

Grades 1-2

**Math Games for
Summer**

Do Not Return This Packet
No Devuelva Este Paquete

To our K-4 MPISD Families,

To help our students continue to grow mathematically during the summer months, we have compiled some math games that can help students develop math fact fluency while having fun.

Math fact fluency is the ability to recall the answers to basic math facts automatically and without hesitation. Fact fluency is gained through significant practice, with mastery of basic math facts being the goal.

Math facts are important because they form the building blocks for higher-level math concepts. When a child masters his/her math facts, these concepts will be significantly easier and the student will be better equipped to solve math problems faster.

Some of the games in this packet are played with cards, dominoes, or dice. We have included a set of cards and dominoes that may be cut out and used if needed.

Please continue to read with your child daily.

We wish you all a safe, healthy summer.

A nuestras K-4 familias de MPISD,

Para ayudar a nuestros estudiantes continuar mejorando las destrezas de matemáticas durante el verano, hemos compilado algunos juegos de matemáticas que pueden ayudar a los estudiantes desarrollar la fluidez de las operaciones matemáticas mientras que se divierten.

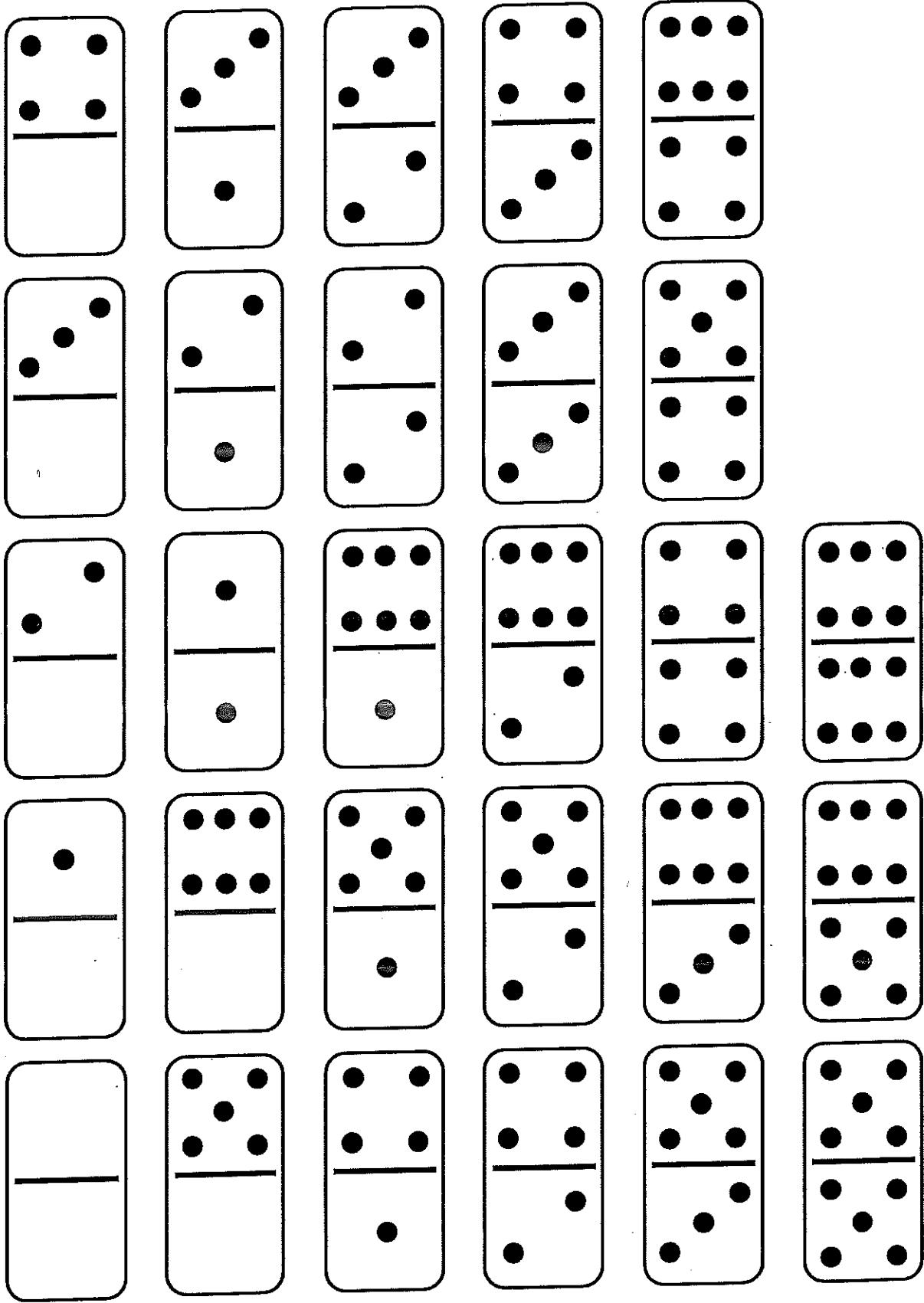
La fluidez de las operaciones matemáticas es la habilidad de recordar las respuestas a los datos básicos de matemáticas automáticamente y sin vacilación. La fluidez de las operaciones matemáticas se obtiene por mucha práctica y la meta es dominar los datos básicos de matemáticas.

