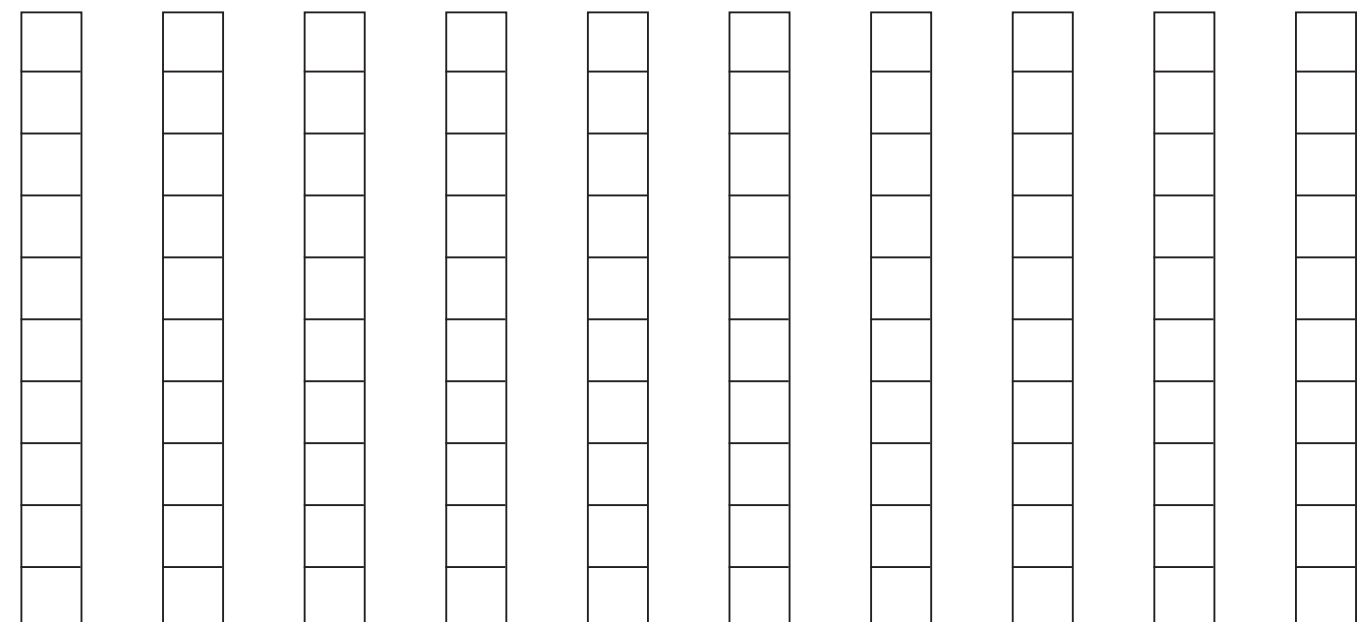
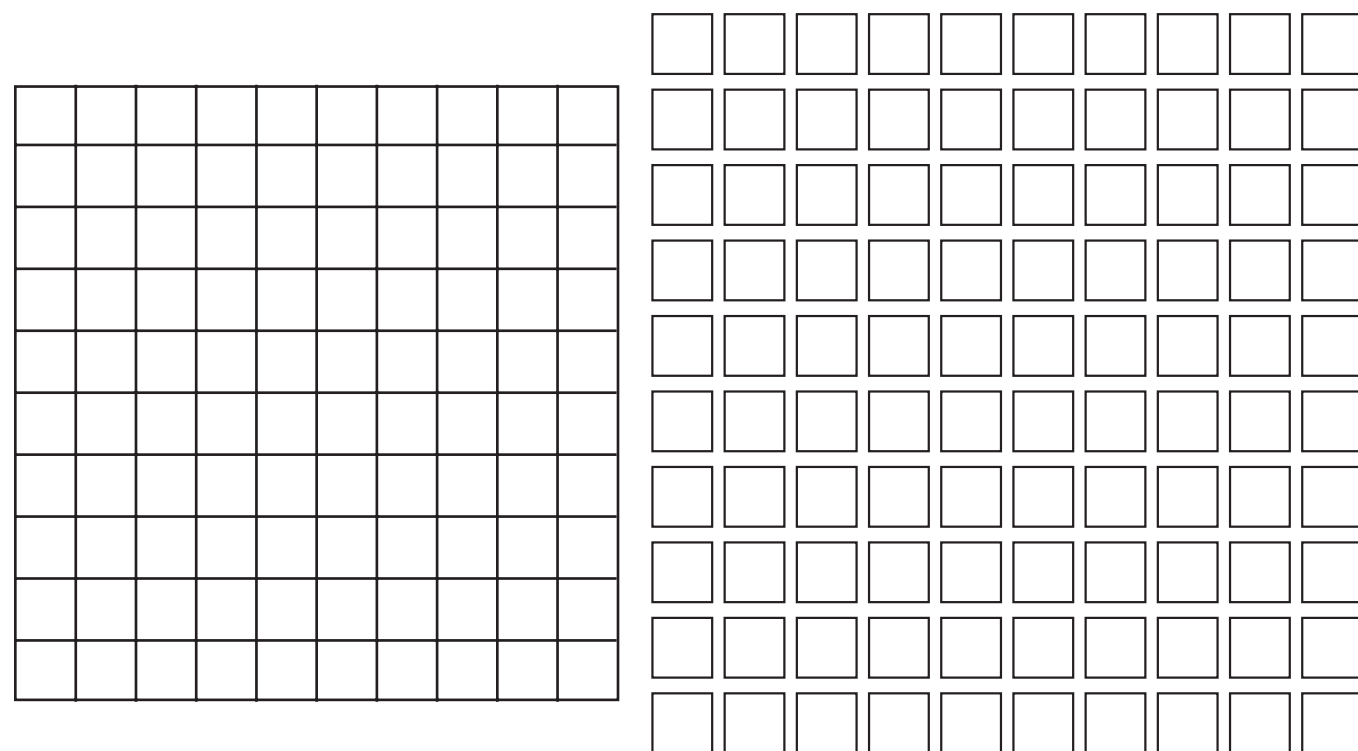


