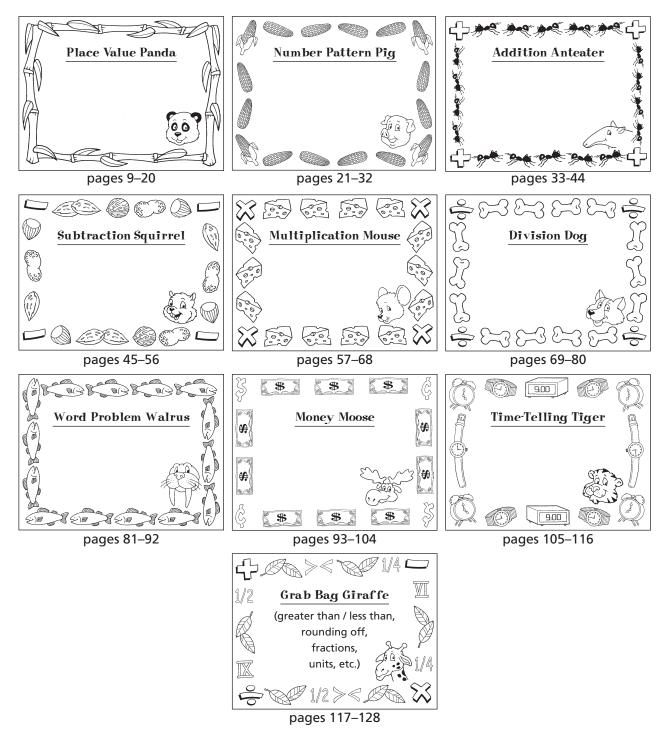
CONTENTS

The question cards in *Math Quiz Whiz 1–3* are grouped into 10 categories of 24 question cards each. In each section you will find 6 folios, each with 4 cards. The 10 categories can be identified by their pictures, as shown below:

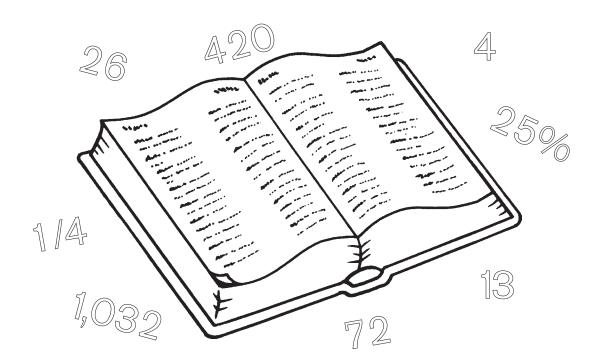


Levels of difficulty (I–III) can be found in the copyright footer on the question side of each card.

Mathematics Content Standards

The concepts presented in *Math Quiz Whiz 1–3* are ideal for preparing your students for standardized tests. Here are some of the mathematics content standards covered in *Math Quiz Whiz 1–3*:

- understand and use numbers up to 10,000
- understand the place value of whole numbers
- demonstrate the meaning of addition and subtraction and use these operations to solve problems
- use number sentences with operational symbols and expressions to solve problems
- solve problems involving multiplication and division
- understand that fractions may refer to parts of a whole
- tell time and know the relationship of time
- solve problems involving simple number patterns
- understand and use values of money



Ways to Use Math Quiz Whiz 1-3

There are numerous ways to use *Math Quiz Whiz 1–3* in class. Initially, you can open the book to any page and ask a few questions to start your morning, to begin each math lesson, or to fill those last minutes before lunch, recess, or the end of the day. When you have more time, here are other creative ideas:

Primary Math Quiz Whiz Game _

Start by removing the pages from the book and cutting the question cards apart. If you prefer to keep the book intact, simply photocopy the question cards from the section or sections you wish to use. For added durability, laminate the pages before you cut the cards apart. Different pictures and borders have been used to help you easily identify the ten sections.

Make a bulletin board display using the headers provided on pages 7 and 8. Divide each header with colored yarn. Select five categories at a time (or more if you prefer) and pin ten question cards from each of the five categories under each heading. Attach an unlined index card with a dollar value written on it over each question card. The more difficult math questions should be worth more money and should be placed further down on the quiz board.