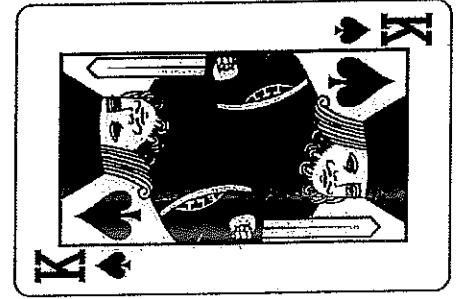
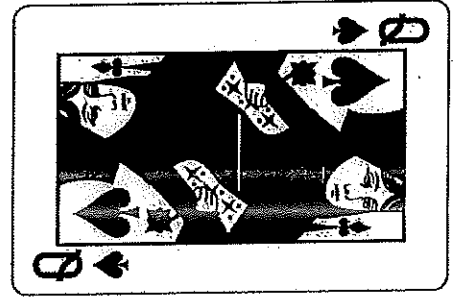
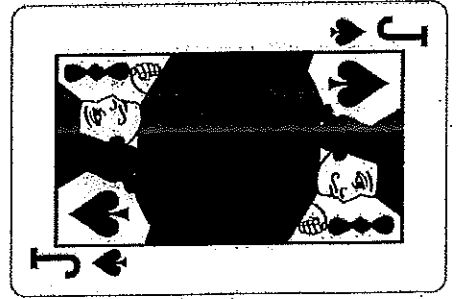
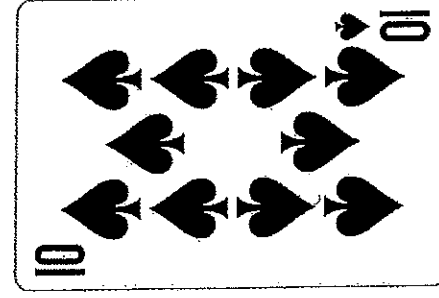
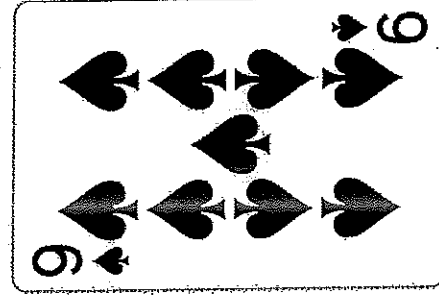
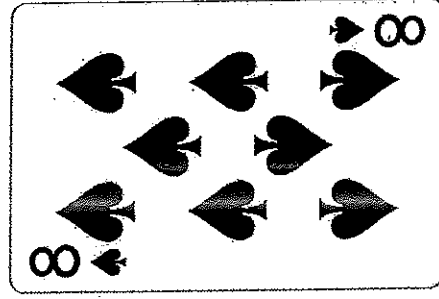
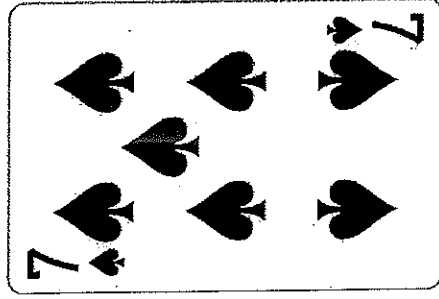
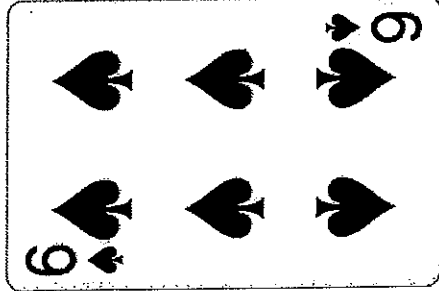
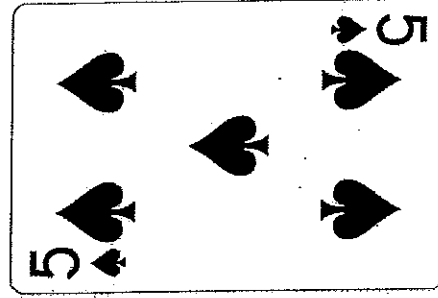
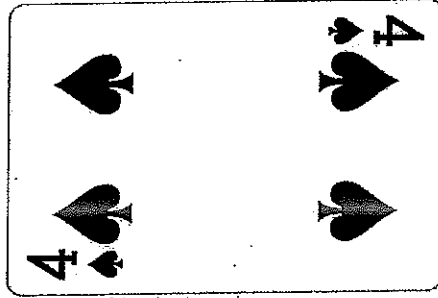
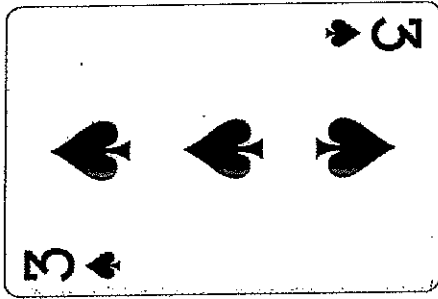
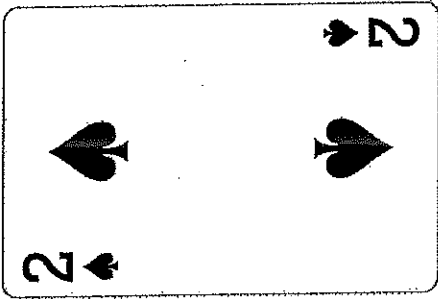
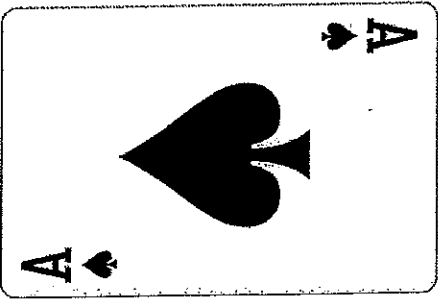
Los datos básicos de matemáticas son importantes porque contiene la información necesaria para aprender los conceptos de matemáticas de niveles más altos. Cuando un niño domina los datos básicos, estos conceptos serán significativamente fácil y el estudiante será más equipado resolver los problemas de matemáticas más rápido.

