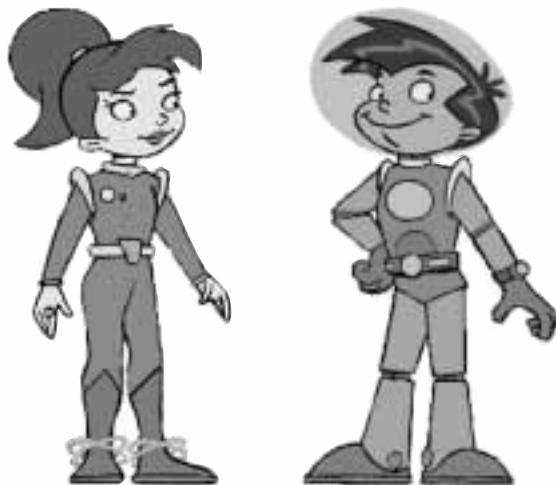




# Teacher's Guide



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# Math Blaster® Ages 6–8

## Teacher's Guide

*Author*

**Louis Bergeron**

*Design and Layout*

**Laurie Galvan**

*Proofreader*

**Pamela Blanford**

*Producer*

**Rosalind Emmett**

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# Welcome!

*Math Blaster Ages 6–8* takes you and your students on an exciting adventure to the Intergalactic Fair. The games at the Intergalactic Fair are challenging and fun. As you play the games, you will join Galactic Commander (GC), Blaster and their pal Mel as they test their skills at the fair and help Team Omega win the Intergalactic Grand Prize. Students will play math and logic games to collect medals. When they've won eight medals, they will be ready to compete in an exciting obstacle race for the Intergalactic Trophy! Your students will love learning with this new addition to the Blaster family of products.



**G.C.**

*Math Blaster Ages 6–8* will enable second-grade students to use a variety of basic mathematical skills in order to reinforce important math concepts. This Teacher's

## **Max Blaster**



Guide is designed to provide meaningful skill-based activities for students to use in conjunction with the Math Blaster Program. Each unit of student activities is designed to mesh with the skills taught in each game from the CD-ROM. These lessons provide further reinforcement of the math concepts covered in the game. Each lesson contains an outline explaining the learning objectives and procedure for the activity. In addition, there are suggested extension activities that provide a more in-depth and challenging look at the concept.

All the activities in the Teacher's Guide involve helping aliens from different planets make the trip to the Intergalactic Fair. After all, the Intergalactic Fair is one of the biggest events in the universe, so

everyone wants to go! But many of the aliens live on planets that aren't very mathematically advanced, and they need help from the students to overcome different mathematical obstacles if they're going to reach the fair.

In this series of activities, students use the mathematics skills they've learned from the Math Blaster CD-ROM to help different alien creatures sort out their transportation challenges so they can reach the fair. Once students have accomplished that, they'll help those same aliens play a game or overcome another challenge at the fair!



**Mel**



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# ***Math Blaster Ages 6–8***

## **Summary of Student Activity Units**

### **Unit 1: Dunk Booth**

Students recognize and complete number sequences to help the Froggians of Ribbit-8 finish the countdowns on their rocket ships so they can blast off for the fair. Students apply these skills again in helping the Froggians choose the right target in the Ring Toss Game at the fair. They also guide the Mole People of Planet Myopia through a maze of tunnels to reach their launch site, as well as helping them escape a ride they take by mistake at the fair!

#### **Skill Focus : Recognize and Continue Number Patterns**

Jumping Off from Ribbit-8: Recognize and continue number patterns

Froggians Play Ring Toss: Recognize and continue number patterns

Mole People of the Planet Myopia: Recognize and continue number patterns

Mole People Flee the Tunnel of Love: Recognize and continue number patterns

### **Unit 2: It All Adds Up to Lunch**

Students use addition and subtraction to help the Foodies of Planet Gluttonia pack the right number of sandwiches for their trip to the fair. Students also use their skills to help the Foodies get enough to eat at the food stand at the fair.

#### **Skill Focus : Addition and Subtraction**

Packing Lunch for the Foodies: Adding and subtracting numbers in groups of one, ten, and one hundred.

Foodies Choke Down a Snack: Adding and subtracting numbers in groups of one, ten, and one hundred.



### Unit 3: Tasty Numbers and Traffic Troubles

Students use addition and subtraction to complete the equations that nourish the Number Eaters of Gluttonia. Students also apply these skills to help the Gridlokians untangle traffic snarls that threaten to keep them from reaching their destinations!

#### **Skill Focus : Addition and Subtraction, Completing Equations**

Number Eaters of Gluttonia: Practice adding and subtracting numbers and completing equations

Number Eaters Hit the Food Stand: Practice adding and subtracting numbers and completing equations

Car Trains of Gridlokia: Practice adding and subtracting numbers and completing equations

Gridlokians Ride the Skyview Train: Practice adding and subtracting numbers and completing equations

### Unit 4: Sorting It to Save It

Students use their ability to compare numbers and assess the specified properties of a number to help the Keepniks of Planet Keepsake transport their collections of precious objects to the fair and store them upon arrival.

#### **Skill Focus : Sorting and Grouping Numbers, Classifying and Comparing Attributes**

Keepniks of Planet Keepsake 1: Compare, sort, and group numbers according to certain properties (even or odd, larger or smaller, multiple of another number)

Keepniks of Planet Keepsake 1: Compare, sort, and group numbers according to certain properties (even or odd, larger or smaller, multiple of another number)

### Unit 5: Less Than One

Students help the absentminded Space Cadets of Planet Snooze-O to fuel their rocket ships and play bumper cars at the fair, all by matching equivalent expressions of the same fraction.

#### **Skill Focus : Matching Equivalent Fractions**

Space Cadets from Planet Snooze-O: Practice identifying equivalent fractions

Space Cadets Play Bumper Cars: Practice identifying equivalent fractions

## Unit 6: Time to Get Going

Students use their ability to tell time to help the Lizardites of Planet Copa make it to their spaceships on time to reach the fair and to get to events at the fair on time.

### **Skill Focus : Tell Time in Both Digital and Written Form**

Telling Time on Planet Copa: Tell time in both digital and written form and recognize equivalent expressions of the same time

Lizardites at the Intergalactic Fair: Tell time in both digital and written form and recognize equivalent expressions of the same time

## Unit 7: Buy Me That

Students use their knowledge of coins to help the Fumbloids of Planet Dropsy purchase tickets to reach the fair and souvenirs at the fair. The students work with pennies, nickels, dimes, quarters, and dollars!

### **Skill Focus : Adding and Subtracting with Coins**

Fumbloids from Planet Dropsy: Adding and subtracting coins to reach a specified sum of money

Fumbloids at the Intergalactic Fair: Adding and subtracting coins to reach a specified sum of money

## Unit 8: Bars That Set You Free

Students use bar charts to help the Masters of the Intergalactic Fair determine important information about which fairgoers dunked the most aliens at the Dunk Booth and which ones won the most prizes for displaying their projects at the fair.

### **Skill Focus : Understanding Bar Charts, Greater Than, Less Than**

Masters of the Intergalactic Fair 1: Practice deriving information from bar charts

Masters of the Intergalactic Fair 2: Practice deriving information from bar charts



# Jumping Off from Ribbit-8, the Frog Planet

## Teacher Guide, Unit 1: Recognizing Number Patterns

### Overview:

In this activity, the students help some froglike aliens finish the countdown sequences on their rocket ships so they can blast off for the Intergalactic Fair! Students build on the pattern-recognition skills they developed playing the Dunk Booth game on the CD-ROM.



### Learning Objectives:

- Practice recognizing patterns of numbers

### Materials:

- Jumping Off from Ribbit-8 activity sheet, pencil

### Procedure:

1. Briefly explain to the students that the aliens of Planet Ribbit-8 are a lot like frogs on planet Earth. In fact, they call themselves Froggians. They travel through space in ships that are powered by huge legs that scrunch down on the launching pad, then jump up and launch them across the galaxy!
2. Explain that each of the spaceships on Planet Ribbet has a special number sequence, like a code or combination, that has to be completed in order for the ships to take off from the launch pad.
3. Tell the students that because the Froggians spend most of their time eating flies, they aren't very good at spotting number patterns and need the students' help to complete their countdowns.
4. Hand out the activity sheets and work one example with the entire class. Remind them how they completed the patterns in the Dunk Booth game at the Intergalactic Fair.

### Link to Art Class:

Draw the spaceships of Ribbit-8, showing the huge legs that power them!



## Jumping Off from Ribbit-8, the Frog Planet Activity Sheet

NAME: \_\_\_\_\_

Complete the patterns of numbers below so the Froggians  
can jump off for the Intergalactic Fair!

**3    6    9    12**    \_\_\_\_\_

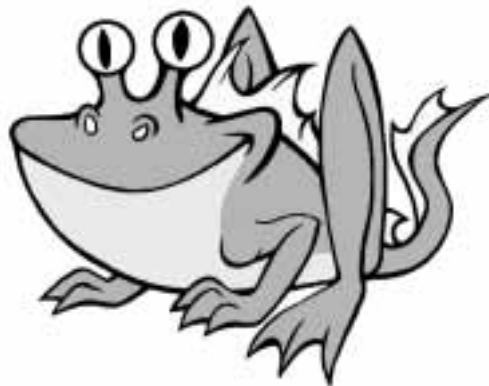
**22   20   18   16**    \_\_\_\_\_

**15   20   25   30**    \_\_\_\_\_

**27   23   19   15**    \_\_\_\_\_

**9    17   25   33**    \_\_\_\_\_

**8    14   20   26**    \_\_\_\_\_



# Froggians Play Ring Toss

## Teacher Guide, Unit 1: Recognizing Number Patterns

### Overview:

In this activity, the students help the Froggians toss rings over the correct poles in the correct sequence to win prizes at the Intergalactic Fair. Students build on the pattern-recognition skills they developed playing the Dunk Booth game.



