



COYOTES ALL AROUND BY STUART J. MURPHY

ACTIVITIES FOR STUDENTS

You can re-watch the video of this book being read aloud at Santa Fe Public Library YouTube channel, the City Summer Program Website (<https://summersantafe.weebly.com>) and the MathAmigos website (<https://mathamigos.org/>).

If you have any questions about the activities (but not about the materials), please contact Michele Reich at library@santafenm.gov.

I. You will need these materials from your Library Packet:

- A set of dominoes
- One deck of cards
- 9 index cards
- Spinner
- Paper and pencil for keeping score

II. Activities

A. Rounding Numbers with Dominoes

For this game, you will need a sheet of paper and a pencil to write rounded numbers.

1. Directions:

- a. Each domino has two sides so that place values are set on each side.
- b. On a piece of paper, draw a table like the one below.
- c. Start by using one domino, and round to the *tens place*.



Thousands	Hundreds	Tens	Ones

2. Then use two dominoes and round to the tens place for the first three games, the hundreds for the second three games, and the thousands for the third three games.

B. Rounding Dominoes Game

1. Ask a family member to be your partner.

- a. Place all dominoes face down. Choose one domino and flip it over to see its face. The player who chooses the domino gets to decide which way the domino faces (for example a 4 and a 5 could be either 45 or 54). The player should say out which number is chosen.
- b. Take a piece of paper write your name, the date, and title "Rounding Dominoes Game" at the top. Make two columns on the paper, one for your score, and one for your partner's score. Take turns choosing a domino and turning it over. You

loud

and your partner each write down the rounded number for the domino. For example, the number 45 rounds to 50.

- (1) For each correctly rounded number, you get one point. A family member/adult can check who gets the point for the correct answer.
- (2) Play at least *five times* and then total up your points. The player with the highest number of correct rounded numbers wins!

C. Rounding Card Game

keep
one or

1. You need nine number cards from a deck of cards and a piece of paper and a pencil to score. Reminder: Put your name, the date, and title at the top of the paper. Ask more family members to play with you at least *five games*.
 - a. Place the nine cards face down on a table. Each player picks two cards and turns them face up to make a two-digit number.
 - b. Round the number made by these two cards.
 - c. You get one point for every correctly rounded number. The player with the highest score wins!
2. Ask an adult family member to check all answers and change the scores accordingly to determine the player who gets the point.

D. Rounding Tic Tac Toe

1. Ask one or more family members to play. Make a Tic Tac Toe Card on a piece of paper by drawing a large square and then dividing the square into 9 equal squares (each smaller square will be 3 inches by 3 inches). Be sure to label the sheet with your name, the date, and the title, Rounding Tic Tac Toe.
2. Write one of these numbers in each square: 52, 86, 61, 35, 42, 65, 51, 28, and 19. See the Tic Tac Card below as an example. (You can put the numbers in different boxes on your Card.)

Rounding Tic Tac Toe

52	86	61
35	42	65
51	28	19

3. One member of the family will be the Caller. The Caller will call out numbers 10, 20, 30, 40, 50, 60, 70, 80, and 90, in any order.
 - a. When a number is called, each player will make an "X" on top of the square that has a number that, when rounded, is equal to the called number. For example, if the number called is "40," then the players would put an "X" on the number that, when rounded, is equal to 40.
 - b. The first player to get three X's in a row, going across, down, or diagonally, wins the game!

E. Now it is "Your Turn" to develop a game using the spinner.

1. Write the game Rules and Directions. For example:
 - a. Work with a family member to play your own "Rounding Game".
 - b. You and a partner use the spinner to generate one or two-digit numbers.
 - c. Write these numbers that were generated on a piece of paper.
2. Each player rounds up or down depending on the numbers that were generated.
 - a. Determine who wins the game.
 - b. Play at least 3 times and have an adult check your answers.
 - c. The player who gets the most correct answers is the winner. Good luck!

F. Become a Part of the Story

1. Make up your own addition problem containing three two-digit numbers that could be a part of the story of Coyotes All Around.
2. Round each of the numbers and find the sum of the rounded numbers. If needed, use a calculator to add up the numbers and see how close the rounded sum is to the actual sum.