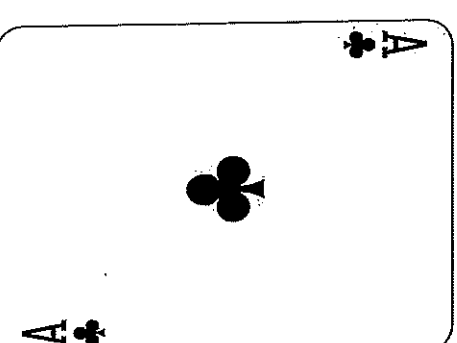
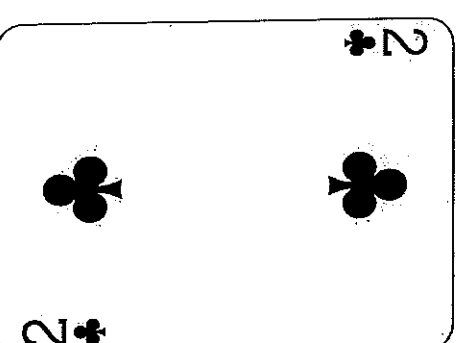
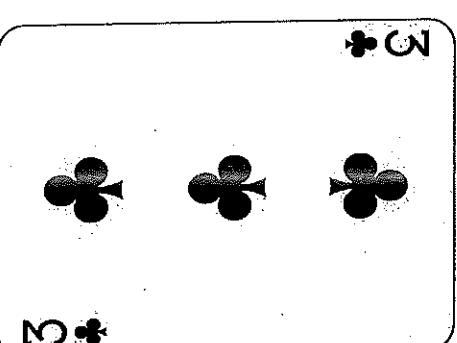
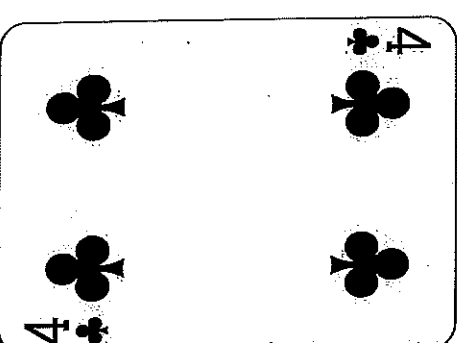
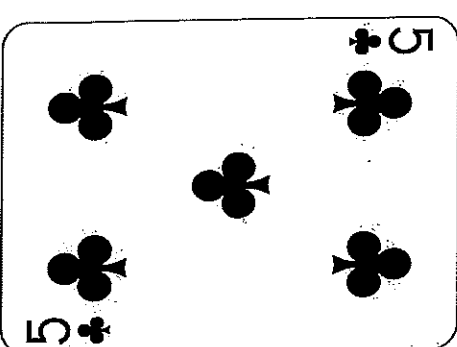
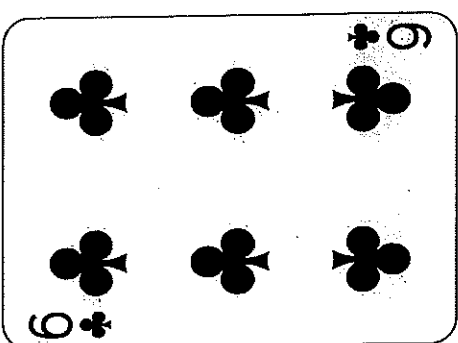
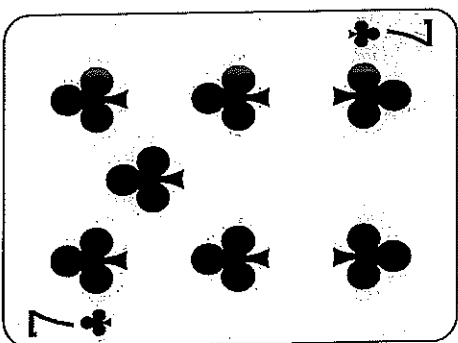
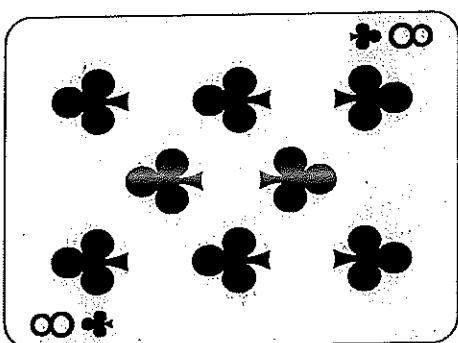
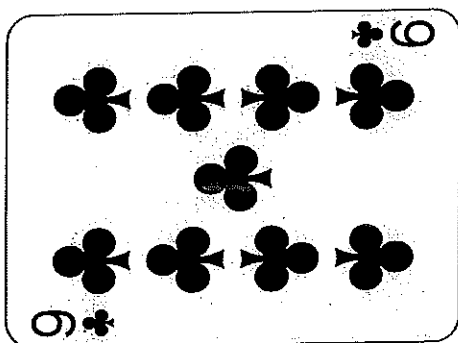
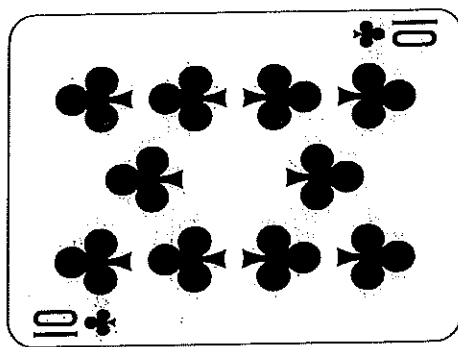
