

St. Patrick's Day Math Fun Galore

15 DIFFERENTIATED STATIONS

A Differentiated Fingergarten

Name: _____ St. Patrick's Day

Use a compass to draw a circle around each item and record each item using strip codes.

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St. Patrick's Day: Select an item to measure. Use the tools provided to complete the response sheet.

LEVEL: GRADE 2



twelve	thirteen	four
fifteen	sixteen	

six	seven
nine	ten

10	11	12
13	14	15
16	17	18
19	20	21

4 Ruler

Maun's Gold Ruler

They're After Me Gold

PLAYER 1 CARDS GO HERE

PLAYER 2 CARDS GO HERE

Greater	Less
Odd	Even

zero	one	two
three	four	five

22	23	24
25	26	27
28	29	30

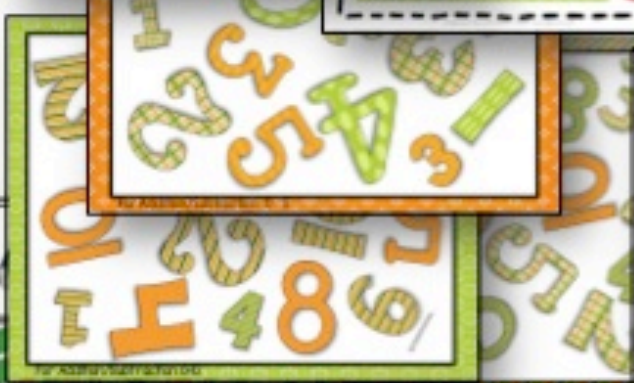
They're After Me Gold: Place cards on the playing mat. Spin the spinner to see if the greater or less number wins that hand. Get a player, sector or stake and keep the player but put all the other cards back in the pile.

LEVEL: GRADE 2

St. Pats Number Yatta Turn the card and count the items. Be the first one to find the matching number on the mat and yell "YATTA"




Non/Subtraction Yatta Solve the problem. Be the first to find the matching number and yell "YATTA"

1+5=6

2+4=6

2+5=7

6+1=7



2+3=5

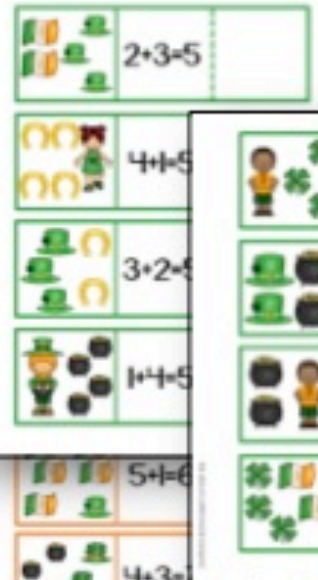
4+1=5

3+2=5

1+4=5

2+3=5

3+2=5



Place playing cards here

Write a number sentence to match the picture




Self-Correcting St. Patrick's Day Addition/Subtraction Fun Place cards on the playing mat. Use the picture on the card to solve and write the number sentence.



3 + 1 = 4


6-4=2



5+1=6

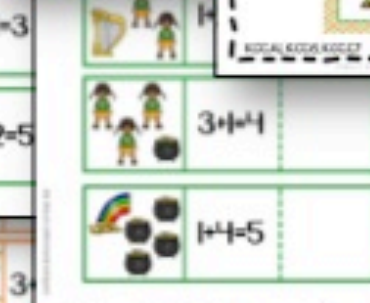
4+3=7

5+3=8



3+1=4



1+4=5



6+3=9

1+9=10

6+4=10

7-2=5

8-7=1

7-3=4



3-3=0

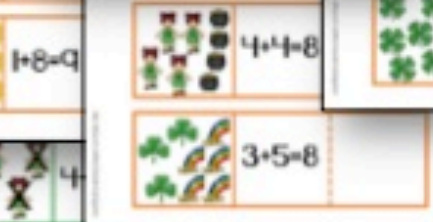
2-2=0



1+8=9


4+4=8

3+5=8



Place playing cards here

Write a number sentence to match the items in the picture.



- =

3+4=7

1+2=3


7+1=8

2+0=2

2+2=4

2+3=5

0+1=1



9+8=17

8-2=6

9+4=13

8+4=12



4+3=7

5+3=8

5+1=6

5-3=2


5+1=6



2+1=3

3+2=5

4+3=7



1+1=2

1+2=3

3+1=4

1+1=2

1+0=1

1-1=0

2+5=7

6+2=8

2+7=9

2+8=10

1-1=0

4-2=2

4-3=1

4-4=0

3-0=3

0+4=4

0+5=5

0+1=1

0+2=2

1-1=0

1-0=1

1-1=0

2-2=0

10-3=7

10-4=6

10-5=5

10-2=8

8-6=2

8-8=0

Self-Connecting St. Patrick's Day

Addition/Subtraction Fun Place cards on the playing mat, use the picture on the card to solve and write the number sentence.



KIDZ 100

St. Patrick's Day Bump

St. Patrick's Day Bump

St. Patrick's Day Math Bump Roll the die and add up the numbers. Mark the answer on the mat with your marker. Mark the number twice and you are safe. Roll a number that another player has marked and BUMP that player's marker off if it isn't safe.



