

Next, they solve the problem given on the START strip (ex. 1 + 1 = 2). So students find the strip that has a 2 in the answer box and drag that below the START strip.

SOIVE It Strips	sums to 10	SOL	ve It trips	SUMS to 10
	START: + =	3		START: + =
IO 4+1=			IO ++1=	2 8+1=
8 5+1=			8 5+1=	
2 8+1=				
4 2 + 1 = 3 10 + 0 =			4 2+1=	
q 2+2=			3 10 + 0 =	
5 7+1=			5 7+1=	
6 FINISH!			6 FINISH!	
	C) thereafter attraction	(NSP RED)		

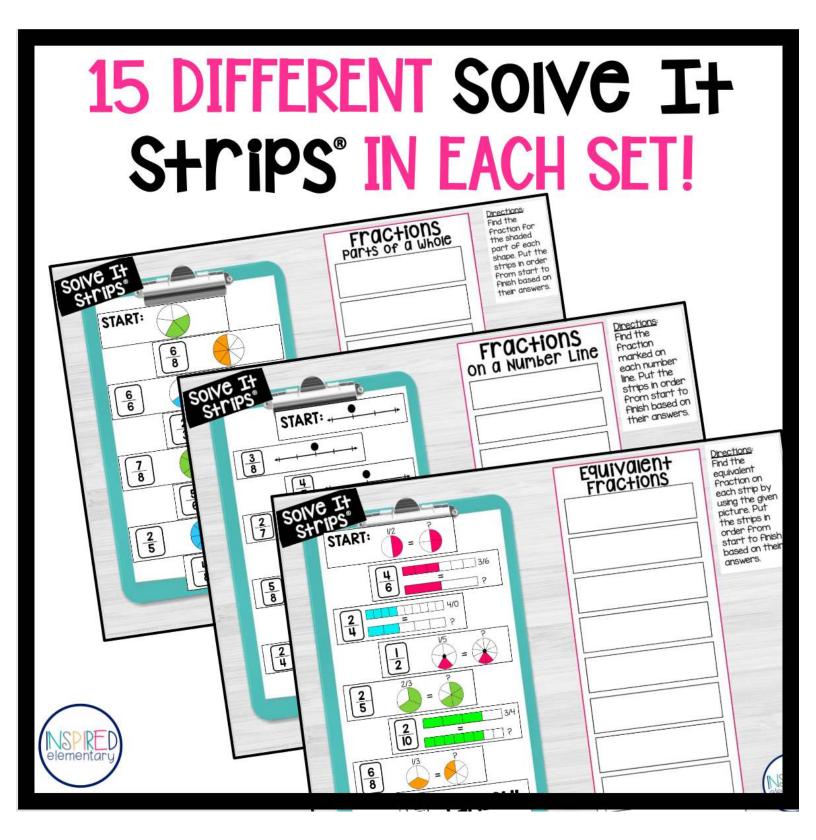
Students continue on solving the problems on teach strip until they reach the FINISH strip. If students don't end up on the FINISH strip, they didn't do it correctly and need to try again (so it's self-correcting!)

SOIVE IT	sums to 10		SOIVE It Strips	SUMS to 10	
	START: + =			START: + =	
IO 4+1=	2 8+1=			2 8+1=	
8 5+1=	q 2 + 2 =			q 2 + 2 =	
				4 2+1=	
4 2 + I =				3 I0 + 0 =	
3 I0 + 0 =				10 4+1=	
				5 7+1=	1
5 7+1= 6 FINISH!				8 5+1=	
		(NSP RED)		6 FINISH!	(NSP RED)
	Oppsilentes Approace	Contraction (C 23454/demotes, Might harma	Gierregitary

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DIGITAL SOLVE IT STRIPS® ARE ENGAGING & FUN!

Solve It Strips	Telling Time +0 +he Hour	
8:00	9:00	
3:00	7:00 (0 ^{1 11 - 2})	
00 FINISH!		INSPRED
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EASY CORRECTING WITH ANSWER KEYS & RECORDING SHEETS

