

Student DIRECTIONS

Read the directions at the top of each center to learn what to do.
Most centers will have you do one of two things:

TYPING CENTERS

Boxes like this: # are where you should type just a number as your answer.

Boxes like this: Type are where you should type numbers, words, and/or equations for your answer.

DRAG AND DROP CENTERS

Some centers have objects like these:



You will need to click and drag them to where they belong.

SPECIAL CENTERS → → →

Sometimes, you will need to do more than type or drag and drop to complete a center. These special centers will have tips from the characters to help you. Scroll to the side of this slide to find one!



Notes to the TEACHER

There are several ways you can use these math centers in and out of the classroom!

They can be used as an independent math practice for your students. Students can complete them on in class devices while you're working with guided math groups. These digital math centers can also be used as an option for bell work if your students have 1:1 ratio with devices. They would work well as a warm-up before starting math instruction.

This resource is also a great solution for distance learning. Students can work on the math centers through out the week. All centers include student friendly directions for students to be able to navigate through the centers independently.

In most of the centers students are asked to fill in blanks or drag and drop items to solve problems. If there are special directions to follow, there are tips given by the clipart characters that explain and give examples of what to do.

I allow my students to complete the centers in any order that they wish. They love having some choice during centers.

The following pages have some frequently asked questions about using these digital centers files in Google Classroom.

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ROLL A PROBLEM

Roll 6 dice or click the button to roll. Follow the steps in order to complete each problem.



Click to roll

Roll 6 dice. List the numbers you rolled:

#####

STEP 1:

Create a decimal with the *largest* value possible to the tenths place.

Type

STEP 2:

Create a decimal with the *smallest* value possible to the tenths place.

Type

STEP 3:

Find the sum of your decimals from steps 1 & 2.

Type

Roll 6 dice. List the numbers you rolled:

#####

STEP 1:

Create a decimal with the *largest* value possible to the tenths place.

Type

STEP 2:

Create a decimal with the *smallest* value possible to the tenths place.

Type

STEP 3:

Find the sum of your decimals from steps 1 & 2.

Type



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COLOR CODING

Look at the table of 20 fractions and decimals below. Use the directions below to drag the correct colors onto each box in the table.

$\frac{3}{4}$	0.5	0.25	$\frac{3}{6}$
0.8	$\frac{1}{4}$	$\frac{2}{3}$	0.40
$\frac{2}{4}$	0.15	0.50	$\frac{5}{6}$
0.60	$\frac{3}{5}$	$\frac{1}{3}$	0.75
$\frac{10}{20}$	0.25	0.3	$\frac{4}{8}$



YELLOW

Use yellow to color all the fractions and decimals that have a value *greater than* 0.5 or $\frac{1}{2}$.



RED

Use red to color all the fractions and decimals that have a value *less than* 0.5 or $\frac{1}{2}$.



BLUE

Use blue to color all the fractions and decimals that have a value *equal to* 0.5 or $\frac{1}{2}$.



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MISSING NUMBERS

Drag the number tiles from the bottom to help you solve and fill in the missing numbers in each subtraction problem.

A.

$$\begin{array}{r} 28, 04 \square \\ - 14, \square 04 \\ \hline 13, 638 \end{array}$$

B.

$$\begin{array}{r} \square 4, 627 \\ - 17, \square 55 \\ \hline 17, 072 \end{array}$$

C.

$$\begin{array}{r} 41, \square 62 \\ - 27, 07\square \\ \hline 14, 591 \end{array}$$

1

2

3

4

5

6

