

Grades 3-4

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.

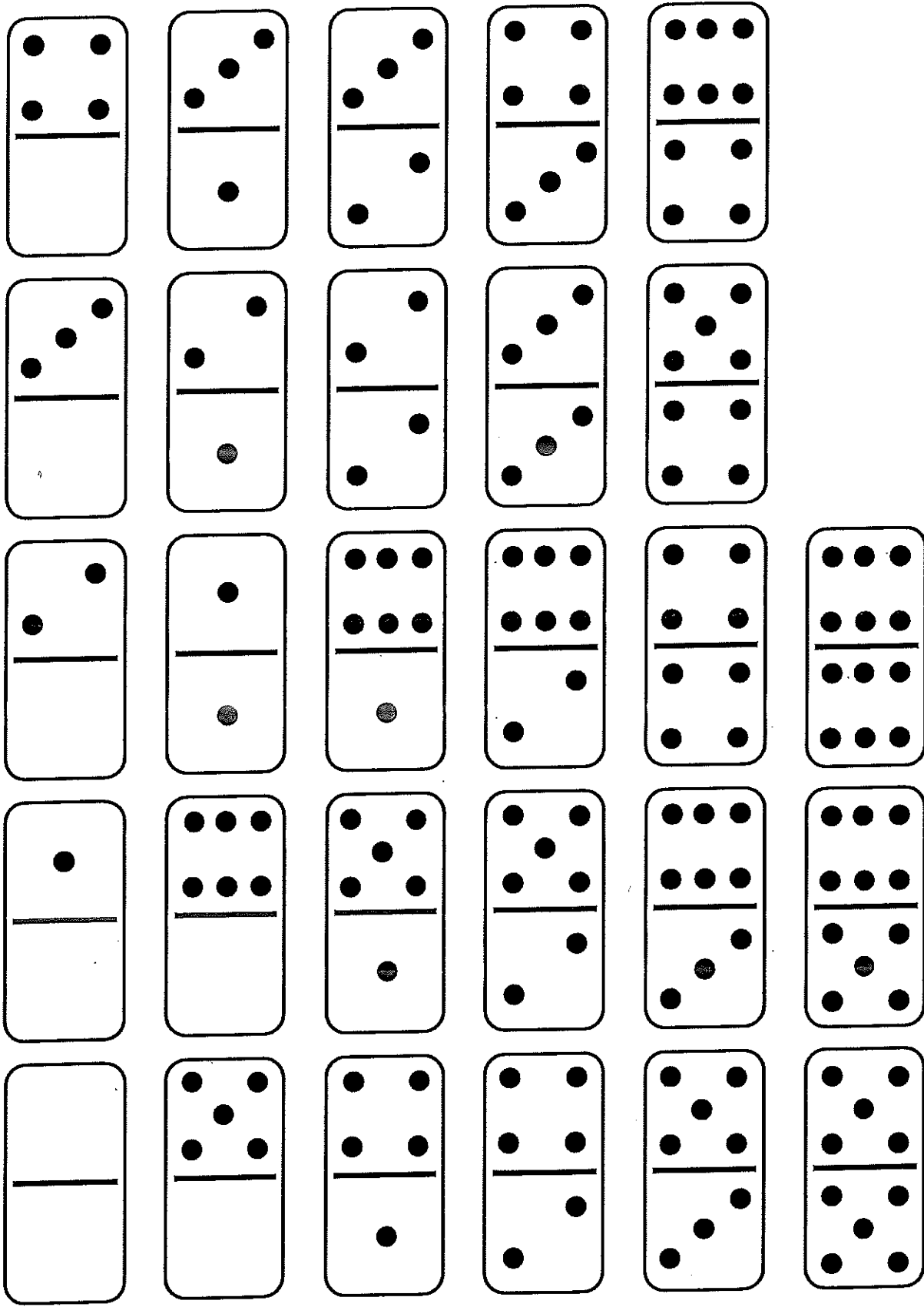
La fluidez de las operaciones matemáticas es la habilidad de recordar las respuestas a los datos básicos de matemáticas automáticamente y sin vacilación. La fluidez de las operaciones matemáticas se obtiene por mucha práctica y la meta es dominar los datos básicos de matemáticas.