Once the quiz board is set up, it can be used over and over by simply changing the topics and header cards and replacing question cards with new ones. Students can get together and decide on the game rules as a class. Encourage them to add their own question cards to the classroom board. A moderator can be selected and someone can be assigned to check to see if a question has been answered correctly by simply looking on the reverse side of the question card on the board.

Select a scorekeeper to keep track of money earned. You can also use play money as *Quiz Whiz* bucks to award players. Play money can be found at many school supply and toy stores, and can be redeemed for prizes.

A few suggestions:



- Allow students to use pencil and paper to do the math computations if necessary.
- In some cases, the players will need to actually see the card in order to answer the question. This applies to the sections covering money and telling time since visual prompts are given.



Tic-Tac-Toe

This is a great game to place at a math center for students to play when they've completed their class assignments. Students play with a partner taking turns picking math questions from the pile and answering them. If the answer is correct, the player marks an X or an O in pencil on a Tic-Tac-Toe grid. Students must play defensively, trying to block their opponents from getting three correct answers in a row while attempting to score Tic-Tac-Toe themselves.

Quiz Whiz Math Bee

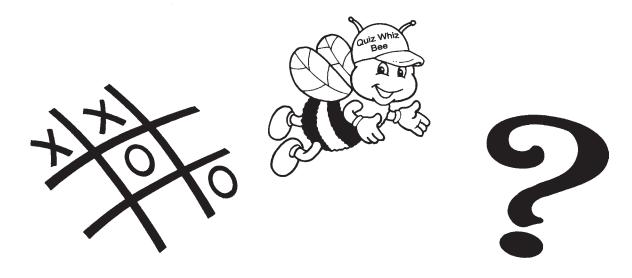
Use these questions for a *Quiz Whiz* Math Bee organized similar to a spelling bee. Students are eliminated as they miss questions asked by the teacher. Have class champs challenge each other or organize a school-wide *Quiz Whiz* Math Bee.

Radio or Television Game Show

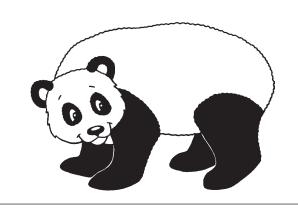
Use the *Quiz Whiz* math questions to organize and plan a classroom quiz show that follows a radio or television format. All the work of finding suitable questions has been done for you. Ask students to create an original quiz game that can be played as a weekly treat. Find class champs and have them compete against champs from other classes.

Quiz Whiz Math Question of the Day

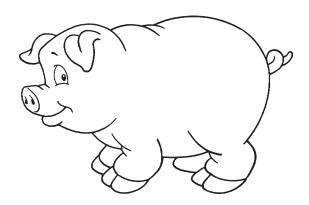
Select one of the math questions and use it as a classroom assignment each day. Students can work alone or with a partner to find the answer. Award play money to the first student or team who finds the correct answer. Play money can be found at many school supply and toy stores. The play money can be redeemed for awards at the end of the week. Another variation is to select a math question each day for homework or for an extra credit challenge.



