

PUZZLE TREASURE HUNT (LEVEL 3)

DescriptionLearners will join in a puzzle treasure hunt! They will create puzzles depicting something they treasure and will hide the pieces around them. They will create a map and make clues using numbers and math to help their friends find these pieces and solve the puzzle.Leading questionHow can we design a special treasure hunt to learn about each other's most treasured moments?Subjects coveredMath, Art and DesignTotal time required40-60 min a day for 4 daysResources requiredPaper, Pen/pencil, scissors, ruler, coloured pencils/pens, small envelopes/bags, cardboard (optional)Learning outcomes:By the end of this project, learners will be able to: Knowledge-Based Outcomes: 1. Count to 1000, starting at any number less than 1000. 2. Draw a number line (whole numbers). 3. Identify the predecessor and successor of a given number. 4. Skip count to 1000 in multiples of 2, 5, 10, 50. 5. Skip count to 1000 in multiples of 6, 7, 8, 9, 11 and 12.21st Century Skill Outcomes: 1. Think critically while applying concepts learnt in creating challenging clues. 3. Collaborate throughout the project in agreeing on specific spots to hide clues and the puzzle theme. 4. Communicate effectively through correct phrasing of clues and coordinating with friends for tasks.Previous LearningCounting to 50 Skip counting by 2 and 5Supervision requiredMedium								
Leading question How can we design a special treasure hunt to learn about each other's most treasured moments? Subjects covered Math, Art and Design Total time required 40-60 min a day for 4 days Resources required Paper, Pen/pencil, scissors, ruler, coloured pencils/pens, small envelopes/bags, cardboard (optional) Learning outcomes: By the end of this project, learners will be able to: Knowledge-Based Outcomes: 1. Count to 1000, starting at any number less than 1000. 2. Draw a number line (whole numbers). 3. Identify the predecessor and successor of a given number. 4. Skip count to 1000 in multiples of 6, 7, 8, 9, 11 and 12. 21st Century Skill Outcomes: 1. Think critically while planning the hunt and creating clues. 2. Think creatively while applying concepts learnt in creating challenging clues. 3. Collaborate throughout the project in agreeing on specific spots to hide clues and the puzzle theme. 4. Communicate effectively through correct phrasing of clues and coordinating with friends for tasks. Previous Learning Counting to 50 Skip counting by 2 and 5	Description	depicting something they treasure and will hide the pieces around them. They will create a map and make clues using numbers and math to help						
most treasured moments? Subjects covered Math, Art and Design Total time required 40-60 min a day for 4 days Resources required Paper, Pen/pencil, scissors, ruler, coloured pencils/pens, small envelopes/bags, cardboard (optional) Learning outcomes: By the end of this project, learners will be able to: Knowledge-Based Outcomes: 1. Count to 1000, starting at any number less than 1000. 2. Draw a number line (whole numbers). 3. Identify the predecessor and successor of a given number. 4. Skip count to 1000 in multiples of 2, 5, 10, 50. 5. Skip count to 1000 in multiples of 6, 7, 8, 9, 11 and 12. 21 st Century Skill Outcomes: 1. Think critically while planning the hunt and creating clues. 2. Think creatively while applying concepts learnt in creating challenging clues. 3. Collaborate throughout the project in agreeing on specific spots to hide clues and the puzzle theme. 4. Communicate effectively through correct phrasing of clues and coordinating with friends for tasks. Previous Learning								
Subjects covered Math, Art and Design Total time required 40-60 min a day for 4 days Resources required Paper, Pen/pencil, scissors, ruler, coloured pencils/pens, small envelopes/bags, cardboard (optional) Learning outcomes: By the end of this project, learners will be able to: Knowledge-Based Outcomes: 1. Count to 1000, starting at any number less than 1000. 2. Draw a number line (whole numbers). 3. Identify the predecessor and successor of a given number. 4. Skip count to 1000 in multiples of 2, 5, 10, 50. 5. Skip count to 1000 in multiples of 6, 7, 8, 9, 11 and 12. 21st Century Skill Outcomes: 1. Think critically while planning the hunt and creating clues. 2. Think creatively while applying concepts learnt in creating challenging clues. 3. Collaborate throughout the project in agreeing on specific spots to hide clues and the puzzle theme. 4. Communicate effectively through correct phrasing of clues and coordinating with friends for tasks. Previous Learning	Leading question							
