

Pattern Block Monsters

20 Analyzing Skill Cards

using
CREATIVE
Thinking



Money Edition



Spivey
Sparks

TEACHER NOTES

Activity Fosters:

CREATIVE THINKING and ANALYZING SKILLS

Common Core Alignment:

[CCSS.MATH.CONTENT.2.MD.C.8](#)

[CCSS.MATH.CONTENT.4.MD.A.2](#)

Suggested Use:

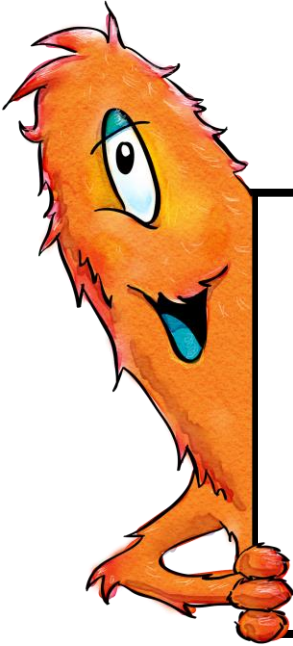
- Whole Group Warm-Up
- Small Group Discussion
- Partners

Included in this Resource:

- **Student Directions:** Kid-friendly explanation on how to use these cards. Perfect for a math station. (Color & B/W Versions)
- **20 Money Monster Cards:** Students will use **CREATIVITY** to design a monster based on the special directions on each task card. Then, they will use **MATHEMATICAL** thinking and **ANALYZING** skills to determine the monster's value. Difficulty gradually increases with each card:
 - Cards 1 – 4:* Penny, Nickel, Dime, Quarter
 - Cards 5 – 8:* Penny, Nickel, Dime, Quarter, \$1 Note
 - Cards 9 – 12:* Penny, Nickel, Dime, Quarter, \$1 Note, \$5 Note
 - Cards 13 – 16:* Specific Decimal Amounts \$0.26 – \$0.99
 - Cards 17 – 20:* Specific Decimal Amounts \$0.75 – \$6.99
- **20 COLOR Full Page Cards:** Project on screen or in small groups.
- **Monster Write About It:** (2 Versions with full and half-sheets) Students will explain their monster's value in a constructed response format and show their math thinking.

Pattern Block Monsters

Directions



Each Card Tells:

- Value of each pattern block
- Number of pattern blocks to use & Special Details

Your Job:

- Design a Monster & Determine the TOTAL Value
- Show your Math Thinking

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Pattern Block Monsters

Directions



Each Card Tells:

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Pattern Block Monsters

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- Design a Monster & Determine the Value
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Pattern Block Monsters

Directions



Each Card Tells:

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Your Job:

- Design a Monster & Determine the Value
- Show your Math Thinking

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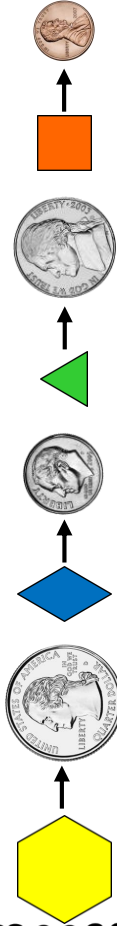
1 MONSTERVILLE!



Use at **least 6** pattern blocks to create a Monsterville citizen.

Find the value of your monster.

Tip: Use the Making -Tens Strategy.



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2 MONSTERVILLE!

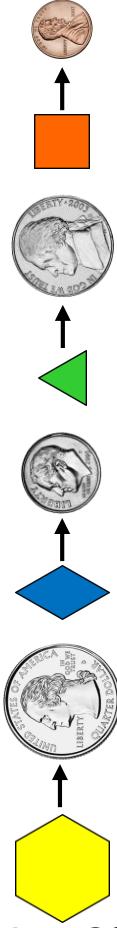


Use at **least 1** of each pattern block to create a Monsterville citizen.

Use more **nickels** than any other coin.

Find the value of your monster.

Tip: Use the Making - Ten Strategy.



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3 MONSTERVILLE!

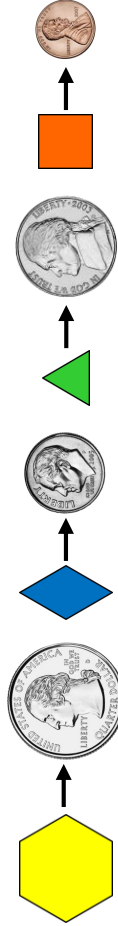


Use at **least 10** pattern blocks to create a Monsterville citizen.

Find the value of your monster.

Monster should be worth more than **\$1.00**.

Tip: Use the Making -Tens Strategy.