### Learning Objectives:

- Practice recognizing patterns of numbers.

### Materials:

- Froggians Play Ring Toss Activity sheet, pencil

### Procedure:

1. Briefly explain to the students that the Froggians have all landed safely at the Intergalactic Fair, thanks to the help the students gave them in completing their countdowns to blast-off. Now the Froggians are off to play their favorite game at the fair, the Ring Toss.
2. Make sure all the students understand how the Ring Toss game works. Explain to them that the Ring Toss is similar to the Dunk Booth, except that you have to toss a ring over an upright pole instead of hitting a target with a ball.
3. Tell them that the Froggians are incredibly good at this game because they toss the rings with their tongues. Everyone knows how deadly accurate a frog's tongue is at snatching flies in midair, so it's no surprise that the last time the Froggians were at the fair they won ALL the prizes at the ring toss booth!
4. Because the Froggians were so successful at the last Intergalactic Fair, the owner of the Ring Toss game has made it a little harder. Now the Froggians have to choose which pole to toss a ring over based on a mathematical pattern they have to complete. This is where they need the students' help again.
5. Remind the students that because the Froggians spend most of their time eating flies, they aren't very good at spotting number patterns and need the students to help them figure out which pole to toss the ring over. If the students will help them, the Froggians are sure to win lots of prizes!
6. Hand out the activity sheets, and work one example with the entire class to remind them how they completed the patterns in the Dunk Booth game at the Intergalactic Fair.

### Link to Art Class and/or Social Studies:

Have the students draw or describe some of the prizes that the Froggians might win. Have them explain what value the prizes would have to a Froggian.

## Froggians Play Ring Toss Activity Sheet

NAME: \_\_\_\_\_

Complete the patterns of numbers below so the Froggians know  
which pole to toss a ring over!

4 8 12 16 \_\_\_\_\_

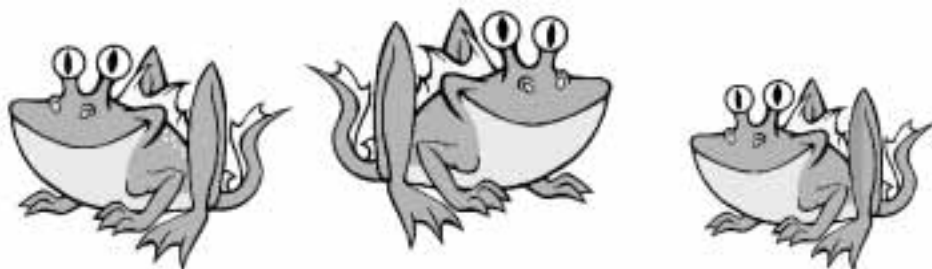
76 65 56 45 \_\_\_\_\_

31 37 43 49 \_\_\_\_\_

265 280 295 310 \_\_\_\_\_

729 726 723 720 \_\_\_\_\_

11 13 17 19 23 25 \_\_\_\_\_



# Mole People of Planet Myopia

## Teacher Guide, Unit 1: Recognizing Number Patterns

### Overview:

In this activity, the students help some molelike aliens on Planet Myopia find their way through a maze of underground tunnels to the launching pads so they can take off for the Intergalactic Fair! Students build on the pattern-recognition skills they developed playing the Dunk Booth game.



### Learning Objectives:

- Practice recognizing patterns of numbers

### Materials:

- Mole People of Planet Myopia Activity sheet, pencil

### Procedure:

1. Briefly explain to the students that the aliens of Planet Myopia are a lot like moles on planet Earth. They live underground in a maze of tunnels their ancestors built years ago when the sun that warms their planet got too hot for them to live on the surface.
2. Explain that when the ancestors of the Mole People first moved underground and built the tunnels, they could still see. But slowly, over thousands of years of living underground in dim light, the Mole People lost most of their vision.
3. Tell the students that all the tunnels are numbered and that the builders of the tunnels put up mathematical signs to guide everyone through them. To reach a particular destination, you just have to follow the correct pattern of tunnel numbers.
4. Explain that because the Mole People now have such poor vision, it takes them a long time to read the number signs in the tunnels. Ordinarily this is no problem: they just stand and squint! But they need help from the students if they're going to make it through the maze of tunnels and get to the fair on time!
5. Tell the students that the Mole People have managed to make out the first few tunnel numbers on each of the signs. The job of the students is to complete the number patterns on each of the signs so the Mole People can stop squinting at the signs and get to the Fair!
6. Hand out the activity sheets and work one example with the class to remind them how they completed the patterns in the Dunk Booth game at the Intergalactic Fair.

### Link to Art Class:

Have the students create a map of part of the maze of tunnels below the surface of Planet Myopia. In addition to the launching pad, have them show where the Mole People go to eat, sleep, work, and play!



## Mole People of Planet Myopia Activity Sheet

NAME: \_\_\_\_\_

Help the Mole People figure out these numbered directions to the launching pad. Complete the patterns of numbers correctly so they can reach the Intergalactic Fair!

<b>4</b>	<b>8</b>	<b>12</b>	<b>16</b>	___	___	___		
<b>32</b>	<b>23</b>	<b>14</b>	<b>5</b>	___	___	___		
<b>85</b>	<b>70</b>	<b>55</b>	<b>40</b>	___	___	___		
<b>127</b>	<b>139</b>	<b>151</b>	<b>163</b>	___	___	___		
<b>9</b>	<b>11</b>	<b>25</b>	<b>27</b>	<b>41</b>	___	___	___	___
<b>68</b>	<b>61</b>	<b>60</b>	<b>53</b>	<b>52</b>	___	___	___	___

**?!**



# Mole People Flee the Tunnel of Love

## Teacher Guide, Unit 1: Recognizing Number Patterns

### Overview:

In this activity, the students help the Mole People from Planet Myopia find their way out of the Tunnel of Love at the Intergalactic Fair after they fall out of the boats meant to carry them through the tunnel. Students build on the pattern-recognition skills they developed playing the Dunk Booth game.



### Learning Objectives:

- Practice recognizing patterns of numbers

### Materials:

- Mole People Flee the Tunnel of Love activity sheet, pencil

### Procedure:

1. Briefly explain to the students that the Mole People of Planet Myopia all made it to the Intergalactic Fair thanks to the students' help. Now they've gone off to explore some of the rides, but their poor vision is causing them some problems!
2. Tell the students that the Mole People really like scary things, and were looking for the ride that takes them through a haunted house. But with their weak eyesight they mistakenly entered the Tunnel of Love, a boat ride through a romantic wonderland.
3. Explain that the Mole People really aren't very romantic, and when they discovered their mistake, they all panicked and jumped out of the boats! Now they're all wandering through the maze of side tunnels inside the Tunnel of Love, trying to find their way out.
4. Tell the students that the Mole People have had a bit of luck because the owners of the Intergalactic Fair originally hired Mole People to build the Tunnel of Love. Consequently, the signs guiding them out of the side tunnels give mathematical pattern directions just like the signs on their home world. But the Mole People are still so jittery after being exposed to all that unexpected romance that they're having even more trouble than usual focusing on the direction signs.
5. Tell the students that the Mole People can see the first few tunnel numbers on each of the signs. The students' job is to complete the number patterns on each of the signs so the Mole People can stop squinting at the signs and get out of the Tunnel of Love!
6. Hand out activity sheets and work one example with the entire class to remind them how they completed the patterns in the Dunk Booth game at the Intergalactic Fair.

### Link to English Class:

Have the students write short essays from the point of view of one of the Mole People about what it was like to be lost in the Tunnel of Love! What scary things did they see as they searched for the way out?

# Mole People Flee the Tunnel of Love Activity Sheet



NAME: \_\_\_\_\_

Help the Mole People escape the Tunnel of Love by completing the patterns of numbers on the mathematical street signs. Once the patterns are complete, the Mole People can go relax in the Haunted House!

3   6   9   12   \_ \_ \_

27   20   13   6   \_ \_ \_

43   51   59   67   \_ \_ \_

177   188   199   210   \_ \_ \_

162   157   152   147   \_ \_ \_

96   94   89   87   82   \_ \_ \_

# Packing Lunch for the Foodies of Planet Persnickety

## Teacher Guide, Unit 2: Addition and Subtraction

### Overview:

In this activity, the students help some aliens who are very fussy about their food pack lunches for their trip to the Intergalactic Fair. Students build on the addition and subtraction skills they developed working at the Juice Booth on the CD-ROM.



### Learning Objectives:

- Practice adding and subtracting numbers in groups of one, ten, and one hundred

### Materials:

- Foodies of Planet Persnickety Activity sheet, pencil

### Procedure:

1. Briefly explain to the students that the aliens of Planet Persnickety are very, very fussy about their food. They are so concerned with what they eat that they have become known as Foodies.
2. Tell the students that the Foodies have been arguing all morning among themselves over what food to pack for their trip to the Intergalactic Fair. They've finally agreed to bring only submarine sandwiches with everything in them.
3. Explain to the students that, unfortunately, the Foodies got so involved in arguing with each other that they forgot to eat, and now they've run out of energy to finish loading their lunches into their spaceships. But they did figure out how many sandwiches they need on each ship, and they kept track of how many they had loaded. These numbers are expressed for each spaceship as an equation. All the students need to do is determine how many more of the sandwiches need to go onto each ship, and then the Foodies can blast off.
4. Tell the students that they need to determine from each equation how many more sandwiches should go on each Foodie spaceship. Then, because the Foodies have packaged their sandwiches in groups of one, ten, and one hundred, the students must figure out how many packages of each size need to be loaded.
5. Hand out the activity sheets, and work one example with the entire class to remind them how they finished filling the cups at the Juice Booth at the Intergalactic Fair.