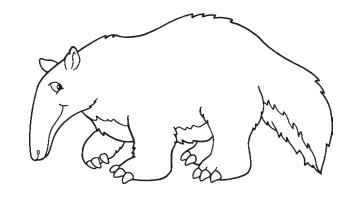
Place Value Panda



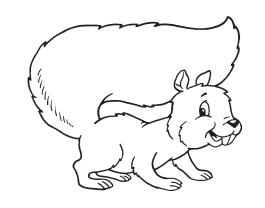
Number Pattern Pig



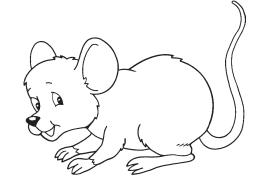
Addition Anteater



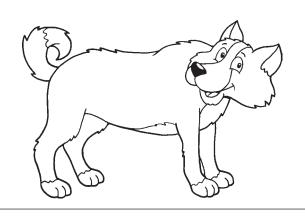
Subtraction Squirrel



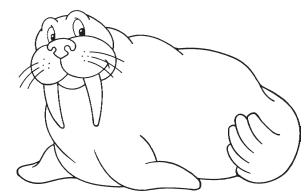
Multiplication Mouse



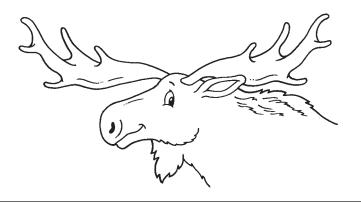
Division Dog



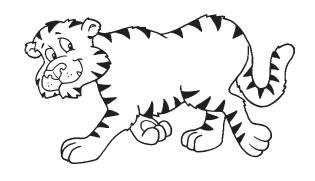
Word Problem Walrus



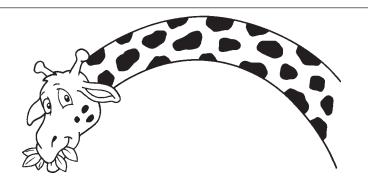
Money Moose

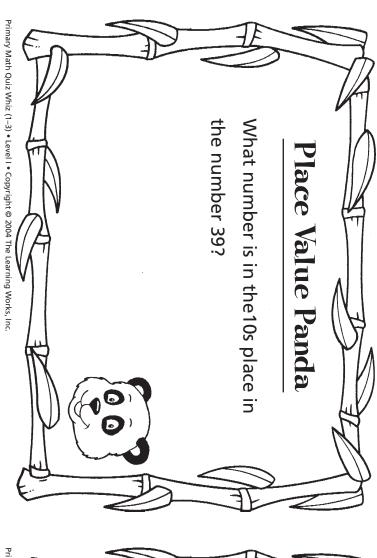


Time-Telling Tiger



Grab Bag Giraf fe

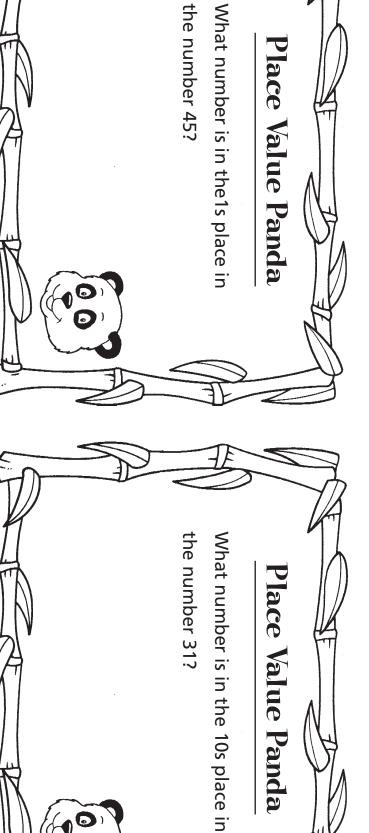




How many 10s are in the number 67?

