

- I. **Grade Level/Unit Number** Grade 5 Unit 1 Activity Set 2
- II. **Unit Title** Properties
- III. **Unit Length** 1 week
- IV. **Indicator Addressed**  
5-3.4 Identify applications of commutative, associative and distributive properties with whole numbers. B1
- V. **Materials Needed** - see each section
- VI. **Final Project**

### Snake

#### An AskERIC Lesson Plan

**Duration:** 30-45 minutes

**Description:** Snake is a fun and highly interactive math game for practicing basic math skills. This activity is great for substitute teachers. It is quick and easy to set up if you find you have some unplanned time. The game also helps substitute teachers gain rapport with students. Some of the classes I subbed in would ask me to play the game with them on repeat visits. I would use it as a treat at the end of the day if the students had worked hard for me that day.

**Goals:** Increase proficiency in basic addition, subtraction, multiplication, and division facts.

**Objectives:** Students will use mental math to compute answers to arithmetic problems. Students will add columns of numbers to arrive at a total score.

**Materials:**

- pair of 6-sided dice (for older grades use 10-, 12-, or 20-sided dice)
- calculator
- paper
- pencil

**Procedure:**

Each student writes the word "SNAKE" in large letters at the top of a piece of paper, making a column under each letter. All students stand by their desks, and the teacher rolls the dice and announces the two numbers. Depending on the grade level or the ability of the students, the teacher can have students add, subtract, multiply, or divide the two numbers. The