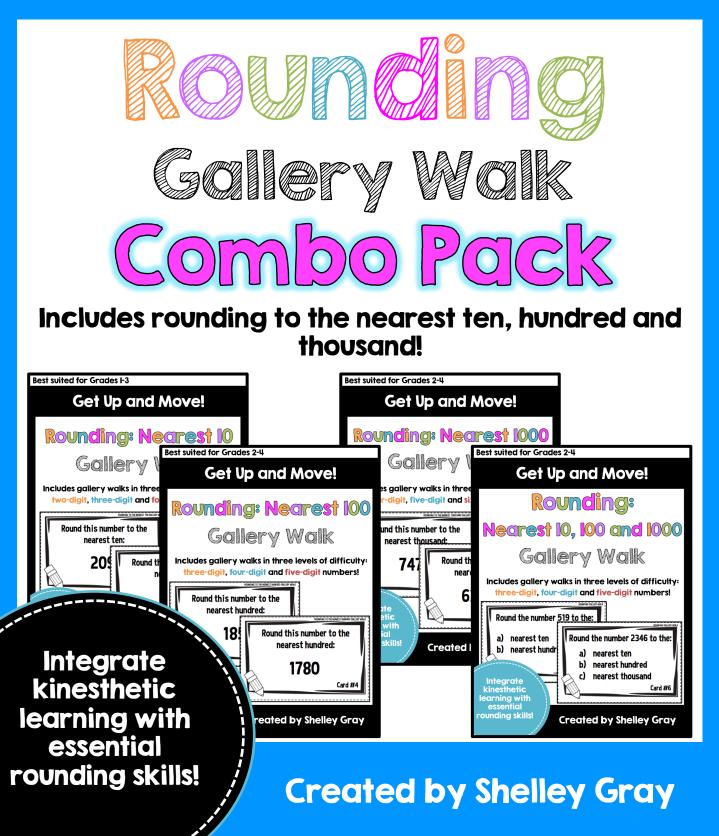
Get Up and Move!



Copyright © Shelley Gray 2013 All rights reserved by the author.



Join me on **Facebook** to become part of a collaborative teacher community.

http://www.facebook.com/teachingresourcesbyshelleygray

Visit my blog, **Teaching in the Early Years**, for more great classroom ideas.

http://www.teachingintheearlyyears.com



Follow me on Teachers Pay Teachers to receive new product notifications direct to your inbox!

http://www.teacherspayteachers.com/Store/Shelley-Gray



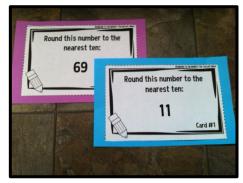
About this Resource

**Note: These cards can also be used as task cards for a learning center. However, I encourage you to try the gallery walk first. In past experiences I have found that all of my students were highly engaged, especially those with a need for kinesthetic learning and movement. **

A gallery walk is a fantastic way to get students up and moving around the room, while completing curriculum-related tasks that will reinforce their knowledge.

In order to set up your gallery walk:

• Print the gallery walk cards and laminate them to ensure that they last for years to come. Before laminating you may choose to mount the cards on colored paper as shown in the picture to the right.



- Mount the cards around the classroom on walls, bookshelves, etc. Space the cards out so that none are too close together.
- Students may use the provided recording sheets or alternatively, their math notebooks, to record their answers. If using recording sheets: copy, distribute and have students use a hard surface to write on.

- Set expectations and logical consequences before allowing students to move around the classroom for the gallery walk. (See details down below).
- Have students move around the classroom, answering the questions from each card on their recording sheets.

Setting Expectations and Logical Consequences

Before beginning your gallery walk, it is important to set expectations for behavior. This will eliminate classroom management issues and allow the activity to be fun and engaging for all. The expectations that I personally use are:

- No more than 2-3 students at one card at a time (if there are more than this number of people, find a new card).
- Walking only
- Voice levels need to be kept at a Level 1. This should be mostly a quiet activity (unless you are wanting to encourage discussion between students).

Remember to also set logical consequences for students who choose not to follow the expectations. The easiest thing to do is not allow the student to participate anymore. No one wants to sit out while the others are up and moving around!

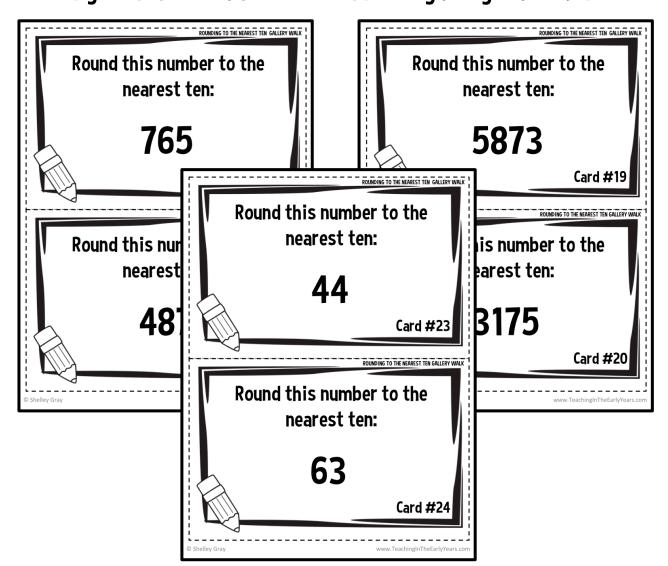
Enjoy! ~Shelley This special combo pack includes four gallery walks to reinforce rounding skills in your classroom! Students will practice rounding to the nearest ten, hundred and thousand. PLUS, each gallery walk is included at THREE different levels! Engage your students, impress your administration, and make learning fun!