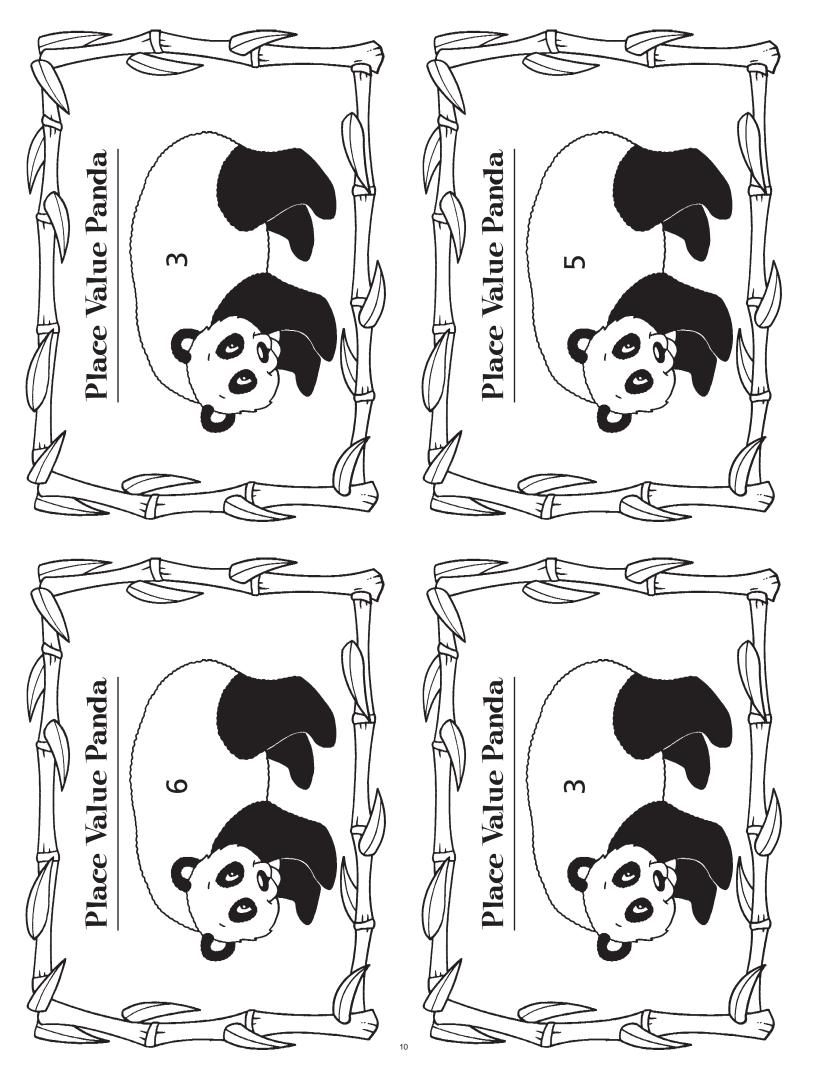
Place Value Panda

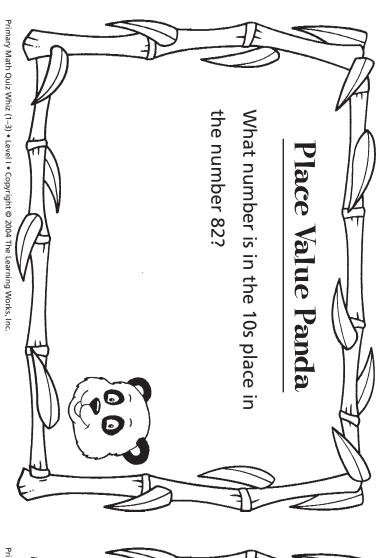
Primary Math Quiz Whiz (1–3) • Level I • Copyright © 2004 The Learning Works, Inc.



Primary Math Quiz Whiz (1–3) • Level I • Copyright © 2004 The Learning Works, Inc.

Primary Math Quiz Whiz (1–3) • Level I • Copyright © 2004 The Learning Works, Inc.

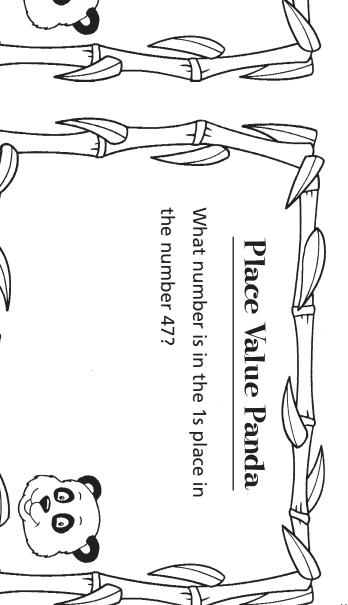




How many 10s are in the number 93?

Place Value Panda

Primary Math Quiz Whiz (1–3) • Level I • Copyright © 2004 The Learning Works, Inc