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4 MONSTERVILLE!

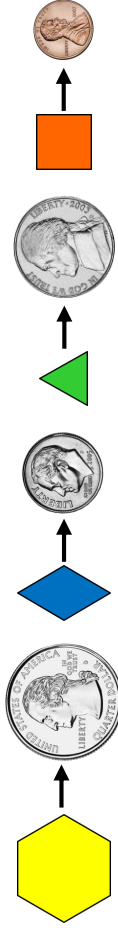


Use at **least 10** pattern blocks to create a Monsterville citizen.

Find the value of your monster.

Monster should be worth more than **\$2.00**.

Tip: Use the Making -Tens Strategy.



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5

MONSTERVILLE!



Use at **least 4** different pattern blocks to create a Monsterville citizen.
Use more **pennies** than other coins.

Find the value of your monster.

Tip: Add like coins and bills first.



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7

MONSTERVILLE!



Use at **least 12** pattern blocks to create a Monsterville citizen.

Find the value of your monster.

Monster should be worth more than **\$2.00**.

Tip: Add like coins and bills first.



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6

MONSTERVILLE!



Use at **least 1** of each pattern block to create a Monsterville citizen.
Use more **quarters** than other coins.

Find the value of your monster.

Tip: Add like coins and bills first.



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8

MONSTERVILLE!



Use at **least 15** pattern blocks to create a Monsterville citizen.

Find the value of your monster.

Monster should be worth more than **\$4.00**.

Tip: Add like coins and bills first.



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9

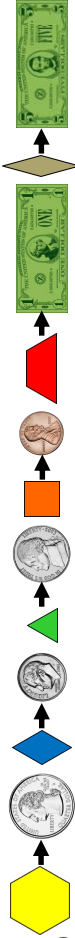
MONSTERVILLE!



Use at **at least 2** of each pattern block to create a Monsterville citizen.
Use more **pennies** than other coins.

Find the value of your monster.

Tip: Use multiplication to total like coins and bills.



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11

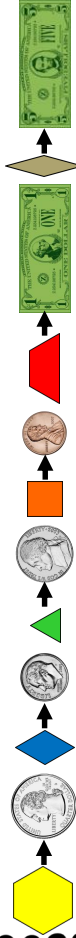
MONSTERVILLE!



Choose **only 3** pattern block shapes to create a Monsterville citizen.

Find the value of your monster.
Monster should be worth more than **\$10.00**.

Tip: Use multiplication to total like coins and bills.



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10

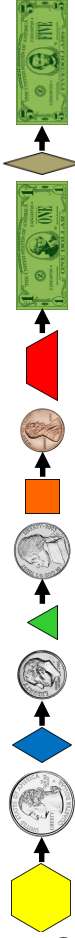
MONSTERVILLE!



Use at **at least 1** of each pattern block to create a Monsterville citizen.
Use more **\$1 bills** than other coins.

Find the value of your monster.

Tip: Use multiplication to total like coins and bills.



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12

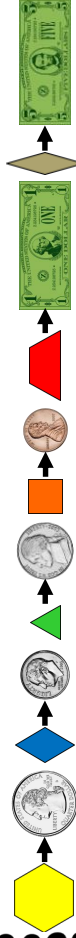
MONSTERVILLE!



Use at **at least 3** of each pattern block to create a Monsterville citizen.
Use more **\$5 bills** than other coins.

Find the value of your monster.

Tip: Use multiplication to total like coins and bills.



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13

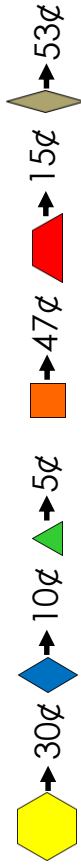
MONSTERVILLE!



Use at **least 1** of each pattern block to create a Monsterville citizen. Use an equal number of squares and small rhombuses.

Find the value of your monster.

Tip: Look for combinations of pattern block values to add.



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15

MONSTERVILLE!

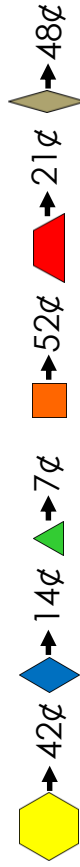


Choose **only 4** pattern block shapes to create a Monsterville citizen.

Find the value of your monster.

Monster should be worth more than \$3.00.

Tip: Look for combinations of pattern block values to add.



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14

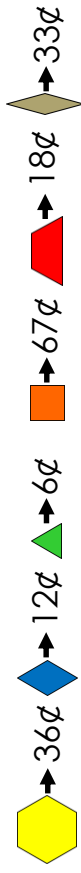
MONSTERVILLE!