Total time required40-60 min a day for 4 daysResources requiredPaper, Pen/pencil, scissors, ruler, coloured pencils/pens, small envelopes/bags, cardboard (optional)Learning outcomes:By the end of this project, learners will be able to:Knowledge-Based Outcomes:1. Count to 1000, starting at any number less than 1000. 2. Draw a number line (whole numbers). 3. Identify the predecessor and successor of a given number. 4. Skip count to 1000 in multiples of 2, 5, 10, 50. 5. Skip count to 1000 in multiples of 6, 7, 8, 9, 11 and 12.21st Century Skill Outcomes: 1. Think critically while planning the hunt and creating clues. 2. Think creatively while applying concepts learnt in creating challenging clues.B. Collaborate throughout the project in agreeing on specific spots to hide clues and the puzzle theme. 4. Communicate effectively through correct phrasing of clues and coordinating with friends for tasks.Previous LearningCounting to 50 Skip counting by 2 and 5		most treasured moments?						
Resources required Paper, Pen/pencil, scissors, ruler, coloured pencils/pens, small envelopes/bags, cardboard (optional) Learning outcomes: By the end of this project, learners will be able to: Knowledge-Based Outcomes: 1. Count to 1000, starting at any number less than 1000. 2. Draw a number line (whole numbers). 3. Identify the predecessor and successor of a given number. 4. Skip count to 1000 in multiples of 2, 5, 10, 50. 5. Skip count to 1000 in multiples of 6, 7, 8, 9, 11 and 12. 21 st Century Skill Outcomes: 1. Think critically while planning the hunt and creating clues. 2. Think creatively while applying concepts learnt in creating challenging clues. 3. Collaborate throughout the project in agreeing on specific spots to hide clues and the puzzle theme. 4. Communicate effectively through correct phrasing of clues and coordinating with friends for tasks. Previous Learning	Subjects covered	Math, Art and Design						
envelopes/bags, cardboard (optional)Learning outcomes:By the end of this project, learners will be able to:Knowledge-Based Outcomes:.1. Count to 1000, starting at any number less than 1000.2. Draw a number line (whole numbers).3. Identify the predecessor and successor of a given number.4. Skip count to 1000 in multiples of 2, 5, 10, 50.5. Skip count to 1000 in multiples of 6, 7, 8, 9, 11 and 12.21st Century Skill Outcomes:1. Think critically while planning the hunt and creating clues.2. Think creatively while applying concepts learnt in creating challenging clues.3. Collaborate throughout the project in agreeing on specific spots to hide clues and the puzzle theme.4. Communicate effectively through correct phrasing of clues and coordinating with friends for tasks.Previous LearningCounting to 50 Skip counting by 2 and 5	Total time required	40-60 min a day for 4 days						
envelopes/bags, cardboard (optional)Learning outcomes:By the end of this project, learners will be able to:Knowledge-Based Outcomes:.1. Count to 1000, starting at any number less than 1000.2. Draw a number line (whole numbers).3. Identify the predecessor and successor of a given number.4. Skip count to 1000 in multiples of 2, 5, 10, 50.5. Skip count to 1000 in multiples of 6, 7, 8, 9, 11 and 12.21st Century Skill Outcomes:1. Think critically while planning the hunt and creating clues.2. Think creatively while applying concepts learnt in creating challenging clues.3. Collaborate throughout the project in agreeing on specific spots to hide clues and the puzzle theme.4. Communicate effectively through correct phrasing of clues and coordinating with friends for tasks.Previous LearningCounting to 50 Skip counting by 2 and 5	Resources required							
