

Brockton Elementary Families,

This summer, elementary students can participate in a fun and engaging 10-week Summer of Math! Families sign up for a weekly activity to be emailed directly to them. The activities -- math stories, board games, nature walks -- are a wonderful & easy way for families to help students fall in love with math. The program is free and works on a cell phone. Once you sign-up, you will receive an email each Monday with a link to the activities to that week. Activities can be completed on a phone, tablet, or computer! Scan the code below to sign up.

In addition to Summer of Math, students continue to have access to ST Math. Students can play ST Math fairly independently – whenever it works best for your schedule! You can support your student’s learning this summer with ST Math by encouraging your student to do 15-minute daily sessions.

Want your child to “unplug” for the summer? An additional option is for your child to do Jiji’s Summer of Math- Unplugged Version. See the attached pages for details.

Need support? The ST Math team is here to help! Email massprogram@mindresearch.org with questions.

Thank you for continuing your child’s learning from home this summer!



Jiji's
Summer
of Math



Summer of Math Calendar of Events

Week 1: June 20	Animal Friends (Grades K-1) or Happy Turtles (Grades 2+)
Week 2: June 27	Play ST Math as a family
Week 3: July 4	Animal Friends 2 (Grades K-1) or Tricky Turtle Maker
Week 4: July 11	Math MINDs video: Math Moves
Week 5: July 18	Play ST Math as a family
Week 6: July 25	Sneaky Cows (Grades K-1) or Tic Tac Toe 2.0 (Grades 2+)
Week 7: Aug 1	Cows Play Dress Up (Grades K-1) or Slimey Story Time (Grades 2+)
Week 8: Aug 8	Play ST Math as a family
Week 9: Aug 15	Math MINDs video: Walkabout
Week 10: Aug 22	Math Stories (Grades K-1) or It's not Magic, It's Science (Grades 2+)

JiJi Summer of Math -- UNPLUGGED VERSION

Check out the math card game for each week over the summer. Play with a friend or family member and record your sessions on the tracker in the back. All you need is a deck of cards. Instructions for each game are below.



Place Value War: Week 1 (June 14)

Players: 2

Materials: Deck of cards with face cards and 10s removed, Ace worth 1

How to Play: Turn over 1, 2 or 3 cards (depending on the level of difficulty needed). Each player places them in any position to make the highest number possible. The higher number wins all of the cards for that turn. Try asking your child to compare the numbers out loud. Example: "365 is greater than 243" When the deck runs out, the player with the most cards wins.

I Spy: Week 2 (June 21)

Players: 2

Materials: Deck of cards, face cards worth 10, Ace worth 1 or 11

How to Play: Deal out the entire deck of cards in a 13 x 4 array (13 rows and 4 columns). Find two cards next to each other, vertically or horizontally, that add to make a number. "I spy two cards with a sum of 10". You can also play the game with multiplication, "I spy two cards with a product of 40". The other player looks for two cards that multiply to make the sum or product and removes them. After many turns, the array can be reformed to continue play.

Sort It: Week 3 (June 28)

Players: 2

Materials: Deck of cards

How to Play: Pick a way to sort the cards (color, suit, or numbers). Deal out the deck and players take turns finding cards that fit their sort. Look for creative ways to sort; even numbers, odd numbers, two cards with a sum of 10, etc.

Close Call: Week 3 (June 28)

Players: 2

Materials: Deck of cards, face cards worth 10, Ace worth 1

How to Play: Each player is dealt four cards. The player arranges their four cards in any combination to make an addition problem whose sum is as close to 100 as possible without going over 100. The winner of the round is the person with the sum closest to 100.

Variation: Using four cards, make a subtraction problem from 100, with the winner of the round being the closest to zero.

Addition Top-It: Week 4 (July 5)

Players: 2

Materials: Deck of cards, face cards worth 10, Ace worth 1 or 11

How to Play: Each player turns over two cards and adds them together. The player with the greatest sum wins all the cards. Continue until all the cards are gone. The player with the most cards wins.

Modifications: Make the game easier by taking higher digit cards out of the deck.

Challenge: Make the game harder by adding 3 cards or multiplying the cards instead.

Make It BIG: Week 5 (July 12)

Players: 2

Materials: Deck of cards with the 10s removed, Ace worth 1, scratch paper.

How to Play: On a piece of scratch paper, draw a game board with five number slots and one trash can slot like the one shown:



Deal 6 cards to each player. Each player flips over one card at a time and decides where to place it to form the largest number possible. Players must think carefully about where to place a card. Once placed, a card cannot be moved. All 6 cards must have a place! Try to create the largest number possible. The player with the largest number wins that round.

