

Double or Halve to the Target

Elaboration 4 · Games that build fluency within 20

ELABORATION FOCUS

Developing fluency with doubling and halving numbers within 20 through games, choosing each turn whether doubling or halving gets you closer to a target.

LEARNING INTENTION I can choose to double or halve to reach a target.

Roll

Choose

Double

Halve

Target

1

Roll and Read

Step 1: roll a dice. Step 2: read the number you start your turn with.

2

Choose Your Move

Step 3: decide to double or halve. Step 4: only halve if the number is even.

3

Check the Target

Step 5: say the new number aloud. Step 6: keep going until you land on the target.

MODEL · A GAME TURN FROM 3 TO A TARGET OF 6

Each turn, ask whether doubling or halving moves you closer to the target.



TEACHER MODELLING ROUTINE I do → We do → You do

WATCH FOR

Trying to halve an odd number, which cannot be split into two equal whole parts.

REMEMBER

Say it to students as: "Will doubling or halving take you closer to the target?"

MATERIALS

Dice, spinners, counters, number tracks to 20, target cards, virtual dice apps.