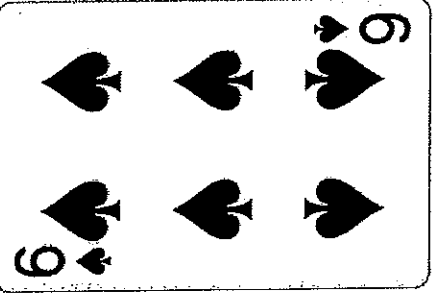
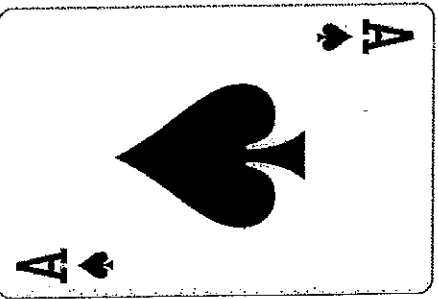
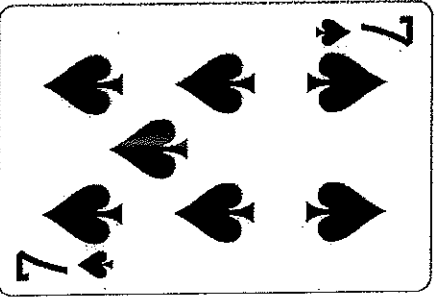
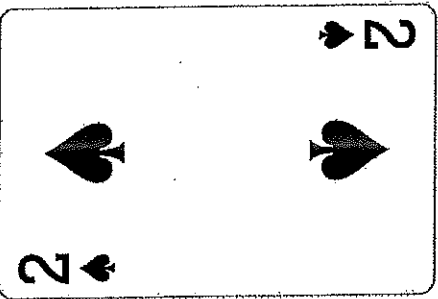
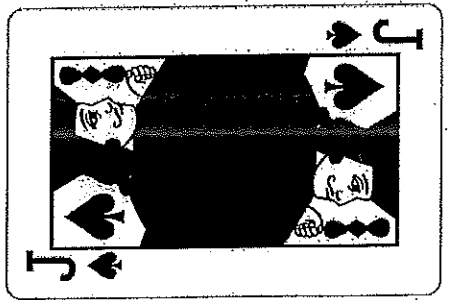
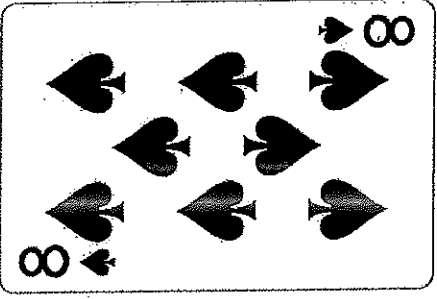
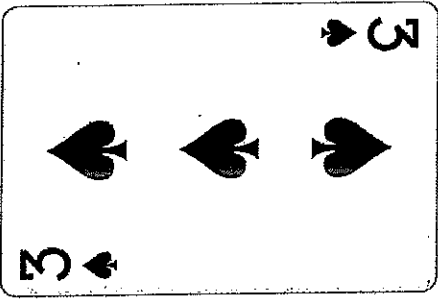
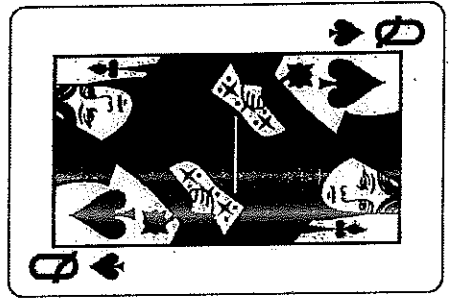
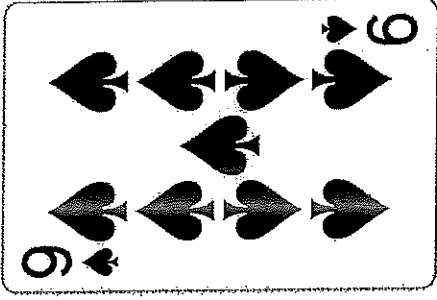
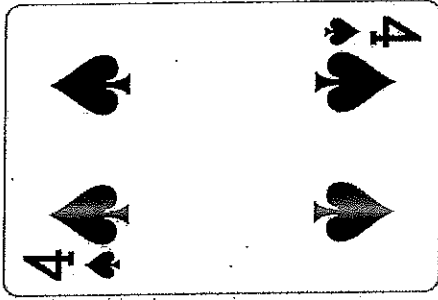
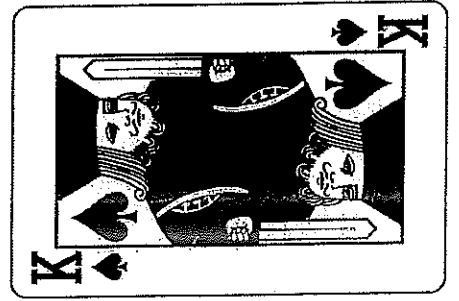
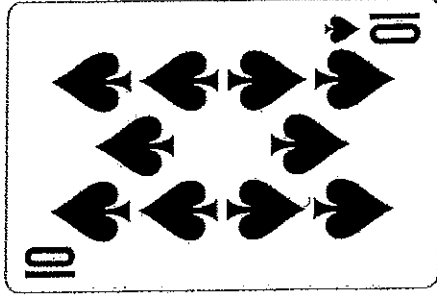
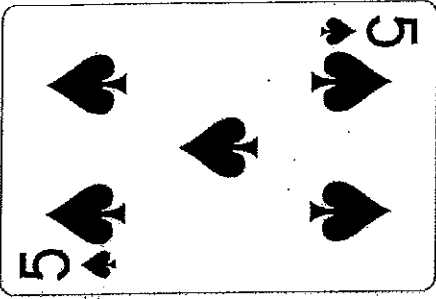
Los datos básicos de matemáticas son importantes porque contiene la información necesaria para aprender los conceptos de matemáticas de niveles más altos. Cuando un niño domina los datos básicos, estos conceptos serán significativamente fácil y el estudiante será más equipado resolver los problemas de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