### Link to English Class:

Ask the students to imagine what sort of food the Foodies might have on Planet Persnickety. Tell them to write a brief description of one of the foods and where the Foodies find it. Does the food come from a plant, an animal, or maybe a factory?

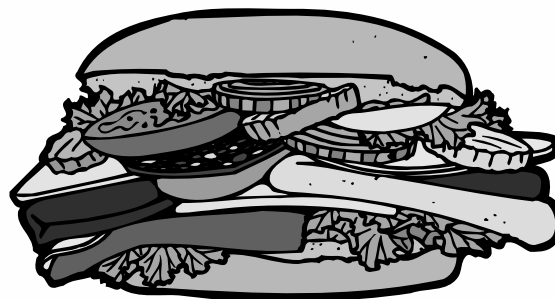


# Packing Lunch for the Foodies of Planet Persnickety Activity Sheet

NAME: \_\_\_\_\_

Help the Foodies of Planet Persnickety load the correct number of submarine sandwiches onto their spaceships for the journey to the Intergalactic Fair!

<u>EQUATION</u>	<u>NUMBER OF SANDWICHES NEEDED</u>	<u>HOW MANY PACKAGES OF SANDWICHES</u>		
		<u>Ones</u>	<u>Tens</u>	<u>Hundreds</u>
<b>11 + ___ = 14</b>	_____	_____	_____	_____
<b>8 + ___ = 12</b>	_____	_____	_____	_____
<b>23 + ___ = 29</b>	_____	_____	_____	_____
<b>68 + ___ = 75</b>	_____	_____	_____	_____
<b>125 + ___ = 135</b>	_____	_____	_____	_____
<b>268 + ___ = 376</b>	_____	_____	_____	_____



# The Foodies of Planet Persnickety Choke Down a Snack

## Teacher Guide, Unit 2: Addition and Subtraction

### Overview:

In this activity, the students help the Foodies of Planet Persnickety eat a snack at the Intergalactic Fair. Students build on the addition and subtraction skills they developed while working in the Juice Booth game.



### Learning Objectives:

- Practice adding and subtracting numbers in groups of one, ten, and one hundred

### Materials:

- Foodies Choke Down a Snack Activity sheet, pencil

### Procedure:

1. Briefly explain to the students that the Foodies of Planet Persnickety have reached the Intergalactic Fair! They are grateful to the students for their help in packing their lunches, but now that they're at the Fair, they're looking for more food to eat.
2. Tell the students that, unfortunately, the Foodies are just too fussy to enjoy most of the food at the Fair. The only food they've found that they can possibly eat are the deep-fried marshmallow balls. But the Foodies aren't very happy about this choice, and their unhappiness is distracting them from figuring out how many marshmallow balls they need to order. This is where the students can help!
3. Each of the Foodies has managed to write down an equation showing how many little marshmallow balls they need to order and how many they've already eaten. The students just need to figure out how many more they need to eat. Like the tiny sandwiches the Foodies ate for lunch, the deep-fried marshmallow balls are packaged in groups of one, ten, and one hundred. After the students figure out how many more marshmallow balls each Foodie needs, they'll have to decide how many packages of each size that Foodie needs to order.
4. Hand out the activity sheets, and work one example with the entire class to remind them how they finished filling the cups at the Juice Booth at the Intergalactic Fair.

### Link to Social Studies Class:

Ask the students to imagine what sort of food from around the galaxy might be available at the Food Stand at the Intergalactic Fair. Each student should imagine one food, explain what it is, and tell what planet it comes from. If they want to, they can draw a picture of it.

# The Foodies Choke Down a Snack Activity Sheet

NAME: \_\_\_\_\_

Help the Foodies decide how many more marshmallow balls to order. In some cases, they may have ordered too many, and you'll have to tell them how many to give back to the Food Booth.

<u>EQUATION</u>	<u>HOW MANY PACKAGES OF MARSHMALLOW BALLS</u>		
	<u>Ones</u>	<u>Tens</u>	<u>Hundreds</u>
<b>3 + ___ = 10</b>	_____	_____	_____
<b>15 - ___ = 12</b>	_____	_____	_____
<b>37 + ___ = 43</b>	_____	_____	_____
<b>89 - ___ = 75</b>	_____	_____	_____
<b>156 + ___ = 183</b>	_____	_____	_____
<b>223 - ___ = 195</b>	_____	_____	_____



# The Number Eaters of Planet Gluttonia

## Teacher Guide, Unit 3: Addition and Subtraction, Completing Equations

### Overview:

In this activity, the students help some hungry aliens who live by eating numbers! To stay healthy, these aliens need to eat not just one or two numbers but a whole equation. The students help the aliens by completing equations so the aliens can eat them. This gives the students an opportunity to practice the addition and subtraction skills they developed working with equations in the Number Zapper arcade at the Intergalactic Fair.



### Learning Objectives:

- Practice adding and subtracting numbers

### Materials:

- Number Eaters of Planet Gluttonia activity sheet, pencil

### Procedure:

1. Briefly explain to the students that on Planet Gluttonia the aliens don't eat food to gain energy like we do, they eat numbers! But eating just a single number won't give these aliens the energy they'll need for the long trip to the Intergalactic Fair. They're going to need to eat an entire equation for a trip that long!
2. Tell the students that, unfortunately, the aliens have been so busy packing for the trip that they haven't had time to complete the equations they want to have for dinner before blasting off for the fair! They need the students to help them complete their equations so they can have a good meal before starting their journey.
3. Hand out activity sheets and work one example with the class to remind them of the skills they developed playing the Number Zapper arcade game at the Intergalactic Fair.

### Link to Health Class:

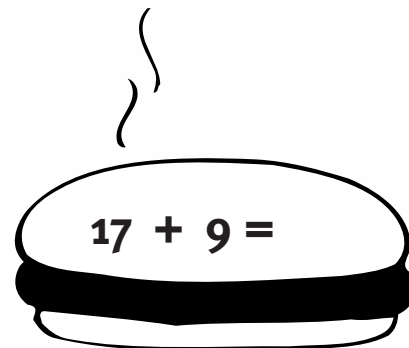
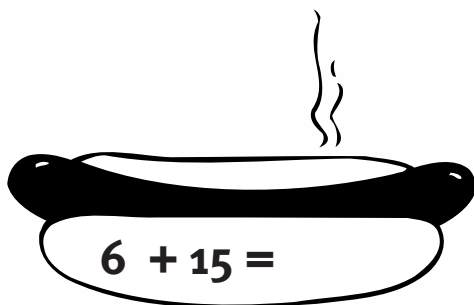
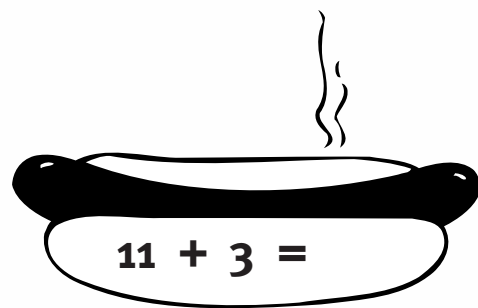
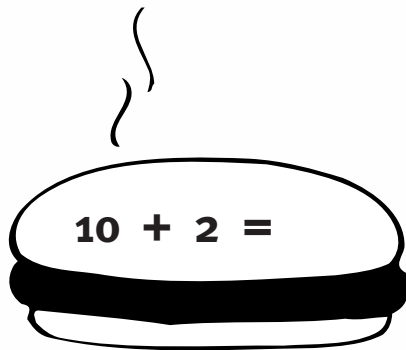
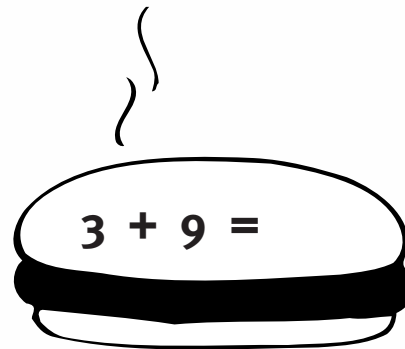
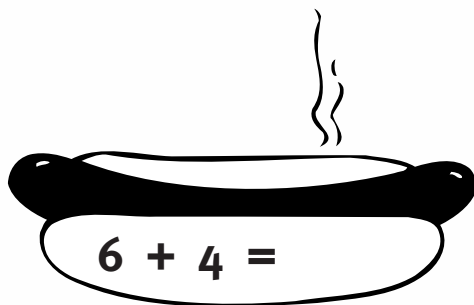
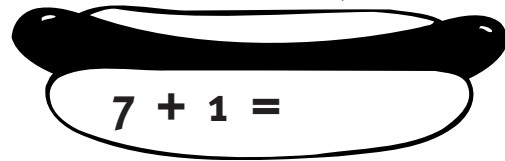
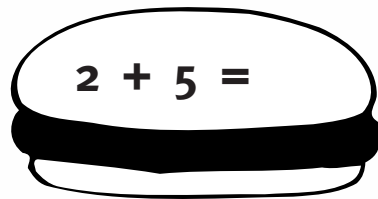
The aliens of Planet Gluttonia need to eat a whole equation to get all the nutrition they need to stay healthy. Here on Earth we have to do the same thing with our food. We just can't live by eating only one kind of food any more than the aliens of Planet Gluttonia can live on only one number. Have the students write food equations combining several different foods into one meal. For example, cereal plus milk equals breakfast!



