

# Direction Cards for each Center

## A Few Tips and Tricks...

- Provide students with manipulatives to use for hands-on help as needed.
- If a student spins the same number in a row, they should spin again. It's alright if they spin a number they've already spun, just not back-to-back. This helps them avoid filling up the page with the exact same equation and claiming, "Done!" without actually doing all the work. ☺
- These activities are differentiated so that students can all be doing the same activity, but be working with the sum that is appropriate for them. Once, they've learned all the combinations to that sum, they can move on to the next number.
- To provide more practice, copy each activity back to back.
- Copy plenty of activity sheets for use, but on the last copy post a sticky note that says, "Last Copy. Please give to teacher." so students can let you know when more copies are needed without using the last one.
- All of these activities are intended to be used throughout the entire school year. Setting up a station in the classroom where your kids can 'grab and go' keeps these easily accessible all year long.
- Print and laminate direction cards for an easy parent-guided station.



Fluttering  
through  
FIRST GRADE

### THE BEAN GAME

**Directions:**

1. Use a paper clip and pencil tip to spin the spinner.
2. Color in the number of beans that you spin.
3. Record that number in the first space of your equation. Then, write the number of beans that you didn't color in the second space and record the sum.

\*use lima beans with one side colored for hands-on help

### SCOOP IT

**Directions:**

1. Use a paper clip and pencil tip to spin the spinner.
2. Draw the number of dots on the top scoop that you spin.
3. Then add dots to the bottom scoop so the total number of dots equals the sum.
4. Record the numbers in your equation and record the sum.

\*use small items (such as beans) for hands-on help  
\*extend this activity by having students write numbers in the scoops rather than draw dots

### BEAR HUGS

**Directions:**

1. Use a paper clip and pencil tip to spin the spinner.
2. Color in the number of squares that you spin.
3. Record that number in the first space of your equation. Then, write the number of squares that you didn't color in the second space and record the sum.

\*use colored tiles for hands-on help

### BOND IT

**Directions:**

1. Use a paper clip and pencil tip to spin the spinner.
2. Color in the number of circles that you spin.
3. Record that number in the first space of your equation. Then, write the number of circles that you didn't color in the second space and record the sum.

\*use small items (such as beans) for hands-on help

### THE TRAIN

**Directions:**

1. Use a paper clip and pencil tip to spin the spinner.
2. Color in the number of squares that you spin.
3. Record that number in the first space of your equation. Then, write the number of squares that you didn't color in the second space and record the sum.

\*use unifix cubes (2 colors) for hands-on help

### STACK 'EM UP

**Directions:**

1. Use a paper clip and pencil tip to spin the spinner.
2. Color in the number of squares that you spin.
3. Record that number in the first space of your equation. Then, write the number of squares that you didn't color in the second space and record the sum.

\*use colored tiles for hands-on help

### SPOT IT

**Directions:**

1. Use a paper clip and pencil tip to spin the spinner.
2. Color in the number of spots on one wing that you spin.
3. Then add spots to the other wing so the total number of spots equals the sum.
4. Record the numbers in your equation and record the sum.

\*use small items (such as beans) for hands-on help

### THE GUM BALL GAME

**Directions:**

1. Use a paper clip and pencil tip to spin the spinner.
2. Draw circles inside the number you spin.
3. Then, add circles to the other side so that the total number of circles equals the sum.
4. Record the number of circles in the spaces of the equation and record the sum.

\*use a cup or small container and small objects (beans, pom-poms, etc.) for hands-on help

### BUTTON UP

**Directions:**

1. Use a paper clip and pencil tip to spin the spinner.
2. Color in the number of buttons that you spin.
3. Record that number in the first space of your equation. Then, write the number of buttons that you didn't color in the second space and record the sum.

\*use real buttons for hands-on help

### GUMBALL GAME

**Directions:**

1. Use a paper clip and pencil tip to spin the spinner.
2. Draw the number of gumballs that you spin.
3. Then use a second color to add gumballs so that the total number of gumballs equals the sum.
4. Record the numbers in your equation and record the sum.