Use at **least 10** pattern block shapes to create a Monsterville citizen. Use more hexagons than other pattern block shapes.

Find the value of your monster.

Tip: Line up the decimals.



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16

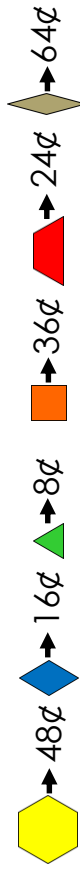
MONSTERVILLE!



Use at **least 3** of each pattern block to create a Monsterville citizen. Use more triangles than other pattern block shapes.

Find the value of your monster.

Tip: Look for combinations of pattern block values to add.



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17

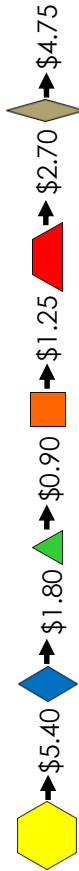
MONSTERVILLE!



Use at least 1 of each pattern block to create a Monsterville citizen. Use twice as many triangles than large rhombuses.

Find the value of your monster.

Tip: Line up the decimals.



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19

MONSTERVILLE!



Choose only 4 pattern block shapes to create a Monsterville citizen.

Find the value of your monster.

Monster should be worth more than \$20.00.

Tip: Line up the decimals.



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18

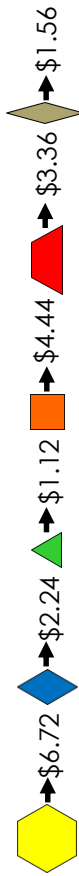
MONSTERVILLE!



Use at least 10 pattern block shapes to create a Monsterville citizen. Use more hexagons than other pattern block shapes.

Find the value of your monster.

Tip: Line up the decimals.



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20

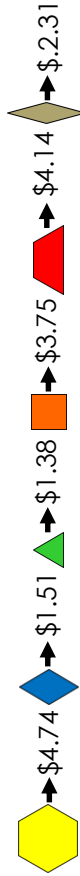
MONSTERVILLE!



Use at least 2 of each pattern block to create a Monsterville citizen. Use more squares than other pattern block shapes.

Find the value of your monster.

Tip: Line up the decimals.



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1

MONSTERVILLE!



Use at **least 6** pattern blocks to create a Monsterville citizen.

Find the value of your monster.

Tip: Use the Making -Tens Strategy.



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2

MONSTERVILLE!



Use at **least 1** of each pattern block to create a Monsterville citizen.
Use more **nickels** than any other coin.

Find the value of your monster.

Tip: Use the Making - Ten Strategy.



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3

MONSTERVILLE!



Use at **least 10** pattern blocks to create a Monsterville citizen.

Find the value of your monster.

Monster should be worth more than **\$1.00**.

Tip: Use the Making -Tens Strategy.



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4

MONSTERVILLE!



Use at **least 10** pattern blocks to create a Monsterville citizen.

Find the value of your monster.

Monster should be worth more than **\$2.00**.

Tip: Use the Making -Tens Strategy.



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5

MONSTERVILLE!



Use at **least 4** different pattern blocks to create a Monsterville citizen.
Use more **pennies** than other coins.

Find the value of your monster.

Tip: Add like coins and bills first.



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7

MONSTERVILLE!



Use at **least 12** pattern blocks to create a Monsterville citizen.

Find the value of your monster.
Monster should be worth more than **\$2.00**.

Tip: Add like coins and bills first.



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6

MONSTERVILLE!



Use at **least 1** of each pattern block to create a Monsterville citizen.
Use more **quarters** than other coins.

Find the value of your monster.

Tip: Add like coins and bills first.



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8

MONSTERVILLE!



Use at **least 15** pattern blocks to create a Monsterville citizen.

Find the value of your monster.
Monster should be worth more than **\$4.00**.

Tip: Add like coins and bills first.



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9

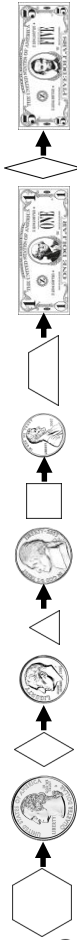
MONSTERVILLE!



Use at **at least 2** of each pattern block to create a Monsterville citizen.
Use more **pennies** than other coins.

Find the value of your monster.

Tip: Use multiplication to total like coins and bills.



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11

MONSTERVILLE!

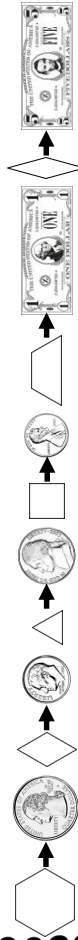


Choose **only 3** pattern block shapes to create a Monsterville citizen.

