

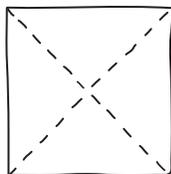
Getting Started

How to Use

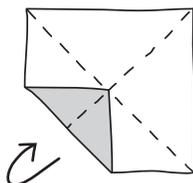
1. Select a skill you would like your students to practice, and make multiple copies of the corresponding page. Store the pages in a labeled hanging file in a math center or where math manipulatives are stored.
2. Demonstrate how to fold the cootie catchers. Display the instructions for students' reference.
3. Remind students to read the *Before You Flip* section before using each cootie catcher.
4. Have the students complete the *After You Flip* activity as an extension or quick assessment after they have used each cootie catcher. Ask the students to return the top portion of the page to you. Use this, along with the recording sheet, to keep track of assigned cootie catchers.
5. Send the cootie catchers home for additional practice.

How to Make

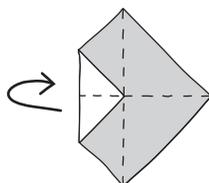
1. Carefully cut along the outline of the square. Fold and unfold the square in half diagonally in both directions to make two creases that form an X.



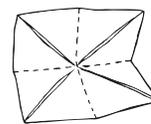
2. Place the paper facedown, and then fold each of the four corners in so that their points touch the center.



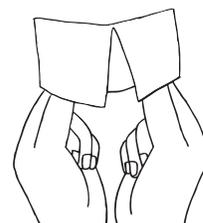
3. Turn the paper over so the flaps are facedown. Again, fold each of the four corners in so their points touch the center.



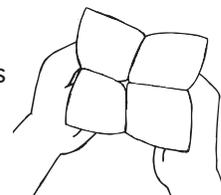
4. Fold the square in half, making a rectangle. Unfold and fold in half in the opposite direction, making a rectangle.



5. Slide both index fingers and thumbs under the four flaps.



6. Use your thumbs and index fingers to pinch the top corners together and form a point. You are ready to play.



How to Play

1. Choose a number from one to five.
2. Open and close the cootie catcher (front to back and then sideways) as many times as the number selected.
3. Choose one of the four questions shown inside and answer it.
4. Lift the flap on which the question is written and check the answer.
5. Continue playing in the same way until all eight questions have been answered.

Even or Odd?

**Before
you
"FLIP"**

Hint: Even numbers have 0, 2, 4, 6, or 8 in the ones place. Odd numbers have 1, 3, 5, 7, or 9 in the ones place.

**After
you
"FLIP"**

For each of the following, write the number and tell whether it is even or odd.

Your age: _____ The number of students in your classroom: _____

The star-shaped graphic is divided into sections. The top-left section contains the text "Even or Odd?" and the number 97. The top-right section contains the text "Even or Odd?" and the number 43. The middle-left section contains the number 758 and a star with a face and the word "even". The middle-right section contains the number 321 and a star with a face and the word "odd". The bottom-left section contains the number 97 and a star with a face and the word "even". The bottom-right section contains the number 478 and a star with a face and the word "even". The bottom-most section contains the text "Even or Odd?" and the number 154. The bottom-right-most section contains the text "Even or Odd?" and the number 88. The center of the star contains a large, empty star shape.

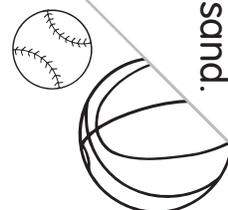
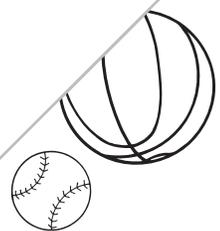
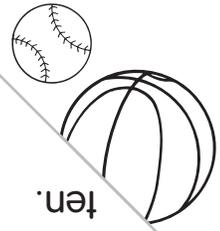
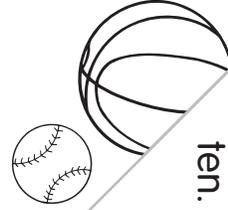
Rounding Numbers

**Before
you
"FLIP"**

Hint: Look at the digit you need to round to. If the digit to the right is less than 5, do not change the digit you need to round to. If it is 5 or greater, add one.

**After
you
"FLIP"**

Round 9,999 to the nearest ten.

	<p>Round 2,283 to the nearest hundred.</p>  <p>2,300</p>	<p>Round 8,454 to the nearest thousand.</p>  <p>8,000</p>	
<p>Round 655 to the nearest ten.</p>  <p>660</p>			<p>Round 1,351 to the nearest hundred.</p>  <p>1,400</p>
<p>Round 9,950 to the nearest ten.</p>  <p>9,950</p>	<p>Round 9,950 to the nearest ten.</p>  <p>9,950</p>	<p>Round 7,140 to the nearest ten.</p>  <p>7,140</p>	<p>Round 4,778 to the nearest thousand.</p>  <p>5,000</p>
	<p>Round 3,699 to the nearest hundred.</p>  <p>3,700</p>	<p>Round 7,144 to the nearest ten.</p>  <p>7,140</p>	