Learning outcomes: By the end of this project, learners will be able to: Knowledge-Based Outcomes: 1. Count to 1000, starting at any number less than 1000. 2. Draw a number line (whole numbers). 3. Identify the predecessor and successor of a given number. 4. Skip count to 1000 in multiples of 2, 5, 10, 50. 5. Skip count to 1000 in multiples of 6, 7, 8, 9, 11 and 12. 21 st Century Skill Outcomes: 1. Think critically while planning the hunt and creating clues. 2. Think creatively while applying concepts learnt in creating challenging clues. 3. Collaborate throughout the project in agreeing on specific spots to hide clues and the puzzle theme. 4. Communicate effectively through correct phrasing of clues and coordinating with friends for tasks. Previous Learning								
Knowledge-Based Outcomes: 1. Count to 1000, starting at any number less than 1000. 2. Draw a number line (whole numbers). 3. Identify the predecessor and successor of a given number. 4. Skip count to 1000 in multiples of 2, 5, 10, 50. 5. Skip count to 1000 in multiples of 6, 7, 8, 9, 11 and 12. 21 st Century Skill Outcomes: 1. Think critically while planning the hunt and creating clues. 2. Think creatively while applying concepts learnt in creating challenging clues. 3. Collaborate throughout the project in agreeing on specific spots to hide clues and the puzzle theme. 4. Communicate effectively through correct phrasing of clues and coordinating with friends for tasks. Previous Learning Counting to 50 Skip counting by 2 and 5								
1. Count to 1000, starting at any number less than 1000. 2. Draw a number line (whole numbers). 3. Identify the predecessor and successor of a given number. 4. Skip count to 1000 in multiples of 2, 5, 10, 50. 5. Skip count to 1000 in multiples of 6, 7, 8, 9, 11 and 12. 21 st Century Skill Outcomes: 1. Think critically while planning the hunt and creating clues. 2. Think creatively while applying concepts learnt in creating challenging clues. 3. Collaborate throughout the project in agreeing on specific spots to hide clues and the puzzle theme. 4. Communicate effectively through correct phrasing of clues and coordinating with friends for tasks. Previous Learning Counting to 50 Skip counting by 2 and 5	Learning outcomes:	By the end of this project, learners will be able to:						
1. Count to 1000, starting at any number less than 1000. 2. Draw a number line (whole numbers). 3. Identify the predecessor and successor of a given number. 4. Skip count to 1000 in multiples of 2, 5, 10, 50. 5. Skip count to 1000 in multiples of 6, 7, 8, 9, 11 and 12. 21 st Century Skill Outcomes: 1. Think critically while planning the hunt and creating clues. 2. Think creatively while applying concepts learnt in creating challenging clues. 3. Collaborate throughout the project in agreeing on specific spots to hide clues and the puzzle theme. 4. Communicate effectively through correct phrasing of clues and coordinating with friends for tasks. Previous Learning Counting to 50 Skip counting by 2 and 5								
1. Count to 1000, starting at any number less than 1000. 2. Draw a number line (whole numbers). 3. Identify the predecessor and successor of a given number. 4. Skip count to 1000 in multiples of 2, 5, 10, 50. 5. Skip count to 1000 in multiples of 6, 7, 8, 9, 11 and 12. 21 st Century Skill Outcomes: 1. Think critically while planning the hunt and creating clues. 2. Think creatively while applying concepts learnt in creating challenging clues. 3. Collaborate throughout the project in agreeing on specific spots to hide clues and the puzzle theme. 4. Communicate effectively through correct phrasing of clues and coordinating with friends for tasks. Previous Learning Counting to 50 Skip counting by 2 and 5		Knowledge-Based Outcomes:						
2. Draw a number line (whole numbers). 3. Identify the predecessor and successor of a given number. 4. Skip count to 1000 in multiples of 2, 5, 10, 50. 5. Skip count to 1000 in multiples of 6, 7, 8, 9, 11 and 12. 21 st Century Skill Outcomes: 1. Think critically while planning the hunt and creating clues. 2. Think creatively while applying concepts learnt in creating challenging clues. 3. Collaborate throughout the project in agreeing on specific spots to hide clues and the puzzle theme. 4. Communicate effectively through correct phrasing of clues and coordinating with friends for tasks. Previous Learning Counting to 50 Skip counting by 2 and 5		-						
