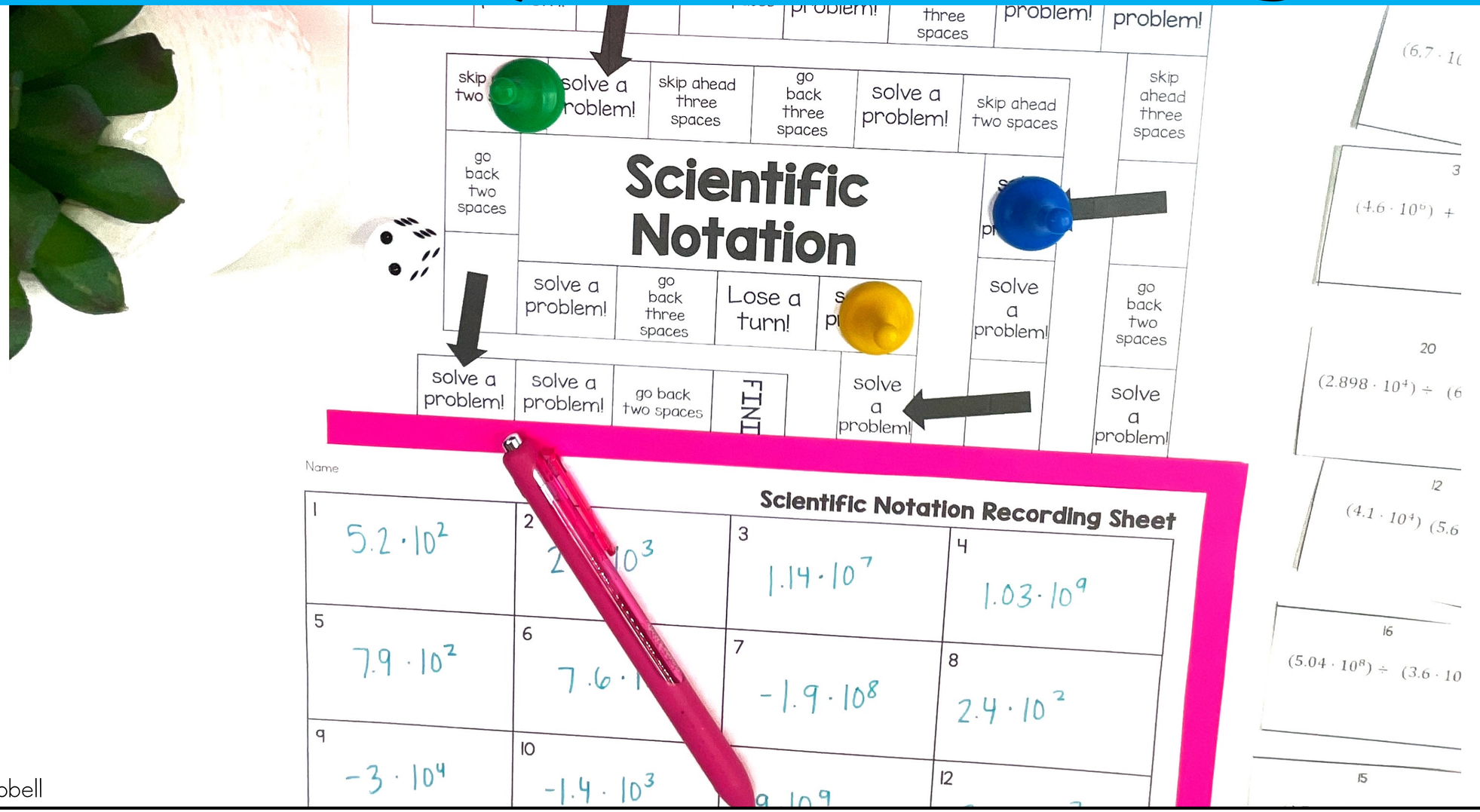
- Show students how to compare and discuss answers. Did you both get the same answer? If students get different answers, ask them to solve the problem using a different strategy or help coach each other through the problem.

Why Board Games?

Research shows that challenge-based gamification in the classroom lead to an increase of 34.755% in student performance

(ScienceDirect, 2020).

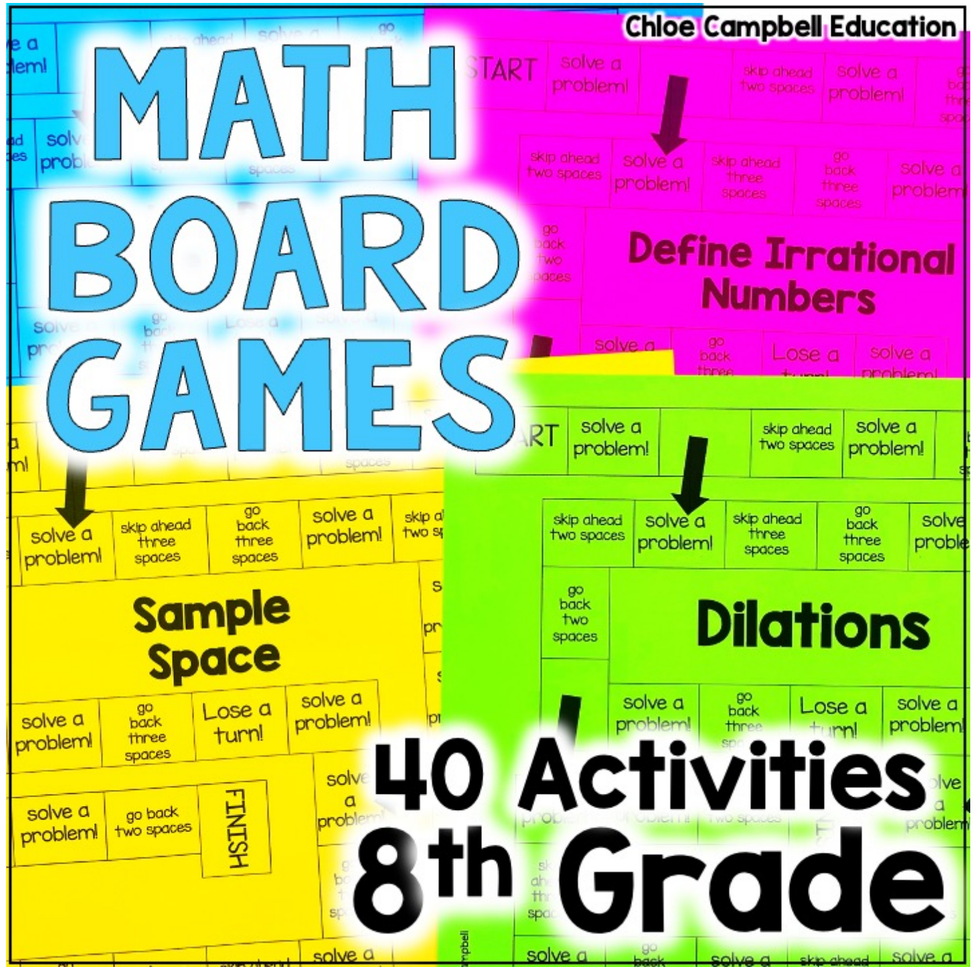
Students won't even realize they are learning!



ADD TO CART

Purchase now to see student engagement and student achievement increase!

Save MONEY and Get the BUNDLE!



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