## Number Eaters of Planet Gluttonia Activity Sheet

NAME: \_\_\_\_\_

Complete each of the equations below so the Number Eaters will have enough equations to eat on their trip to the Intergalactic Fair!



# Number Eaters of Gluttonia Hit the Food Stand

## Teacher Guide, Unit 3: Addition and Subtraction, Completing Equations

### Overview:

In this activity, the students help the Number Eaters of Planet Gluttonia get a proper meal at the food stand. The only food for the Number Eaters at the Intergalactic Fair is number stew. Luckily, this is a favorite dish of the Number Eaters. But the Number Eaters are having a little trouble.



### Learning Objectives:

- Practice completing equations using addition and subtraction

### Materials:

- Number Eaters of Gluttonia Hit the Food Stand activity sheet, pencil

### Procedure:

1. Briefly explain to the students that after the long journey to the Intergalactic Fair the Number Eaters are hungry again, so they've gone to the food stand. Luckily for them, the food stand has one of their favorite dishes, number stew.
2. Tell the students that the food stands at the Intergalactic Fair are just like food stands at a fair on Earth, where you can buy a hot dog but have to decide whether to add ketchup, mustard, or onions. The Number Eaters have to take their bowls of number stew and decide which other numbers they should add to complete their meal.
3. Unfortunately, the Number Eaters are so excited to be at the fair that they just can't make up their minds and choose a number. So, once again they need help from the students.
4. Explain to the students that each equation on the activity sheet represents a bowl of number stew. The students need to look at the list of numbers on the activity sheet and select the right one to complete the equation in each bowl of number stew.

### Link to Social Studies Class:

How did the Number Eaters of Planet Gluttonia begin eating numbers? Have your students write short histories explaining how the Number Eaters selected their unusual diet!

## Number Eaters of Gluttonia Hit the Food Stand Activity Sheet



NAME: \_\_\_\_\_

Help the Number Eaters put the finishing touch on their bowls of number stew by picking the correct number to complete each of the equations. Then the Number Eaters can dig in!

$$3 + \underline{\quad} = 9$$

$$7 - 4 = \underline{\quad}$$

$$11 + \underline{\quad} = 18$$

$$\underline{\quad} + 4 = 12$$

$$14 - \underline{\quad} = 4$$

$$23 - \underline{\quad} = 5$$



# Car Trains of Gridlokia

## Teacher Guide, Unit 3: Addition and Subtraction, Completing Equations

### Overview:

In this activity, students help untangle a traffic jam on Planet Gridlokia by linking cars to form trains of cars. They do this by completing equations that tell the Gridlokians how many cars to combine to form some of the trains. This gives the students a chance to build on the skills they began to develop in the Number Zapper arcade at the Intergalactic Fair.



### Learning Objectives:

- Practice adding and subtracting numbers

### Materials:

- Car Trains of Planet Gridlokia activity sheet, pencil

### Procedure:

1. Briefly explain to the students that Gridlokia is a very rich planet where everyone owns their own car. The Gridlokians love their cars so much, they drive everywhere they can. Normally this doesn't create a problem, but today there is a huge traffic jam on Gridlokia because everyone is trying to get to the same place—the launching pad for the spaceships that will take them to the Intergalactic Fair.
2. Tell the students that the chief of transportation on Gridlokia has come up with an idea that can save the day. Instead of having everyone on Gridlokia clogging up the roads by driving their own car, the chief wants to link the cars together to form trains. This will make it much easier to manage all the traffic because now there will be only a few trains to keep track of instead of a huge number of cars.
3. Explain to the students that the Gridlokians are so upset at being stuck in traffic that all they can do is sit in their cars and honk their horns. It's up to the students to help the transportation chief link the cars into trains by completing the equations that tell the chief how many cars go into each train.
4. Hand out the activity sheets and work one example with the students to remind them of the skills they developed playing the Number Zapper arcade game at the Intergalactic Fair. ( Example: 7 cars + \_\_\_ cars = 8 cars in the train.)

### Link to History Class:

Have the class write a short history telling how the Gridlokians gained the wealth that allows each of them to own their own car. Did they find valuable minerals or other natural resources? Did they invent a new product that the rest of the galaxy just had to have?



# The Car Trains of Gridlokia Activity Sheet



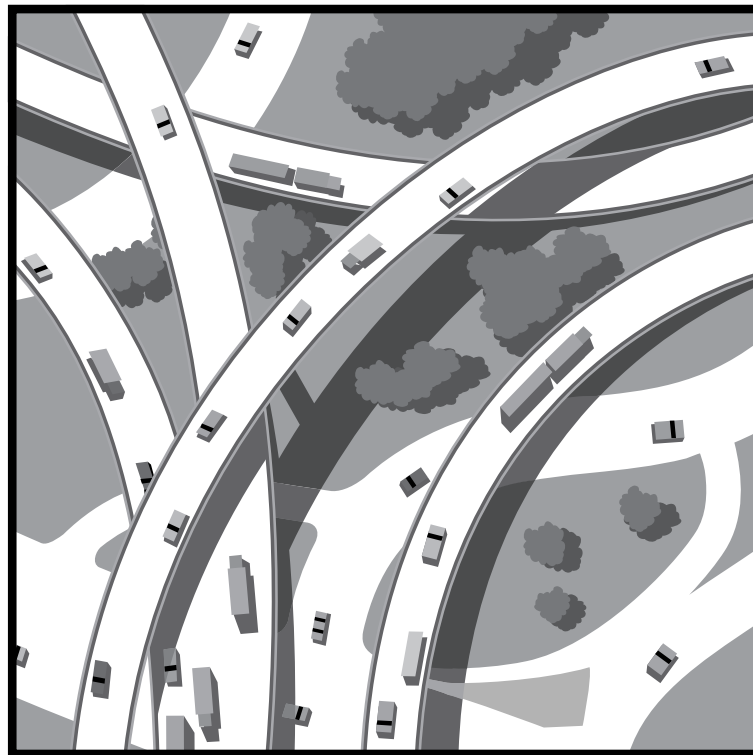
NAME: \_\_\_\_\_

Help the traffic chief of Gridlokia untangle the traffic jam by completing the equations with the correct number. Once the equations are complete, the car trains of Gridlokia can start rolling, and get the Gridlokians on their way to the Intergalactic Fair!

$$11 - \quad = 5$$

$$9 + \quad = 12$$

$$7 + \quad = 8$$



$$13 - \quad = 8$$

$$12 - \quad = 5$$

$$3 + 2 = \quad$$

$$10 - 6 = \quad$$

$$4 + \quad = 10$$

# Gridlokians Ride the Skyview Train

## Teacher Guide, Unit 3: Addition and Subtraction, Completing Equations

### Overview:

In this activity, students help get the right number of Gridlokians into each of the cars on the Skyview Elevated Train. They do this by completing equations that tell them how many Gridlokians need to go in each car of the Skyview Train. This gives the students a chance to build on the skills they began to develop in the Number Zapper arcade at the Intergalactic Fair.



### Learning Objectives:

- Practice adding and subtracting numbers

### Materials:

- Gridlokians Ride the Skyview Train activity sheet, pencil

### Procedure:

1. Briefly explain to the students that the Gridlokians finally got to the launching pad and made it to the Intergalactic Fair thanks to them. Now they all want to ride on the Skyview Elevated Train, but they've run into a problem.
2. The Skyview Elevated Train runs high above the Intergalactic Fair, and has the most wonderful views of all the rides and all the different aliens wandering through the fair. But the Gridlokians aren't always sure which car of the train they should climb into. This is where the students can help again!
3. Each car on the Skyview Train has a sign above it with an equation on the sign. The equation tells how many Gridlokians are already in the car and what the total capacity of the car is. You'd think the Gridlokians could do the arithmetic themselves to figure out how many more of them can fit in each car, but they're just too confused about which car they should go to. Once again, they've got themselves all jammed together and none of them can move! They need the students to help them.
4. The students need to complete each equation. If there is still room in a car, the students complete the equation to determine how many more Gridlokians can fit in the car. If there are already too many Gridlokians in a car, then completing the equation will tell the students how many Gridlokians need to leave that car and go to another one.
5. Hand out the activity sheets, and work one example with the students to remind them of the skills they developed playing the Number Zapper arcade game at the Intergalactic Fair. ( Example: 3 Gridlokians + \_\_\_ Gridlokians = 9 Gridlokians in the car)

### Link to Art Class:

Have the students draw a picture of the Intergalactic Fair as seen from above, the way the Gridlokians would see it from the Skyview Train.

# The Gridlokians Ride the Skyview Train Activity Sheet



NAME: \_\_\_\_\_

Complete each of the following equations to help the Gridlokians figure out how many of them need to enter or leave each car on the Skyview Elevated Train at the Intergalactic Fair.

$$6 + \underline{\quad} = 14$$

$$11 + \underline{\quad} = 21$$

$$5 + 3 = \underline{\quad}$$

$$31 - \underline{\quad} = 23$$



$$24 - \underline{\quad} = 17$$

$$9 + \underline{\quad} = 17$$

$$22 - \underline{\quad} = 11$$

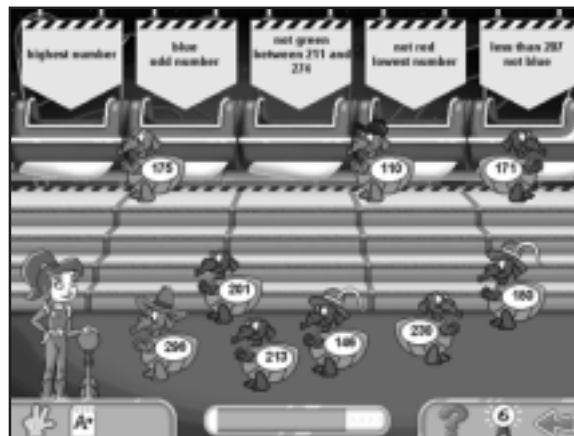
$$50 - 10 = \underline{\quad}$$

# The Keepniks of Planet Keepsake

## Teacher Guide, Unit 4: Sorting and Grouping

### Overview:

In this activity, the students help some aliens who have packed too much stuff in their luggage. Students must figure out what rocket ship the luggage should go on so the weight is properly distributed for the flight to the Intergalactic Fair! Students build on the sorting skills they developed playing the Roller Coaster game on the CD-ROM.



