

MAB WORKSHEETS AND GAMES TO 999



Worksheets to practice your number facts to 999. Show your working...share your answers with the group

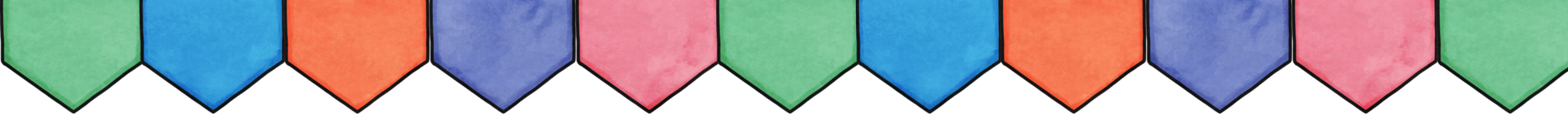
Trading and no trading





QUESTION	ANSWER
$123 + 321 =$	
$234 + 432 =$	
$345 + 543 =$	
$456 + 321 =$	
$567 + 210 =$	
$678 + 111 =$	
$789 + 210 =$	
$111 + 555 =$	
$222 + 333 =$	
$333 + 444 =$	
$444 + 222 =$	
$555 + 111 =$	
$666 + 0 =$	

Question	How did I get there? Draw your ideas, use MAB blocks.	Answer
$555 + 333 =$		
$444 + 111 =$		
$678 + 111 =$		
$234 + 565 =$		



- Introduce your students to the fascinating world of numbers up to 1000 with our comprehensive resource of worksheet games! Designed to make learning a fun and interactive experience, these worksheets are perfect for elementary school teachers who want to elevate their math instruction. Whether you're teaching in-person or online, our resource is versatile enough to fit any classroom setting.

MAB WORKSHEETS

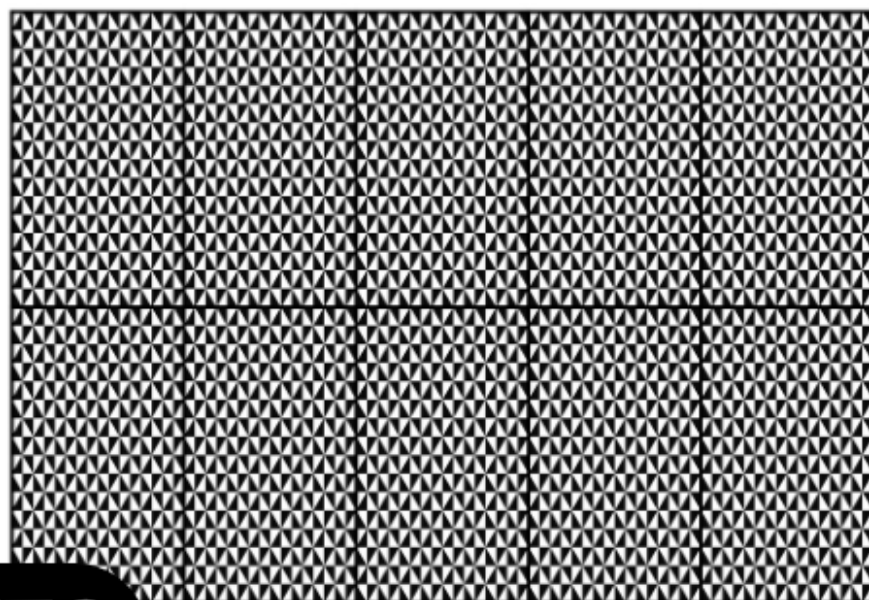
TO 999



Front of cards



Back of cards



GAMES

Who can make the biggest number?

Who can make the smallest number?

Who can make the biggest number?

Who can make the biggest number?

Who can make the smallest number?

Who can make the smallest number?

