

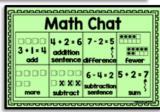
Problem of the Day

Kick off class math time with Problem of the Day! Get those math minds moving and focused by working through a math problem each day. Each problem targets a key math concept and standard while using core vocabulary in context. Problems can be worked through whole group, small group, in partners or independently depending upon the learning levels within your own classroom. Students may use manipulatives or other classroom resources you have (not included) to work through problems at their own pace. You can copy as many days as you'd like to use (up to 20 days included) from the set. If you'd like to mix and match the problems and order of them to better meet your class needs, please utilize the file named, "No Days". More sets are available in our TpT Shop.

We copy the cover page (on page 5) onto colored construction paper and the inside problem pages onto white copy paper (pages 6-25 — two per page, so copy half of what you need for your entire class. For example, we have 24 students, so make 12 copies of the problem pages and then cut the set in half on the paper cutter to make 2 booklets.). Staple the front and back covers to the problem pages.

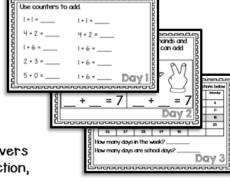
Problem of the Day gives your class a quick (5-10 minutes daily), focused opportunity to work through a problem that meets today's Common Core standards, challenges them to think deeply, and reinforces essential math vocabulary each and every day. Use the "Math Chat" on the back of the booklet to focus students' attention on key math vocabulary with picture support. Refer to it often as your students master their Problem of the Day!





Copy the front and back covers onto colored copy, construction, or cardstock paper.

Copy the inside pages and cut in half. Each page includes 2 copies, so copy half the number of booklets you need and save paper!



©Fluttering Through First Grade

Staple front cover, inside

pages, and back cover together along the left side to create a Problem of the Day Booklet for each student.

Step 3

Problem