Find the value of your monster.

Monster should be worth more than **\$10.00**.

Tip: Use multiplication to total like coins and bills.



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10

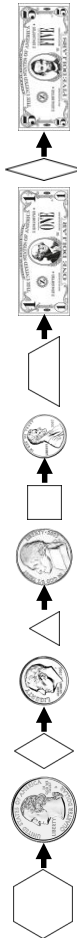
MONSTERVILLE!



Use at **at least 1** of each pattern block to create a Monsterville citizen.
Use more **\$1 bills** than other coins.

Find the value of your monster.

Tip: Use multiplication to total like coins and bills.



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12

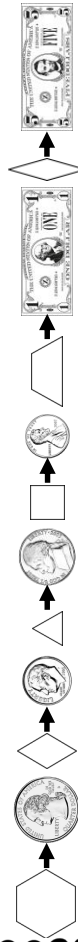
MONSTERVILLE!



Use at **at least 3** of each pattern block to create a Monsterville citizen.
Use more **\$5 bills** than other coins.

Find the value of your monster.

Tip: Use multiplication to total like coins and bills.



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13

MONSTERVILLE!



Use at **least** 1 of each pattern block to create a Monsterville citizen. Use an equal number of squares and small rhombuses.

Find the value of your monster.

Tip: Look for combinations of pattern block values to add.

$$\text{Hexagon} \rightarrow 30¢ \rightarrow 10¢ \triangle \rightarrow 5¢ \rightarrow 47¢ \square \rightarrow 15¢ \diamond \rightarrow 53¢$$

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14

MONSTERVILLE!



Use at **least** 12 pattern block shapes to create a Monsterville citizen. Use more trapezoids than other pattern block shapes.

Find the value of your monster.

Tip: Look for combinations of pattern block values to add.

$$\text{Hexagon} \rightarrow 36¢ \diamond \rightarrow 12¢ \triangle \rightarrow 6¢ \square \rightarrow 67¢ \square \rightarrow 18¢ \diamond \rightarrow 33¢$$

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15

MONSTERVILLE!



Choose **only** 4 pattern block shapes to create a Monsterville citizen.

Find the value of your monster.

Monster should be worth more than **\$3.00**.

Tip: Look for combinations of pattern block values to add.

$$\text{Hexagon} \rightarrow 42¢ \diamond \rightarrow 14¢ \triangle \rightarrow 7¢ \square \rightarrow 52¢ \square \rightarrow 21¢ \diamond \rightarrow 48¢$$

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16

MONSTERVILLE!



Use at **least** 3 of each pattern block to create a Monsterville citizen. Use more triangles than other pattern block shapes.

Find the value of your monster.

Tip: Look for combinations of pattern block values to add.

$$\text{Hexagon} \rightarrow 48¢ \diamond \rightarrow 16¢ \triangle \rightarrow 8¢ \square \rightarrow 36¢ \square \rightarrow 24¢ \diamond \rightarrow 64¢$$

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17

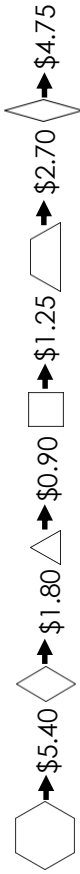
MONSTERVILLE!



Use at least 1 of each pattern block to create a Monsterville citizen. Use twice as many triangles than large rhombuses.

Find the value of your monster.

Tip: Line up the decimals.



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18

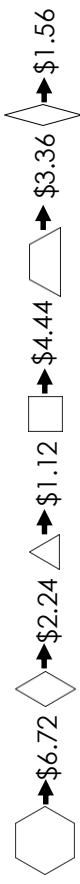
MONSTERVILLE!



Use at least 10 pattern block shapes to create a Monsterville citizen. Use more hexagons than other pattern block shapes.

Find the value of your monster.

Tip: Line up the decimals.



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19

MONSTERVILLE!

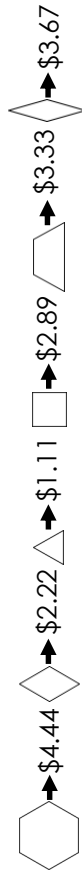


Choose only 4 pattern block shapes to create a Monsterville citizen.

Find the value of your monster.

Monster should be worth more than \$20.00.

Tip: Line up the decimals.



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20

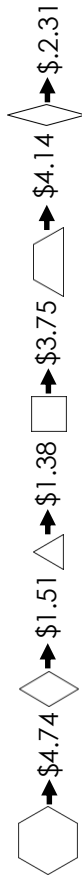
MONSTERVILLE!



Use at least 2 of each pattern block to create a Monsterville citizen. Use more squares than other pattern block shapes.