Giant Magnetic Demonstration Base Ten Set



- This Really Good Stuff® product includes:**
- 100 Magnetic Foam Square Units
 - 20 Magnetic Foam Rods
 - 10 Magnetic Foam Flats
 - 1 Magnetic Foam 3-D Cube
 - This Really Good Stuff® Instructional Guide

Congratulations on your purchase of this Really Good Stuff® **Giant Magnetic Demonstration Base Ten Set**—a large magnetic version of base ten blocks to help you demonstrate and teach base ten concepts.

Meeting Common Core State Standards
 This Really Good Stuff® **Giant Magnetic Demonstration Base Ten Set** is aligned with the following Common Core State Standards for Mathematics:

- Number and Operations in Base Ten**
K.Overview Work with numbers 11–19 to gain foundations for place value.
1.Overview
- Extend the counting sequence.
 - Understand place value.
 - Use place value understanding and properties of operations to add and subtract.

Displaying the Giant Magnetic Demonstration Base Ten Set
 Before introducing the **Giant Magnetic Demonstration Base Ten Set**, make copies of this Really Good Stuff® Instructional Guide and file the pages for future use. Or, download another copy of it from our Website at www.reallygoodstuff.com.

- Introducing the Giant Magnetic Demonstration Base Ten Set**
 Create a large four-column chart labeled *Ones, Tens, Hundreds, Thousands* on your magnetic whiteboard. Copy and distribute the *Place Value Chart Reproducible* along with the following base ten manipulatives to each student:
- 10 *Units*
 - 10 *Rods*
 - 1 *Flat*
- Note:** If you do not have these base ten blocks, copy and distribute the *Base Ten Blocks Reproducible*, and tell students to cut out the corresponding blocks to use during this lesson.

Gather students near your whiteboard with the chart, and tell students to hold up one base ten unit. Remind them that each unit is equal to one. Show the corresponding *Square Unit* from the **Giant Magnetic Demonstration Base Ten Set**, and place it on the board in the *Ones* column. Have each student place his or her unit on their copy of the *Place Value Chart Reproducible* with you, and continue along with you as you add 9 *Square Units* to the chart. Count the 10 *Square Units* together.

Demonstrate how 10 *Square Units* are equal to 1 *Rod*. Trade the 10 *Square Units* for a *Rod*, and place it in the *Tens* column on the chart. Repeat 10 times, each time trading in a group of 10 *Square Units* for a *Rod* until you have 10 *Rods*. Count the *Rods* by tens, and ask the students what they have created.

Remind them that a set of 10 *Rods* equals 100. Show the class the *Giant Magnetic Foam Flat* that represents 100. Ask the class to hold up the corresponding 100 *Flat* from their manipulatives. Place your *Flat* in the *Hundreds* column on the chart. Indicate that if you traded a 100 *Flat* 10 times, you would build a 1,000 *Cube*. Place the 1,000 *Cube* on the chart.

Build a Number
 Create a four-column Place Value Chart labeled *Ones, Tens, Hundreds, Thousands* on your large whiteboard. Find a spinner with the numbers 0 through 9, or make one using the *Create-a-Spinner Reproducible*.