\*use small items (such as beans) for hands-on help




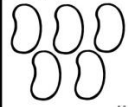
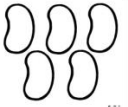
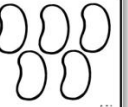
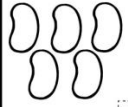
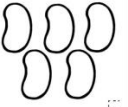
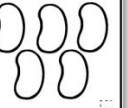


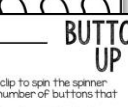
# 10 Different Activities to Practice Math Facts

Name \_\_\_\_\_

## THE BEAN GAME

Directions:  
 1. Use a paper clip to spin the spinner.  
 2. Color in the number of beans that you spin.  
 3. Record that number in the first space of your equation. Then write the number of beans that you didn't color in the second space.




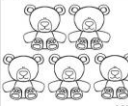

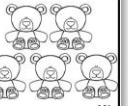
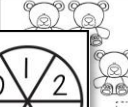
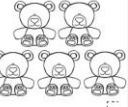

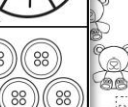

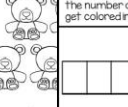
		
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Name \_\_\_\_\_

## BEAR HUGS

Directions:  
 1. Use a paper clip to spin the spinner.  
 2. Color in the number of bears that you spin.  
 3. Record that number in the first space of your equation. Then write the number of bears that you didn't color in the second space.




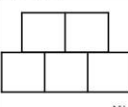
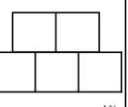
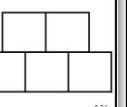
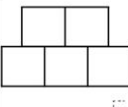
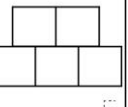
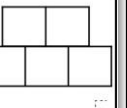
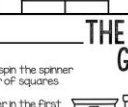

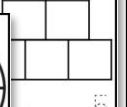
		
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Name \_\_\_\_\_

## STACK 'EM UP

Directions:  
 1. Use a paper clip to spin the spinner.  
 2. Color in the number of squares that you spin.  
 3. Record that number in the first space of your equation. Then write the number of squares that you didn't color in the second space.




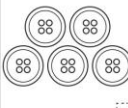
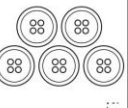
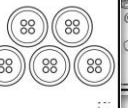

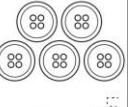
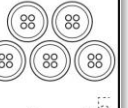



		
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Name \_\_\_\_\_

## BUTTON UP

Directions:  
 1. Use a paper clip to spin the spinner.  
 2. Color in the number of buttons that you spin.  
 3. Record that number in the first space of your equation. Then write the number of buttons that you didn't color in the second space.




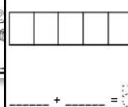
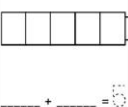
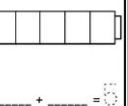
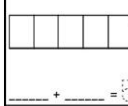
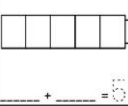
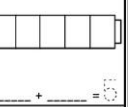
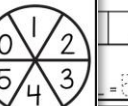
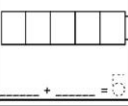
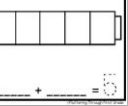
		
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Name \_\_\_\_\_

## THE TRAIN GAME

Directions:  
 1. Use a paper clip to spin the spinner.  
 2. Color in the number of squares that you spin.  
 3. Record that number in the first space of your equation. Then write the number of squares that didn't get colored in the second space.




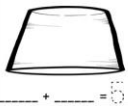
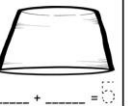



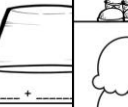



		
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Name \_\_\_\_\_

## THE CUP GAME

Directions:  
 1. Use a paper clip to spin the spinner.  
 2. Draw circles inside the cup for the number you spin.  
 3. Then add circles to the top of the cup so that the total number of circles equals the sum.









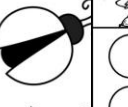



		
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Name \_\_\_\_\_

## SPOT IT

Directions:  
 1. Use a paper clip to spin the spinner.  
 2. Draw the number of spots on the top of the ladybug that you spin.  
 3. Then add spots to the bottom of the ladybug so that the total number of spots equals the sum.




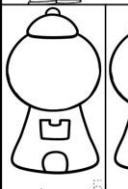
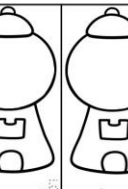

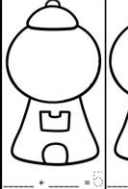
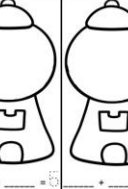
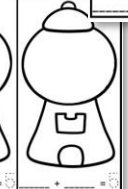
		
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Name \_\_\_\_\_

## THE GUMBALL GAME

Directions:  
 1. Use a paper clip to spin the spinner.  
 2. Use one color to draw the number of gumballs that you spin.  
 3. Then use a second color and add gumballs so that the total number of gumballs equals the sum.