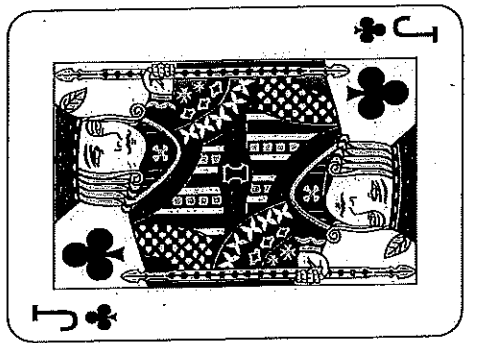
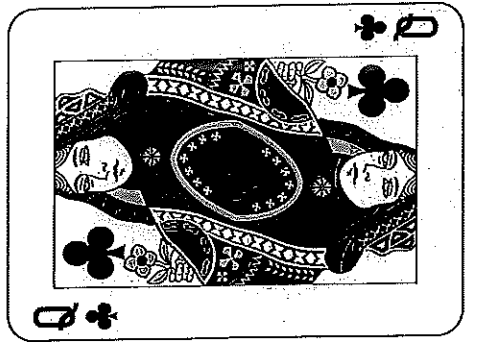
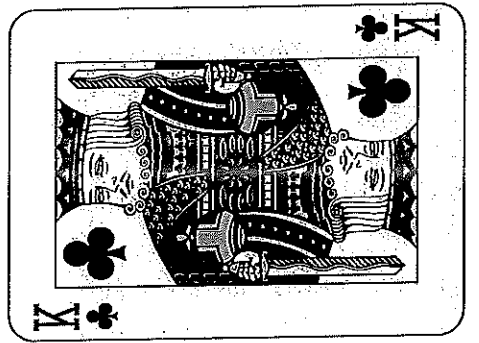
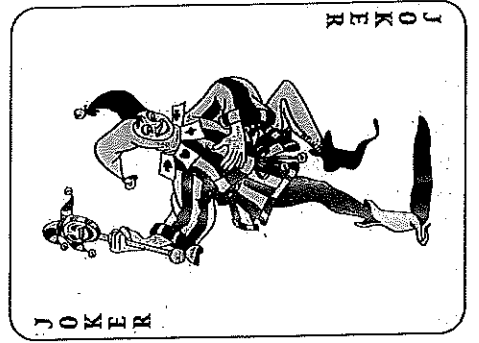
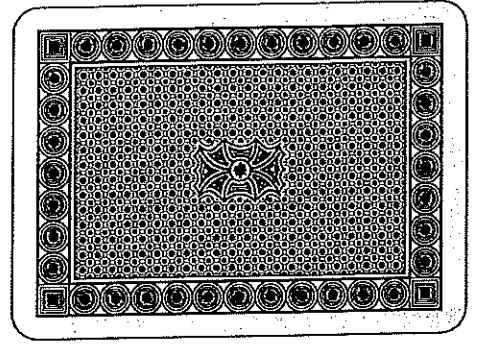
Algunos de los juegos en este paquete se juegan con una baraja de cartas, los dóminos, o los dados. Hemos incluido una baraja de cartas y un conjunto de fichas de dominó para recortar y usar si se necesite.