### Learning Objectives:

- Practice sorting numbers

### Materials:

- Keepniks of Planet Keepsake activity sheet, pencil

### Procedure:

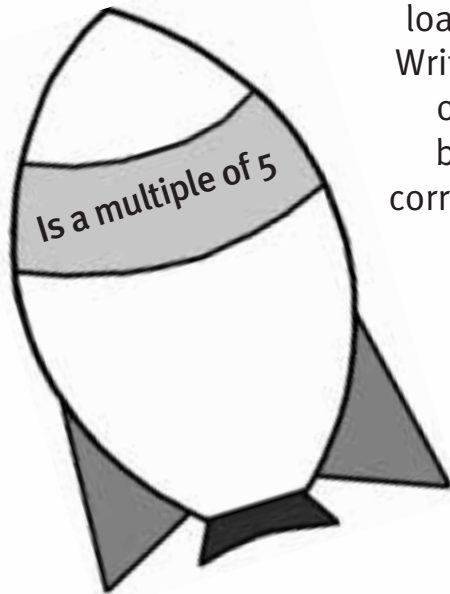
1. Explain to the students that the aliens of Planet Keepsake love to collect things. They are such eager collectors that they are known as Keepniks. They love their things so much that they all want to show their collections at the Intergalactic Fair. This means that their spaceships are going to have to haul a huge amount of weight!
2. Tell the students that their spaceships are designed to carry heavy loads. But to carry so much weight safely, it's critical that the weight be divided up properly.
3. Explain to the students that the Keepniks are in such a tizzy over having to let their collections out of their sight while they fly to the fair that none of them can calm down enough to divide up the luggage properly. Even the baggage handlers are busy worrying about the collections of baggage they want to take and display at the fair!
4. Tell the students that the only way the Keepniks are going to get organized and make it to the fair is if the students help them sort their luggage. Fortunately, there are rules to follow in deciding which piece of luggage goes on what spaceship. All the students have to do is follow the rules and sort the luggage.
5. Hand out the activity sheets, and work one example with the entire class to remind them how they completed the patterns in the Dunk Booth game.

### Link to Social Studies Class:

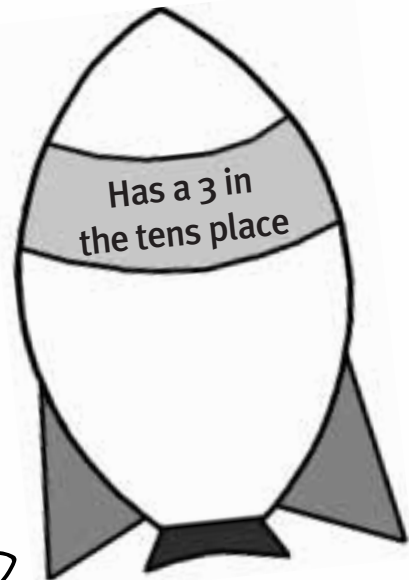
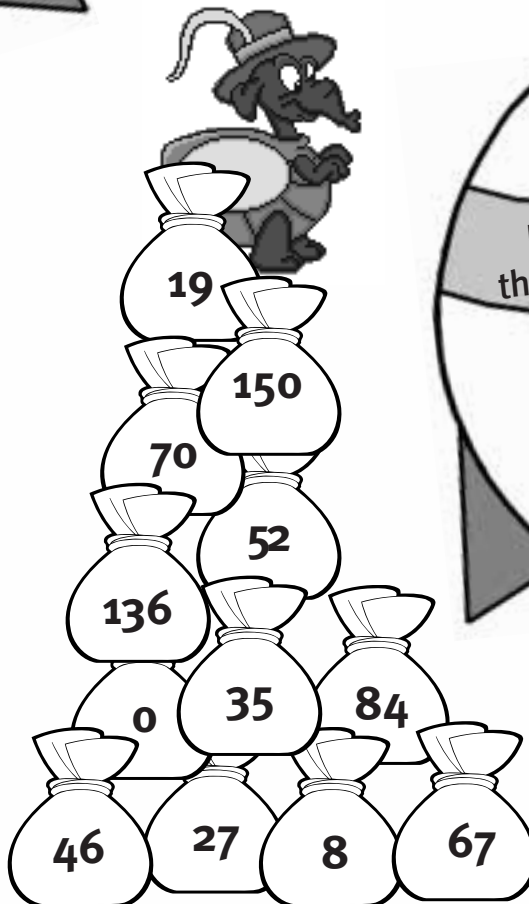
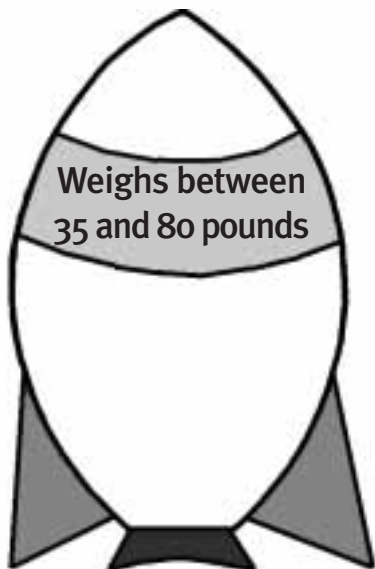
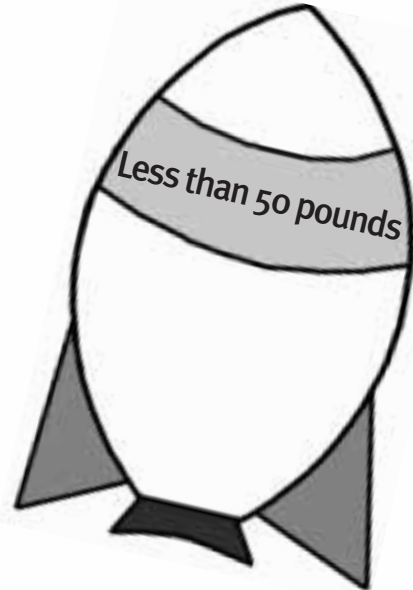
Some of the collections owned by the Keepniks are very important to the history of civilization on their planet, and some of the collections are of no value to anyone but the collector. Have students write a description of the things that one of the Keepniks of Planet Keepsake might collect and explain the significance of the collection. If students have any trouble imagining what sort of things an alien might collect, tell them to think about the things they and their friends like to collect.

# The Keepniks of Planet Keepsake Activity Sheet

NAME: \_\_\_\_\_



Help the Keepniks load their ships. Write the number on each bag below in the correct spaceship!

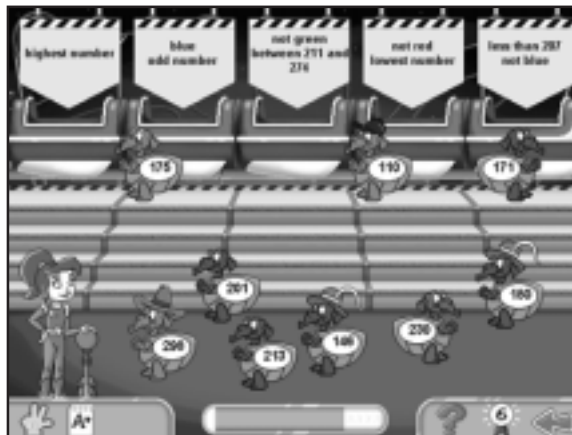


# The Keepniks of Planet Keepsake 2

## Teacher Guide, Unit 4: Sorting and Grouping

### Overview:

In this activity, the students help the Keepniks of planet Keepsake put their collections into storage lockers at the Intergalactic Fair until it's time to display them. Each storage locker can only accept bags of a certain size, so students have to help the Keepniks decide which bags go in which lockers. Students build on the sorting skills they developed playing the Roller Coaster game on the CD-ROM.



### Learning Objectives:

- Practice sorting numbers.

### Materials:

- Keepniks of Planet Keepsake 2 Activity sheet, pencil

### Procedure:

1. Briefly explain to the students that thanks to their efforts the Keepniks of Planet Keepsake have made it to the Intergalactic Fair! Now they need to store their collections until it's time to display them.
2. Tell the students that once again the Keepniks are nervous about being parted from their things while their collections are in storage, so they need the students to help them determine which bags fit into which storage lockers.
3. Explain to the students that each storage locker has one or two rules about what size bags can be stored in it. All the students have to do is put the bags into the storage lockers according to the rules for each locker.
4. Hand out the activity sheets, and work one example with the entire class to remind them how they completed the patterns in the Dunk Booth game.

