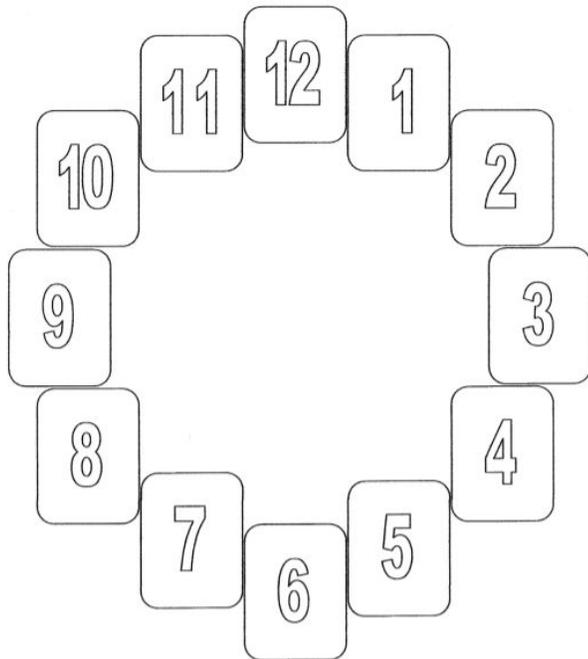


Math from Home

May 4-8



WHAT TIME IS IT MR WOLF?



What time is it Mr. Wolf?

Materials: Gameboard, two dice, counters (cereal, macaroni, beans, etc)

Getting Started: Roll 2 regular dice and add them together. Use a counter to cover that number on the gameboard. Continue to roll the dice and cover numbers until all the numbers are covered except 1. Try to roll and add as quickly as possible. If you roll a number you have already covered add another counter to it. *As an extension you could make a graph with the numbers and the amount of times you rolled that particular number.

Pig

Materials: Die, paper, pencil

Getting started: Players take turns rolling the die as many times as they like. If they roll 2, 3, 4, 5 or 6 the player adds that amount of points to their turn. The player can stop rolling at any time and add the points to their bank.

If the player rolls a 1 they lose all their unbanked points and their turn is over.

Goal: First player to reach 50 points wins.



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Math Coach Message:

Games are motivating and engaging! Playing games is also a great way to build number sense and fact fluency.

Playing games with your kiddo will help strengthen their Math skills in a fun and memory making way!

Math from Home

May 4 - 8



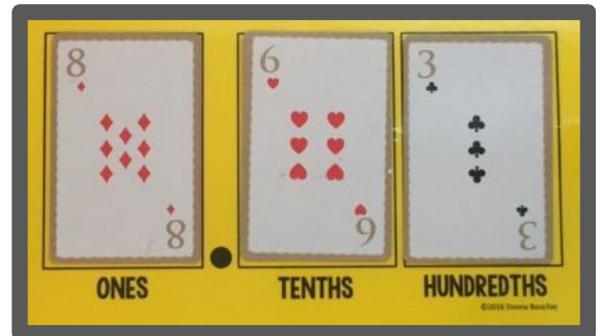
Decimal Digit Dare

Materials: deck of cards A through 9

Getting Started: Each player is dealt 3 cards. Without showing their opponent their cards, they decide if they are going to:

- Stick: keep the 3 cards they were dealt
 - Swap: swap one of their 3 cards with a new card from the deck
 - Steal: replace one of their cards with a card they steal from their partner
- Once each person has stuck, swapped, or stolen, use their 3 cards to create the largest decimal number possible. Reveal your number, and say it aloud to your partner.

Goal: Create the largest decimal number.



Six

Materials: deck of cards (red are negative numbers; black are positive numbers)

Getting Started: Each player is dealt six cards. On your turn, you will pick a card from the pile. Try to lay down a pair of cards whose value is either +6 or -6. Discard on each turn.

You can change this game by changing the target to something other than 6, or allowing the use of more than two cards to create the target number.

Goal: Be the first to lay three pairs of cards that equal +6 or -6.

Math Coach Message:

Look for opportunities to talk about math in your every-day lives. Talk about income vs. expenses, measuring ingredients while cooking and baking, figuring out how much paint is needed to paint a room in your house, etc. What ways does your family use math?