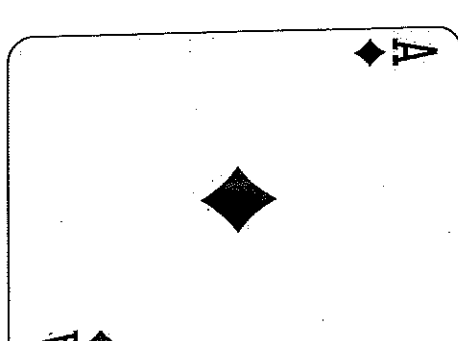
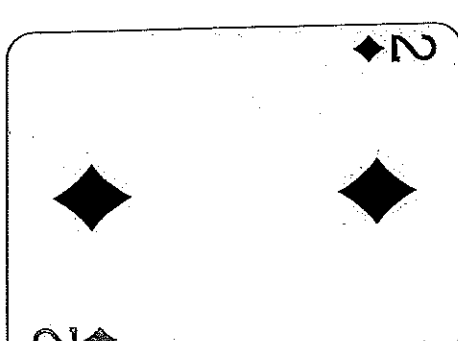
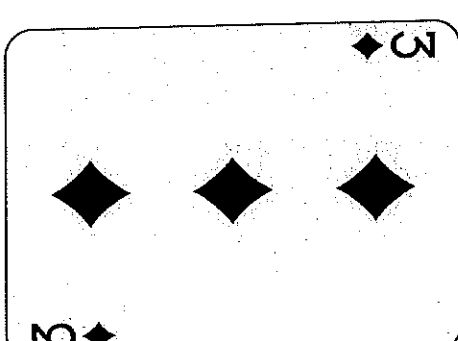
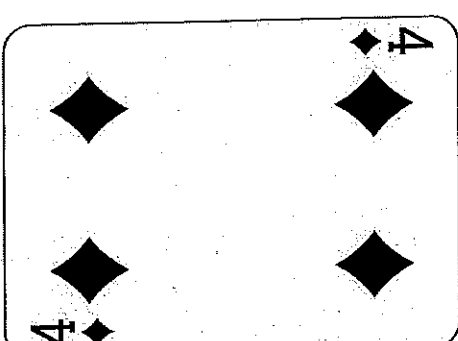
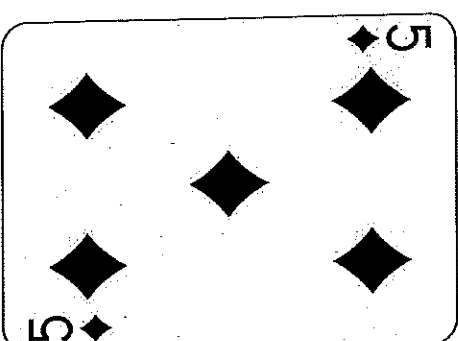
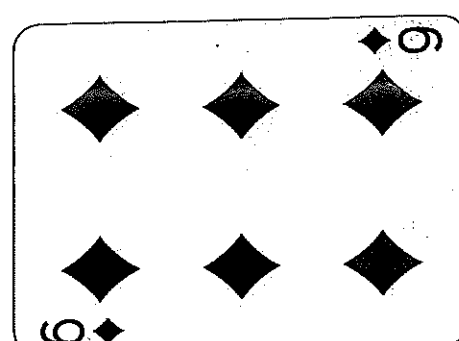
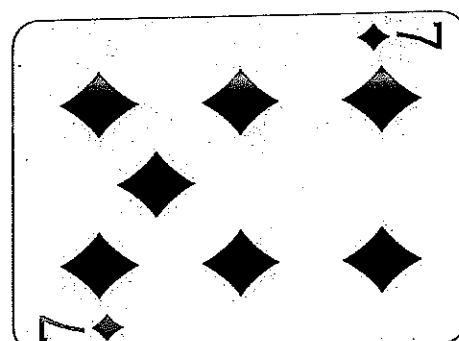
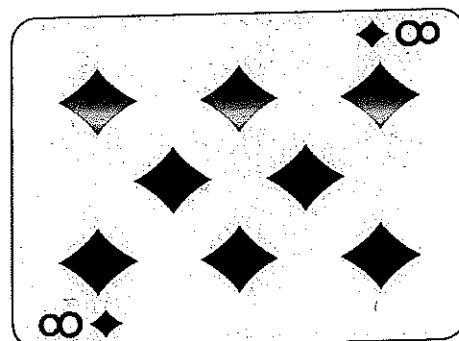
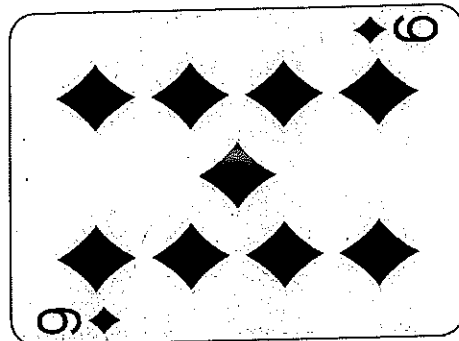
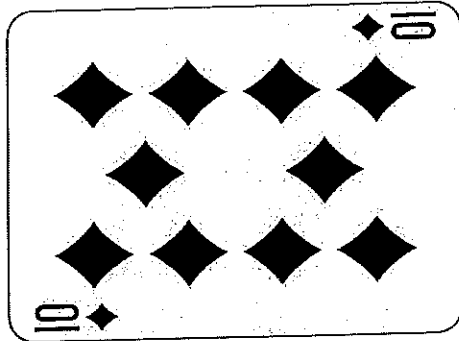
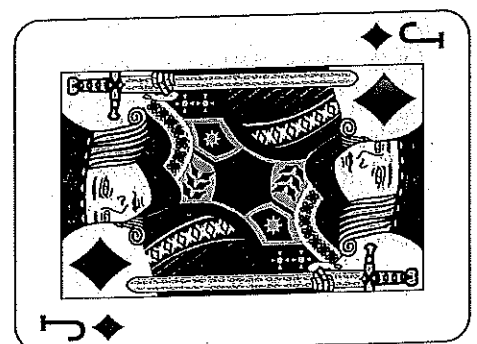
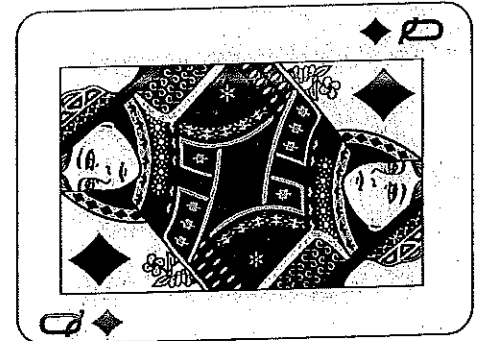
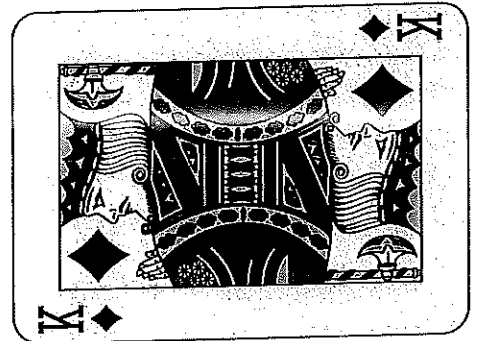
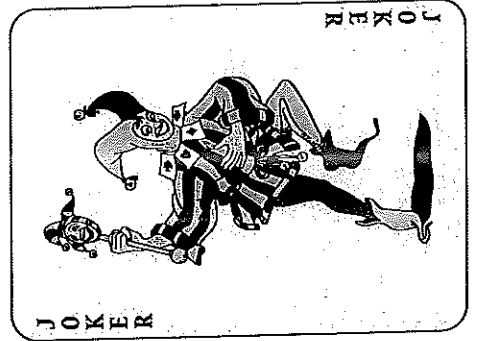
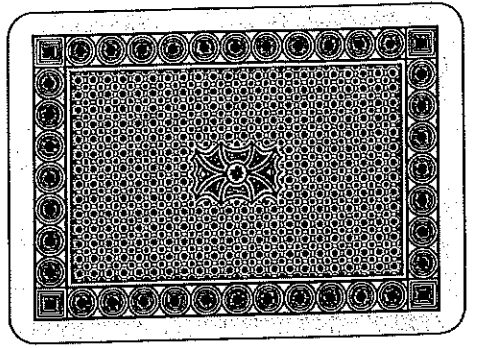
Favor de continuar leer con su hijo(a) diariamente.