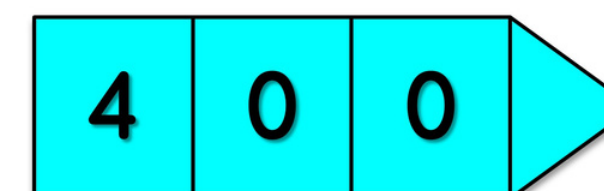
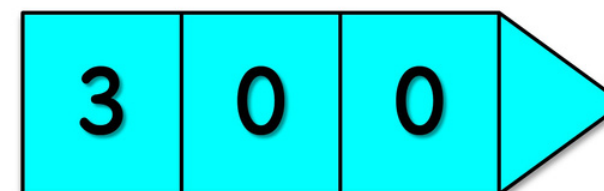
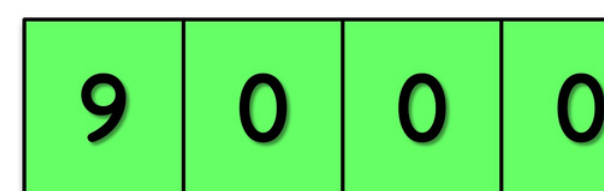
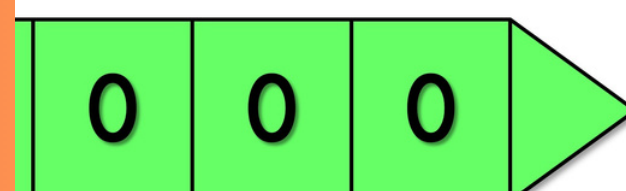
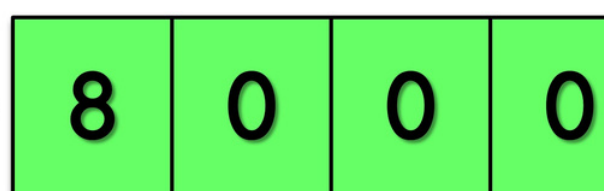
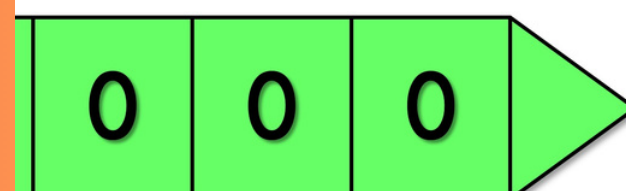
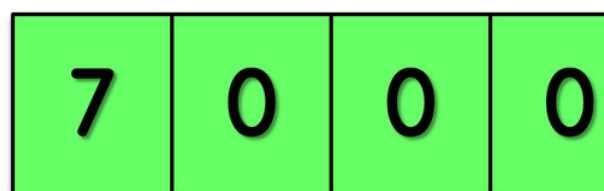
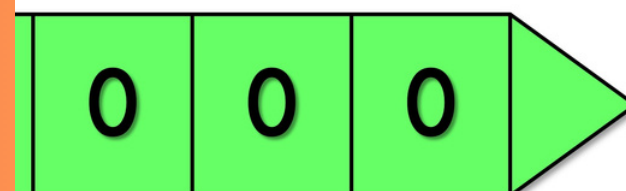
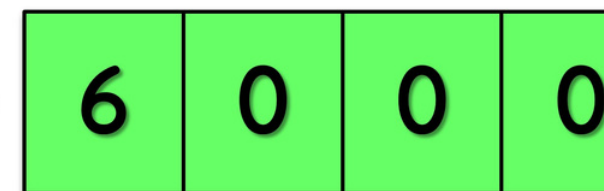
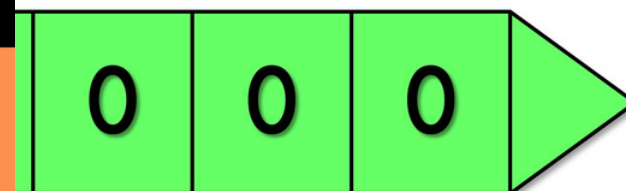
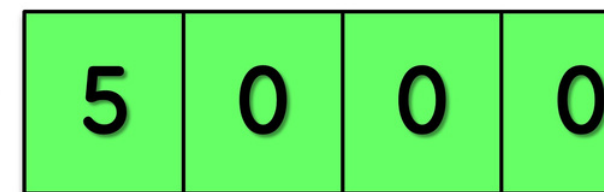
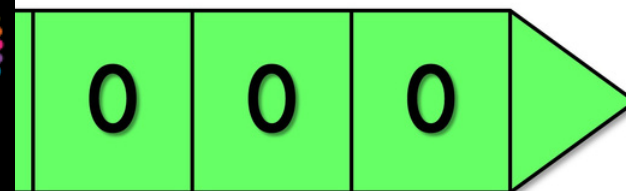
Who can make the number closest to 4575?

Who can make the number closest to 1890?