Find the value of your monster.

Tip: Line up the decimals.



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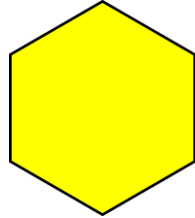
1 MONSTERVILLE!



Use at least 6 pattern blocks to create a Monsterville citizen.

Find the value of your monster.

Tip: Use the Making -Tens Strategy.



2

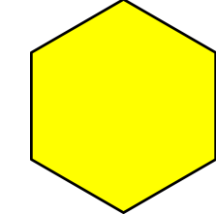
MONSTERVILLE!



Use at least 1 of each pattern block to create a Monsterville citizen.
Use more nickels than any other coin.

Find the value of your monster.

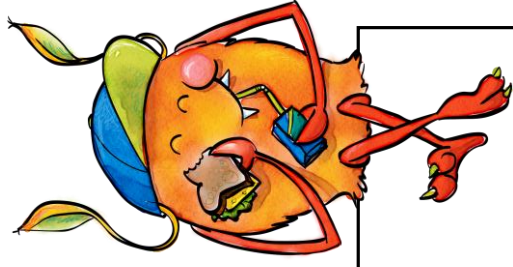
Tip: Use the Making -Tens Strategy.



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3

MONSTERVILLE!

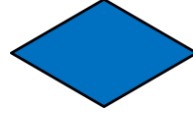


Use at least 10 pattern blocks to create a Monsterville citizen.

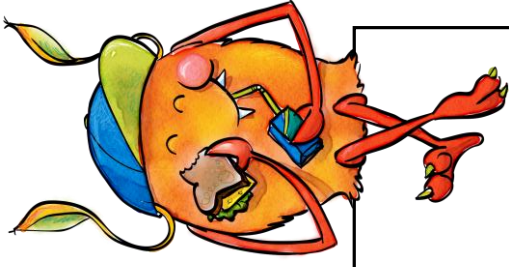
Find the value of your monster.

Monster should be worth more than \$1.00.

Tip: Use the Making -Tens Strategy.



MONSTERVILLE!

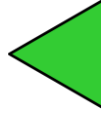


Use at least 10 pattern blocks to create a Monsterville citizen.

Find the value of your monster.

Monster should be worth more than \$2.00.

Tip: Use the Making -Tens Strategy.



5

MONSTERVILLE!



Use at least 4 different pattern blocks to create a Monsterville citizen.

Use more pennies than other coins.

Find the value of your monster.

Tip: Add like coins and bills first.



Pattern Block Monsters Money Edition

6 MONSTERVILLE!



Use at least 1 of each pattern block to create a Monsterville citizen.
Use more quarters than other coins.

Find the value of your monster.

Tip: Add like coins and bills first.



7 MONSTERVILLE!



Use at least 12 pattern blocks to create a Monsterville citizen.

Find the value of your monster.
Monster should be worth more than \$2.00.

Tip: Add like coins and bills first.



MONSTERVILLE!



Use at least 15 pattern blocks to create a Monsterville citizen.

Find the value of your monster.
Monster should be worth more than \$4.00.

Tip: Add like coins and bills first.



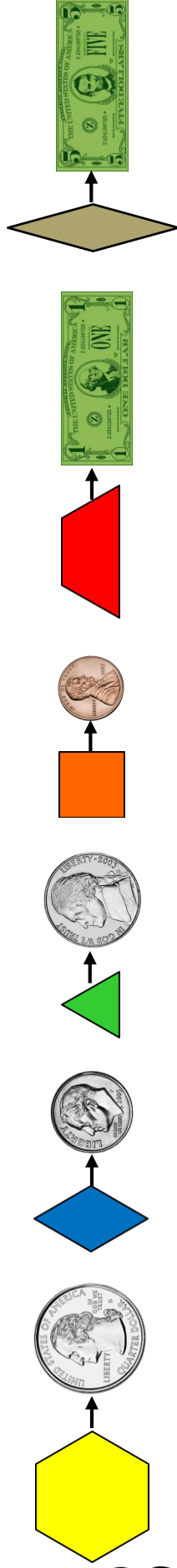
9 MONSTERVILLE!



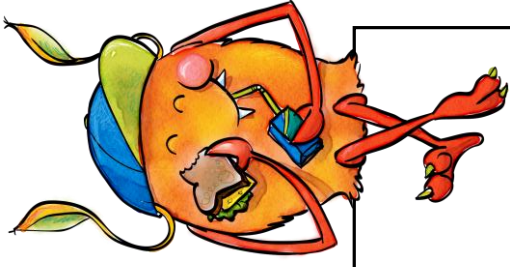
Use at least 2 of each pattern block to create a Monsterville citizen.
Use more pennies than other coins.