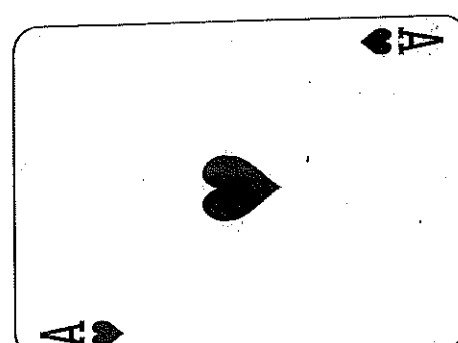
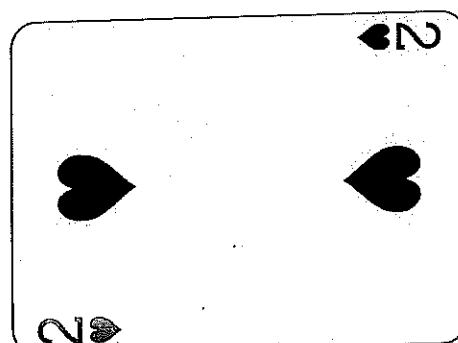
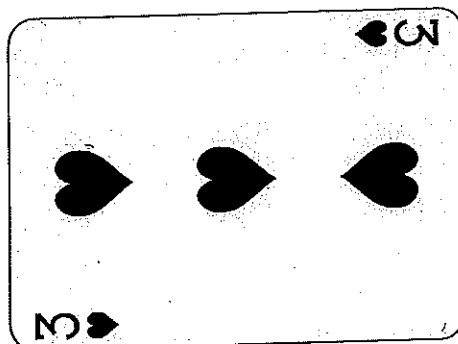
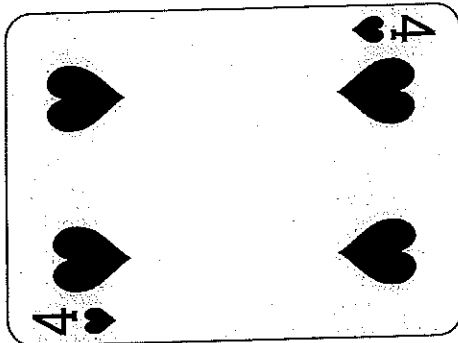
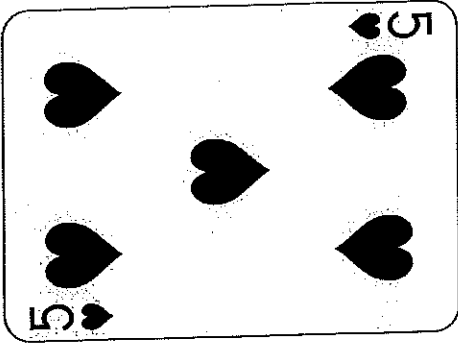
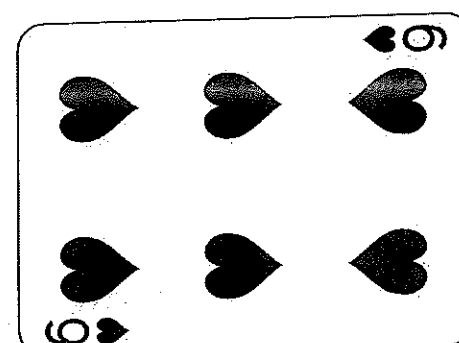
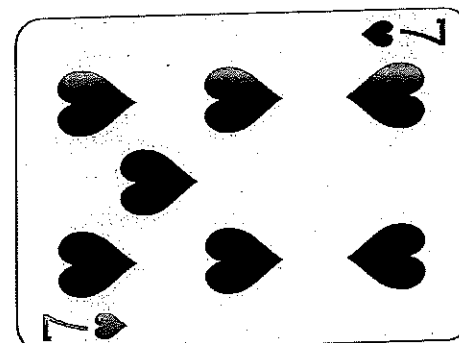
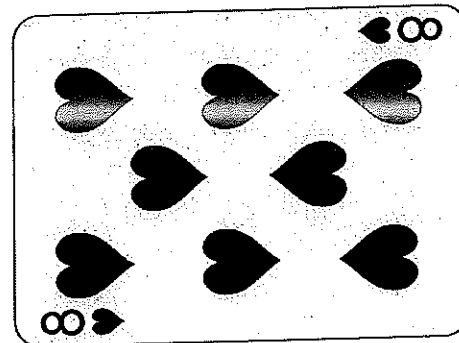
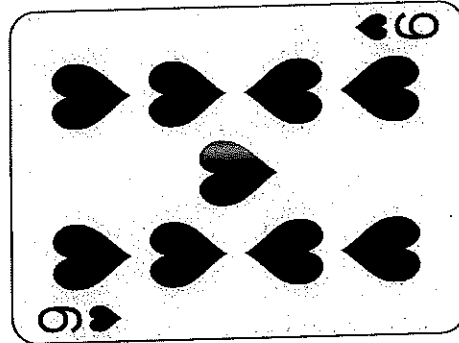
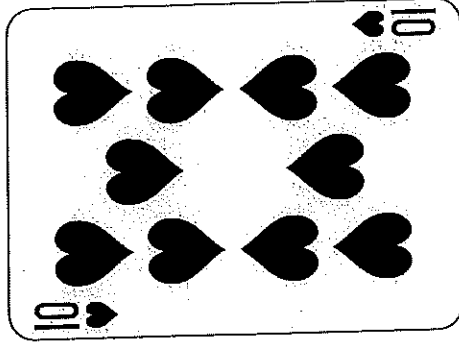
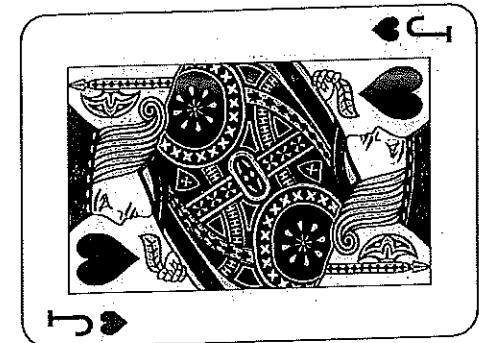
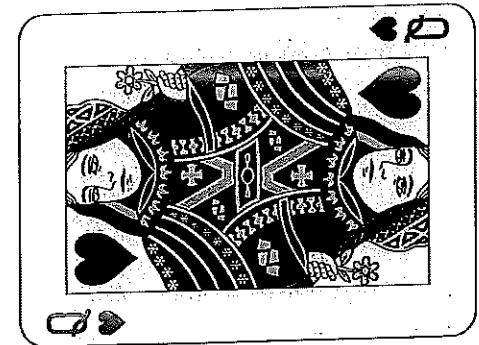
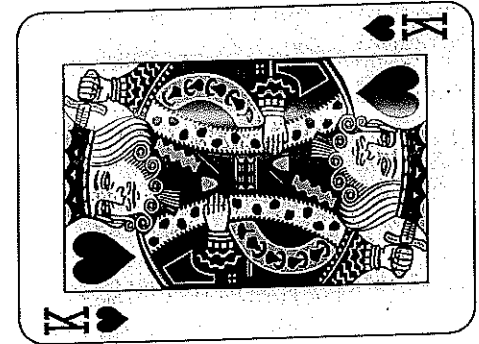
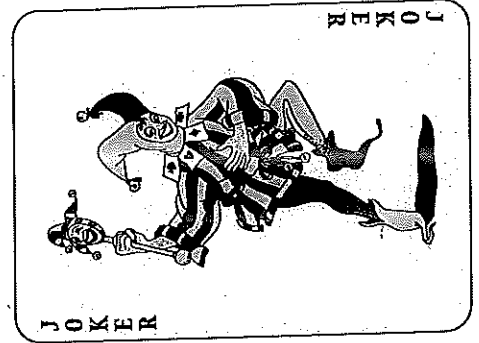
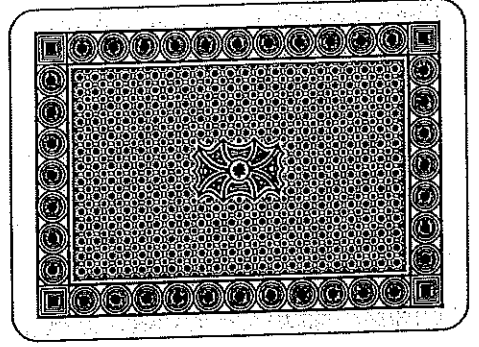
Les deseamos a todos un verano seguro y saludable.