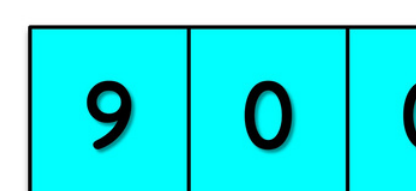
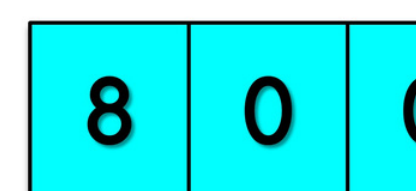
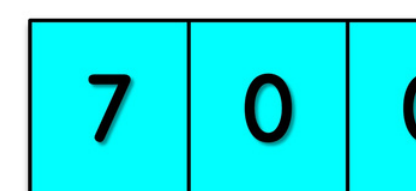
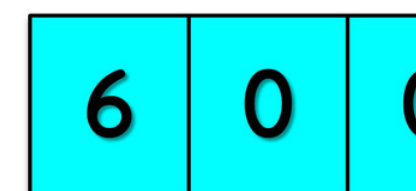
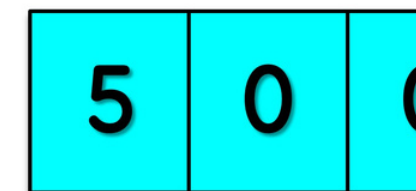


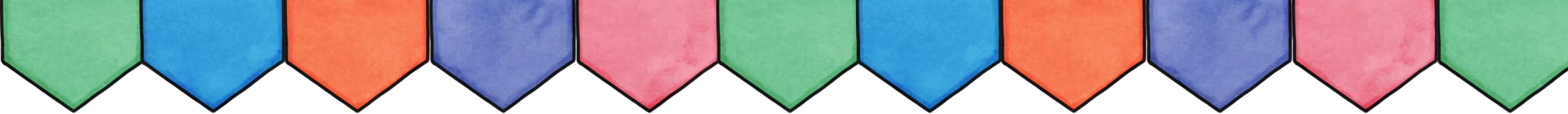
thousands	hundreds	tens	ones

thousands



hundreds





2. Worksheets:

From basic addition and subtraction to complex trading and carrying exercises, we've got it all covered!

Interactive Games:

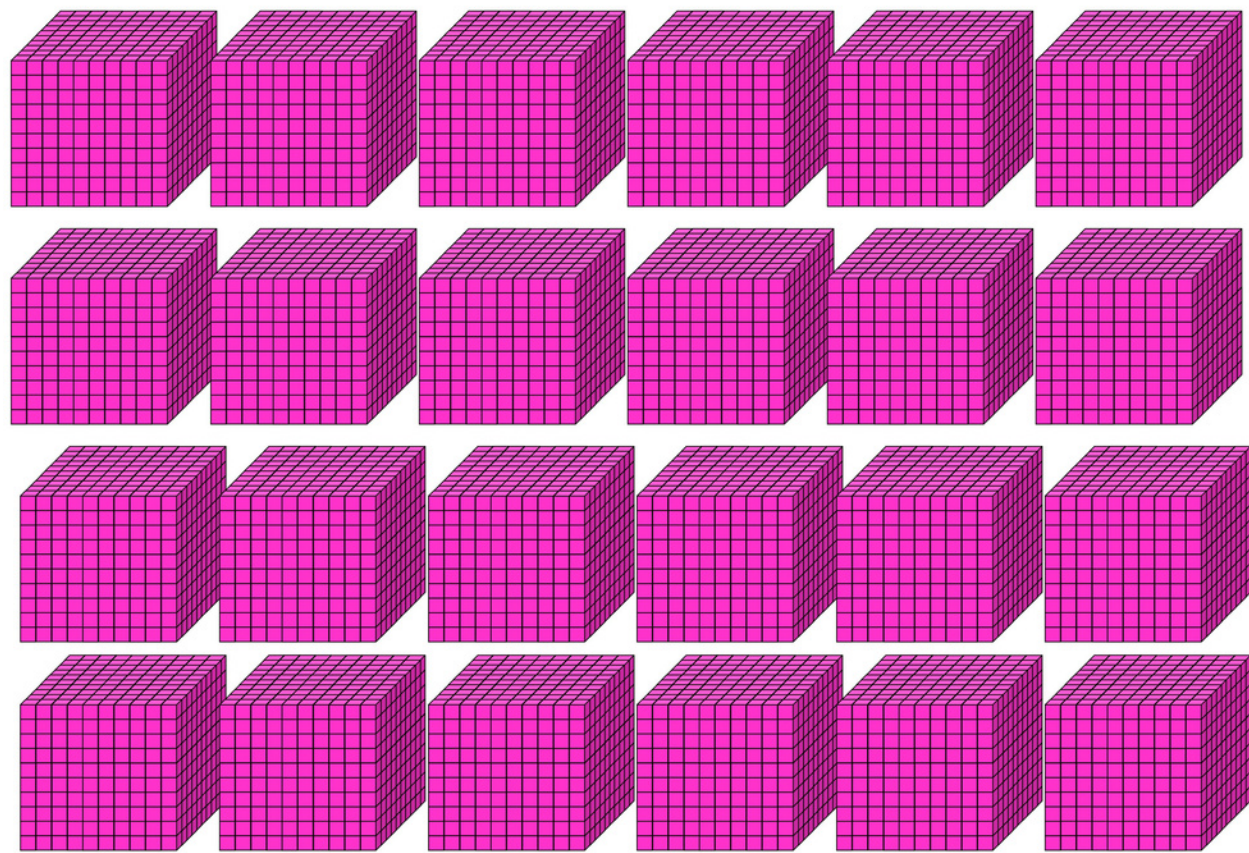
Engage your students with card games like "Make the Number,"