 3. Identify the predecessor and successor of a given number. 4. Skip count to 1000 in multiples of 2, 5, 10, 50. 5. Skip count to 1000 in multiples of 6, 7, 8, 9, 11 and 12. 21st Century Skill Outcomes: Think critically while planning the hunt and creating clues. Think creatively while applying concepts learnt in creating challenging clues. Collaborate throughout the project in agreeing on specific spots to hide clues and the puzzle theme. Communicate effectively through correct phrasing of clues and coordinating with friends for tasks. Previous Learning Counting to 50 Skip counting by 2 and 5 								
 4. Skip count to 1000 in multiples of 2, 5, 10, 50. 5. Skip count to 1000 in multiples of 6, 7, 8, 9, 11 and 12. 21st Century Skill Outcomes: Think critically while planning the hunt and creating clues. Think creatively while applying concepts learnt in creating challenging clues. Collaborate throughout the project in agreeing on specific spots to hide clues and the puzzle theme. Communicate effectively through correct phrasing of clues and coordinating with friends for tasks. Previous Learning Counting to 50 Skip counting by 2 and 5 		· · · · ·						
5. Skip count to 1000 in multiples of 6, 7, 8, 9, 11 and 12. 21 st Century Skill Outcomes: Think critically while planning the hunt and creating clues. Think creatively while applying concepts learnt in creating challenging clues. Collaborate throughout the project in agreeing on specific spots to hide clues and the puzzle theme. Communicate effectively through correct phrasing of clues and coordinating with friends for tasks. Previous Learning Counting to 50 Skip counting by 2 and 5								
21 st Century Skill Outcomes: 1. Think critically while planning the hunt and creating clues. 2. Think creatively while applying concepts learnt in creating challenging clues. 3. Collaborate throughout the project in agreeing on specific spots to hide clues and the puzzle theme. 4. Communicate effectively through correct phrasing of clues and coordinating with friends for tasks. Previous Learning Counting to 50 Skip counting by 2 and 5								
1. Think critically while planning the hunt and creating clues.2. Think creatively while applying concepts learnt in creating challenging clues.3. Collaborate throughout the project in agreeing on specific spots to hide clues and the puzzle theme.4. Communicate effectively through correct phrasing of clues and coordinating with friends for tasks.Previous LearningCounting to 50 Skip counting by 2 and 5		5. Skip count to 1000 in multiples of 0, 7, 0, 5, 11 and 12.						
2. Think creatively while applying concepts learnt in creating challenging clues. 3. Collaborate throughout the project in agreeing on specific spots to hide clues and the puzzle theme. 4. Communicate effectively through correct phrasing of clues and coordinating with friends for tasks. Previous Learning Counting to 50 Skip counting by 2 and 5		21 st Century Skill Outcomes:						
challenging clues. 3. Collaborate throughout the project in agreeing on specific spots to hide clues and the puzzle theme. 4. Communicate effectively through correct phrasing of clues and coordinating with friends for tasks. Previous Learning Counting to 50 Skip counting by 2 and 5		1. Think critically while planning the hunt and creating clues.						
challenging clues. 3. Collaborate throughout the project in agreeing on specific spots to hide clues and the puzzle theme. 4. Communicate effectively through correct phrasing of clues and coordinating with friends for tasks. Previous Learning Counting to 50 Skip counting by 2 and 5								
3. Collaborate throughout the project in agreeing on specific spots to hide clues and the puzzle theme. 4. Communicate effectively through correct phrasing of clues and coordinating with friends for tasks. Previous Learning Counting to 50 Skip counting by 2 and 5								
hide clues and the puzzle theme. 4. Communicate effectively through correct phrasing of clues and coordinating with friends for tasks. Previous Learning Counting to 50 Skip counting by 2 and 5								
4. Communicate effectively through correct phrasing of clues and coordinating with friends for tasks. Previous Learning Counting to 50 Skip counting by 2 and 5								
Previous Learning Counting to 50 Skip counting by 2 and 5								
Previous Learning Counting to 50 Skip counting by 2 and 5								
Skip counting by 2 and 5		coordinating with friends for tasks.						
	Previous Learning	Counting to 50						
Supervision required Medium		Skip counting by 2 and 5						
	Supervision required							