KIDZ 100

Leprechauns Love To Race 10

Leprechauns Love To Race 10

Leprechauns Love To Race Turn the card and solve the problem. Be the first one to find the matching number on the mat and yell "YATTA!"



KIDZ 100

0 + _ = 1 0 + 1 = 1
0 + _ = 2 0 + 2 = 2
0 + _ = 3 0 + 3 = 3
0 + _ = 4 0 + 4 = 4

Place Playing Card Here

Help the leprechaun find the coins he needs to reach the pot.

+ =

St. Patrick's Day Bump

St. Patrick's Day Bump

1 + _ = 2 1 + 1 = 2
1 + _ = 3 1 + 2 = 3
1 + _ = 5 1 + 4 = 5
2 + _ = 2 2 + 0 = 2
2 + _ = 3 2 + 1 = 3
2 + _ = 5 2 + 3 = 5
2 + _ = 6 2 + 4 = 6
3 + _ = 3 3 + 0 = 3
3 + _ = 4 3 + 1 = 4
3 + _ = 5 3 + 2 = 5
3 + _ = 7 3 + 4 = 7
3 + _ = 8 3 + 5 = 8
4 + _ = 4 4 + 0 = 4
4 + _ = 5 4 + 1 = 5
4 + _ = 6 4 + 2 = 6
4 + _ = 7 4 + 3 = 7
4 + _ = 8 4 + 4 = 8
5 + _ = 5 5 + 0 = 5
5 + _ = 7 5 + 2 = 7
5 + _ = 8 5 + 3 = 8
5 + _ = 9 5 + 4 = 9
5 + _ = 10 5 + 5 = 10
6 + _ = 6 6 + 0 = 6
6 + _ = 7 6 + 1 = 7
6 + _ = 8 6 + 2 = 8
6 + _ = 9 6 + 3 = 9
6 + _ = 10 6 + 4 = 10
7 + _ = 7 7 + 0 = 7
7 + _ = 8 7 + 1 = 8
7 + _ = 9 7 + 2 = 9
7 + _ = 10 7 + 3 = 10
8 + _ = 8 8 + 0 = 8
8 + _ = 9 8 + 1 = 9
8 + _ = 10 8 + 2 = 10
9 + _ = 9 9 + 0 = 9
9 + _ = 10 9 + 1 = 10

1 + _ = 5 1 + 4 = 5
2 + _ = 2 2 + 0 = 2
2 + _ = 3 2 + 1 = 3

1 + _ = 2 1 + 1 = 2
1 + _ = 3 1 + 2 = 3

2 + 6 = 8
2 + 7 = 9
2 + 8 = 10
3 + 3 = 6
3 + 4 = 7
3 + 5 = 8
3 + 6 = 9
3 + 7 = 10
4 + 4 = 8
4 + 5 = 9
4 + 6 = 10
5 + 5 = 10
5 + 6 = 11
5 + 7 = 12
6 + 6 = 12
6 + 7 = 13
6 + 8 = 14
7 + 7 = 14
7 + 8 = 15
7 + 9 = 16
8 + 8 = 16
8 + 9 = 17
8 + 10 = 18
9 + 9 = 18
9 + 10 = 19
9 + 11 = 20
10 + 10 = 20

0 + _ = 8 0 + 8 = 8
0 + _ = 9 0 + 9 = 9

3 + _ = 3 3 + 0 = 3
3 + _ = 4 3 + 1 = 4
2 + _ = 6 2 + 4 = 6
2 + _ = 7 2 + 5 = 7

1 2 3 4 5 6
7 8 9 10 11 12

19 20 21 22 23 24
28 29 30
34 35 36

Triangle, Square, Circle, Rectangle, Diamond, etc.

Apple, Soccer ball, Book, etc.

Roll, say, keep

Roll, say, keep

37 38
43 44
49 50

Lucky Leprechaun Roll Say Keep

Roll the die, name the item or number on the card. There are special cards to make it more fun.

Lucky Leprechaun Roll Say Keep

KIDZ 100

Leprechaun's Gold One player hides the pot of gold behind a number. The other students guess where it is located by recognizing and naming the number. The person who finds it gets to hide it next.

14 16 28 32

5 18 2 3 4 6 7 8 12

98 100

37 38 39 41 42

Counting On Lucky Leprechaun Pick 3 cards and put them in order from smallest to largest. Write the numbers.

23

20

2 3 4 6 7 8 12

Lucky Leprechaun Linking Run Use plastic linking chains to put the numbers together by six.

Lucky Leprechaun Linking Run Use plastic linking chains to put the numbers together from 1 and continue on.

23

16

7

8

Lucky Leprechaun Match Turn cards over so you can not see the numbers. Turn two cards over. If the numbers match, if you may keep them and go again.

23

7

9

5

10

10

5

10

13

12

10

4

4

10

12

10

St. Patrick's Day Fun Making Ten (and Twenty) Math Mats Roll your play-doh like a snake and use it to make the number. Fill the tens frame with balls of play-doh to match the number on the mat. Answer how many more to make ten by writing the number on the line.

4

4 + 6 = 10

3 + ___ = 10

8 + ___ = 10

___ + ___ = 20

Luck of the Irish Color and Count Count the objects on the mat and record your answer.