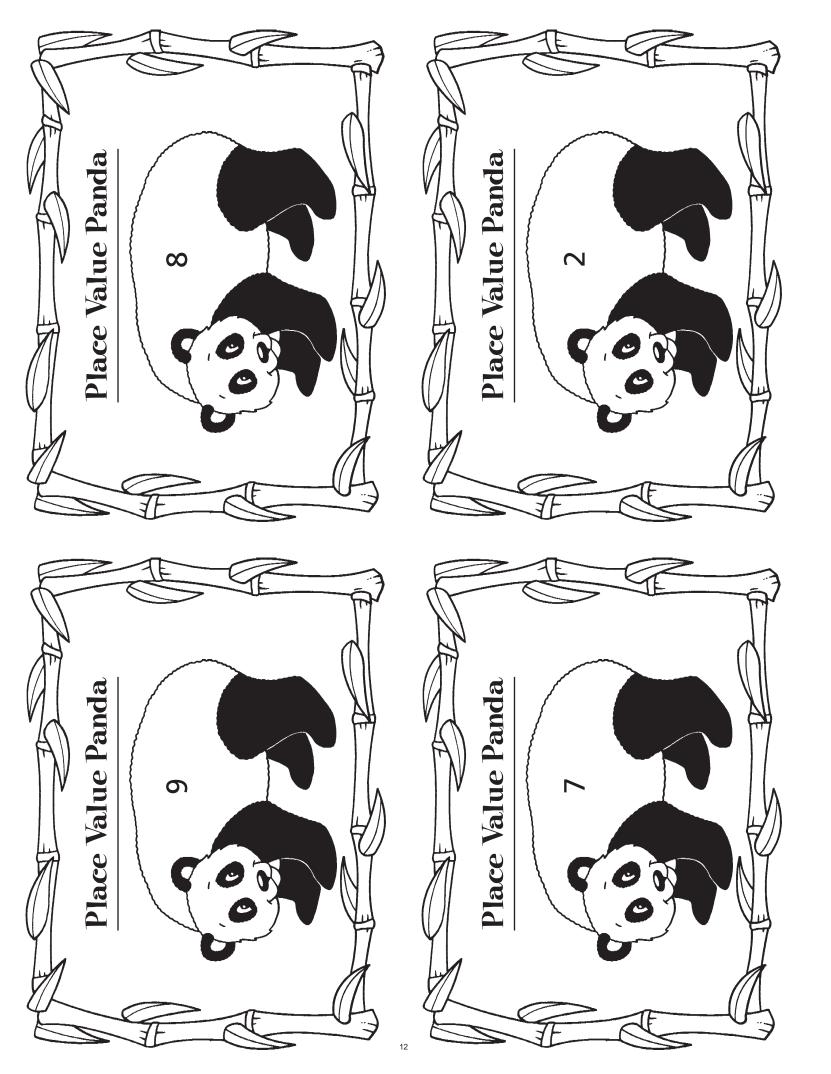
the number 26?

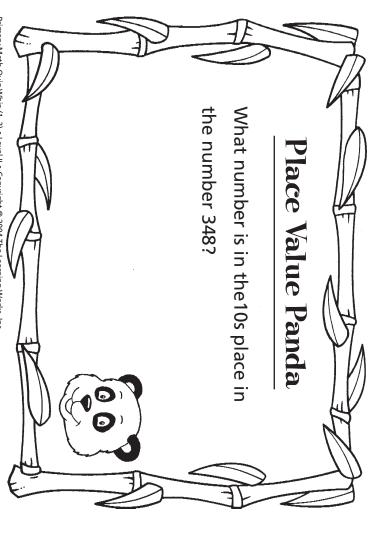
What number is in the 10s place in

Place Value Panda

Primary Math Quiz Whiz (1–3) • Level I • Copyright © 2004 The Learning Works, Inc.

Primary Math Quiz Whiz (1–3) • Level I • Copyright © 2004 The Learning Works, Inc.





Primary Math Quiz Whiz (1–3) • Level II • Copyright © 2004 The Learning Works, Inc.



What is the largest whole number you can make using the digits

6, 4, and 8?

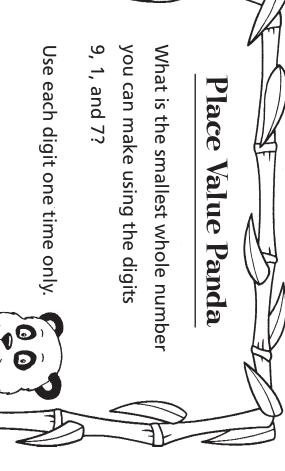
Use each digit one time only.



Primary Math Quiz Whiz (1–3) • Level II • Copyright © 2004 The Learning Works, Inc.