Mean, Mode, Median, and Range

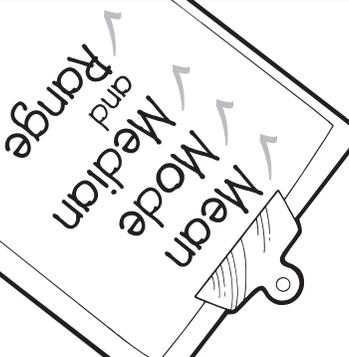
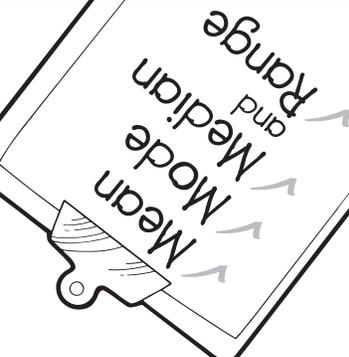
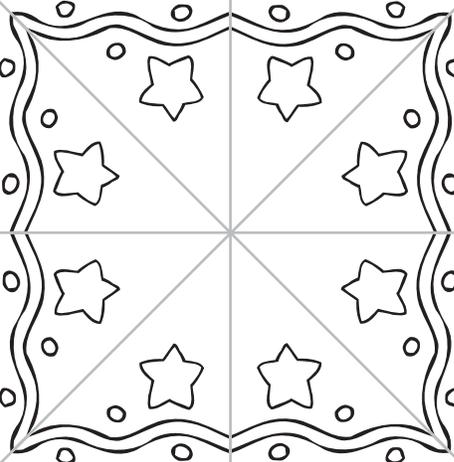
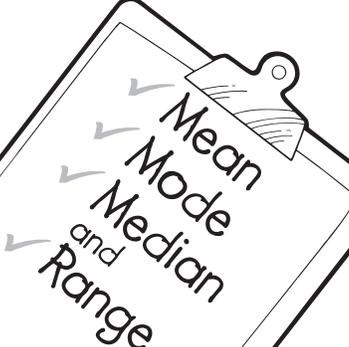
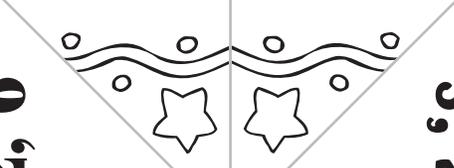
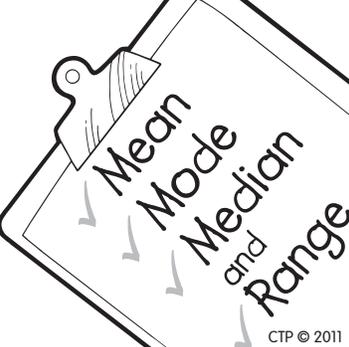
**Before
you
"FLIP"**

Hint: **Mean** is the sum of the numbers divided by the number of addends. **Mode** is the number that occurs most often. **Median** is the middle number of a set that is in numerical order. **Range** is the difference between the greatest and least numbers.

**After
you
"FLIP"**

Find the mean, mode, median, and range for the following test scores: 75, 98, 90, 100, 87

Mean = _____ Mode = _____ Median = _____ Range = _____

	<p>7, 2, 2, 5, 4</p> <p>Mean = 4 Mode = 2 Median = 4 Range = 5</p>	<p>9, 6, 6</p> <p>Mean = 7 Mode = 6 Median = 6 Range = 3</p>	
<p>4, 4, 7</p> <p>Mean = 5 Mode = 4 Median = 4 Range = 3</p>		<p>1, 2, 1, 1, 5</p> <p>Mean = 2 Mode = 1 Median = 1 Range = 4</p>	
<p>10, 3, 5, 7, 5</p> <p>Mean = 6 Mode = 5 Median = 5 Range = 7</p>	<p>2, 3, 2, 2, 6</p> <p>Mean = 3 Mode = 2 Median = 2 Range = 4</p>	<p>2, 4, 9, 3, 2</p> <p>Mean = 4 Mode = 2 Median = 3 Range = 7</p>	<p>2, 13, 7</p> <p>Mean = 9 Mode = 7 Median = 7 Range = 6</p>
			<p>CTP © 2011</p>

Name the LCM

Before
you
"FLIP"

Hint: The Least Common Multiple (LCM) is the smallest number (other than zero) that is a common multiple of two or more numbers.

multiples of 4: 4, 8, 12, 16, **20**, 24
multiples of 10: 10, **20**, 30, 40, 50, 60
The LCM of 4 and 10 is 20.

After
you
"FLIP"

On the back of this paper, give an example of when the LCM of two numbers can be one of the given numbers.

<p>Name the LCM</p>	<p>of 5 and 4</p> <p>20</p>	<p>of 8 and 10</p> <p>40</p>	<p>Name the LCM</p>
<p>of 10 and 15</p> <p>30</p>	<p>20</p>	<p>40</p>	<p>of 2, 3, and 4</p> <p>12</p>
<p>of 4 and 18</p> <p>36</p>	<p>36</p>	<p>18</p>	<p>of 6 and 9</p> <p>18</p>
<p>Name the LCM</p>	<p>of 3 and 9</p> <p>9</p>	<p>of 3, 6, and 8</p> <p>24</p>	<p>Name the LCM</p>