Real-Life Scenarios:

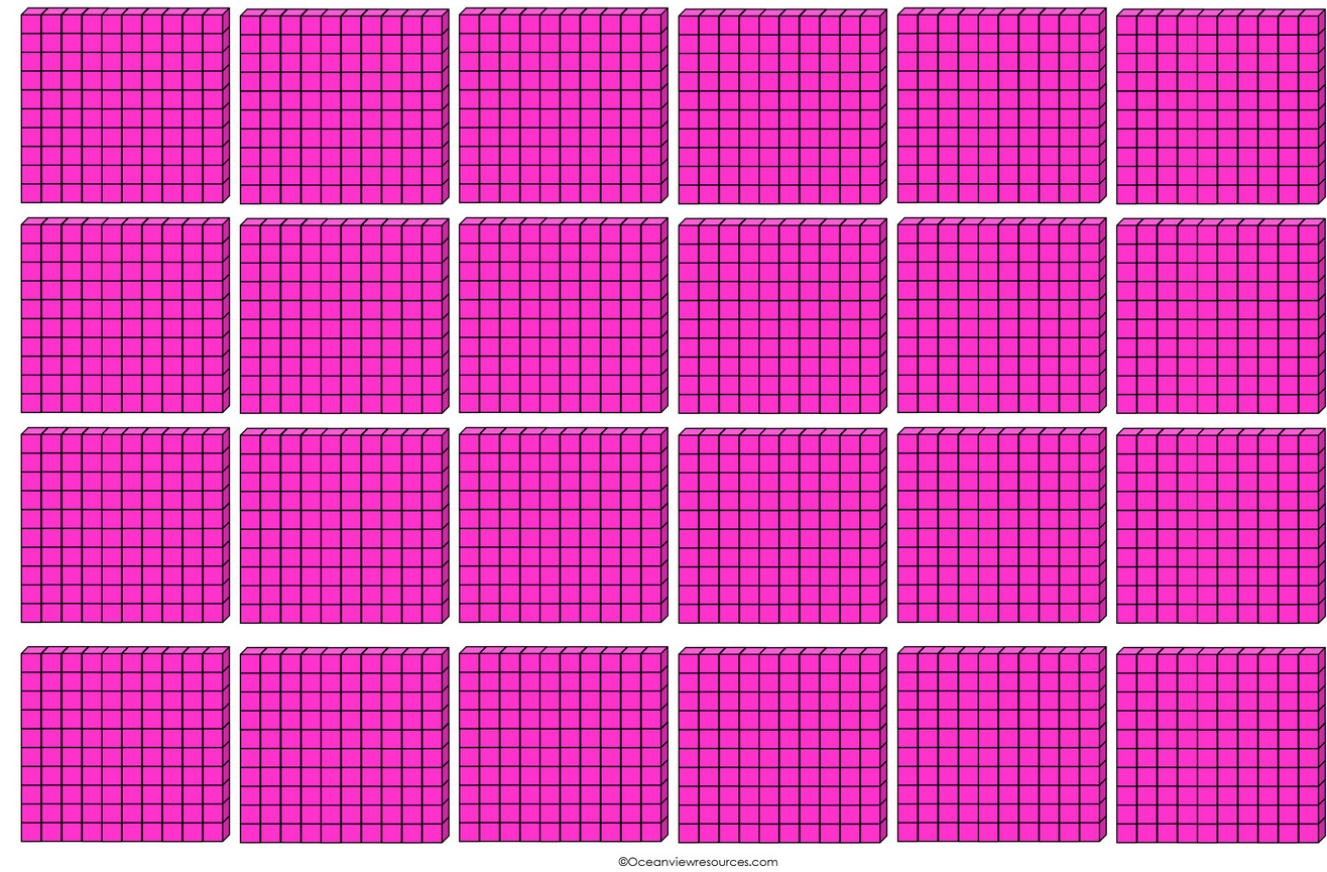
Worksheets include real-world problems to help students apply their skills in practical situations.