Double Down

Materials: a pair of dice, paper, and pencil per player

Instructions:

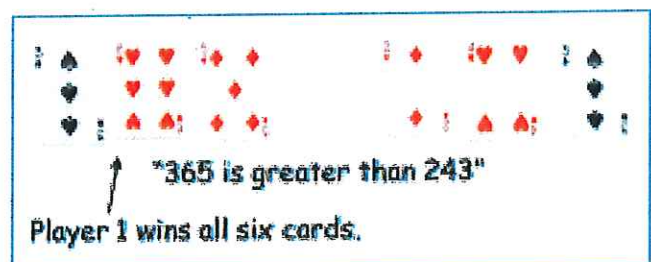
1. Time students so that each round of play last five minutes.
2. When the timekeeper says, "Roll'em" everyone rolls their pair of dice simultaneously. Anytime anyone rolls a double, they say, Double Down!"
3. All students playing should stop rolling, and name the value of the dice, and record the sum under the player's name who rolled it. This process continues until time is up.
4. Whoever has the most points at the end of five minutes wins.

Place Value War

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

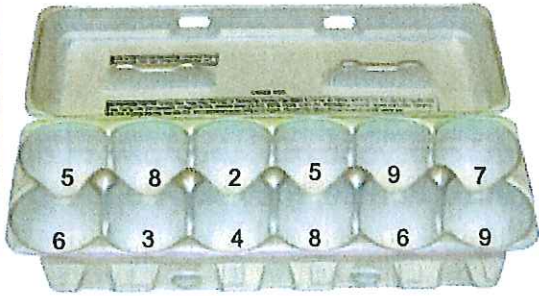
Instructions:

1. Each player turns over 2, 3, or 4 cards.
2. Place them in any position to make the greatest value possible. The player who creates the number with the greatest value wins all of the cards for that turn.
3. Parent note: Ask your child to compare the numbers out loud in a comparison statement. For example:




4. The player with the most cards after 5 rounds wins.

(1st grade students should use 2 cards, 2nd grade students may use 2 or 3 cards, 3rd grade students should use 3 or 4 cards.)



1. Use a permanent marker to write digits 2-9 in the bottom of the egg carton.
2. Place two beans in the egg carton.
3. Children will shake the egg carton and open it.
4. They will record the digits where the two beans are resting to write and solve their generated basic fact.
5. Prompt your child to create and solve at least 5 more facts.



