PLYMOUTH PUBLIC SCHOOLS

PRESENTS

2024 SUMMER MATH FUN

GOING INTO GRADE

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Dear Student and Family,

You have learned so much in math this year! It is important to keep practicing your mathematical knowledge during the summer to be ready to enter your next grade. In this packet you will find math daily activities that will help you review and maintain math skills learned throughout the past year.

Summer Math Fun has been made as a calendar for the months of July and August. All you have to do is follow the daily calendar and complete the activities. Do your best to complete as many of the activities as you can and have your family help you too!

Feel free to go online to find websites that can be used to practice your math skills, especially math facts.

Fun math games have also been included in this packet. To play the games you will need a deck of cards. The games reinforce math skills that have been taught throughout the year and will provide you with fun ways to practice your math skills.

Enjoy your summer and keep your skills sharp!

  

Summer Math Fun
July 2024

1 Count by 10's to 100	2 Look around your kitchen and find different shapes. Try to draw the shapes	3 Problem Solving Wednesday. Pick 1 problem to solve from the attached sheet	4 Happy 4th of July!! Enjoy your holiday! 	5 Write your numbers 0-10.
8 Count by 1's to 100	9 How many foot steps does it take to get from your bedroom to the kitchen?	10 Problem Solving Wednesday. Pick 1 problem to solve from the attached sheet	11 Make Flash cards for facts 0-5 (ex 1+0=1) practice with flashcards	12 Write your numbers 0-20.
15 Do jumping jacks count to 30	16 Count all the things that are square in your room.	17 Problem Solving Wednesday. Pick 1 problem to solve from the attached sheet	18 Practice flashcards for addition facts.	19 Practice writing 5's Can you make a whole page
22 Use cereal or some snack and put it in groups of 10	23 Pick 10 of your toys. Put them in order from smallest to largest.	24 Problem Solving Wednesday. Pick 1 problem to solve from the attached sheet	25 Practice flashcards for addition facts.	26 Practice writing 3's Can you make a whole page of 3's
29 Draw a picture of 10 objects. Add 2 more. Count how many.	30 Count the number of forks in your silverware drawer.	31 Problem Solving Wednesday. Pick 1 problem to solve from the attached sheet		

Going into Grade 1

Summer Math Fun
August 2024

			1 Practice flashcards for addition facts.	2 Write a page of 12's and 20's. Can you tell which is which?
5 Draw a picture of 5 dogs. Count how many legs.	6 Go on a scavenger hunt. Find some things that are square, round, rectangles, or circles. How many did you find?	7 Problem Solving Wednesday. Pick 1 problem to solve from the attached sheet	8 Practice flashcards for addition facts.	9 Write all your teen numbers 11-19. What is the same about them? Why?
12 Write the names of the people who live in your house. Circle the name with the most letters. Put the names in order from shortest to longest.	13 March in place and count to 100 by ones.	14 Problem Solving Wednesday. Pick 1 problem to solve from the attached sheet	15 Practice flashcards for addition facts.	16 Write numbers 0-20
19 Count by 1s to 100	20 Write your numbers in shaving cream or chalk or anything fun!	21 Problem Solving Wednesday. Pick 1 problem to solve from the attached sheet	22 Practice flashcards for addition facts.	23 Pick the 2 numbers you find trickiest and write a page of it?
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Word Problem Wednesday! Pick one problem below to solve each Wednesday.

1. Sam has 5 fish stickers and 2 Flamingo stickers. Which group of stickers is less? You can draw a picture or make a ten frame to solve in the space below.

2. Use blue and red cubes to make stacks of 3 cubes. How many different ways can you make a stack of 3 cubes?
   Write equations to describe your stacks. Use a blue crayon to tell how many blue cubes and a red crayon to tell how many red cubes.

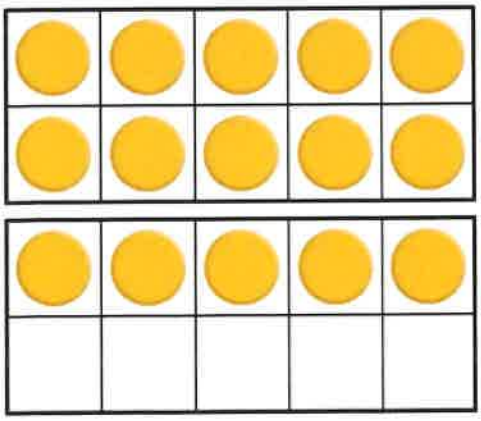
3. Alex has 5 pets. His family gets 1 more. How many pets does he have now? Draw a picture or use a ten frame to solve.

4. Build a tower with with 5 blocks or legos (or anything you have). Now build a tower 10 blocks high. Which is greater? How many greater? Draw a picture of your work?

5. There is a food bar with 8 pieces of food for the flamingos at the lake. Pretend you take apart 2 pieces of the bar to feed the flamingos. How many pieces do you have left on the bar? Use one of the tools you have to help solve the problem. Draw a picture of what you did, and then write the equation.

6. There are 7 dogs in the yard. 2 of the dogs run away. How many dogs are left in the yard? Draw a picture or a ten frame to solve.