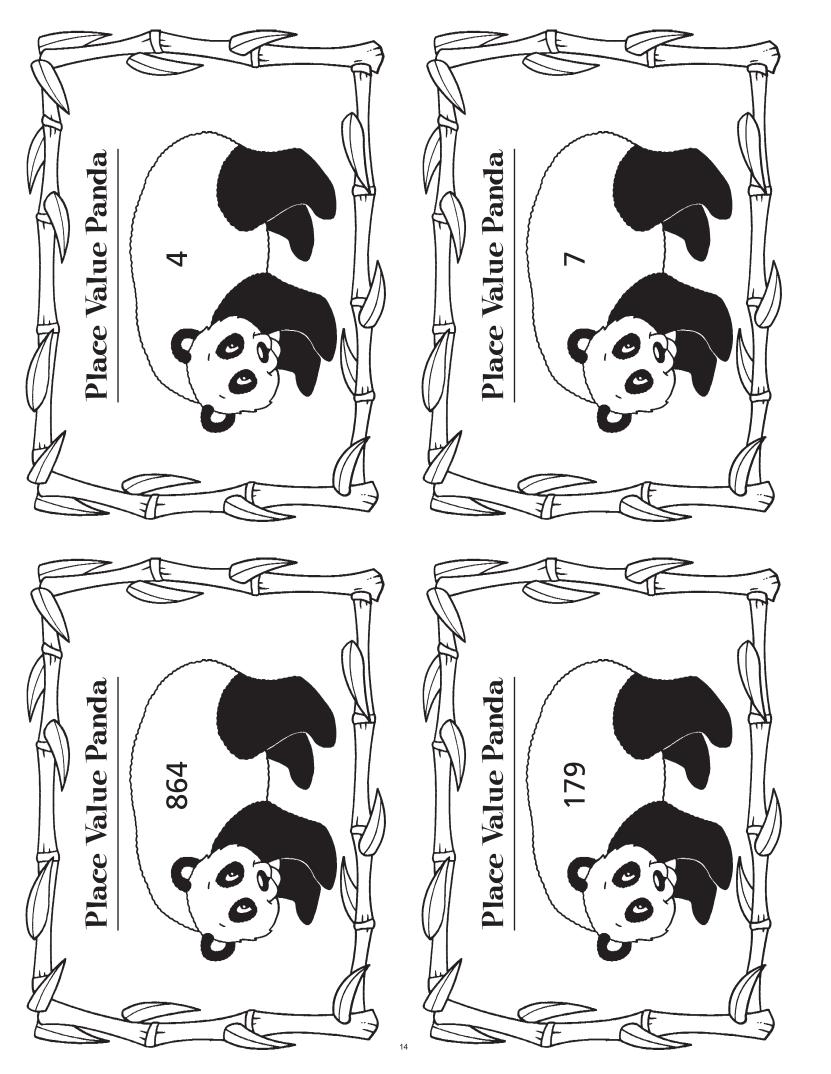


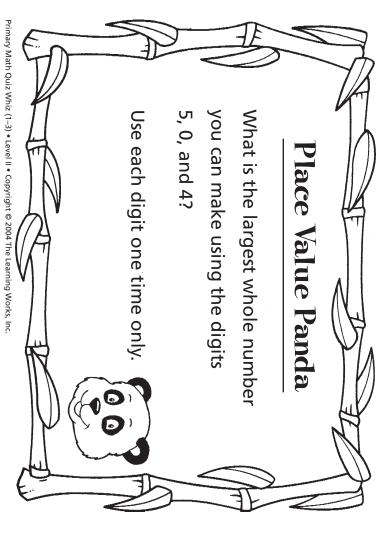
What number is in the 100s place in the number 702?

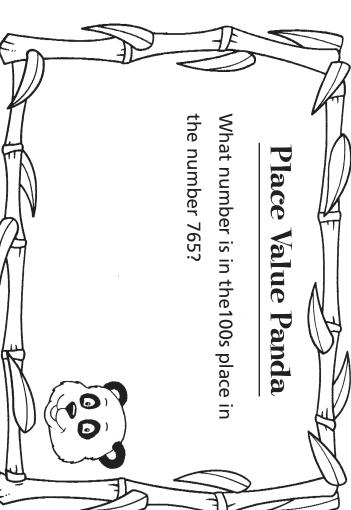


Primary Math Quiz Whiz (1–3) • Level II • Copyright © 2004 The Learning Works, Inc.