MANIPULATIVES AND THINKING MATS

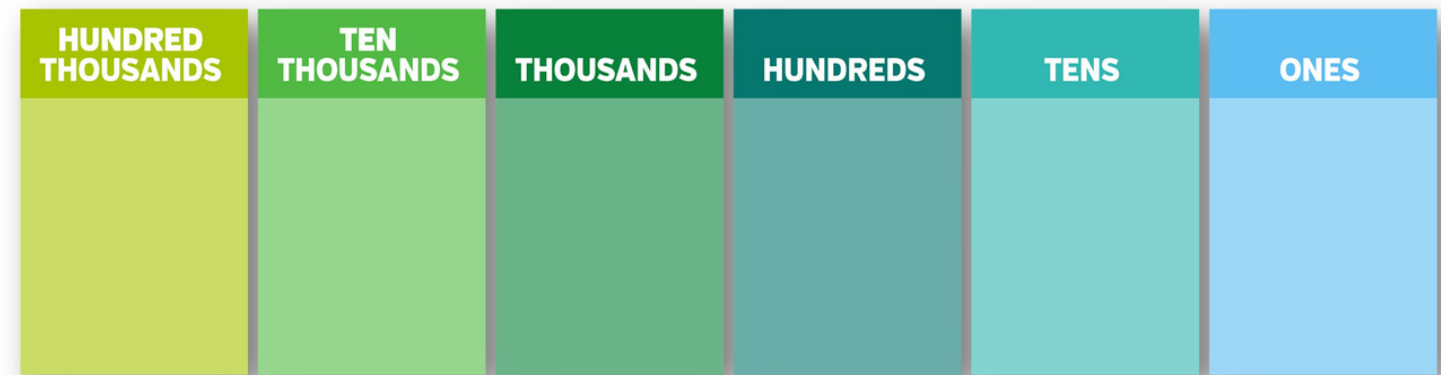
thousands



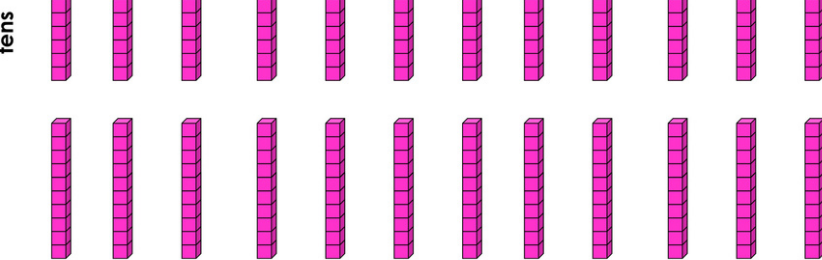
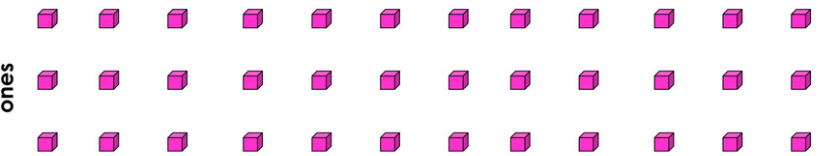
hundreds



Thinking mats (use these to help solve number problems)



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ADD A SUBHEADING

MAB WORKSHEETS TO 999



Look at the number 8942
Try reading it using our grid.
You can do it!

HUNDRED THOUSANDS	TEN THOUSANDS	THOUSANDS	HUNDREDS	TENS	ONES
		8	9	4	2

More practice

HUNDRED THOUSANDS	TEN THOUSANDS	THOUSANDS	HUNDREDS	TENS	ONES
		2	5	6	7

GAMES

Create Your Own Number
Make up your own 4-digit number
Draw a grid and use it to read your number.