### Link to Social Studies Class:

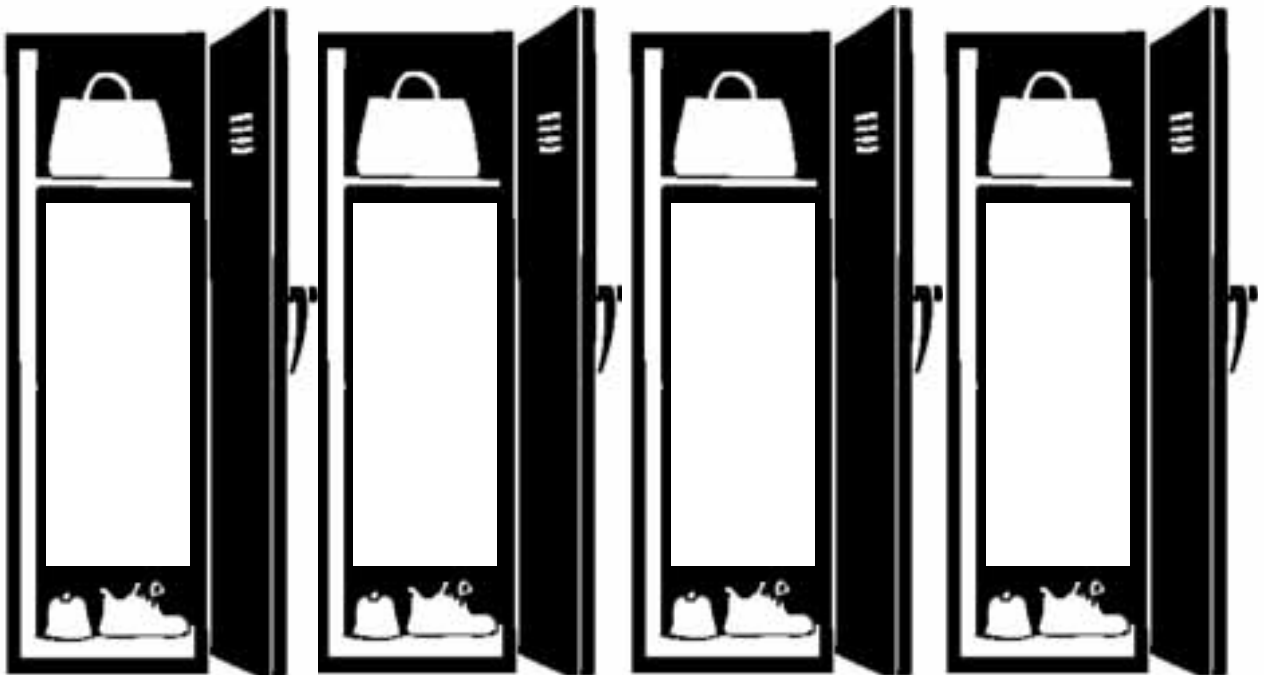
Some of the collections owned by the citizens of Planet Keepsake are very important to the history of their planet, and some of the collections are of no value to anyone but the collector. Have the students write a description of the things that one of the Keepniks of Planet Keepsake might collect and explain the significance of the collection.

## The Keepniks of Planet Keepsake 2 Activity Sheet

NAME: \_\_\_\_\_



Help the Keepniks store their collections until it's time to display them at the Intergalactic Fair. Write the number on each bag in the correct locker!

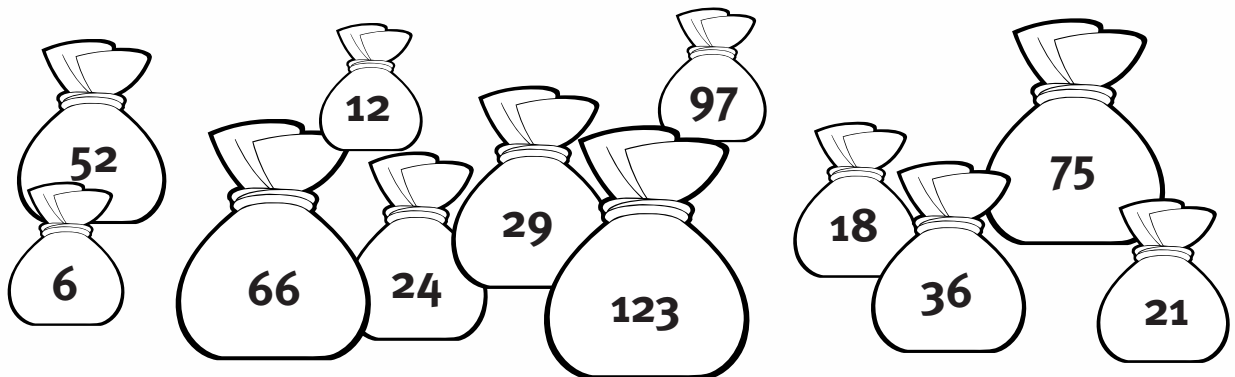


Over 65 pounds  
but less than  
100 pounds

A multiple of 4,  
and less than  
44 pounds

An even number,  
and less than  
70 pounds

An odd number,  
with a 2 in the  
tens place



# The Space Cadets from Planet Snooze-O

## Teacher Guide, Unit 5: Matching Equivalent Fractions

### Overview:

In this activity, the students help some absentminded Space Cadets on Planet Snooze-O add the proper amount of fuel to their rocket ships so they can attend the Intergalactic Fair. In doing so, the students build on the abilities they developed working with fractions at the Pie Throw game.



### Learning Objectives:

- Practice identifying equivalent fractions

### Materials:

- Space Cadets from Planet Snooze-O activity sheet, pencil

### Procedure:

1. Briefly tell the students about the Space Cadets of Planet Snooze-O and how forgetful and inattentive they are.
2. Explain that in order to reach the Intergalactic Fair, the Cadets need to finish putting fuel tanks on their rocket ships. Each rocket ship has room for two fuel tanks. So far, each Space Cadet has only put one fuel tank aboard each rocket ship, and each of those tanks is only partly full.
3. Tell the students that it is very important that each rocket ship be balanced, so each Cadet needs to find another fuel tank that contains the same amount of fuel as the tank already on board.
4. Explain that the Space Cadets have a stockpile of partially full fuel tanks. The Cadets can put these tanks aboard their rocket ships, but their attention span is so short that they keep forgetting how much fuel needs to be in the tank they're looking for.
5. Tell the students that their job is to look at the fuel gauge for each rocket ship, see how full the tank is, and then determine which one of the leftover fuel tanks the cadets should put on board each rocket ship to balance the rocket ship.
6. Hand out the activity sheets and work one example problem with the entire class.

### Link to Art Class:

The rocket ship of very Space Cadet on Planet Snooze-O is unique, because when they were building them, they kept forgetting the original design. Every day, they'd come back to work on the ships and add to what they'd done the day before, in a completely different style! Have the students draw a rocket ship that a Space Cadet would build.

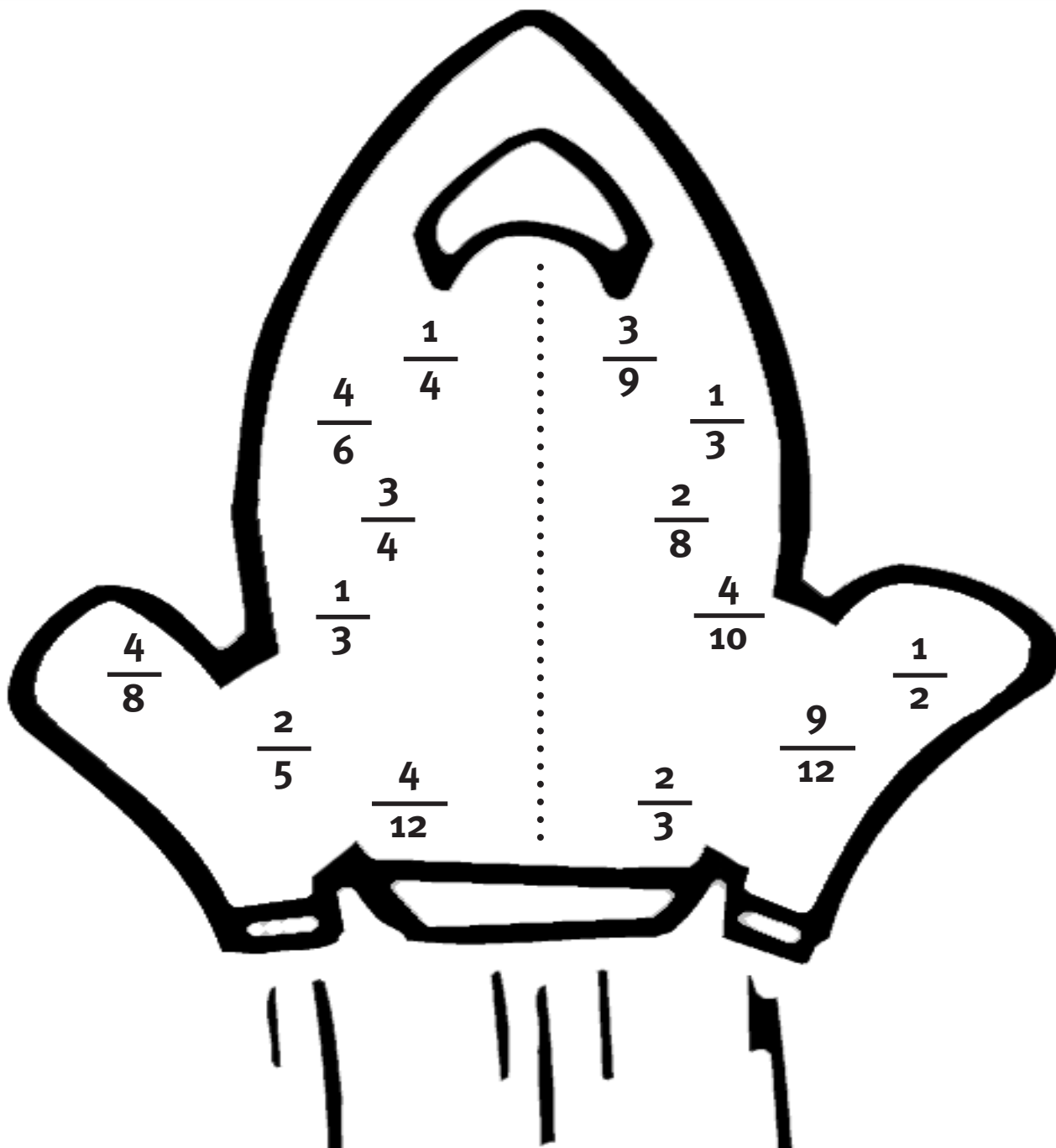




## The Space Cadets from Planet Snooze-O Activity Sheet

NAME: \_\_\_\_\_

Draw lines to connect the fractions on the left with equivalent fractions on the right so the Space Cadets can blast off!