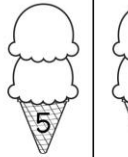
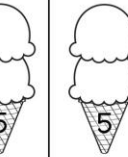
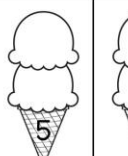

		
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Name \_\_\_\_\_

## SCOOP IT

Directions:  
 1. Use a paper clip to spin the spinner.  
 2. Draw the number of dots on the top scoop that you spin.  
 3. Then add dots to the bottom scoop so that the total number of dots equals the sum.  
 4. Record the numbers in your equation.

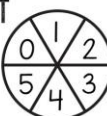


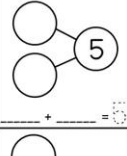
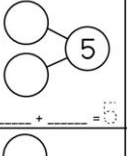
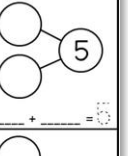



		
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Name \_\_\_\_\_

## BOND IT

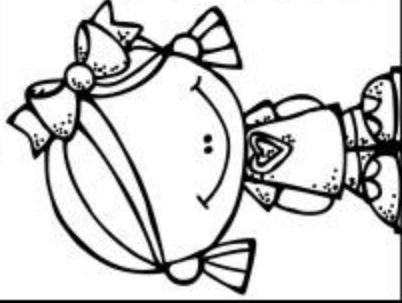
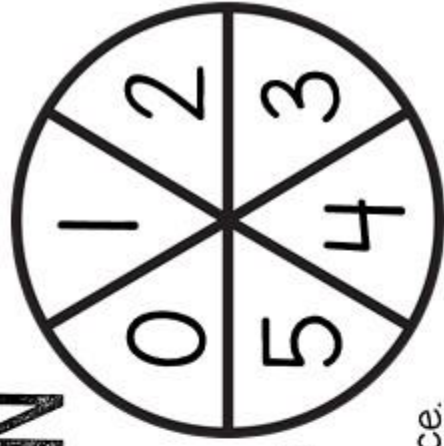
Directions:  
 1. Use a paper clip to spin the spinner.  
 2. Record the number in the top circle that you spin.  
 3. Figure out the missing number and write it in the bottom circle.  
 4. Write the equation below.



		
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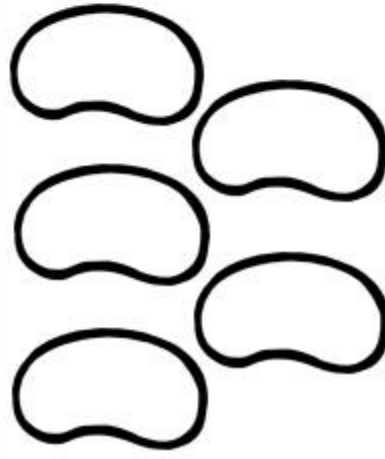
Name \_\_\_\_\_

# THE BEAN GAME

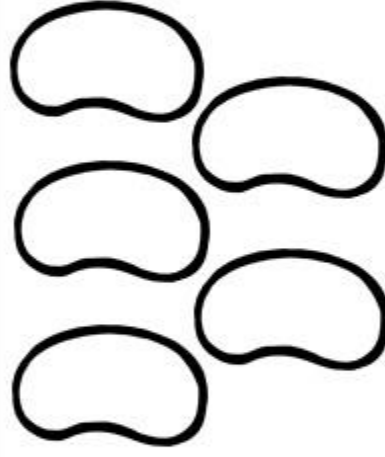


### Directions:

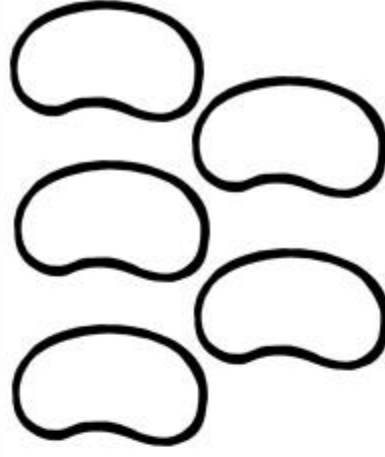
1. Use a paper clip to spin the spinner
2. Color in the number of beans that you spin
3. Record that number in the first space of your equation. Then write the number of beans that you didn't color in the second space.