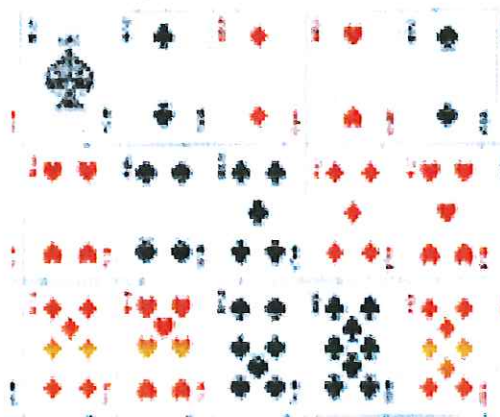
Shake and Make

I Spy

Materials: Cards(Ace-1-2-3-4-5-6-7-8-9-10) Ace =1

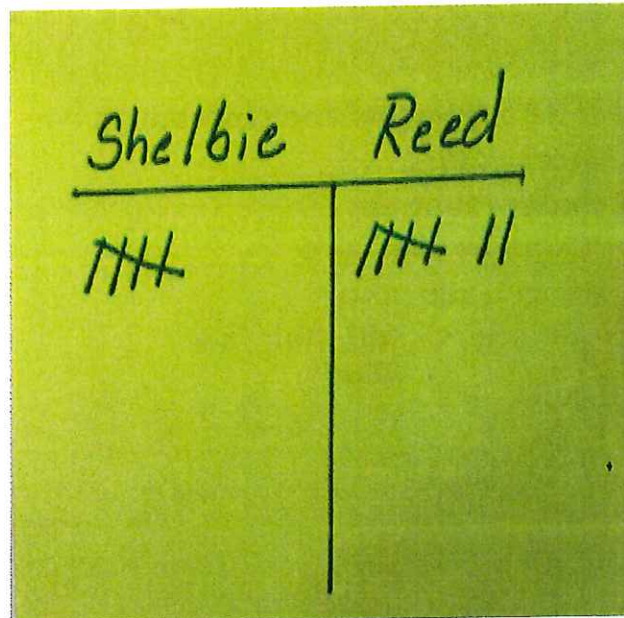
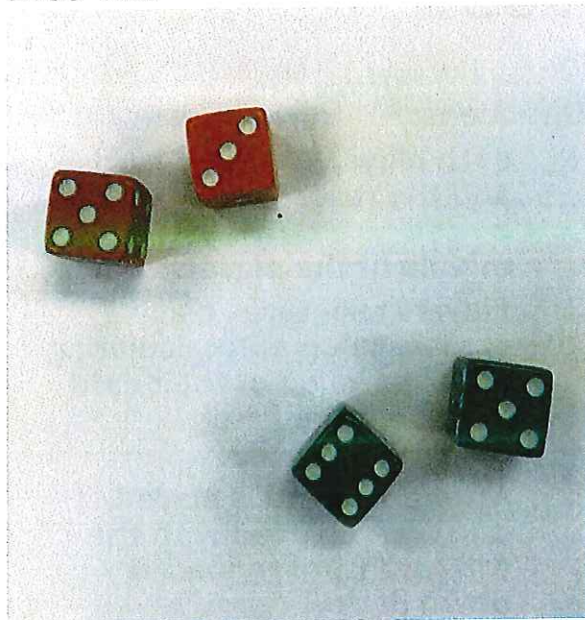
Instructions:

1. Deal out the entire deck of cards in an array (see example, but note not all cards are shown).



2. Find two cards next to each other, vertically, or horizontally, that add to make a sum. ("I spy two cards with a sum of 6", OR "I spy a sum of 8")
3. The other players look for the two cards that when added match the sum. Cards are removed as they are found. After many turns, the array can be reformed to continue play.
4. This game can also be played by spotting differences. "I spy 2 cards with a difference of 2".

Dice War









1. Using 2 dice each, players roll to find the greatest sum.
2. Keep track of points using tally marks. The first player to 10 tallies is the winner.





PIG

Materials: a pair of dice, scratch paper to keep score

Instructions:

1. Be the first to reach a total score of 100 and WIN! Players will take turns rolling the dice and adding the digits of both to determine their sum. On a turn, a player can keep rolling (hence, be a PIG) and add to their score.
2. But beware, if a player rolls a one on either dice, all points for that turn are lost!

Joe rolls   so his is 5.
 He keeps rolling, and gets   for 6 points.
 Now his running score is 11. He can stop at 11 or keep going.
 He rolls one more time,   for 9 points.
 Now his score is 20. He decides to stop and keep 20 for his score that round.

Jane rolls   for 11 points. She rolls one more time and gets a   Since she rolled a 1, her score is 0 for that round.

Example:

Oh No! 99!

Card Values and Operations

Aces: add 1

Jacks: subtract 10

Queens: wild card

Kings: add zero

All others: add their face value



Directions:

1. Each player is dealt 4 cards and the rest of the deck is placed face down in the middle of the players.
2. Players take turns placing cards face up and calculating the total value of their card and the other cards previously played.
3. After each card is played, it must be replaced with the top card from the faced down deck.
4. Play continues until a player is forced to go over 99.

Remove the Joker cards from the deck. Players take turns placing cards face up and calculating the total value of their card and the other cards previously played. For example, player one plays a 10 and says "10." Player 2 plays a 7 card and says "17". Player three plays a Jack and says "7". After each card is played, it must be replaced with the top card from the faced down deck.

***Cards (Ace, 1,2,3,4,5,6,7,8,9,10) can also be used; the Ace counts as one.

Covers

Subtraction

A game for 2-4 players

Need -
'Covers

Subtraction' game board and cards

Turn cards upside down beside the game board. Each player selects 5 cards. First player uses one of his cards to cover a number fact. (It must be covered with the correct answer.)

Next player puts down a card but it must join the first card by a side or a corner. If the player cannot lay down a card the player must pick up a card instead.

Play continues with players joining to a card on the board or picking up.

First player to lay down all of his cards is the winner.

11 - 9	13 - 7	12 - 6	14 - 9	9 - 6	14 - 8
7 - 5	18 - 9	8 - 7	11 - 8	11 - 7	16 - 9
10 - 6	7 - 6	15 - 8	7 - 4	10 - 9	10 - 5
12 - 9	14 - 7	9 - 5	17 - 9	11 - 6	10 - 8
12 - 8	8 - 5	13 - 8	8 - 6	12 - 7	10 - 7
8 - 6	15 - 9	9 - 7	9 - 8	16 - 8	13 - 9

Cards for 'Covers – Subtraction' (Game board is on next page.)

Print and cut out cards below to play
'Covers – Subtraction'.

6	7	5	2	3	4
3	4	1	5	5	8
5	3	3	8	2	1
6	1	7	4	5	2
6	9	1	7	3	6
2	2	4	3	4	2

Covers Addition

A game for 2-4
players

Need -

Covers Addition
game board and
cards

Turn cards upside down
beside the game board.
Each player selects 5
cards. First player uses
one of his cards to cover
a number fact. (It must
be covered with the
correct answer.)

Next player puts down a
card but it must join the
first card by a side or a
corner. If the player
cannot lay down a card
the player must pick up a
card instead.

Play continues with
players joining to a card
on the board or picking
up.

First player to lay down
all of his cards is the
winner.

9+9	8+2	8+8	3+7	5+9	3+3
6+4	3+4	7+5	9+1	3+6	5+8
6+7	4+8	5+3	8+9	6+6	9+3
2+9	6+8	4+4	7+1	3+8	2+6
4+5	9+6	7+4	6+5	7+9	7+7
7+2	2+2	8+1	8+7	5+5	4+9

Cards for 'Covers – Addition' (Game board is on next page.)

Print and cut out cards below to play
'Covers – Addition'.

6	13	12	8	14	13
14	9	12	11	16	10
10	10	17	8	11	15
16	12	8	8	11	9
10	7	12	14	15	4
18	10	13	11	9	9