Find the value of your monster.

Tip: Use multiplication to total like coins and bills.



MONSTERVILLE!

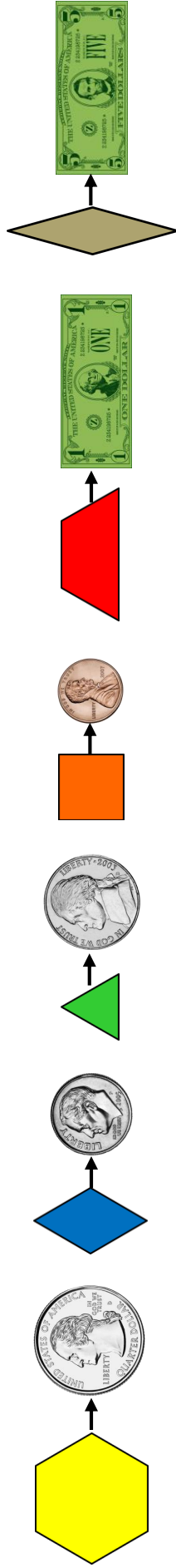


Use **only 4** pattern block shapes to create a Monsterville citizen.

Use more **\$1 bills** than other coins and bills.

Find the **value of your monster**.

Tip: Use multiplication to total like coins and bills.



MONSTERVILLE!

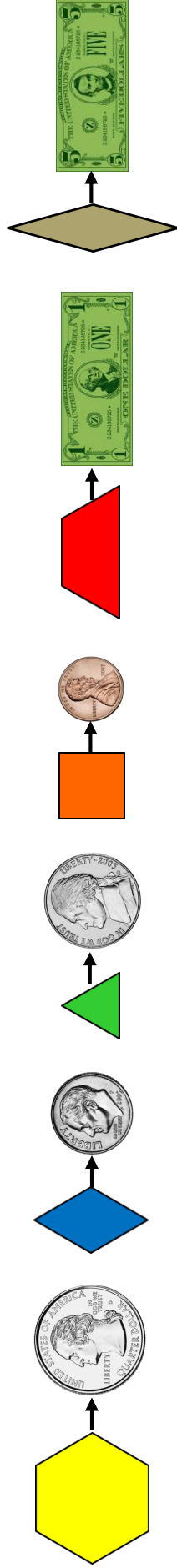


Use only 3 pattern block shapes to create a Monsterville citizen.

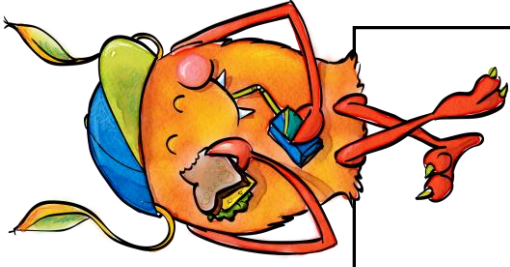
Find the value of your monster.

Monster should be worth more than \$10.00

Tip: Use multiplication to total like coins and bills.



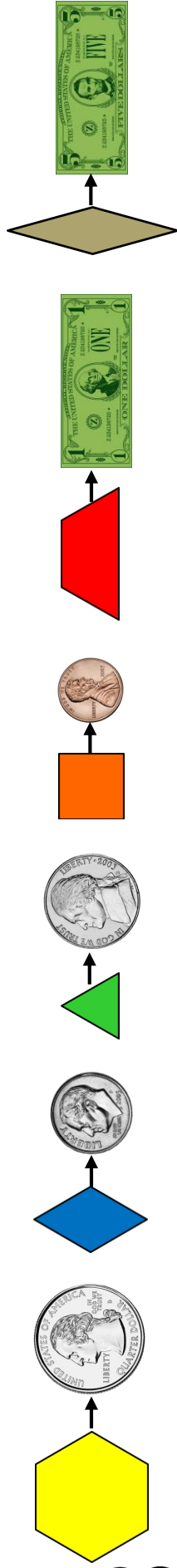
MONSTERVILLE!



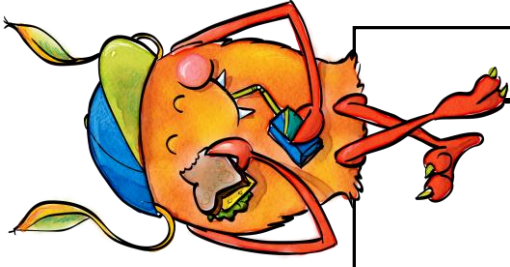
Use at least 3 of each pattern block to create a Monsterville citizen.
Use more \$5.00 bills than other coins and bills.