Day 1 -

Today, you will plan the route for your treasure hunt, recap counting, and start thinking about how you want to make your puzzles.

	Time	Activity and Description
--	------	--------------------------

EAA welcomes feedback on its projects in order to improve. For feedback please use this link <u>https://forms.gle/pVXs3vQEufuzSShs7</u>



10 minutes	Understanding What a Treasure Hunt is						
	 Note: Show learners the image of a treasure map in Appendix 1. Have you seen an image like this before? What do you think this image shows? What do you think the dotted line and the different objects in the image represent? This is a map, specifically, a treasure map! People can use maps like these to find 						
	 People call use maps like these to find hidden treasures! The dotted line shows the path to the treasure. The small cross shows the starting point of the path. The big cross shows where the treasure is. The objects, such as trees and the cave are landmarks or important locations that will help you find your way. 						
	The leading question of this project is: How can we design a special treasure hunt to learn about each other's most treasured moments?						
	 A treasured moment is a moment that has a special meaning or significance to you. In this project, we will be creating puzzles that depict something we treasure. We will then hide the puzzle pieces around them. We will create a map and make clues using numbers and math to help our friends find these pieces and make the puzzle! 						
15 minutes	 Puzzle Idea Note: If needed, explain to the learner what a puzzle is using the shown image. Decide what you would like to draw to make your puzzle! Remember you must draw something that means a lot to you. It could be a favourite memory, a place you love visiting, or something that you love to eat etc. 						
15 minutes	Game to Recap Counting 1-1000 Note: If only one learner is participating in the project, get them to bring a few friends to the class for this activity.						
	We will be finishing, cutting and numbering our puzzle pieces in the next class. To be able to number our pieces correctly, we need to recap counting!						



									Cares, e. Fam
	 Let us do this by playing a game! To play the game: We will stand in a circle and use a ball (which can be made of crushed paper). The learner with the ball must say any number between 1 and 1000 (E.g. 789) and then throw the ball to a classmate. The person who catches the ball should then list the next 5 numbers that come after it. (E.g. 790, 791, 792, 793, and 794) They then say another number between 1 and 1000 and throw the ball to someone else. Note: If learners are struggling to count, pause and explain the pattern followed in counting and how place values change after reaching 9. Teachers can draw the place value chart on the board to explain this concept. See Appendix 2. E.g. after 129, the ones place changes to 0, and the tens place increases by 1, to create 120 or after 599, since there are two 9s, they both become 0 and the hundreds place increases by 1 to give us 600. 								
								plain this concept. See ace increases by 1, to	
	Periods LAKHS THOUSANDS ONES								
	Places	Ten lakhs 1000000	One lakh 100000	Ten thousands 10000 O math only-math.com	One thousand 1000	Hundreds 100	Tens 10	Ones 1	
	6314829	6	3	1	4	8	2	9	
	Imath-only replaced 7 5 3 6 1 0 753610 7 5 0 neth-only methods 0								
	1154897 1 1 5 4 8 9 7								
At-home activities	Tip: To - -	lf you c	ould not Ir drawir	rs, ask them finish your o ng into at leas	drawing in cl	ass, finis	h it a	t hom	
									c

Day 2

Today, you will number the pieces of your puzzle, explore the concept of multiples, and group the pieces into bags to hide them!

