MULTIPLYING BY 10'S





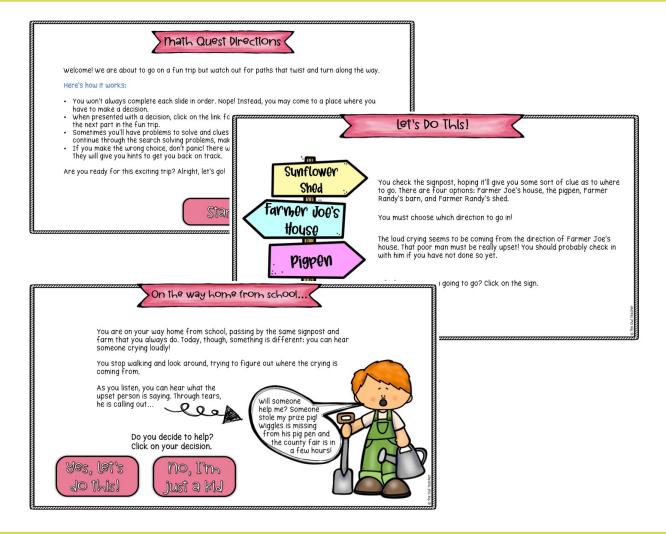
- MULTIPLICATION
- MULTIPLYING BY GROUPS OF 10
- READING COMPREHENSION SKILLS
- READING FLUENCY

Σ	Sunflower Shed	
hankfully, you were smart enough to solve the math problem on the box with the sunflower Shed key! You unlock the shed doors with no problem.		
You head inside, but stop a few steps in. It's pitch black in here! You look around, but you can't make out anything in the dark. You start to turn around and head pack outside. Just then, a light on the wall catches your eye.		
ou step closer and realize it's a panel	to control the shed lights! Great!	
But to get access, you have to solve a math problem. Not so great.		
You peek closer at the small screen of the panel, ready to solve the problem. After all screen of the panel, ready to solve the problem. After all you can't just leave before finding out what Farmer Randy is hiding in this shed!		
SELECT TH	HE CORRECT SOLUTION FOR 20 X 5.	Sunflower Shed
		You tap your answer on the screen of the panel. You look around as you wait for the lights to come on.
25	10 100	You hear a hum. A second later, the shed lights up! You blink a few times to get used to the light after being in the dark.
		20 Once your eyes adjust, you look around the shed. There are lots of normal shed items:
		wait a second Pig cages aren't normal shed items! You run over to the cage to get
		Wiggles is inside! You found him! "Don't worry, Wiggles," you say. "I'll get you out of here!"
		The pig squeaks happily in response while you try to find a way to open the crate. It
		looks like the lock is electronic, controlled by a keypad like the ones found on Farmer Joe and Farmer Randy's farms. The only issue is that you can't find a matching math problem to solve!
	Farmer Joe's House	Wiggles oinks loudly and pushes his snout through the bars of the cage. At first, you think he just wants attention, but
		then you see he's blowing away bits of straw and hay on the floor. Underneath is a piece of paper with a math equation! "wow!" You exclaim. "thanks, Wiggles!"
123	You decide that it's best to start by talking to t the crying is coming from Farmer Joe's house,	e, 240 280 320 360
4 5 6	As you head to the door to Farmer Joe's house louder. That means you're in the right place! You	See
	Farmer Joe is so upset that he can't hear you.	a. You'll have to just walk in.
	You try to turn the doorknob, but it is locked! T	
	a math equation written next to the door. It see answer into the keypad, the door will unlock!	eeems like If you punch the
	30	
	x 6	
	~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~	
120	180 ) ( 240 )	

### GET STUDENTS EXCITED ABOUT LEARNING

# WHAT'S IT ABOUT?

- STUDENTS GO ON A QUEST SIMILAR TO CREATING YOUR OWN ADVENTURE DOWN MANY PATHS FINDING CLUES AND ITEMS
- ALONG THE WAY THEY SOLVE MATH PROBLEMS AND A MYSTERY
- WHEN THEY GET THE ANSWER WRONG, ADVICE IS OFFERED TO HELP SOLVE IT CORRECTLY
- EACH READING PIECE IS CAREFULLY CRAFTED TO THE GRADE LEVEL OF THE STANDARD



## GET HIGH-QUALITY, ENGAGING RESOURCES

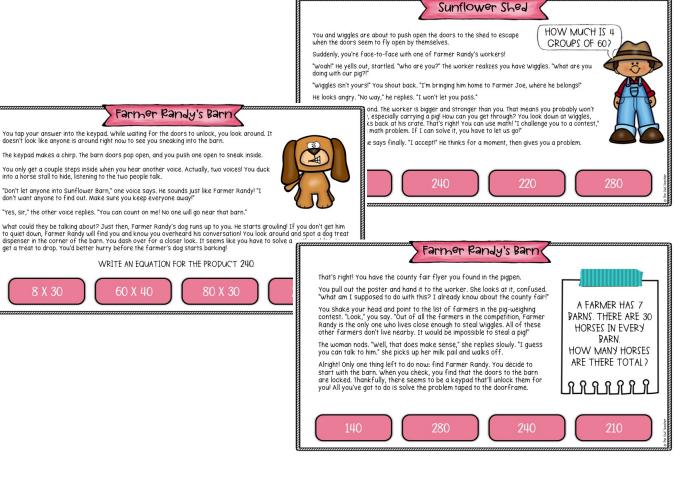
# WHAT'S THE OBJECTIVE?

- TO DETERMINE WHAT STUDENTS KNOW ABOUT THE CONCEPTS RELATED TO MULTIPLYING BY 10.
- TO BUILD AND PRACTICE READING SKILLS SUCH AS FLUENCY AND COMPREHENSION.
- TO BUILD TECHNOLOGY SKILLS.
- TO CREATE ENGAGEMENT IN THE MATH CLASSROOM.



## SAVE TIME PLANNING WITH DETAILED ACTIVITIES

#### TAKE YOUR WEEKENDS BACK TO DO WHAT YOU LOVE! © The Owl Teacher



into a horse stall to hide, listening to the two people talk.

8 X 30

60 X 40

#### AND SO MUCH MORE!

- EARLY FINISHER ACTIVITIES
- PARTNER ACTIVITIES
- WHOLE CLASS ACTIVITIES
- MATH CENTERS
- SMALL GROUPS

### **Multiple Uses** in the Classroom



The Owl Teacher