HUNDRED THOUSANDS	TEN THOUSANDS	THOUSANDS	HUNDREDS	TENS	ONES

Here's a big number: 9865
Can you read it using your grid?
You're amazing!

HUNDRED THOUSANDS	TEN THOUSANDS	THOUSANDS	HUNDREDS	TENS	ONES

Playing Mat

THOUSANDS	HUNDREDS	TENS	ONES

Place Cards Here

Let's Learn to Read Big Numbers!

HUNDRED THOUSANDS	TEN THOUSANDS	THOUSANDS	HUNDREDS	TENS	ONES
		6	3	2	7

What's Place Value?

Each place in a number has a special value. Imagine it like your house: Ones are like the door, tens are like the windows, hundreds are like the rooms, thousands are like the floors, and ten thousands are like the whole building.

Use the colorful grid we have. Each column is labelled: Ones (1s), Tens (10s), Hundreds (100s), Thousands (1,000s), and Ten Thousands (10,000s).

Reading Numbers

Let's use our grid for a number: 6 327 Start from the left.
First, we have "Six thousand. Next, "Three hundred. Finally, "Twenty-seven.
Use your finger to point as you read.

Who can make the biggest number?

Who can make the smallest number?

Who can make the biggest even number?

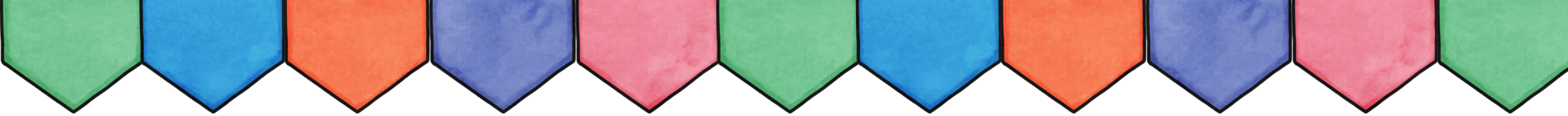
Who can make the biggest odd number?

Who can make the smallest even number?

Who can make the smallest odd number?

Who can make the number closest to 4575?

Who can make the number closest to 1890?



- Aligned with Common Core Standards
- Suitable for Grades 3–5
- Easy-to-follow instructions
- Printable formats available
- Answer keys included

Benefits:

- Skill Development: Helps in mastering trading, carrying, and other essential arithmetic skills.
- Flexible Use: Can be used for individual practice, group activities, or homework assignments.
- Time-Saving: Ready-to-use worksheets save you hours of prep time.

MAB WORKSHEETS TO 999



thousands

0	0	0	0
1	0	0	0
2	0	0	0
3	0	0	0
4	0	0	0

hundreds

5	0	0	0
6	0	0	0
7	0	0	0
8	0	0	0
9	0	0	0

GAMES

Playing Mat

THOUSANDS	HUNDREDS	TENS	ONES
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the trading game

The game can be played until a player accumulates a certain number of counters (e.g., first to ten counters) or for a set amount of time. You can also determine the winner by having the highest score at the end of the playing time.

Variations:

- To make the game more challenging for older students, you can introduce rules that involve multiple cards (e.g., finding the sum or difference of two cards to match the rule).
- You can add a strategic element by allowing players to trade cards with each other before revealing them to better match the current rule.

Educational Benefits:

- Reinforces understanding of place value and number relationships.
- Encourages critical thinking and decision-making based on the given rule.
- Promotes math fluency and mental math skills.
- Enhances competitiveness and engagement among students while having fun with numbers.

MAB WORKSHEETS TO 999



Think-Pair-Share Ideas for Adding Numbers to 10 000 without Trading

Think: Provide a set of addition problems involving numbers up to 10 000 with and without trading. Ask students to individually solve one problem in their notebooks. Give them a few minutes to think and work on it.

Pair: Pair up students and have them discuss their solutions with their partner. They can compare their methods and calculations.

Share: Invite pairs to share their approaches with the whole class. Encourage students to explain their strategies and any shortcuts they may have used.

Think: Present a real-life scenario where adding without trading is useful, such as adding the scores of a sports team over several matches. Ask students to calculate the total score of the team.

Pair: Have students pair up and share their calculated totals. Discuss whether they used similar strategies and why this method is practical.

Share: Invite a few pairs to share their calculated totals and the rationale behind their approach. Discuss the efficiency of various methods.