EAA welcomes feedback on its projects in order to improve. For feedback please use this link <u>https://forms.gle/pVXs3vQEufuzSShs7</u>



Time	Activity and Description					
10 minutes	Numbering Pieces					
	Now you will number the pieces of the puzzle! Make sure that you number the pieces in					
	continuation from left to right, row by row, or top to bottom.					
10 minutes	Multiples of Numbers					
	We will be splitting our puzzle pieces into 4 bags. For this, let us learn a math concept called					
	multiples!					
	- When we count normally, we go like this: 1, 2, 3, 4, 5, and so on. We are counting by					
	adding one to the last number.					
	- However, when we skip count by 6s or 7s, we count by adding 6 or 7 to the number.					
	- The numbers we get by counting this way are called multiples . For example, when					
	we skip count by 5, we count in multiples of 5. 5, 10, 15, 20 and so on are multiples					
	of 5.					
	- Multiples are numbers that fall in the table of a particular number.					
	<i>Note:</i> Ask learners to answer the following questions:					
	1. What are the first 4 multiples of 9? (Answer: 9, 18, 27, 36)					
	2. Which of the following is not a multiple of 8: 28, 56, 80, 16? (Answer: 28)					
	3. Which of the following is a multiple of 11: 111, 101, 99, 65? (Answer: 99)					
	Tip:					
	- To simplify, cover multiples of smaller numbers such as 2, 3, 4, and 5.					
	- To challenge learners,					
	- get them to identify patterns in multiples of 2, 5, and 10. Eg: all multiples of					
	<i>2 end with an even number. All those of 5 end with 5 or a zero.</i>					
	- explain the concept of factors to them. A factor is a number that divides the					
	given number evenly or exactly, leaving no remainder. If 'number A' appears					
	in 'number B's' multiplication table, Number B is a factor of Number A. E.g.					
	6 is a factor of 42.					
10 minutes	Game on Multiples and Skip Counting					
	Now, let us play a game on counting in multiples!					
	Note:					
	- If only one learner is participating in the project, get them to bring a few friends to					
	the class for this activity.					
	- Get all learners to sit in a circle.					
	Start counting from 6 and then each person will follow by saying the next number in a					
	multiple of 6 until they reach the number closest to 100!					
	You can repeat the game with multiples of 7, 9 and so on.					



10 minutes	 Bagging Puzzle Pieces Set aside 4 bags/envelopes for your puzzle pieces. Choose 3 numbers between 2 and 12. Sort the puzzle pieces into each bag using multiples of these numbers. For example, if you chose 5, 9 and 12, the first bag will have multiples of 5, the second multiples of 9 and the third multiples of 12. Write the total number of pieces in each bag.
At-home activities	 Once the three bags are filled, you can put the remaining pieces into the last bag. Play the number game and the multiples game with your friends and family!

Day 3 –

Today, you will create a map and clues that will help your friends find the hidden puzzle pieces!

Time	Activity and Description
10 minutes	Predecessors & Successors of Numbers
	To create clues, we will use the concept of predecessors and successors.
	<i>Note:</i> Draw a number line from 40 to 60 on the board. Ask learners to identify which number comes after 50. How about before 50?
	 A number that is placed before a given number on the number line is called its predecessor. 49 is the predecessor of 50.
	 A number that comes after a given number is called its successor. 51 is the successor of 50.
	- A predecessor is the number minus 1 and the successor is the number + 1.
	Write the predecessor and successor of these numbers: 85, 670, 101, 422, 999.
	<i>Tip:</i> To challenge learners give them larger numbers such as 45909 and ask them also to write the number in words.
10 minutes	Game on Predecessors and Successors
	Note: If only one learner is participating in this project, get them to bring a few friends to the
	class for this activity.
	Let us play a game on predecessors and successors!
	<i>Note:</i> To play this game:
	- Learners must stand in a circle with the teacher at the centre.
	- The teacher points at a learner and says a number, e.g. 39.