7. Write an equation to match the ten frames:



_____ + _____ = _____

8. Numbers are counted and written in a specific sequence on a hundred chart. Use the hundred chart below to count to 100. Then play guess the number with the questions.

Hundreds Chart

1	2	3	4	5	6	7	8	9	10
11	12	13	14	15	16	17	18	19	20
21	22	23	24	25	26	27	28	29	30
31	32	33	34	35	36	37	38	39	40
41	42	43	44	45	46	47	48	49	50
51	52	53	54	55	56	57	58	59	60
61	62	63	64	65	66	67	68	69	70
71	72	73	74	75	76	77	78	79	80
81	82	83	84	85	86	87	88	89	90
91	92	93	94	95	96	97	98	99	100

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Guess the Number: Say, I am thinking of a number that comes just after 91. What number is it? Encourage your child to use the chart to find the correct number, and then say the number aloud.. You may wish to write each number your child finds. Then say find a number that is a ten. Find a number that is a teen number. Find a number that has 2 tens.... These are just some examples. You can give whatever clues you want.

9. Repeat the 100 chart activity from yesterday. Think of a few more questions practicing comparing. For instance....find a number less than 10. Find a number greater than 20. Find a number less than 5.

Math Concentration Number of Players: 1 – 4

Pairs of cards are shuffled and placed facedown in a grid. Two or more pairs of cards can be used to form the grid. The larger the grid, the more challenging the game becomes. It is recommended that when playing Math Concentration for the first time with a player, start the grid relatively small and increase the grid with each subsequent round until you find a grid size that is challenging, but not overwhelming.

Players take turns turning over two cards. The cards are turned over in their places and the faces of the turned over cards should be visible to all the players. If both face up numbers match, the player removes the matching cards from the grid and goes again. If both face up numbers do not match, the player returns the played cards to their facedown position and play advances to the next player.

When all the cards in the grid have been matched, the player with the most pairs of cards wins that round of Math Concentration. Additional rounds are played until the entire deck has been played once. The winner is the player who won the most number of rounds.

Suggestion:
Concentration lends itself to emphasizing numbers that tend to be confusing.
For example, if a child tends to confuse "1" and "7" or "6" and "9", etc., give the child additional practice with these numbers by including them more often in grid.

Number Hurdles Number of Players: Unlimited

In Number Hurdles, a player is given one well-shuffled deck minus the jokers. The player holds the deck facedown. As quickly as possible with due regard to accuracy, the player takes one card at a time from the top of his or her deck, places it face up on the table, and states the number. For any number incorrectly stated by the player, the player is informed of the error and must correct the error before playing the next card. The speed at which the player goes through the entire deck is measured and noted by any other person proficient in recognizing numbers.
This process is repeated for each player.

The player with the fastest time wins.

Starfish Number of Players: 1 – 4

The jokers are removed from a deck, the deck is shuffled, and all the cards are placed facedown in a grid on a table. The players sequentially take turns performing the following steps:
1. Turn over the cards until two cards having matching face up numbers are found;
2. Remove the two matching cards from the grid; and
3, Turn all the remaining face up cards facedown.

The game is over when all the cards have been removed from the grid and each player is a winner.

War II Number of Players: 2 – 4

A player deals a deck of playing cards minus the jokers (facedown) evenly among all the players. The players keep their respective cards facedown. Each player takes the top card from his or her pile of cards, places his or her card face up on the table, and the player who played the card with the highest face up number takes all the cards played that round. If two or more players obtain the highest face up number played that round, then the other players are out of that round and "war" is declared between the players who played the cards with the highest face up number. Whenever "war" is declared, the round continues with each player engaged in the "war" placing three cards facedown in a row and placing a fourth card face up at the end of his or her respective row. The player whose card has the highest face up number wins the "war" and takes all the cards played that round.

War II can end in the following ways:

i. Short Game: War II ends after all the cards have been played one time. The player with the most cards wins.

ii. ii. Long Game: War II ends when one player captures the entire deck of cards.

Old Maid Number of Players: 2 – 4

A player (e.g., Player A) deals the deck of playing cards (minus one joker) facedown between all the players (e.g., Players B, C, D and A). Each player picks up the cards dealt to him or her and organizes them in his or her hand so that each player can quickly determine (a) whether he or she already holds any matched pairs of cards and (b) whether he or she acquires a card during the game that matches a card already in his or her hand. If any player finds one or more matched pairs of cards in his or her hand, that player shows the pair to the other players, says the number on the pair of cards, and places them face up or facedown in front of him or her. (Only matching pairs can be put down. In other words, if a player has three matching cards in his or her hand, the player can only put down two cards and must keep the third card in his or her hand.)

Play proceeds in the clockwise or counterclockwise direction beginning with the player to one side of the dealer (Player A in this example). Player B takes one card from Player C (i.e., the player next to Player B in the direction that play is advancing). If Player B picks a card that matches a card in his or her hand, Player B removes the other card from his or her hand to form a pair, shows the pair to the other players, states the number on the face of the pair of cards, and puts the matched pair of cards down. Whether or not Player B was able to make a match, play advances to the next player (Player C in this example).

Old Maid ends when all the players, except the player holding the joker (i.e., the Old Maid), no longer have any cards in their hands.