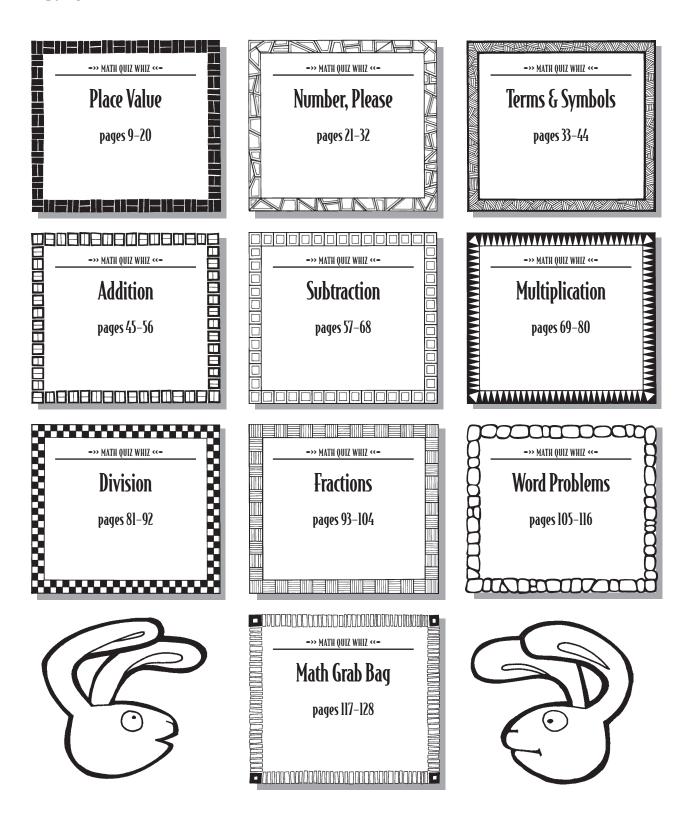
CONTENTS

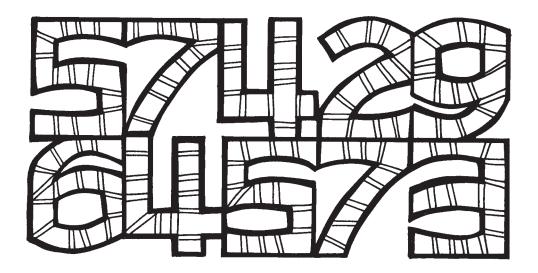
The question cards in *Math Quiz Whiz 3–5* are grouped into 10 categories of 36 question cards each. In each section you will find 6 folios, each with 6 cards. The 10 categories can be identified by their borders, as shown below. Levels of difficulty (I–III) can be found in the copyright footer on the answer side of each card.



Mathematics Content Standards

The concepts presented in *Math Quiz Whiz 3–5* are ideal for preparing your students for standardized tests. Here are some of the mathematics content standards covered in *Math Quiz Whiz 3–5*:

- understand and use numbers up to 1,000,000
- 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 refer to parts of a whole
- solve problems involving simple number patterns
- understand plane geometric figures
- understand units and unit conversions
- rounding of whole numbers
- work with money values to determine total and unit costs
- add and subtract fractions



Ways to Use Math Quiz Whiz 3-5

There are many ways to use *Math Quiz Whiz 3–5* in class. You can open the book to any page and ask a few questions to start your morning, begin each math lesson, or fill last minutes before lunch, recess, or the end of the day. When you have more time, here are other creative ideas:

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, 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 borders have been used to help you easily identify the ten sections.

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

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 math 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.

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 questions because picture prompts are given as in the section on Fractions. Also, many students are visual rather than auditory learners. They will need to see the question cards in order to answer the questions.
- For math problems that require computation, use an opaque projector to display the question cards so students can see the math problems. Students can work at their desks and raise their hands when they've arrived at an answer.

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 _____

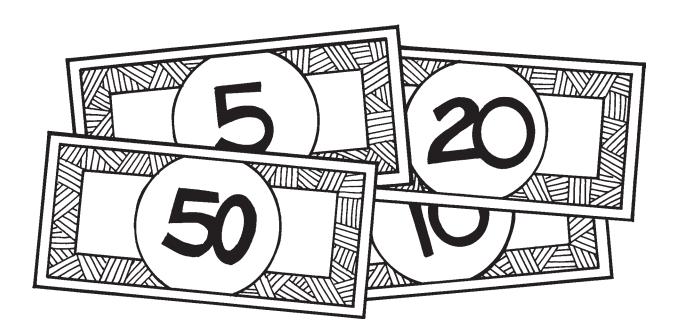
Use these questions for a *Quiz Whiz* Math Bee organized similar to a spelling bee. Students are eliminated as they miss questions asked by the teacher. Have class champs challenge each other or organize a school-wide *Quiz Whiz* Math Bee.

Radio or Television Game Show _____

Use the *Math Quiz Whiz* 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.





Number, Please

Terms & Symbols

Addition

Subtraction

Multiplication

Division

Fractions

Word Problems

AUSCENSESSES DE COMBUNE DE COMBUN

Math Grab Bag