Find the value of your monster.

Tip: Use multiplication to total like coins and bills.



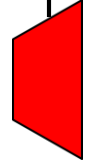
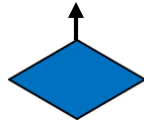
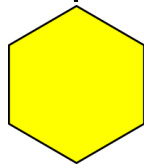
MONSTERVILLE!



Use at least 1 of each pattern block to create a Monsterville citizen. Use an equal number of squares and small rhombuses.

Find the value of your monster.

Tip: Look for combinations of pattern block values to add.



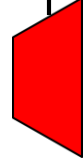
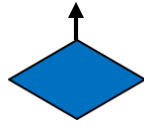
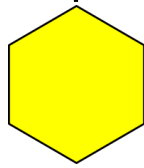
MONSTERVILLE!



Use at least 12 pattern block shapes to create a Monsterville citizen. Use more trapezoids than other pattern block shapes.

Find the value of your monster.

Tip: Look for combinations of pattern block values to add.



MONSTERVILLE!

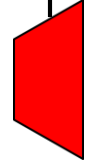
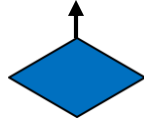
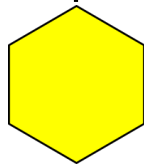


Use at only 4 pattern block shapes to create a Monsterville citizen.

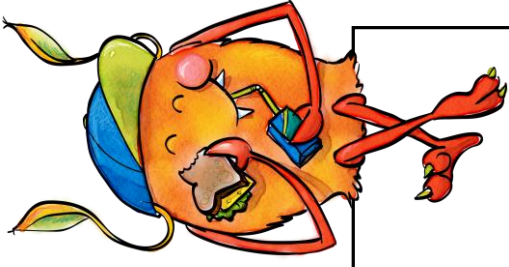
Find the value of your monster.

Monster should be worth more than \$3.00.

Tip: Look for combinations of pattern block values to add.



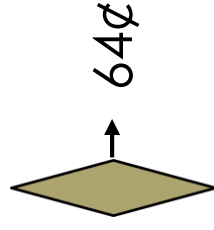
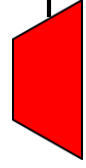
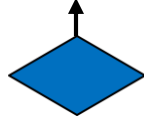
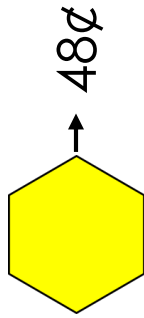
MONSTERVILLE!



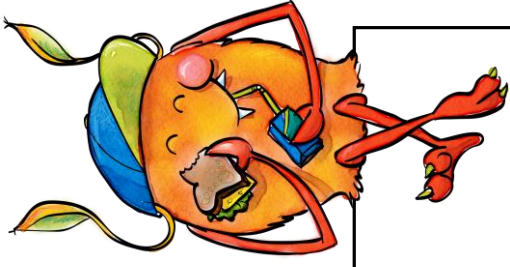
Use at least 3 of each pattern block to create a Monsterville citizen. Use more triangles than other pattern block shape.

Find the value of your monster.

Tip: Look for combinations of pattern block values to add.



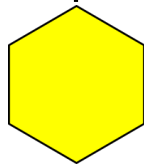
MONSTERVILLE!



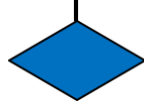
Use at least 1 of each pattern block to create a Monsterville citizen. Use twice as many triangles than large rhombuses.

Find the value of your monster.

Tip: Line up the decimals.



→ \$5.40



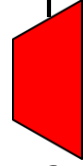
→ \$1.80



→ \$0.90



→ \$1.25



→ \$2.70



→ \$4.75

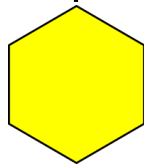
MONSTERVILLE!



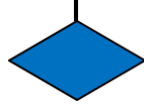
Use at least 10 pattern block shapes to create a Monsterville citizen. Use more hexagons than other pattern block shapes.

Find the value of your monster.

Tip: Line up the decimals.



→ \$6.72



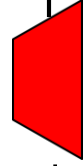
→ \$2.24



→ \$1.12



→ \$4.44



→ \$3.36



→ \$1.56

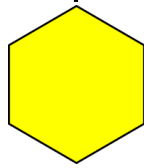
MONSTERVILLE!



Choose **only 4** pattern block shapes to create a Monsterville citizen.

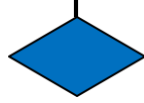
Find the value of *your* monster.
Monster should be worth more than \$20.00.

Tip: Line up the decimals.