Hit the Target: Week 6 (July 19)

Players: 2

Materials: Deck of cards, face cards worth 10, Ace worth 1 or 11.

How to Play: Lay out five cards face up. Then choose one additional card to be the target number. You may add, subtract, multiply or divide to hit the target number. Try to use all five cards, but you must use at least 2 cards. The player that uses the most cards wins the round. The winner takes the cards in the equation, plus the target number.

Subtraction Top-It: Week 7 (July 26)

Players: 2

Materials: Deck of cards, face cards worth 10, Ace worth 1 or 11

How to Play: Each player turns over two cards and subtracts the smaller digit from the larger digit. The player with the smallest difference wins all the cards. Continue until all the cards are gone. The player with the most cards wins.

Modifications: Make the game easier by taking higher digit cards out of the deck.

Challenge: Make the game harder by playing with 2- digit - 1-digit subtraction or by using division to get the smallest quotient.

Give Me 10: Week 8 (August 2)

Players: 2

Materials: Deck of cards, face cards removed, Ace worth 1

How to Play: Deal 10 cards face up. Players take turns finding and removing combinations of cards that add up to 10. Deal out cards so there are always 10 cards face up. To make it challenging, find three cards that add up to a target number (3 numbers that add up to 20).

Red or Black: Week 9 (August 9)

Players: 2

Materials: Deck of cards, face cards worth 10, Ace worth 1, scratch paper, and pencil

How to Play: Split the deck evenly between players. Play begins with each player's deck stacked face down and a beginning score of 10 written at the top of their paper. Each player flips their top card. If it is a red card the number is added to the player's score, if it is a black card the number is subtracted from the score. The player writes the equation and new total score on their paper and draws another card. Play continues in this manner for 20 rounds. The winner of the game is the person with the highest score at the end of the game.

Challenge: If the flipped over card is red, multiply the number by 10 for the player's new score. If the card is black, divide 10 by the number on the black card.

Make 10 Go Fish: Week 10 (August 16)

Players: 2-5


Materials: Deck of cards, face cards removed, Ace worth one.

How to Play: Deal 5 cards to each player and leave the remaining cards stacked face down. The goal of the game is to collect pairs of cards with a sum of 10. Any pairs of cards with a total sum of 10 that a player holds from the initial deal can be placed on the table. The first player then asks any other player for a card that will make a sum of 10 when added to a card already in that player's hand. The player being asked must hand over the card being requested if he/she has one. The first player has now created a Make 10 pair and removes those two cards from his/her hand and places them on the table. If the player being asked does not hold the card being requested, the player says, "Go fish." In this instance, the first player must then draw a card from the center stack. If the card drawn creates a Make 10 pair, the pair of cards can be placed on the table. Play moves clockwise around the table to the next player who can then request a card from any other player. Play continues until either someone has no cards left in their hand or the draw pile runs out. The winner is the player who has created the most Make 10 pairs.

Game Record Sheet

Name: _____

- Play each game each with and record your number of sessions & minutes
- At the end of the week record your rating of the game -- what did you think of it? How many stars would you give it?
- Complete the tracker & turn it into your STEM coach in September.

June 14 - June 20 Place Value War # of sessions: _____ # of minutes: _____ Your game rating: ☆☆☆☆☆	June 21 - June 27 I Spy # of sessions: _____ # of minutes: _____ Your game rating: ☆☆☆☆☆	June 28 - July 4 Sort It or Close Call # of sessions: _____ # of minutes: _____ Your game rating: ☆☆☆☆☆
July 5 - July 11 Addition Top-it # of sessions: _____ # of minutes: _____ Your game rating: ☆☆☆☆☆	July 12 - July 18 Make it BIG # of sessions: _____ # of minutes: _____ Your game rating: ☆☆☆☆☆	July 19 - July 25 Hit the Target # of sessions: _____ # of minutes: _____ Your game rating: ☆☆☆☆☆
July 26 - Aug 1 Subtraction Top-it # of sessions: _____ # of minutes: _____ Your game rating: ☆☆☆☆☆	Aug 2 - Aug 8 Give me 10 # of sessions: _____ # of minutes: _____ Your game rating: ☆☆☆☆☆	Aug 9 - Aug 15 Red or Black # of sessions: _____ # of minutes: _____ Your game rating: ☆☆☆☆☆
Aug 16-Aug 22 Make 10 Go Fish # of sessions: _____ # of minutes: _____ Your game rating: ☆☆☆☆☆		
Reflection questions <ul style="list-style-type: none"> • What game did you like the best? Why? • Which one was the easiest? • What math did the games help you with? • Can you think of your own math card game? <div style="text-align: right;">  WAY TO GO!! </div>		