

SNOWBALL SLINGSHOT MATH



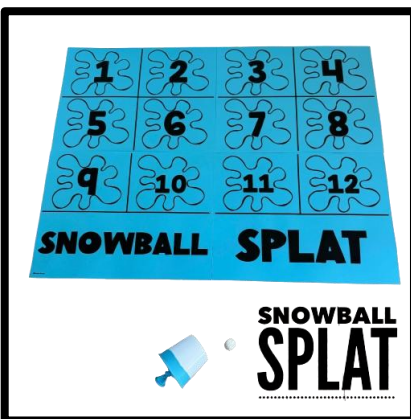
CREATED BY BROOKE BROWN

5 MARSHMALLOW LAUNCHER MATH STATIONS



A marshmallow launcher with a red base and white body is shown next to a blue game board titled "SOARING SNOWBALLS". The board features a diagonal path with numbers 1 through 8. A blue circular button with the text "START HERE" is positioned at the bottom left.

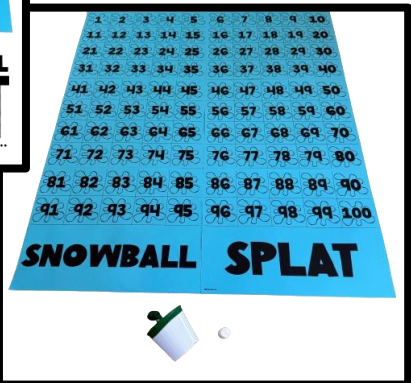
SOARING SNOWBALLS



A blue trapezoidal game board titled "SNOWBALL SPLAT" with a grid of numbers 1 through 12. A small marshmallow launcher icon is shown at the bottom left.

SNOWBALL SPLAT

8 SKILL OPTIONS



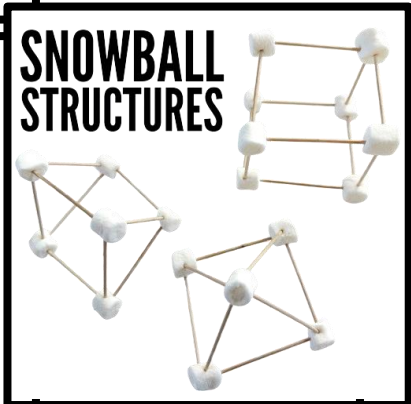
A blue trapezoidal game board titled "SNOWBALL SPLAT" with a grid of numbers 1 through 100. A small marshmallow launcher icon is shown at the bottom left.

SNOWBALL SPLAT



Several colorful plastic cups (purple, blue, and pink) are shown, some with marshmallows inside. A blue marshmallow launcher is at the bottom right.

SNOWBALL SWISH



Marshmallows are used as vertices and sticks as edges to form various geometric shapes, including triangles, squares, and a cube.

SNOWBALL STRUCTURES



Marshmallows are used as targets, and a marshmallow launcher is used to launch marshmallows at them.

SNOWMAN SMASH

DIFFERENTIATED SKILL OPTIONS

SNOWBALL SPLAT

NAMES FOR A NUMBER

- 1) Launch your marshmallow onto the Snowball Splat mat.
- 2) Write down the number that your marshmallow lands on.
- 3) Write 3 different "names" for that number. You can draw pictures, make tally marks, write words, or write number models/equations.



NAMES FOR THE NUMBER

12 twelve
III IIII II
 $10 + 2$

SNOWMAN SMASH

- 1) Stack up your mini cups to make snowmen.
- 2) Launch your marshmallow 3 times into the cup stacks.
- 3) Count the total number of ones, tens, and hundreds cups that fell over.
- 4) Draw the base ten blocks, then write the values and total.

ones
tens
hundreds



$100 + 10 + 1 = 101$
hundreds tens ones

SNOW GLOBE SWISH

- 1) Launch your marshmallow into a snow globe cup.
- 2) Make a tally mark to show which snow globe shape it landed in.
- 3) Repeat 4 more times.
- 4) Color the bars on the graph to match your tally mark totals.



LOWER GRADES

SNOWBALL SPLAT

ADDITION

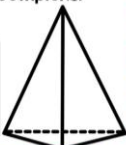
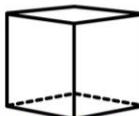
- 1) Launch your marshmallow onto the Snowball Splat mat.
- 2) Write down the number that your marshmallow lands on.
- 3) Launch your marshmallow onto the mat again.
- 4) Write down the second number.
- 5) Add the numbers together and write the sum.



4 + 3 = 7
LAUNCH 1 LAUNCH 2

SNOWBALL STRUCTURES

Follow the instructions and pictures on your recording sheet to create 3D shapes and solids out of marshmallows and toothpicks.



SOARING SNOWBALLS

- 1) Place your snowball slingshot on the "Start Here" snowball.
- 2) Launch your marshmallow and measure how far it goes.
- 3) Write down your measurement.
- 4) Repeat 4 more times.
- 5) Answer the questions about your measurements.



1 2 3 4 5 6 7 8 9 10

9 - 5 = 4
LAUNCH 1 LAUNCH 2

SNOWBALL SPLAT

COMPARING NUMBERS

- 1) Launch your marshmallow onto the Snowball Splat mat.
- 2) Write down the number that your marshmallow lands on.
- 3) Launch your marshmallow again and write down the second number.
- 4) Write the symbol in the middle to compare the values of the numbers: < (less than), > (greater than), or = (equal).



8
2

UPPER GRADES

SOARING SNOWBALLS

- 1) Place your snowball slingshot on the "Start Here" snowball.
- 2) Launch your marshmallow and measure how far it goes.
- 3) Write down your measurement.
- 4) Repeat 4 more times.
- 5) Write down your 10 launch distances in order.
- 6) Answer the questions about your data.