# The Space Cadets Play Bumper Cars

## Teacher Guide, Unit 5: Matching Equivalent Fractions

### Overview:

In this activity, the students help the absentminded Space Cadets on Planet Snooze-O figure out which bumper cars they need to hit to score points in the Bumper Car game at the Intergalactic Fair. Each bumper car with a fraction painted on its side needs to hit a car with an equivalent fraction to score a point. Students build on their abilities to identify equivalent fractions, which they began developing at the Pie Throw game on the CD-ROM.

### Learning Objectives:

- Practice identifying equivalent fractions

### Materials:

- Space Cadets play Bumper Cars activity sheet, pencil

### Procedure:

1. Briefly remind the students about the Space Cadets of Planet Snooze-O and how forgetful and inattentive they are.
2. Explain to the class that thanks to their efforts the Space Cadets have reached the Intergalactic Fair. Now the Cadets have fallen in love with the Bumper Car game because it's so much like driving on their home planet. You see, on Snooze-O, no one manages to pay attention to anything for very long, so people are constantly bumping into one another when they drive!
3. Tell the class that all the bumper cars have fractions painted on their sides. To score a point, a Cadet needs to look for a bumper car with a fraction equivalent to the one on the Cadet's car.
4. Explain to the class that the Space Cadets would be really good at this game except that they keep forgetting which bumper car they need to hit to score a point! So, once again the space cadets need the students help.
5. This time, the job of the students is to identify which of the fractions on the other bumper cars is equivalent to the fraction painted on the side of each Space Cadet's bumper car. The students need to point the Space Cadets in the right direction with an arrow connecting the two bumper cars, then the Space Cadets can do the rest!
6. Hand out the activity sheets, and work one example problem with the entire class.

### Link to Social Studies Class:

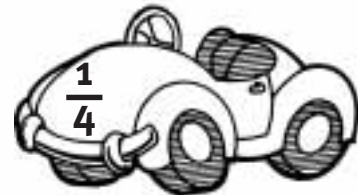
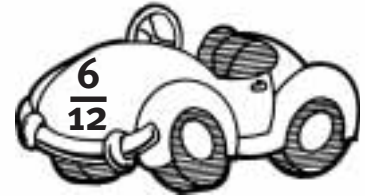
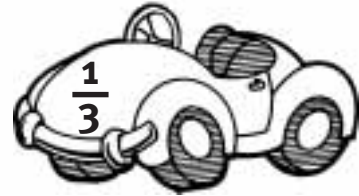
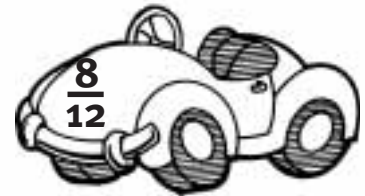
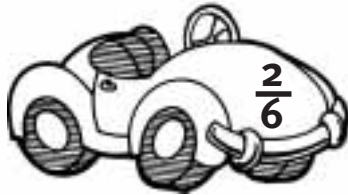
Have the students write down their ideas about why the Space Cadets of Planet Snooze-O are so absentminded.

# The Space Cadets Play Bumper Cars Activity Sheet



NAME: \_\_\_\_\_

Draw lines to connect the fractions in the bumper cars on the left with their equivalent fractions in the cars on the right so the Space Cadets can really start scoring some points!



# Telling Time on Planet Copa

## Teacher Guide, Unit 6: Telling Time

### Overview:

In this activity, the students help some lizard-like aliens tell what time it is so they can reach the launch pad in time to go to the Intergalactic Fair! Students build on the time-telling skills they developed playing the Time Travel game on the CD-ROM.



### Learning Objectives:

- Practice telling time

### Materials:

- Lizardites of Planet Copa activity sheet, pencil

### Procedure:

1. Briefly explain to the students that the lizard people of Planet Copa live on a world of plenty. Food, drink, shelter, and entertainment are all in rich supply, so the Lizardites, as they call themselves, spend all their time relaxing in the sun. They never worry about what time it is.
2. Tell the students that because the Lizardites love nothing better than a good show, they've decided to go to the Intergalactic Fair. But if they're going to make this journey, they need to get to the launch pad on time for blast-off. Unfortunately, since the Lizardites never worry about time, they're not very good at reading clocks. Without help from the students, the Lizardites will be late!
3. Explain to the students that the Lizardites all have digital watches, which tell them the time in numbers. But at the launch site, the departure times for the spaceships are written out. The students need to help the Lizardites match the written departure times to the digital times on their watches so that the Lizardites know when to board the spaceships for the fair.
4. Hand out the activity sheets, and work one example with the class to remind them how they matched the times in the Time Travel game.

### Link to Art Class:

Have the students draw a picture of a Lizardite enjoying one of the many forms of entertainment available on Planet Copa and write a brief paragraph describing the scene.



## Telling Time on Planet Copa Activity Sheet

NAME: \_\_\_\_\_

Draw lines to match the times written in words with the times written in numbers to help the Lizardites board their spaceships on time!

**One o'clock**

**6:30**

**Eight o'clock**

**12:00**

**Four thirty**

**1:00**

**Eleven fifteen**

**9:05**

**Twelve o'clock**

**4:30**

**Six thirty**

**8:00**

**Five minutes after nine**

**11:15**



# The Lizardites at the Intergalactic Fair

## Teacher Guide, Unit 6: Time Travel

### Overview:

In this activity, the students help the Lizardites from Planet Copa tell what time it is so they can make it to the events they want to see at the Intergalactic Fair. Students build on the time-telling skills they developed playing the Time Travel game on the CD-ROM.



### Learning Objectives:

- Practice telling time

### Materials:

- Lizardites at the Intergalactic Fair activity sheet, pencil

### Procedure:

1. Briefly explain to the students that the Lizardites of Planet Copa have made it to the Intergalactic Fair thanks to their help. Now they want to go see different shows and events at the fair, but they're still not very good at telling time.
2. Tell the students that once again the Lizardites need their help if they're going to get where they need to be on time.
3. Explain to the students that the starting times for the shows and events at the fair are all written out in words, so the Lizardites need help matching the written times to the digital times on their watches.
4. Hand out the activity sheets, and work one example with the class to remind them how they matched the times in the Time Travel game.

### Link to Social Studies Class:

Have the students write short essays explaining how the Lizardites love for relaxation has affected work and other aspects of life on their planet.



## The Lizardites at the Intergalactic Fair Activity Sheet

NAME: \_\_\_\_\_

Draw lines to match the times written in words with the times written in numbers so the Lizardites will make it to the Intergalactic Fair on time!

One o'clock	6:30
Eight o'clock	12:00
Four thirty	1:00
Eleven fifteen	9:05
Twelve o'clock	4:30
Six thirty	8:00
Five minutes after nine	11:15



# The Fumbloids from Planet Dropsy

## Teacher Guide, Unit 7: Money, Money, Money

### Overview:

In this activity, the students help some butterfingered aliens on Planet Dropsy sort through their money so they can buy tickets for the Intergalactic Fair. Students build on the money-handling skills they developed playing the Money Madness game.



### Learning Objectives:

- Practice adding and subtracting using coins

### Materials:

- Fumbloids from Planet Dropsy activity sheet, pencil

### Procedure:

1. Briefly explain to the students that the Fumbloids of Planet Dropsy are the most butterfingered aliens in the galaxy. They are always dropping things! This is causing them huge problems as they try to buy tickets for the Intergalactic Fair.
2. Tell the students that the Fumbloids keep dropping their money when they pull it out to pay for their tickets. This gets them so flustered that they are having trouble figuring out how much money to give the ticket seller. They really need the students' help!
3. It is up to the students to determine how many coins of each type the Fumbloids need to give the ticket seller. Luckily for us, the coins used by the Fumbloids are the same as those used on Earth!
4. Hand out the activity sheets, and work one example with the class to remind them how they decided the amount of money to put in the money machine in the Money Madness game.

### Link to Social Studies Class:

Although the Fumbloids use the same money we do on Earth, they've been thinking about changing the names of the coins. Instead of pennies, nickels, dimes, quarters, and dollars, what names can the students suggest that would be more appropriate for the Fumbloids of Planet Dropsy?



# The Fumbloids from Planet Dropsy Activity Sheet



NAME: \_\_\_\_\_

How many coins of each type do the Fumbloids need to give the ticket seller? Write or draw the correct number of each type of coin below the name of the coin.