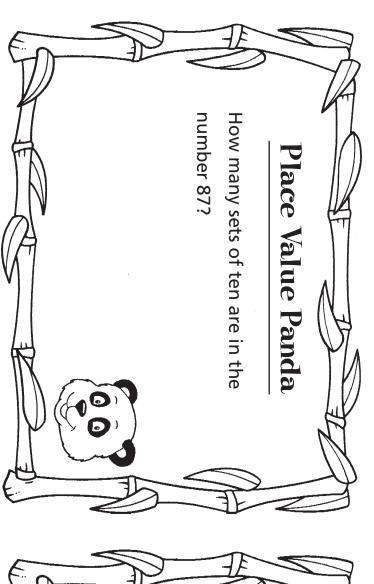
Primary Math Quiz Whiz (1–3) • Level II • Copyright © 2004 The Learning Works, Inc.













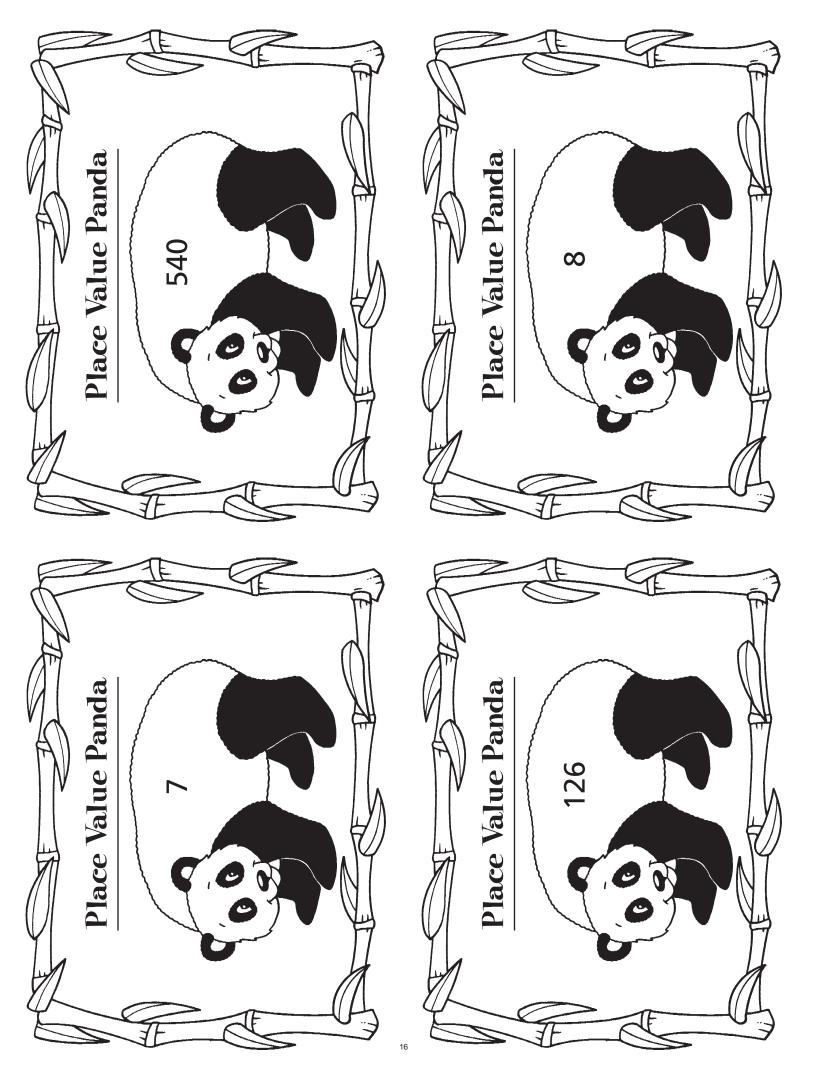
What is the smallest whole number you can make using the digits 6, 2, and 1?

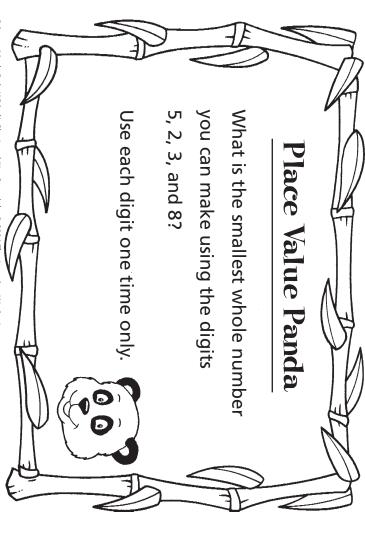
Use each digit one time only.

