



Missing Array Tiles

TIME MANAGEMENT · RANK THE FOUR

Oscar starts the array station at the group table during maths rotation. The group needs 12 square tiles to build one model. The tray holds 10 tiles and 1 rubber duck eraser. The teacher says groups may trade bins or draw neat arrays. Oscar can leave the table once, so the choice matters. The other group members pause with pencils ready.

Rank the actions from 1 to 4, with 1 done soonest.

- ☐ Ask the nearest group to trade for 2 square tiles.
- ☐ Count the tiles in the tray and name the missing amount.
- ☐ Use the rubber duck eraser as the missing tile.
- ☐ Draw the array on grid paper as a backup plan.

Recommended order:

1. Count the tiles in the tray and name the missing amount.
2. Ask the nearest group to trade for 2 square tiles.
3. Draw the array on grid paper as a backup plan.
4. Use the rubber duck eraser as the missing tile.

Think about it: What makes counting the supplies first a better start than guessing?

TEACHER NOTE

The recommended order is 2, 1, 4, 3. Counting first shows the exact problem, trading may fix the station quickly, and drawing is a workable backup. The duck eraser should come last since it is not a square tile.

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