Think: Provide a word problem that involves adding numbers up to 10 000 without trading, such as "There are 3671 apples and 4220 oranges. How many fruits are there in total?"

Pair: Have students pair up and discuss how they would approach and solve the word problem. Encourage them to use drawings or diagrams if helpful.

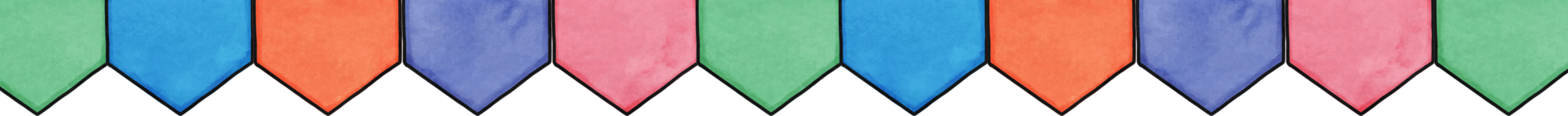
Share: Ask a few pairs to share their solutions with the class, emphasizing both the final answer and the steps they took to arrive at it.

These Think-Pair-Share activities are designed to engage students in meaningful discussions and problem-solving while reinforcing their skills in adding numbers without trading.

GAMES

Strategy	Description
1. Place Value Addition	Break down the numbers into hundreds, tens, and ones. Add the hundreds, tens, and ones separately and then combine the results to get the sum.
Example:	To add $345 + 278$, add $300 + 200 = 500$, $40 + 70 = 110$, and $5 + 8 = 13$. Combine them: $500 + 110 + 13 = 623$.
2. Use Number Lines	Draw a number line and mark the starting point with the first number. Move along the number line by the value of the second number to reach the sum.
Example:	To add $456 + 237$, start at 456 on the number line and move 237 steps to reach 693.
3. Break Down into Parts	Decompose one of the numbers into parts that are easy to add, such as hundreds, tens, and ones. Then, add those parts to the other number.
Example:	To add $789 + 246$, break 246 into $200 + 40 + 6$. Add $789 + 200 = 989$, $40 = 1029$, and $6 = 1035$.

Strategy	Description
4. Use Counting On	Start with the larger number and count on the value of the smaller number. Keep a running total until you reach the sum.
Example:	To add $812 + 178$, start with 812 and count on 178: 812, 813, 814, ... continue until you reach 990.
5. Grouping Tens and Ones	Group the tens and ones separately and add them. If the sum of the ones is 10 or more, carry over to the tens place.
Example:	To add $427 + 596$, add the ones: $7 + 6 = 13$ (carry-over 1), add the tens: $20 + 90 + 1$ (carry-over) = 111, and add the hundreds: $400 + 500 = 900$. Combine: $900 + 111 + 13 = 1024$.

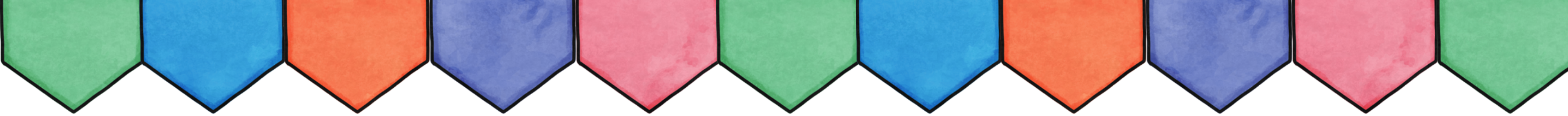


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TIPS AND TEACHING STRATEGIES