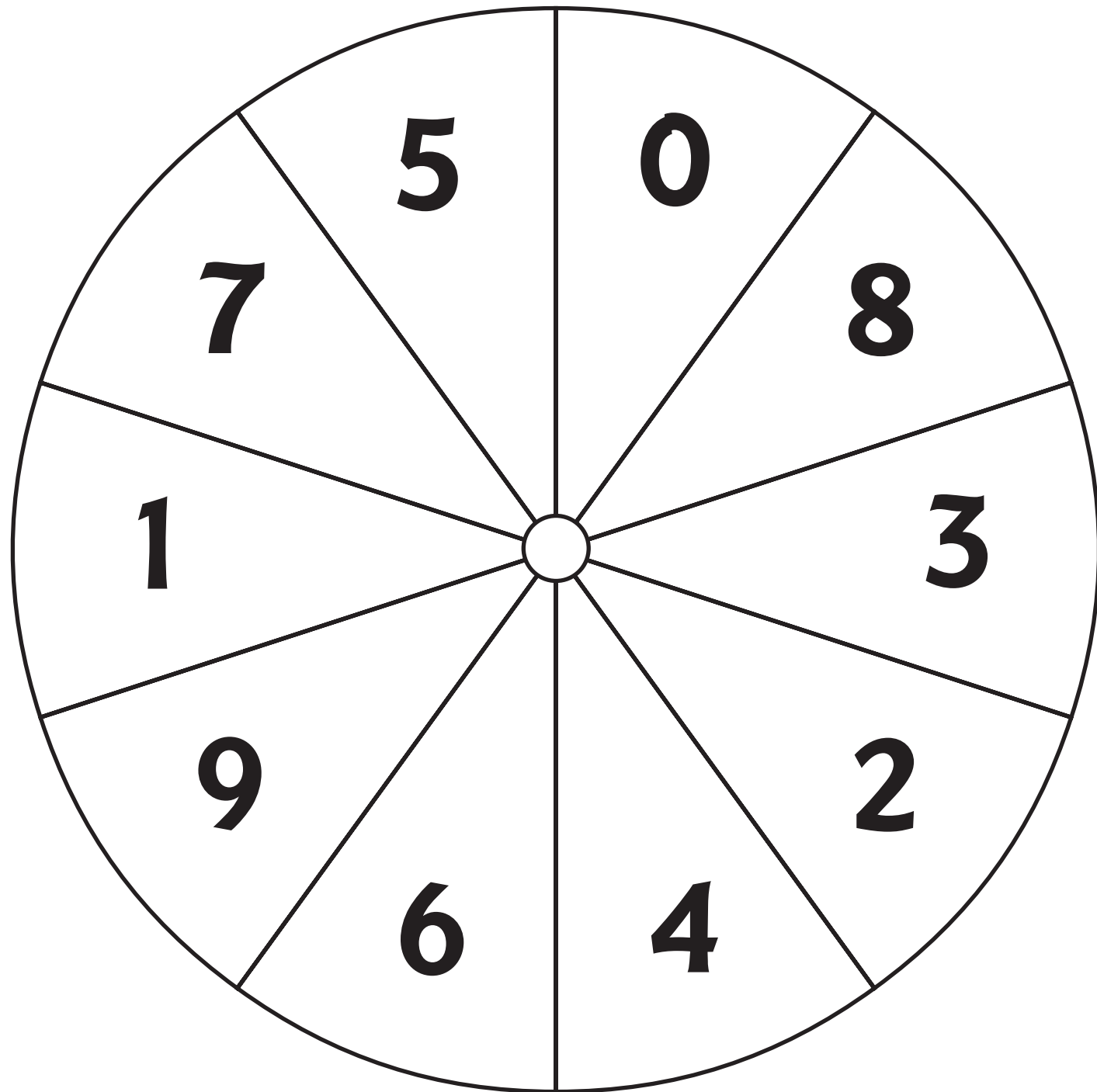
Explain how to play: Have a student spin a number, collect the corresponding *Square Units*, and place them on the whiteboard in the *Ones* column. Tell another student to spin and place the corresponding number of *Rods* in the *Tens* column. Ask the class what the number is. Urge students to repeat this process for larger numbers using *Giant Foam Units, Rods, Flats, and Cube*.

Variation: Reverse the activity by placing the **Giant Magnetic Demonstration Base Ten Set** on the magnetic whiteboard first and asking students to tell you what number the manipulatives represent.

Roll a Number
 Help students to practice and strengthen their understanding of the base ten system and place value skills with this activity: Enlarge the *Place Value Chart Reproducible* onto cardstock for each student. Give each student a copy of the reproducible, a spinner, and the following base ten blocks manipulatives: 10 *Units*, 10 *Rods*, and 1 *Flat*.

Divide the class into groups of two or three. Depending upon the ability of each group member, choose a number for that group from 20 to 100 as the goal number. Explain that students are to take turns spinning a number from 0 to 9. Tell them that they are to take that number of base ten units and place them on their reproducible in the *Ones* column. Indicate that if they need to trade for a larger unit, they are to do so during their turn. Indicate that they are to take turns spinning, picking up cubes, and trading for larger units until one student reaches the goal number. The player to reach the goal number first wins.

Directions: Copy the reproducible onto cardstock and cut out the spinner. Laminate if you wish. Make a starter hole in the center for a brad. Open the brad, and secure it to the back of the spinner with tape, so that it sticks up about a half-inch. Slip a paper clip over the top of the brad, and start spinning!



Ones	
Tens	
Hundreds	
Thousands	