

Future Grade 3 July Activities

<p>Go on a scavenger hunt around your house or outside. Find items that are 1 inch, 1 foot, 1 cm, and 1 meter long</p>	<p>Play Close to 100. (directions attached)</p>	<p>How many lessons can you complete on Dreambox today?</p>	<p>Make a number line today. Start at 0 and end at 200. Just label all the tens. Make sure you space them in a way that makes sense.</p>	<p>Help make dinner or bake something yummy. Look how much is in 1 cup. How is that different than half of a cup? (What other measurements do you notice?)</p>
<p>Using sidewalk chalk, start at 7 and count by tens all the way past 200</p>	<p>How many lessons can you complete on Dreambox today?</p>	<p>Play a board game with your family</p>	<p>Ask your caregiver for a handful of coins. Add up their value!</p>	<p>How many lessons can you complete on Dreambox today?</p>

Future Grade 3 August Activities

Play Get to 100! (directions attached)	For one whole day, record what you are doing at every quarter past the hour!	How many lessons can you complete on Dreambox today?	Play Place Value Scavenger Hunt (directions attached)	Play a board game with your family
Cut a piece of paper into 2 equal pieces. Cut another into 4 equal pieces. Keep going...Eight equal pieces! Now try 3, 6, and 12 equal pieces!	How many lessons can you complete on Dreambox today?	Using inches AND centimeters, measure the length of your bed.	Count by 2s up to 20. Count by 3s up to 30. Count by 4s up to 40. How far can you go?? Can you count by 6s up to 60???	How many lessons can you complete on Dreambox today?

Place Value Scavenger Hunt

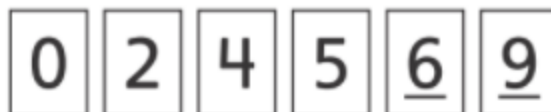
Using newspapers or magazines, find numbers that match the clues below.

0 in the ones place
2 in the tens place
4 in the hundreds place
5 in the tens place
6 in the hundreds place
1 in the tens place
3 in the hundreds place
9 in the ones place

Close to 100

Use a deck of playing cards with the face cards removed (Aces become #1)

Play with a partner. Work together.



1 Deal six Digit Cards.

2 Use the cards to make 2-digit numbers; for example, 6 and 5 could make 56 or 65. Try to make two 2-digit numbers that, when added, give you a total that is close to 100.

3 Write these two numbers and the total on the *Close to 100* Recording Sheet.

Game 1	Score
Round 1: <u>42</u> + <u>56</u> = <u>98</u>	_____
Round 2: _____ + _____ = _____	_____
Round 3: _____ + _____ = _____	_____
Round 4: _____ + _____ = _____	_____
Round 5: _____ + _____ = _____	_____
TOTAL SCORE _____	

4 Find the score. The score is the difference between the total and 100. For example, if the total is 98, the score is 2. If the total is 105, the score is 5.

5 Put the used cards in a discard pile. Keep the two unused cards.

6 Deal four new cards. Make two 2-digit numbers that come close to 100. (If you run out of cards, shuffle the discard pile, and use them.)

7 Five rounds make one game. Total the scores for the five rounds.

Close to 100 Recording Sheet

Game 1	Score
Round 1: _____ + _____ = _____	_____
Round 2: _____ + _____ = _____	_____
Round 3: _____ + _____ = _____	_____
Round 4: _____ + _____ = _____	_____
Round 5: _____ + _____ = _____	_____
TOTAL SCORE _____	

Get to 100!

Use a deck of cards with the face cards removed (Aces become #1).

Split the deck in half and play with a partner. Players draw a card at a time and add it to their running total, trying to be the first to reach 100 without going over.

Variation Start at 100 and subtract a card at a time. First one to zero wins!