

Math from Home

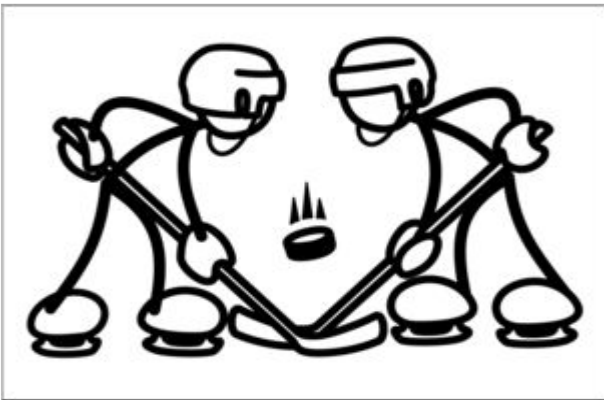
May 11-15



Secret Number

Materials: Cards 1-10 for each player

Getting Started: Player 1 secretly chooses a card from 1-10. Player two makes a guess by putting a card face up. Player 1 tells them if the secret card is greater or less. Player 2 continues to guess until they have the secret number.



Addition Face off

Materials: Deck of cards with face cards removed.

Getting started: Player 1 and Player 2 both turn over two cards.

Players add the sum of the two cards they turned over.

The player with the higher sum takes all 4 cards.

In the event of a tie, players have a **Faceoff!** Each player adds 3 cards face down to the two already turned over. Next each player turns two additional cards over. The player with the highest sum takes all 14 cards!

SWEET ★ SIXTEEN

Materials: Deck of cards (J=11, Q=12, K=0), Random number generator to 30.

Getting Started: Each player makes a 4 by 4 grid of cards. Using the random number generator, players identify the target number they all must get.

Next, players take turns making equations that equal the target number and cards from their grid. They can remove 2-5 cards per turn. The first player to remove all cards is the winner. If removing all cards is not possible, the player with the smallest amount of cards in the end wins!

Math Coach Message:

Playing math games is a simple way to provide immediate feedback to students. Where does the feedback come from? Progress in the game of course! Did my strategy work to help me win or was it an advantage for the opponent? What a simple way to sharpen skills without having to formally provide feedback to your child.

Math from Home

May 11 - 15



Odd Pig Out

Materials: 2 6-sided dice, pencil, paper

Getting Started: Players take turns rolling two dice and multiplying to find the product. They may continue rolling as long as they like. If the product is EVEN, that product is added to their running total. If the product is ODD, they lose all the points in their “bank”, and their turn is over. Players may choose to stop rolling at any time on their turn.

Goal: Be the first player to reach 300 points.

Penny, Nickel, Dime

Materials: 6-sided die, pencil, paper

Getting Started: Draw a three-column chart with the headings dimes, nickels, and pennies.

One player rolls the die. Whatever number is rolled, each player must decide to take that many pennies, that many nickels, or that many dimes. Roll a total of six times.

Goal: Be the person whose total is closest to \$1 without going over!

*You can simplify this game by removing the nickels.

You can also use actual coins to help keep track of totals. A discussion about pennies might be necessary!

Dimes	Nickels	Pennies

Yeah!



Math Coach Message:

Mathematical fluency is not just being able to quickly tell a fact. Fluency involves three components: accuracy (getting the correct answer), efficiency (getting the correct answer in a timely manner), and flexibility (choosing the most effective strategy for a given situation.)