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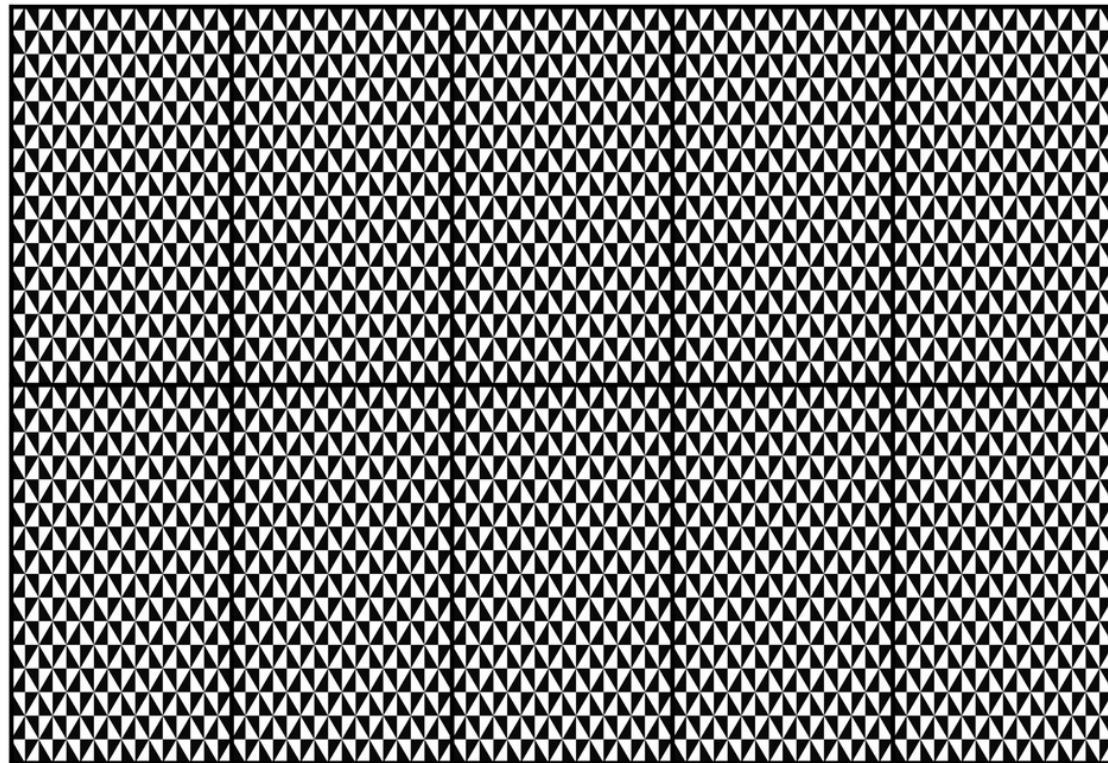
MAB Bingo is a fantastic addition to any math curriculum, providing hours of educational entertainment. It fosters a deeper understanding of numbers while promoting social interaction and healthy competition. Whether you're a teacher looking for an engaging classroom resource or a parent searching for a fun way to reinforce math skills at home, MAB Bingo is the perfect choice.

Get ready to transform math lessons into exciting adventures with MAB Bingo – where learning numbers has never been this much fun!

Front of cards



Back of cards



the trading game

The game can be played until a player accumulates a certain number of counters (e.g., first to ten counters) or for a set amount of time. You can also determine the winner by having the highest score at the end of the playing time.

Variations:

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- Enhances competitiveness and engagement among students while having fun with numbers.

the trading game

The teacher (or designated moderator) starts the game by determining the rule for the current round. The rule could be based on various criteria, such as:

- The highest number
- The smallest number
- The smallest odd number
- The smallest even number
- The greatest even number
- The number nearest to a specific target (e.g., 150, 576, etc.)

Players shuffle their number cards and place them face down in front of them.

The game begins, and the teacher announces the rule for the round.

Players take turns revealing one card at a time from their shuffled stack of number cards.

After each card is revealed, players place it on the appropriate place value mat to build a multi-digit number based on the rule announced by the teacher.

the trading game

Gameplay:

- Players take turns revealing one card at a time from their shuffled stack of number cards.
- After each card is revealed, players place it on the appropriate place value mat to build a multi-digit number based on the rule announced by the teacher.
- Players use counters to keep score for each round. For example:
- If the rule is "highest number," the player with the highest number gets a point.
- If the rule is "smallest even number," the player with the smallest even number gets a point.
- If the rule is "number nearest to 1500," the player whose number is closest to 1500 gets a point.
- Continue playing rounds with different rules. Keep the pace lively and introduce new rules quickly to keep students engaged.

the trading game

Instructions

Game Title: *Higher, Lower, or Closest with Number Cards*

Objective: To improve students' understanding of place value and number relationships by playing a fun and engaging card game.

Materials Needed:

Number cards 0-9 for each player.

- Place value mats, customized according to the students' ability.
- Counters (e.g., small coins or tokens) for scoring.
- A teacher or designated moderator to determine the rules for each round.

Setup:

Each player receives a set of number cards (0-9).

Place value mats are provided to the students based on their current understanding of place value. These mats can include units, tens, hundreds, and so on, depending on the level of the students.