→

\$4.44



→

\$2.22



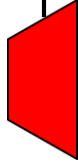
→

\$1.11



→

\$2.89



→

\$3.33



→

\$3.67

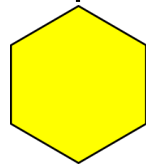
MONSTERVILLE!



Choose least 2 each pattern block to create a Monsterville citizen. Use more squares than other pattern block shapes.

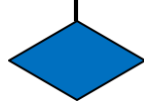
Find the value of your monster.

Tip: Line up the decimals.



→

\$4.74



→

\$1.51



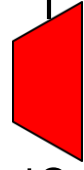
→

\$1.38



→

\$3.75



→

\$4.14



→

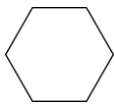



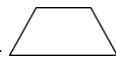
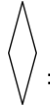
\$2.31

Name: _____

Card # _____

WRITE ABOUT IT: Use MATHEMATICAL reasoning and ANALYZING to find the value of your Monsterville Monster. Explain your thinking in your *constructed response*.

Write the number of each pattern block used in your monster.

 = _____  = _____  = _____  = _____  = _____  = _____

Math Thinking:

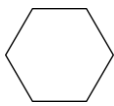



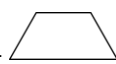



Name: _____

Card # _____

WRITE ABOUT IT: Use MATHEMATICAL reasoning and ANALYZING to find the value of your Monsterville Monster. Explain your thinking in your *constructed response*.

Write the number of each pattern block used in your monster.

 = _____  = _____  = _____  = _____  = _____  = _____

Math Thinking:

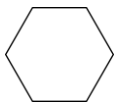



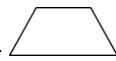
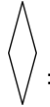


Name: _____

Card # _____

WRITE ABOUT It: Use MATHEMATICAL reasoning and ANALYZING to find the value of your Monsterville Monster. Explain your thinking in your *constructed response*.

Write the number of each pattern block used in your monster.

 = _____  = _____  = _____  = _____  = _____  = _____

Math Thinking:

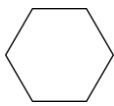



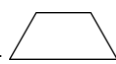



Name: _____

Card # _____

WRITE ABOUT It: Use MATHEMATICAL reasoning and ANALYZING to find the value of your Monsterville Monster. Explain your thinking in your *constructed response*.

Write the number of each pattern block used in your monster.

 = _____  = _____  = _____  = _____  = _____  = _____

Math Thinking:



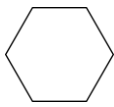



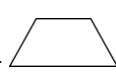
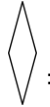
Name: _____

Card # _____

PATTERN BLOCK MONSTERS!



How many of each pattern block did you use?

 = _____  = _____  = _____  = _____  = _____  = _____

MY DESIGN: You may draw in other details.

WRITE ABOUT: How do you know your monster's worth?

Math Thinking:

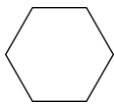



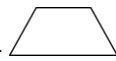
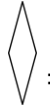
Name: _____

Card # _____

PATTERN BLOCK MONSTERS!



How many of each pattern block did you use?

 = _____  = _____  = _____  = _____  = _____  = _____

MY DESIGN: You may draw in other details.

WRITE ABOUT: How do you know your monster's worth?

Math Thinking:

Thank You!

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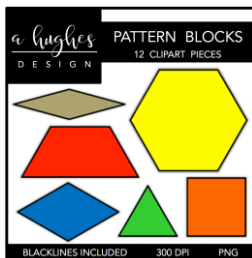


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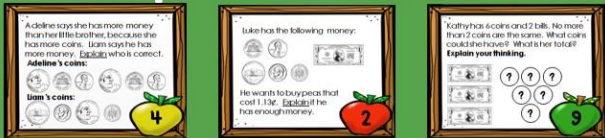


Check Out These Resources!

Money Counting

Grades 1 and 2

Constructed Response Cards



Adeline says she has more money than her brother, because she has more coins. Luke says she has more money. Explain who is correct.


Adeline's coins: [1 coin, 1 coin, 1 coin, 1 coin, 1 coin, 1 coin, 1 coin, 1 coin, 1 coin, 1 coin]

Luke's coins: [1 coin, 1 coin, 1 coin, 1 coin, 1 coin, 1 coin, 1 coin, 1 coin, 1 coin, 1 coin]

Kathy has 6 coins and 2 bills. No more than 2 coins are the same. What coins could she have? What is her total? Explain your thinking.

He wants to buy peaches that cost 1.34. Explain if he has enough money.


Scaffolding with Three Differentiated Levels



Odd-one-Out

20 Logic-Reasoning Cards

using CREATIVE Thinking



Geometry Edition