1 2 3 4 5 6 7 8 9 10

SNOWBALL SPLAT

MULTIPLICATION

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



4 x 5 = 20
LAUNCH 1 LAUNCH 2

SNOWMAN SMASH

- 1) Stack up your mini cups to make snowmen.
- 2) Launch your marshmallow 3 times into the cup stacks.
- 3) Count the total number of whole numbers, tenths, and hundredths cups that fell over.
- 4) Draw the base ten blocks and write the total decimal value.

hundredths
tenths
whole numbers



1.11
whole numbers tenths hundredths

SNOW GLOBE SWISH

- 1) Launch your marshmallow into a snow globe cup.
- 2) Make a tally mark to show which 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.



SNOWBALL
SLINGSHOT MATH

NAME: _____

LOWER

SNOWBALL STRUCTURES

NAME:

Color each shape after you build it.
Count the sides and vertices.

| | | |
|--|--|---|
| TRIANGLE How many sides? How many vertices? | SQUARE How many sides? How many vertices? | RHOMBUS How many sides? How many vertices? |
|--|--|---|

SNOWBALL STRUCTURES





NAME:

Color each 3D solid after you build it. Count the Faces, edges, and vertices.




| | | |
|---|--|---|
| CUBE How many faces? How many edges? How many vertices? | RECTANGULAR PRISM How many faces? How many edges? How many vertices? | HEXAGONAL PRISM How many faces? How many edges? How many vertices? |
| TRIANGULAR PYRAMID How many faces? How many edges? How many vertices? | SQUARE PYRAMID How many faces? How many edges? How many vertices? | PENTAGONAL PRISM How many faces? How many edges? How many vertices? |

SNOWBALL SPLAT NAME: _____

Write 3 different "names" for each number. You can make tally marks, write words, or write numbers.






| NUMBER | NUMBER |
|---|---|
|  |  |
|  |  |

Write the symbols and numbers:

| | | |
|---|---|---|
|  |  |  |
|---|---|---|

SNOWBALL SPLAT NAME: _____

Write the symbols and numbers:

| | | | | |
|---|---|---|--|---|
|  |  |  |  |  |
|---|---|---|--|---|

*** SNOWBALL SPLAT**


NAME: _____

Write the symbol in the middle to compare the values of the numbers: < (less than), > (greater than), or = (equal).


| | | | | | | |
|--|--|--|--|--|--|--|
| | | | | | | |
| | | | | | | |
| | | | | | | |
| | | | | | | |
| | | | | | | |

[illegible]

BALL SPLAT NAME: _____



| | |
|--|--|
| | |
| | |



| | |
|--|--|
| | |
| | |


SNOWMAN SMASH

NAME: _____

Draw the base ten blocks, then write the values and


• = 1
| = 10
□ = 100

| | | |
|-----------|-----------|-----------|
| | | |
| • • • • • | • • • • • | • • • • • |
| | | |
| • • • • • | • • • • • | • • • • • |
| | | |
| • • • • • | • • • • • | • • • • • |



SOARING SNOWBALLS

NAME: _____



| LAUNCH | DISTANCE |
|--------|----------|
| 1 | |
| 2 | |
| 3 | |
| 4 | |
| 5 | |

How long was your **FARTHEST** launch?


How long was your **SHORTEST** launch?

SOARING SNOWBALLS

NAME: _____

| LAUNCH | DISTANCE | LAUNCHES IN ORDER | | |
|--------|----------|-------------------|--|--|
| 1 | | | | |
| 2 | | | | |
| 3 | | | | |
| 4 | | | | |
| 5 | | | | |
| 6 | | | | |
| 7 | | | | |
| 8 | | | | |
| 9 | | | | |
| 10 | | | | |

| MAXIMUM | MINIMUM | RANGE |
|---------|---------|-------|
| | | |
| | MEDIAN | MODE |



SNOW GLOBE SWISH

NAME: _____


MAKE A TALLY CHART.

| 100,000 | 10,000 | 1,000 | 100 | 10 | 1 |
|---------|--------|-------|-----|----|---|
| | | | | | |

TOTAL VALUE:

EXPANDED FORM:

_____ • _____ • _____ • _____ • _____



SNOWMAN SMASH

NAME: _____

Draw the base ten blocks, then write the total decimal value.

| <div style="border: 1px solid black; width: 40px; height: 40px; display: flex; align-items: center; justify-content: center; margin-bottom: 5px;"> ■ </div> = whole numbers | <div style="border: 1px solid black; width: 40px; height: 40px; display: flex; align-items: center; justify-content: center; margin-bottom: 5px;"> ■ </div> = tenths | <div style="border: 1px solid black; width: 40px; height: 40px; display: flex; align-items: center; justify-content: center; margin-bottom: 5px;"> ■ </div> = hundredths | |
|---|---|--|---|
| <div style="border: 1px solid black; width: 100%; height: 100%; position: relative;"> <div style="position: absolute; top: 50%; left: 50%; transform: translate(-50%, -50%); font-size: 24px;">•</div> </div> | <div style="border: 1px solid black; width: 100%; height: 100%; position: relative;"> <div style="position: absolute; top: 50%; left: 50%; transform: translate(-50%, -50%); font-size: 24px;">•</div> </div> | <div style="border: 1px solid black; width: 100%; height: 100%; position: relative;"> <div style="position: absolute; top: 50%; left: 50%; transform: translate(-50%, -50%); font-size: 24px;">•</div> </div> | <div style="border: 1px solid black; width: 100%; height: 100%; position: relative;"> <div style="position: absolute; top: 50%; left: 50%; transform: translate(-50%, -50%); font-size: 24px;">•</div> </div> |