

# JUMPING SPIDER MATH



CREATED BY BROOKE BROWN

# 5 JUMPING SPIDER MATH STATIONS



**SOARING SPIDERS**

This station includes a paper ruler with numbers 1 through 12 and a blue spiderweb cutout. A white plastic fork is used as a spider, with an orange pipe cleaner attached to its tines to form legs.



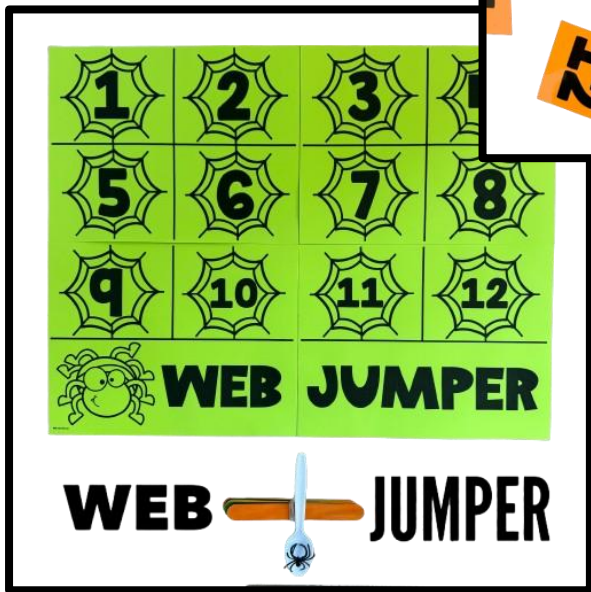
**CREEPY CRAWLER CATCHER**

This station features several colorful plastic cups (green, orange, purple) decorated with spiderweb patterns. A white plastic fork with an orange pipe cleaner attached to its tines is used as a spider.



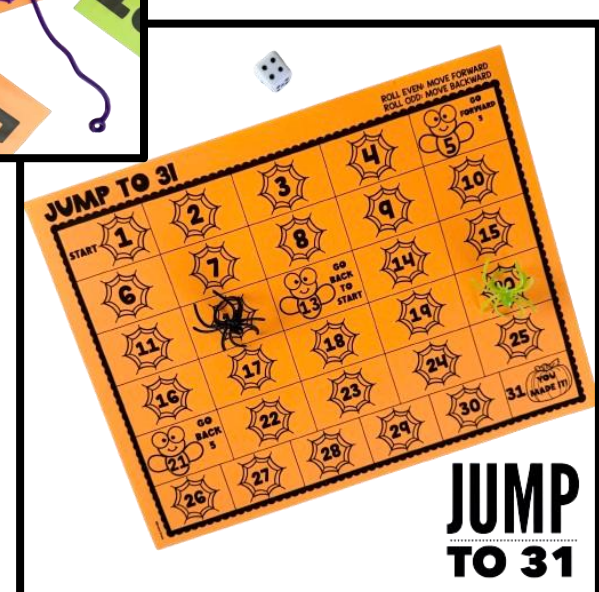
**STICK & SOLVE**

This station consists of various colored squares (orange, green, blue) with numbers on them. Small pipe cleaner spiders are placed on the squares, and their legs are used to pick up and move the numbered pieces.



**WEB JUMPER**

This station includes a green grid with numbers 1 through 12, each inside a spiderweb shape. A small spider icon is at the bottom left. A white plastic fork with an orange pipe cleaner attached to its tines is used as a spider.



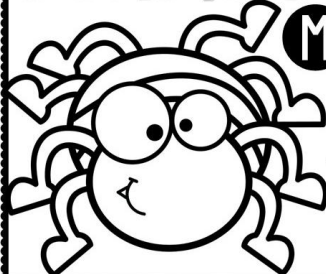
**JUMP TO 31**

This station features a large orange game board with numbers 1 through 31 arranged in a grid. The board includes instructions: "JUMP TO 31", "START", "GO FORWARD 5", "GO BACK 5", "GO FORWARD 10", "GO BACK 10", "GO FORWARD 15", "GO BACK 15", "GO FORWARD 20", "GO BACK 20", "GO FORWARD 25", "GO BACK 25", "GO FORWARD 30", "GO BACK 30", "GO FORWARD 35", "GO BACK 35". A small spider icon is on the board. A white plastic fork with an orange pipe cleaner attached to its tines is used as a spider.



# DIFFERENTIATED SKILL OPTIONS

## JUMPING SPIDER MATH



NAME: \_\_\_\_\_

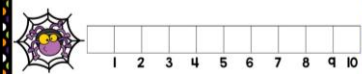
### CREEPY CRAWLER CATCHER

- 1) Launch your spider into a web cup.
- 2) Make a tally mark to show which web cup it landed in.
- 3) Repeat 4 more times.
- 4) Make a graph to match your tally mark totals.




### SOARING SPIDERS

- 1) Place your spider catapult on the starting web.
- 2) Launch your spider and measure how far it goes.
- 3) Write down your measurement.
- 4) Repeat 4 more times.
- 5) Answer the questions about your measurements.