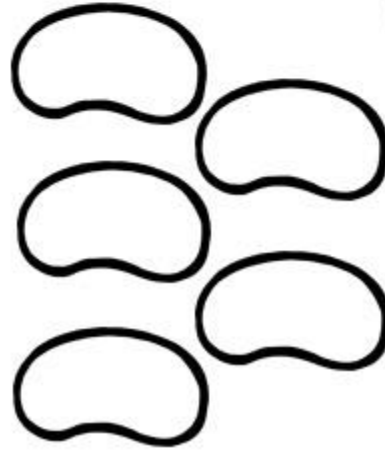
$$\underline{\quad} + \underline{\quad} = 5$$



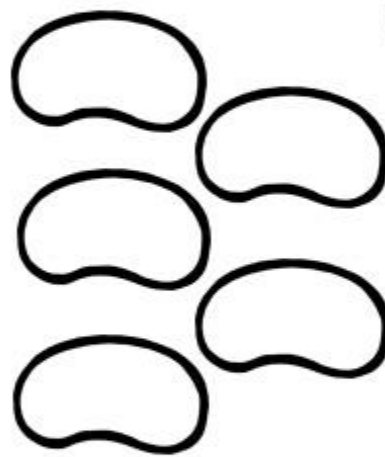
$$\underline{\quad} + \underline{\quad} = 5$$



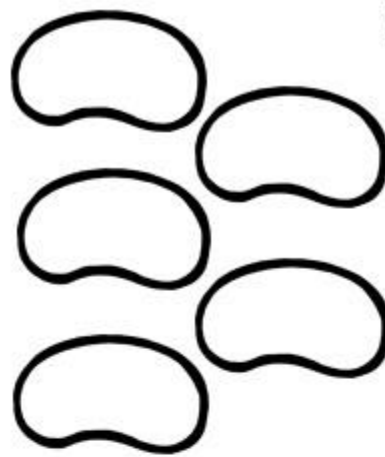
$$\underline{\quad} + \underline{\quad} = 5$$



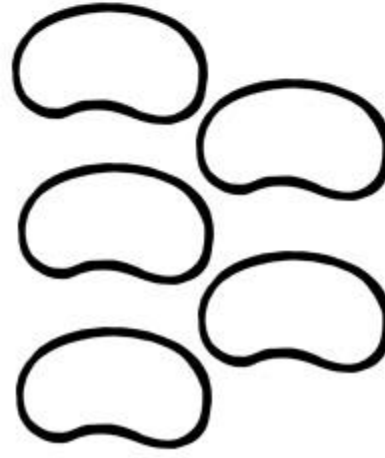
$$\underline{\quad} + \underline{\quad} = 5$$



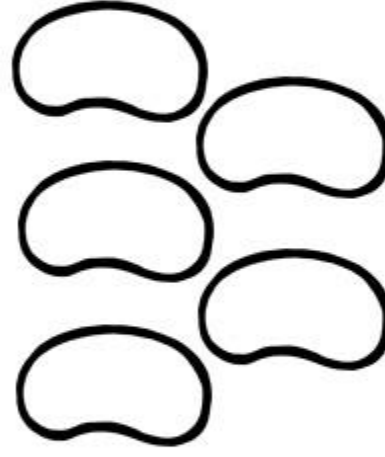
$$\underline{\quad} + \underline{\quad} = 5$$



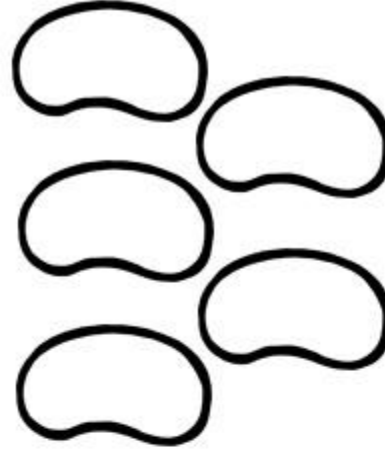
$$\underline{\quad} + \underline{\quad} = 5$$



$$\underline{\quad} + \underline{\quad} = 5$$



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