

Math from Home

April 27-May 1



1-2 Nim

Materials: Counters (beans, macaroni, marshmallows, etc.)

Getting Started:

Nim is a two-player game. You start with a pile of counters. On your turn, remove one or two counters from the pile. You must take at least one token on your turn, but you may not take more than two. Whoever takes the last token is the winner.

Tic-Tac-Ten

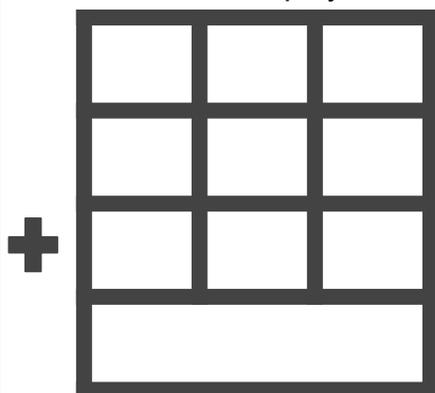
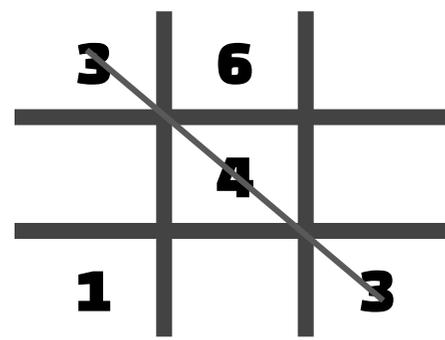
Materials: Die, Pencil, Paper

Getting Started: Draw a tic-tac-toe board.

Player one rolls the die and chooses a square to record that number.

Player two rolls the die and selects a square to record the number.

Goal: Be the first player to record a line of 3 numbers that add to 10.



Don't Break the Bank

Materials: Die, Pencil, Paper

Getting Started: Player one rolls the die. Whatever number it lands on, all players enter it in one of the nine spots on the board. After nine turns, the board becomes an addition problem with three 3-digit numbers to add together.

Goal: Get the highest sum without going over 1000.

Number Cube Roll

Materials: paper and pencil, die or deck of cards (10s and face cards removed)

Getting Started: Create a template for a number with the appropriate number of digits for your student. Ex. in K-2, use 2 digits, 3 digits for Gr. 3, 4 digits for Gr. 4, up to 6 digits for Gr. 5, and beyond for Gr. 6-8. You could include decimal places for Gr. 5-8 as an additional challenge. (example template for a 4-digit number)

On your turn, roll the die (or choose a card). Record the number rolled in one of the spaces. Roll again and record that number in an empty space. Continue rolling and recording until all your spaces are filled in. Read your number aloud.

Goal: Create the largest possible number, without knowing what your next roll will be! NO ERASING!



Math Coach Message:

When playing math games with your kids, ask them about why they used the strategy they did. Simple prompts include "Why did you put that number there?" "What would happen if you put that number (there) instead?" "Is there a way to always win?" "What number are you hoping for next?"

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Target Xs and Os

Materials: deck of cards (jokers removed), piece of paper, pencil

Getting Started:

Draw a regular tic tac toe template on a piece of paper. One person is X; the other is O.

Flip over two cards and find the product (multiply). Write this product in on one the 9 spaces on the tic tac toe board. Continue until all 9 spots are filled. *OR use a random number generator such as

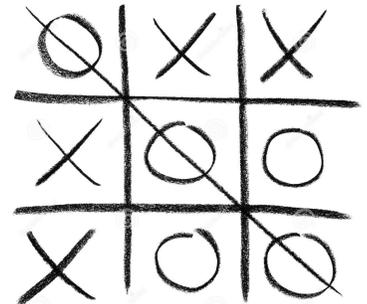
<https://numbergenerator.org/randomnumbergenerator/1-100>

Shuffle the deck of cards. Deal 6 cards to each player.

On your turn, use any two or more cards to make an equation that equals one of the products on the tic tac toe board. Tell your partner how you made that equation, and claim that spot on the board with your X or O. Replace your cards so that you always have 6.

Next player does the same.

Goal: Be the first player to make a "line".

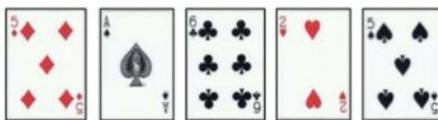


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YOU GOT MATH PROBLEMS?



Target: **20**



$$3 \times 4 + 5 + 6 - 1 = 20$$

Hit the Target

Materials: deck of cards A through 10

Getting Started: Select a target number from 1 to 30. Deal five cards to each player, face up. Use your five cards to make an equation (using any operations necessary) that reaches the target number. You can extend this game into rounds where you get one point for each card used to make the target number.

Goal: Use all 5 cards to reach the target number.

Math Coach Message:

Card & board games to Math are like reading is to ELA. If your family is able to play a game together it is an incredible positive and supportive activity to your home Math learning.



KEEP YOUR
DISTANCE