Best suited for Grades I-3	Best suited for Grades 2-4
Get Up and Move!	Get Up and Move!
Rounding: Nearest 10	Rounding: Nearest 100
Gallery Walk	Gallery Walk
Includes gallery walks in three levels of difficulty: two-digit, three-digit and four-digit numbers!	Includes gallery walks in three levels of difficulty: three-digit, four-digit and five-digit numbers!
Round this number to the nearest ten:	Round this number to the nearest hundred:
205 Round this number to the nearest ten:	18: Round this number to the nearest hundred:
Best suited for Grades 2-4	Best suited for Grades 2-4
Integra Get Up and Move!	Integra Get Up and Move!
essenti rounding: Rounding: Nearest 100	Rounding:
Gallery Walk	Nearest 10, 100 and 1000
Includes gallery walks in three levels of difficu four-digit, five-digit and six-digit numbers!	Ity: Gallery Walk
	Includes gallery walks in three levels of difficulty: three-digit, four-digit and five-digit numbers!
Round this number to the nearest thousand:	Round the number 519 to the:
747 Round this number to the nearest thousand: 63 549 Card # Card # Created by Shelley Group	4 a) nearest ten b) nearest hundr b) nearest ten b) nearest ten b) nearest hundred c) nearest thousand Card #6

Please continue reading for full details on each individual gallery walk.

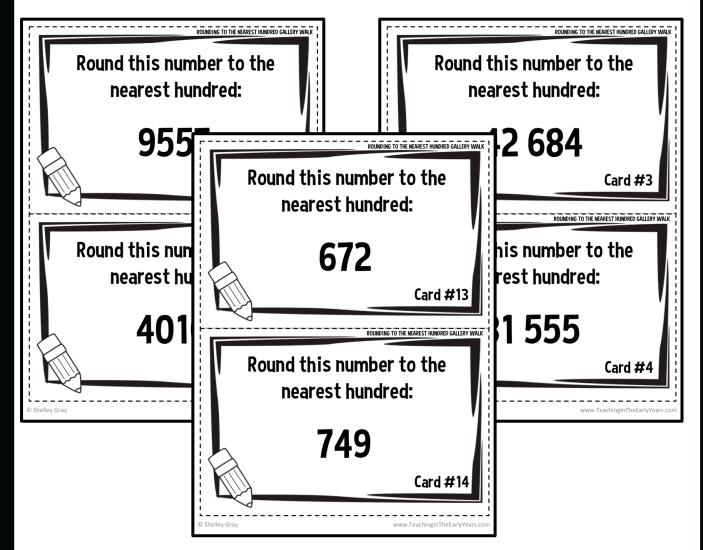
The "Rounding to the Nearest 10" Gallery Walk includes:

gallery walk materials that will reinforce the skill of rounding to the nearest ten! For your convenience, this gallery walk is included in three different levels: 2-digit numbers, 3-digit numbers and 4digit numbers. Each level includes 25 gallery walk cards.



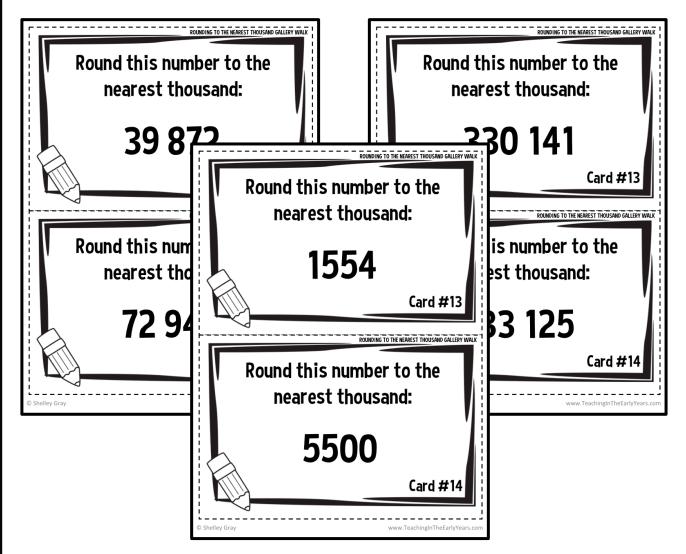
The "Rounding to the Nearest 100" Gallery Walk includes:

gallery walk materials that will reinforce the skill of rounding to the nearest hundred! For your convenience, this gallery walk is included in three different levels: 3-digit numbers, 4-digit numbers and 5-digit numbers. Each level contains 25 gallery walk cards.



The "Rounding to the Nearest 1000" Gallery Walk includes:

gallery walk materials that will reinforce the skill of rounding to the nearest thousand! For your convenience, this gallery walk is included in three different levels: 4-digit numbers, 5-digit numbers and 6-digit numbers. Each level contains 25 gallery walk cards.



The "Rounding to the Nearest 10, 100 and 1000" Gallery Walk includes:

gallery walk materials that will reinforce the skill of rounding to the nearest ten, hundred and thousand! For your convenience, this gallery walk is included in three different levels: 3-digit numbers, 4-digit numbers and 5-digit numbers. Each level contains 25 gallery walk cards.

