Implementing the Strategies for Regrouping to Address Mathematics Standards

Bradley J. Kaffar, Ph.D.
bjkaffar@stcloudstate.edu

Margaret A. Vanderwarn, M.S.
vama1203@stcloudstate.edu

St. Cloud State University

Margaret M. Flores, Ph.D., BCBA-D
mmf0010@auburn.edu

Auburn University

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Name: _____ Date: _____

Place-Value Mat
Hundreds

Place-Value Mat

Tens	Ones

Learning Sheet 3: Part I

Review

324 = Hundreds	Tens	Ones	245 = Hundreds	Tens	Ones

Describe and Model

1)	2)	3)
135 + 216	143 + 192	245 + 372

Guided Practice

4)	5)	6)
138 + 127	326 + 135	126 + 329

Independent Practice

7)	8)	9)
239 + 317	124 + 193	486 + 140
10)	11)	12)
326 + 428	234 + 182	253 + 264

Problem-Solving Practice

13) Kim has 237 stickers. Bob has 119 stickers. How many stickers do they have in all?	14) There are 182 pages in Juan's book. There are 154 pages in Sara's book. How many pages are there in all?

Name: _____   Date: _____

Learning Sheet 5: Part I

Describe and Model

1) 126 + 118	**Hundreds**	**Tens**	**Ones**
2) 124 + 416	**Hundreds**	**Tens**	**Ones**
3) 255 + 162	**Hundreds**	**Tens**	**Ones**

Pig Game
Sheet C

367 + 349	336 + 177	645 + 278
669 + 172	565 + 188	324 + 188
319 + 194	486 + 297	477 + 287
557 + 199	479 + 294	256 + 285
588 + 235	323 + 188	326 + 186

Name: _____ Date: _____

Place-Value Mat

Hundreds

Name: _____ Date: _____

Place-Value Mat

Tens	Ones

Name: _____   Date: _____

Learning Sheet 3: Part I

Review

325 = Hundreds	Tens	Ones	234 = Hundreds	Tens	Ones

Describe and Model

1)	2)	3)
345 - 227	445 - 282	336 - 153

Guided Practice

4)	5)	6)
435 - 117	336 - 129	443 - 162

Independent Practice

7)	8)	9)
243 - 128	324 - 193	224 - 118
10)	11)	12)
246 - 128	323 - 141	425 - 132

Problem-Solving Practice

13) Lucy had 223 books. She gave 116 books away. How many books does Lucy have left?	14) Ted had 312 chips. He gave 162 away. How many chips does he have now?

Name: _____   Date: _____

Learning Sheet 5: Part I

Describe and Model

1) 234 - 118	**Hundreds**	**Tens**	**Ones**

2) 246 - 128	**Hundreds**	**Tens**	**Ones**

3) 315 - 123	**Hundreds**	**Tens**	**Ones**

Guided Practice

4) 235 - 116	**Hundreds**	**Tens**	**Ones**

5) 243 - 127	**Hundreds**	**Tens**	**Ones**

Pig Game

Sheet A

57 - 19	339 - 177	685 - 268
868 - 572	61 - 18	327 - 184
371 - 123	496 - 227	82 - 44
557 - 129	472 - 234	57 - 19
52 - 25	333 - 151	34 - 16

Pig Game Instructions

Simple Pig
Number of Players: 2 to 7
Materials: Two Pig Dice; one Pig Game Sheet for each player
Goal: To be the first player to complete all problems on the Pig Game Sheet
Directions:
1. Make sure each player has a Pig Game Sheet.
2. The first player rolls both of the Pig Dice.
   - If no pigs are rolled, the player is allowed to compute independently one problem on her Pig Game Sheet.
   - If one pig is rolled, the player loses her turn.
   - If two pigs are rolled (one on each die), the player is allowed to compute independently two problems on the Pig Game Sheet.
3. The player's answer is checked upon completion. (The answer may either be checked by you or a student using a calculator.)
   - If the answer is correct, congratulate the player, and give the dice to the next player.
   - If the answer is incorrect, tell the student that she'll be able to re-compute the problem on her next turn.
4. This procedure is continued until someone correctly answers all problems on the Pig Game Sheet and becomes the winner of the game.

Double Pig
Number of Players: 2 to 7
Materials: Two Pig Dice; one Pig Game Sheet for each player
Goal: To be the first player to complete all problems on the Pig Game Sheet
Directions:
1. Make sure each player has a Pig Game Sheet.
2. The first player rolls both of the Pig Dice.
   - If no pigs are rolled, the player independently subtracts (or adds) the numbers on the dice. If the numbers on the dice are subtracted (or added) correctly, the player earns the right to independently compute one problem on his Pig Game Sheet. If the numbers on the dice are incorrectly subtracted (or added), the player may not answer any problems on the Pig Game Sheet, and play passes to the next player.
   - If one or two pigs are rolled, the player loses his turn.
3. When a player has finished computing a problem on his Pig Game Sheet, his answer should be checked either by you or a student using a calculator.
   - If the answer is correct, the player is congratulated, and the dice are passed to the next player.
   - If the answer is wrong, the student re-computes the problem on his next turn.
4. This procedure continues until someone correctly answers all problems on the Pig Game Sheet and becomes the winner of the game.