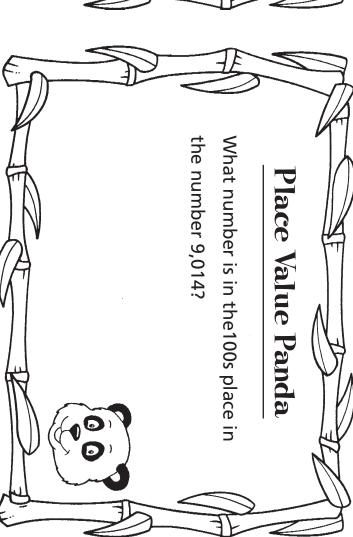


Primary Math Quiz Whiz (1-3) • Level II • Copyright © 2004 The Learning Works, Inc.

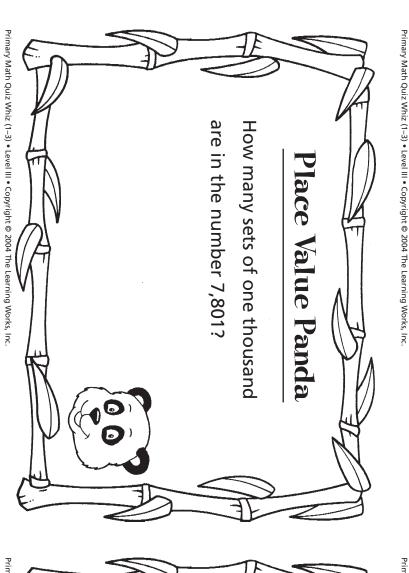
Primary Math Quiz Whiz (1-3) • Level II • Copyright © 2004 The Learning Works, Inc.







Primary Math Quiz Whiz (1–3) • Level III • Copyright © 2004 The Learning Works, Inc.



Place Value Panda

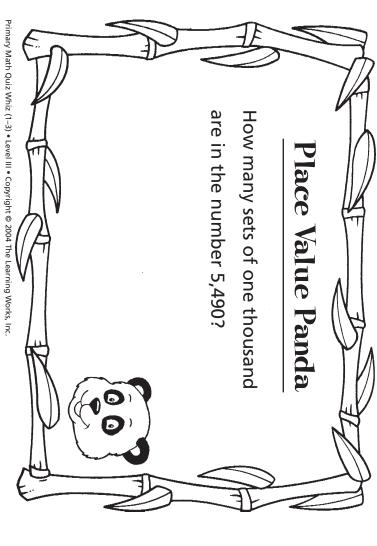
What is the largest whole number you can make using the digits 0, 5, 1, and 8?

Use each digit one

Use each digit one time only.

Primary Math Quiz Whiz (1–3) • Level III • Copyright © 2004 The Learning Works, Inc.





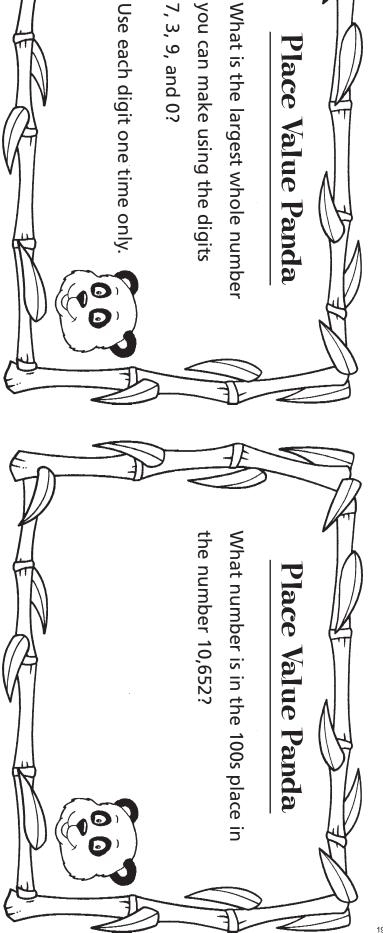
in the number 13,624?

What number is in the 1000s place

Place Value Panda







7, 3, 9, and 0?

Primary Math Quiz Whiz (1–3) • Level III • Copyright © 2004 The Learning Works, Inc.