	 The learner standing to his/her left must say the predecessor of the number, in this case, 38. The learner standing to his/her right must say the successor of the number, in this case, 40. If any learner says the wrong number, he/she is out. The last 2 or 3 people left, can be declared the winners!
10 minutes	Hiding Spots! Now, we will identify hiding spots for our puzzle pieces!
	To do this:
	 Think about 3 or 4 spots around a room/ park/ garden where you wish to hide the bags of pieces. Make sure that these spots are not too far away from each other! You must choose places for which you can provide clues using predecessor and successor.
	 For example, two bags can be found in the classroom that is the predecessor of grade 6 or three bags are on the floor that is the successor of 2. You can even provide the direction and approximate number of footsteps between two hiding places!
	- For example, turn right and walk 50 steps to find the next hiding spot.
10 minutes	Creating the Map
	Now, you will draw a map of your neighbourhood/ school and mark the areas where the bags of puzzle pieces are hidden. You must:
	- Mark the starting and endpoints of the clue hunt!
	- You can write the clues next to each location to help your friends find them.
	- Mention how many bags are hidden in each location.
At-home activities	Tell a friend or a family member - who isn't going to participate in the hunt the next day - about the hiding spots you chose. Ask for their suggestions on whether it is too easy/ difficult/ unsafe to hide the bags there.

Day 4 –

Today, your friends will hunt for your puzzle pieces and put the puzzles together! Once done, you will reflect on your experience doing this project.

Time	Activity and Description
30 minutes	Hunt! Note: If only one learner is participating in the project, get them to bring a few friends to the class for this activity. If not, the two groups can exchange maps and clues. - Hide the bags! - Share/ exchange your maps!



	- Inform your friends that to win the hunt they must then come back, sort the pieces, and put the puzzle pieces together.
10 minutes	 Reflection Now that we have completed the project, let us think about our experience and what we learned. Think and share: What did you enjoy in this project? What did you not enjoy? What did you learn during this project that you did not already know? What did your friends think about the completed puzzle? What did they learn about you from it?

Additional enrichment activities:	 Learners can make clues other than ones based on numbers. They can make clues involving riddles or jumbled words! Add more complex concepts for learners to create clues on such as prime numbers, divisibility rules, etc.
Modifications for simplification	Learners can make easier puzzles and also cut them out into fewer pieces.

ASSESSMENT CRITERIA

A majority of my learners were able to:

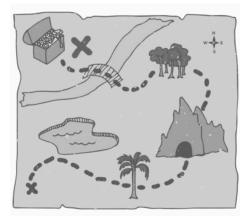
- \Box Count from 1 to 1000
- $\hfill\square$ Identify the predecessor and successor of a number
- □ Identify multiples of given numbers
- □ Create a map and write clues involving the different math concepts

APPENDIX

Appendix 1:

Treasure Map:

education التعليم فوق above الجميع all



Appendix 2:

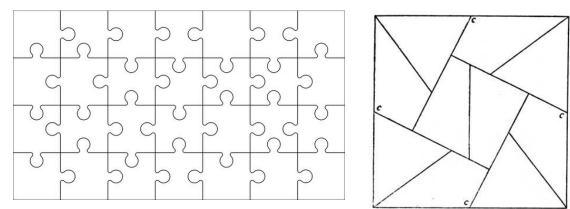
Place Value Chart

(Source:https://www.math-only-math.com/images/periods-in-the-place-value-chart.png)

Periods	LA	KHS	THOU	ONES			
Places	Ten lakhs 1000000	One lakh 100000	Ten thousands 10000 © math-only-math.com	One thousand 1000	Hundreds 100	Tens 10	Ones 1
6314829	6	3	1	4	8	2	9
© math-only- 753610	math.com	7	5 © math-only	3 -math.com	6 © math-only-mat	1 th.com	0
1154897	1 © math-o	1 nly-math.com	5	4	8	9	7

Appendix 3:

Puzzle Pieces Options



EAA welcomes feedback on its projects in order to improve. For feedback please use this link <u>https://forms.gle/pVXs3vQEufuzSShs7</u>