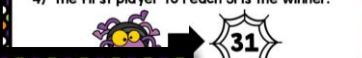
### WEB JUMPER

- 1) Launch your spider onto the Web Jumper mat.
- 2) Write down the number that your spider lands on.
- 3) Launch your spider onto the mat again.
- 4) Write down the second number.
- 5) Add the numbers together and write the sum.



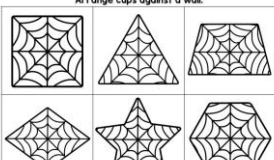
### JUMP TO 31

- 1) Roll the die.
- 2) If the die lands on an EVEN number (2, 4, 6), move your spider FORWARD.
- 3) If the die lands on an ODD number (1, 3, 5), move your spider BACKWARD.
- 4) Take turns with a partner and repeat.
- 5) The first player to reach 31 is the winner.



### CREEPY CRAWLER CATCHER

Tape webs to 6 large cups. Arrange cups against a wall.




**LOWER GRADES**

### STICK & SOLVE


ADDITION

- 1) Spread out the number cards in the center of the table.
- 2) Gently throw your sticky web onto the table to grab a card. Write down the number.
- 3) Repeat to grab one more card and write down the second number.
- 4) Add the numbers together and write the sum.



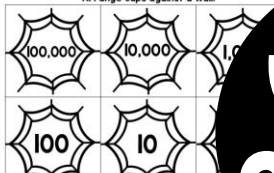
### WEB JUMPER

- 1) Launch your spider onto the Web Jumper mat.
- 2) Write down the number that your spider lands on.
- 3) Launch your spider onto the mat again.
- 4) Write down the second number.
- 5) Multiply the numbers together and write the product.



### CREEPY CRAWLER CATCHER

Tape webs to 6 large cups. Arrange cups against a wall.




**UPPER GRADES**

### STICK & SOLVE


SUBTRACTION

- 1) Spread out the number cards in the center of the table.
- 2) Gently throw your sticky web onto the table to grab a card.
- 3) Repeat to grab one more card.
- 4) Write down the larger number. First and the smaller number second.
- 5) Subtract the numbers and find the difference.



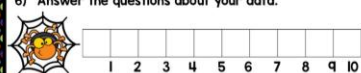
### CREEPY CRAWLER CATCHER

- 1) Launch your spider into a web cup.
- 2) Make a tally mark to show which Fly cup it landed in.
- 3) Repeat 4 more times.
- 4) Add up the value of all cups and write the total.
- 5) Write the total number in expanded form.



### SOARING SPIDERS

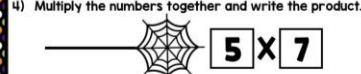
- 1) Place your spider and catapult on the starting web.
- 2) Launch your spider and measure how far it goes.
- 3) Write down your measurement.
- 4) Repeat 4 more times.
- 5) Write down your 10 jump distances in order.
- 6) Answer the questions about your data.



### STICK & SOLVE

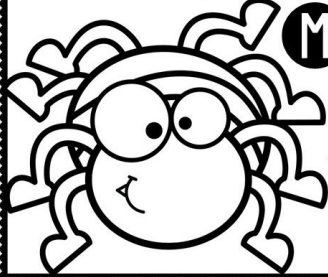
MULTIPLICATION

- 1) Spread out the number cards in the center of the table.
- 2) Gently throw your sticky web onto the table to grab a card. Write down the number.
- 3) Repeat to grab one more card and write down the second number.
- 4) Multiply the numbers together and write the product.



# DIFFERENTIATED SKILL OPTIONS

## JUMPING SPIDER MATH



NAME:

**LOWER  
GRADES**

### SOARING SPIDERS

NAME:



JUMPS	DISTANCE
1	
2	
3	
4	
5	

How Far was your  
LONGEST jump?

How Far was your  
SHORTEST jump?

### SOARING SPIDERS

NAME:

JUMPS	DISTANCE
1	
2	
3	
4	
5	
6	
7	
8	
9	
10	



#### JUMPS IN ORDER

MAXIMUM	MINIMUM	RANGE

### JUMP TO 3!

NAME:

Write 10 different names for the number 3!  
You can draw pictures, make tally marks, write words,  
or write number models such as  $30 \div 1 = 3$ .



### WEB JUMPER

NAME:

	X		=			X		=		
	X		=			X		=		
	X		=			X		=		
	X		=			X		=		
	X		=			X		=		
	X		=			X		=		
	X		=			X		=		
	X		=			X		=		
	X		=			X		=		
	X		=			X		=		

### STICK & SOLVE

NAME:

X		X		X	
X		X		X	

### WEB JUMPER

NAME:

	+		=			+		=		
	+		=			+		=		
	+		=			+		=		
	+		=			+		=		
	+		=			+		=		
	+		=			+		=		

### STICK & SOLVE

NAME:

-		-		-	

### STICK & SOLVE

NAME:


### STICK & SOLVE

NAME:


### CREEPY CRAWLER CATCHERS

NAME:

MAKE A TALLY CHART.



MAKE A GRAPH.


**UPPER  
GRADES**

### STICK & SOLVE

NAME:

X		=		X		=	
X		=		X		=	

### CREEPY CRAWLER CATCHERS

NAME:

MAKE A TALLY CHART.

100,000	10,000	1,000	100	10	1
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TOTAL VALUE:

EXPANDED FORM:

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