	Pennies	Nickels	Dimes	Quarters	Dollars
<b>\$ 0.29</b>					
<b>\$ 0.83</b>					
<b>\$ 1.41</b>					
<b>\$ 2.57</b>					
<b>\$ 3.72</b>					
<b>\$ 8.96</b>					



# Fumbloids at the Fair

## Teacher Guide, Unit 7: Money, Money, Money

### Overview:

In this activity, the students help the butter-fingered Fumbloids from Planet Dropsy buy souvenirs of the Intergalactic Fair at the souvenir stand. Students build on the money-handling skills they developed playing the Money Madness game.

### Learning Objectives:

- Practice adding and subtracting using coins



### Materials:

- Fumbloids at the Fair activity sheet, pencil

### Procedure:

1. Briefly explain to the students that the Fumbloids of Planet Dropsy all managed to buy tickets for the Intergalactic Fair thanks to the help from the students. Now they're at the fair, and they all want to buy some souvenirs to remember this special event!
2. Tell the students that the Fumbloids are having an even worse time with dropping their money than they did with sorting it out because they're so excited by everything happening at the fair. If the Fumbloids are going to buy their souvenirs before the souvenir seller loses patience and goes to wait on someone else, the Fumbloids will need the students' help again!
3. Now it is up to the students to determine how many coins of each type the Fumbloids need to give the souvenir seller. Once again, the coins used by the Fumbloids are the same as those used on Earth.
4. Hand out the activity sheets, and work one example with the entire class to remind them how they decided the amount of money to put in the money machine in the Money Madness game.

### Link to Health Class:

Although the Fumbloids have been butterfingered for a long time, maybe they don't have to stay that way. Could they do something to change the way they handle things so that they don't always drop stuff? Should they just try to pay more attention to what they're doing? Should they do things a little more slowly?

Have the students write a short suggestion for the Fumbloids on how to stop dropping things. Ask the students to think about how they calm themselves down when they get too excited or have trouble concentrating.

## Fumbloids at the Fair Activity Guide



NAME: \_\_\_\_\_

How many coins of each type do the Fumbloids need to give the souvenir seller? Write or draw the correct number of each type of coin below the name of the coin.

	Pennies	Nickels	Dimes	Quarters	Dollars
<b>\$ 0.67</b>					
<b>\$ 0.44</b>					
<b>\$ 1.92</b>					
<b>\$ 2.19</b>					
<b>\$ 3.33</b>					
<b>\$ 7.41</b>					



# Masters of the Intergalactic Fair 1

## Teacher Guide, Unit 8: Understanding Bar Charts, Greater Than, Less Than

### Overview:

In this activity, the students help the Masters of the Intergalactic Fair determine useful information about different games at the fair. Students help the Masters of the Fair understand and use bar charts, building on the bar chart interpretation skills they developed playing the Animal Arena game.



### Learning Objectives:

- Practice deriving information from bar charts

### Materials:

- Masters of the Intergalactic Fair activity sheet, pencil

### Procedure:

1. Briefly explain to the students that the Masters of the Intergalactic Fair are responsible for the success of the fair. In order to make sure the fair remains popular, they need to keep track of all kinds of information about the games at the fair.
2. Tell the students that thanks to all their efforts helping aliens reach the fair this year, the Intergalactic Fair is a huge success. In fact, so many aliens are attending that the Masters of the Fair are overwhelmed by all the data they need to interpret. Now they are the ones who could really use some help from the students!
3. Explain to the students that the Masters of the Fair need their help to figure out how some of the visitors to the fair did at the Dunk Booth.
4. Hand out the activity sheets, and work one example with the class to remind them how they completed the patterns in the Dunk Booth game.

### Link to Art Class:

Draw a portrait of one or more of the Masters of the Intergalactic Fair. If students want to, they can also write a brief biography to go with the portrait.

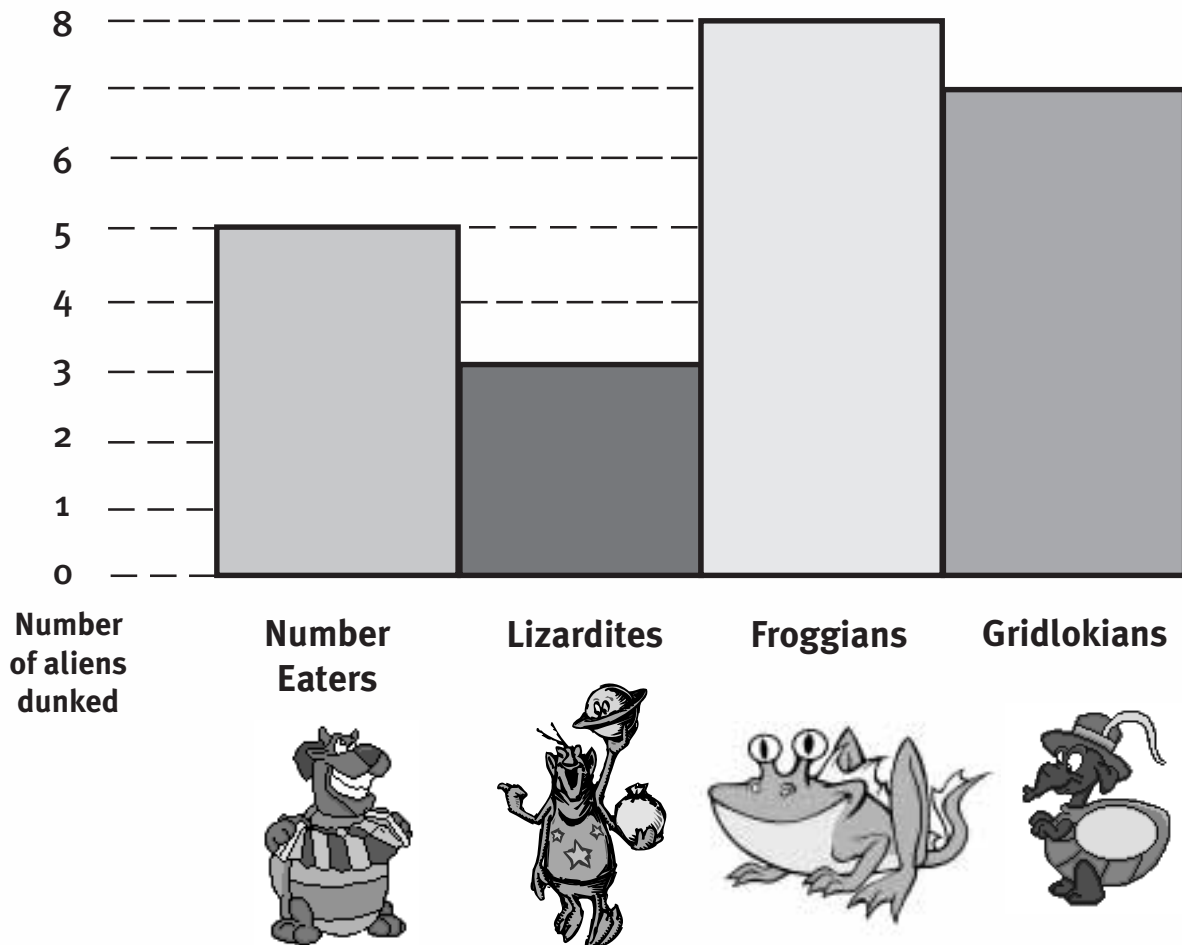
# Masters of the Intergalactic Fair 1

## Activity Sheet

NAME: \_\_\_\_\_

Help the Masters of the Intergalactic Fair figure out the answers to some important questions about how many aliens were dunked by the visitors! Using the bar chart, answer these questions. (Hint: There may be more than one correct answer.)

- 1) Who dunked the most aliens? \_\_\_\_\_
- 2) Who dunked the fewest aliens? \_\_\_\_\_
- 3) Who dunked fewer than seven aliens? \_\_\_\_\_
- 4) Who dunked the second largest number of aliens? \_\_\_\_\_



# Masters of the Intergalactic Fair 2

## Teacher Guide, Unit 8: Understanding Bar Charts, Greater Than, Less Than

### Overview:

In this activity, the students help the Masters of the Intergalactic Fair figure out which of the aliens that exhibited animals or goods at the fair won the most prizes for them. Students help the Masters of the Fair understand and use bar charts, building on the bar chart interpretation skills they developed playing the Animal Arena game.



### Learning Objectives:

- Practice deriving information from bar charts

### Materials:

- Masters of the Intergalactic Fair 2 activity sheet, pencil

### Procedure:

1. Briefly remind the students that the Masters of the Intergalactic Fair are responsible for the success of the fair. In order to make sure the fair remains popular, they need to keep track of information about the events at the fair.
2. Tell the students that many of the fairgoers brought animals or exhibits to display at the fair and compete for prizes. The Masters of the Fair need to keep track of all the prizes won by the different aliens. As you can imagine, this is a huge job, and the Masters of the Fair could really use help from the students.
3. Explain to the students that the Masters of the Fair need their help to figure out some information about prizes won by different visitors to the fair.
4. Hand out the activity sheets, and work one example with the class to remind them how they completed the patterns in the Dunk Booth game.

### Link to English Class:

Have the students select one of the groups of alien contestants and write a short essay about what they brought to exhibit at the Intergalactic Fair, and why they won as many prizes as they did.

## Masters of the Intergalactic Fair 2 Activity Sheet

NAME: \_\_\_\_\_

Help the Masters of the Intergalactic Fair answer some important questions about how many prizes were won by the alien visitors. Using the bar chart, answer these questions:

- 1) Which group of fairgoers won the fewest prizes? \_\_\_\_\_
- 2) Which group of fairgoers won the most prizes? \_\_\_\_\_
- 3) Which group of fairgoers won between 12 and 16 prizes? \_\_\_\_\_
- 4) Which group of fairgoers won the second fewest prizes? \_\_\_\_\_

