

Daily Practice Resources:

Dreambox:

This is the resource we use daily in the classroom. The goal is 5 lessons a week.

<https://tinyurl.com/dreambox801>

Which One Doesn't Belong:

Squares of 4 images. Discuss which one you and your child thinks does NOT belong and why. There is no one right answer as long as they can give a reasonable explanation:

<https://wodb.ca/>

Same, but Different:

Discuss how are the 2 images the same, and how are they different.

<https://www.samebutdifferentmath.com/>

Khan Academy: Great resource to review and practice any math concepts being worked on.

<https://www.khanacademy.org/>

Flocabulary:

Students will have assignments placed here for a variety of subjects.

<https://www.flocabulary.com>

Math Games with Cards/Dice:

Directions are on the back of this paper.

War: Multiplication or Fraction War

Pig

Trash

Memory Match: Use index cards to write a problem or representation of a number on one card and an answer or equality on the other.

Math Games to Enjoy:

Greg Tang Math: Online games ("Games" tab) and printable activities ("Resources" tabs), as well as word problem generators:

<https://www.gregtangmath.com/>

Hooda Math: Logic and reasoning:

<http://www.hoodamath.com/>

Math Playground:

<https://www.mathplayground.com/>

FunBrain: If you head into Math Zone there are online games and activities:

<https://www.funbrain.com/math-zone>

Prodigy:

<https://play.prodigygame.com>

ABCya:

<https://www.abcya.com>

Other Math Activities:

Look for patterns: in nature, on TV, create patterns for each other and try to guess them using shapes, number, and pictures.

Cook together! Great practice for measurement and fractions.

If you have Amazon Prime or PBS Kids – The *Odd Squad* is a show that involves math.

Puzzles

Create drawings with only polygons.

Guess my number: Give your child parameters to figure out your number: between a set of numbers, odd, even, greater than, less than, the sum of the digits = ___, the difference of the digits = ___.

Counting sets: Find items to categorize and count

Trash!

Players: 2-6 (You'll need 2 decks of cards for more than 2 players!) Number Sense: Be the first person to get your cards in order from 1 (ace) – 10

Set up: Deal 10 cards, face down, in 2 rows of 5 to each player. Place the remaining cards in the middle.

Ace = 1

Face cards = wild

Game Play:

1. The first player draws a card from the remaining pile. They place the card where it would belong in a number sequence from 1 – 10. When they flip the existing card, they then place that card where it will go. The player continues until they can't play anymore cards (because they have a repeat of a number that's already placed.) Place card in discard pile next to the card pile.
2. Once the first player exhausts his/her turn, the second player either draws the first players discarded card or a card from the draw pile. They play until they can't. (This continues for each players turn!)
3. When one player has gotten all of their cards in order. The round ends.
4. For the next round, that player will only be dealt 9 cards, they will try to get 1 – 9, the other players still have 1- 10. Each round that someone wins, they reduce the amount of cards by 1.
5. To win: The first player that gets to 1 card and flips an Ace wins the game.

Place Value Battle

Instructions for play:

1. Deal the cards into two (for playing with tens), three (for playing with hundreds) or four (for playing with thousands) piles per player.
2. To begin play, each player turns over the top card from each of his/her piles. Players can rearrange their cards to either create the largest or smallest number with the cards in their hands.
3. One player will roll a die, if they roll a 1, 2 or 3 the person with the smallest value wins that round. If the numbers 4, 5 or 6 is rolled, the person with the greatest number wins the round.
4. Repeat until all of the cards have been played. The player with the most cards in his/her pile is the winner.

Pig

Number of Players: The game of Pig is best with two players, but it can work with more people. Just keep in mind that the downtime between turns grows longer with each additional player, which could be challenging for the little ones.

Game Rules:

On a turn, a player rolls the die repeatedly. The goal is to accumulate as many points as possible, adding up the numbers rolled on the die. However, if a player rolls a 1, the player's turn is over and any points they have accumulated during this turn are forfeited. Rolling a 1 doesn't wipe out your entire score from previous turns, just the total earned during that particular roll.

A player can also choose to hold (stop rolling the die) if they do not want to take a chance of rolling a 1 and losing all of their points from this turn. If the player chooses to hold, all of the points rolled during that turn are added to his or her score.

When a player reaches a total of 100 or more points, the game ends and that player is the winner.

Scoring Examples:

Here are two examples of how to keep score in Pig:

Example 1: Sherri rolls a 3 and decides to continue rolling. She rolls seven more times, getting a 6, 6, 6, 4, 5, 6, and then 1. Because she rolled a 1, Sherri's turn is over and she earns 0 points for this turn.

Example 2: Craig rolls a 6 and decides to continue. He then chooses to roll four more times, getting a 3, 4, 2, and 6. He decides to hold (and not take a chance of getting a 1). Craig earns 21 points for this turn ($6+3+4+2+6 = 21$).

Alternative Versions: You can change the game of Pig a little by using two six-sided dice. In this version, if a player rolls and one of the dice is a 1, the turn ends and no points are scored (as in single-die Pig). However, if a player rolls 1s on both dice (snake eyes): that counts as 25 points. Other doubles are worth double points, so that rolling double 2s is worth 8 points, double 3s is worth 12 points, double 4s is worth 16 points, double 5s is worth 20 points, and double 6s is worth 24 points.

War

*This game is usually played with 2 players.

*Split the deck of cards evenly between the 2 players. Players will not look at their cards.

1. Players will both flip the top card over. The player with the largest cards winds the battle and takes both cards. They will place these cards in a separate pile of their own.
2. If players both flip a card with the same value, they go to "war". They will both place 2 cards from their pile upside down, then flip the 3rd card right side up. The player with the greater card wins ALL of those cards.
3. Game play can continue until you run out of the original deck, then count each discard pile to see who has the most; or you can keep going and set the game to a timer. This game can be modified to practice: addition, subtraction, multiplication, place value, and fractions. Instead of flipping one card, each player will flip 2 to add, subtract, or multiply. If playing to practice place value, you will flip two or more and try to create the bigger number. If playing for fraction practice, the smaller number will be the numerator.