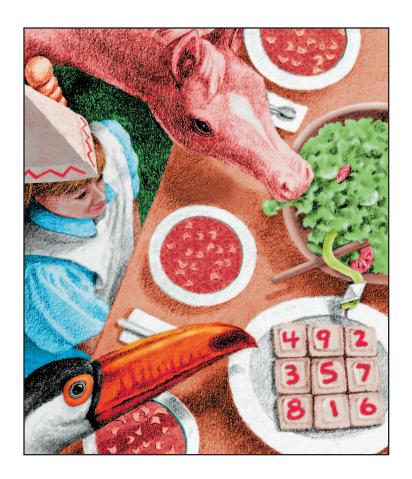
From

Pasta Math Problem Solving for Alice in Pastaland:

40 Activities to Connect Math and Literature



When Alice pursues a white rabbit, she finds a Wonderland where the common denominator is pasta. This parody of the classic tale includes arithmetic loaded with pastabilities.

Pasta Math Problem Solving includes these activities incorporating multiple intelligences.

	Multiple Intelligences						
ACTIVITIES	Visual Spatial	Verbal Linguistic	Logical Mathematical	Musical Rhythmic	Bodily Kinesthetic	Inter- personal	Intra- personal
Pastaland Number Borders	X		X	,		1	1
Pastaland Story Vocabulary		X					
Pastaland Board Game	X		X		X	X	
One-to-One Correspondence	X	X			X		
Pasta Partners			X		X		
Pasta Number Books	X		X		X		
Flower Garden Color Groups		X	X				
Folding a Pasta Cup	X		X		X		
Making Pasta Border Art and Gifts	X				X		X
Matching Shapes and Patterns			X		X		
Making Pasta Prize Necklaces	X				X		X
The Pastaland Post Office		X				X	
Schoolhouse Counting			X		X		
Pasta Rhythm Shakers				X	X		
Feed the March Mare			X				
Set of Stars Story		X			X		
Pick a Hand of Factors			X			X	
Pasta Plate Books			X		X		
Walrus & Fisherman's Store			X				X
The Pasta Store		X	X			X	
Word Store Adding		X	X			X	
Musical Chairs			X	X	X		
Quantum Cat's Collection	X		X		A		
Starfish Subtraction or Addition		X	X		X	X	
Magic Triangles			X		A	71	
Story Time and Daily Time			X				X
Making a Pasta Clock			X			X	
Computing Elapsed Time			X				
Measuring Feet and Inches	X		X		X	X	
Pastabilities 1 and 2	11		X		X	71	
The Math Hatter's Hat	X		X				X
Weighing	Α.		X		X		
Magic Squares	X		X		1		
Healthy Food	X	X	X		X		X
Pastagraph Counting and Classifying	A.		X		X	X	
Fractions — Spin and Win			X		X	А	X
Math Hatter's Magic			X		Α		Α
The Math Hatter's Calendar Game	X	X	X				
Pasta Learning Centers	Λ	X	X		X		-

Pastaland Board Game

or two dice. When this yields an answer above 10, have students use only the number in the ones place. a deck of playing cards or by throwing dice. The students may add, subtract, or multiply the numbers on two cards Two to four players each move a colored pasta piece around the board. Their moves are determined by drawing from

St follo the r				
Start following the rabbit.		the Addet. 3 steps:	Rabbit runs by! Take an extra turn.	gives to have back south the back south the steps.
Eat 6 letters. Take 6 extra iumps.		Cos. Coy.	by!	
		<i>I</i> → ∞ −		Help paint rotini. • Lose 1 turn.
Can't fit through door.		Make a Hat. • Lose 1 turn.	Alice	Meet the Queen. Go to the Castle.
		The Math Hatter says go back 3.	2.	
			D	The Castle
Greet the Toucan!		The Forest		
	9 9	Quantum Cat says take 9 more steps.		The Court room! Go back to forest.
Pasta Race. Go back 2.			5	
			2	
STUSTINEW AND THE STUST OF THE		Self Shell	0	Garden Gate

For more fun learning activities for Alice in Pastaland, order Pasta Math Problem Solving. 1-57091-154-1. \$9.95.

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ONE-TO-ONE CORRESPONDENCE AND NUMERALS

One-to-One Correspondence



Draw flowers in four or five rows on the left side of a paper. Each row should have a different number of flowers. The simplest flowers are the tulip, daisy, rose, and daffodil. Ask the students to name the flowers.



Provide containers of different colors or types of pasta that correspond to the numbers of flowers you have drawn. Ask each student to take several pieces from each container, and to use them to make rows showing the same number as in the rows of flowers.



More advanced students might make twice the number, three times the number, or a fraction of the number of flowers. Have them glue down the pasta. Then discuss and compare the various shapes and colors they chose.



Pasta Partners

Give each student a handful of pasta pieces in four different shapes and colors. Have the students sort their pasta by shape or by color. Ask them to put each shape or color in a row. They can make pasta partners by pairing different shapes or colors. For example, you might ask them to put each red piece with a blue partner. Then have them make partners of two other colors.

Matching Shapes and Patterns

Hand out strands of spaghetti for making straight-sided shapes such as squares, rectangles, and triangles. Have the students glue the shapes to colored construction paper. Ask them to count the edges of the shape and glue that number of macaroni in the center.



PASTALAND POST OFFICE AND COUNTING ACTIVITIES

The Pastaland Post Office

Hand out copies of "Pastaland Post Office." Ask each student to design and cut out one to three stamps. Provide a box labeled **The Post Office** for the finished stamps.

Have each student cut out and fold the postcard and write a message to a classmate. Show students how to address the postcards in the proper way with the name of the person, the school, the street, the town, the two-letter state abbreviation and the zip code. Appoint various post office workers to sell stamps. Allow students to buy one of their own stamps using pasta as money. Appoint other students to deliver the mail. When time permits, have students write other cards to use the remaining stamps.

Schoolhouse Counting



Have students draw a schoolhouse with a big door, or draw one, as shown, to copy and hand out. Have students use their Pasta Number Books or make strips of numbers 1 through 12. Give each student a cup of small pasta. Explain that there are zero people inside the schoolhouse.

Tell a story about children entering the school in the morning. When you describe a group of children arriving, have the students place one piece of pasta on the corresponding numeral in their number books, or on the number strip. Then ask the students to put one piece of pasta in the picture to represent each child who entered.

Pasta Rhythm Shakers

Have one-third of the class make tambourines by stapling together the edges of two plates with 12 pieces of pasta inside. Another third of the class might make maracas out of paper cups with paper taped over the top and 12 pieces of pasta inside. Have the rest of the students make rainsticks from paper towel tubes with the ends covered with tape and 12 pieces of pasta inside. The students could decorate their pasta shakers using markers or cut-paper designs.

Play songs and have the students sing while using their instruments as accompaniment. Songs such as "My Country, 'Tis of Thee" and "On Top of Spaghetti" have three beats to a measure, but many common tunes have four beats to a measure, such as "America the Beautiful" and "Yankee Doodle Dandy."

PASTALAND POST OFFICE

Make Pastaland Stamps.	}	
Write a note to a classmate.		
Address it. Buy a stamp using		
pasta for money. Mail your card.		
ţ cut	<u>}</u>	
Pastaland is a place where numbers are full flowers use spaghetti to measure how tall Dear		paste stamp
	_	here
		nere

fold