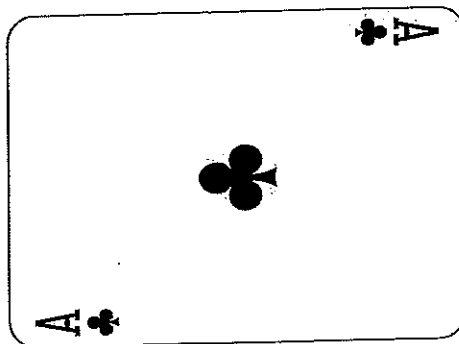
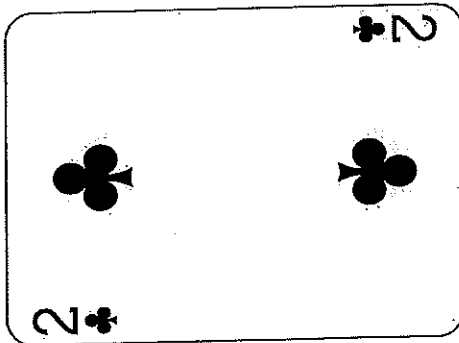
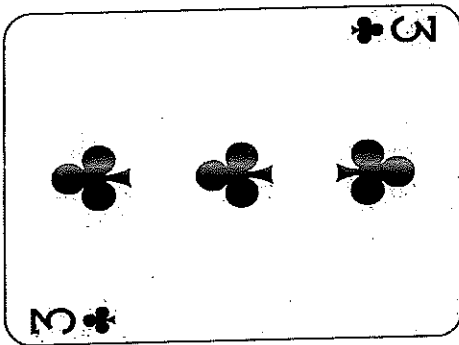
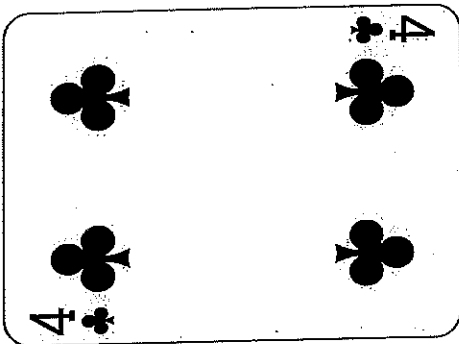
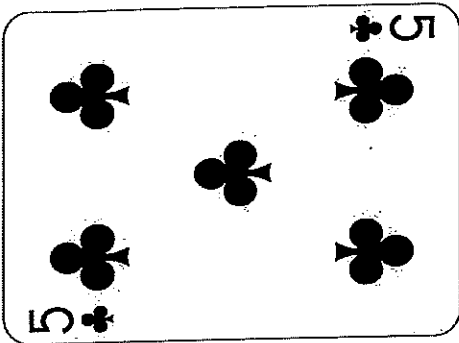
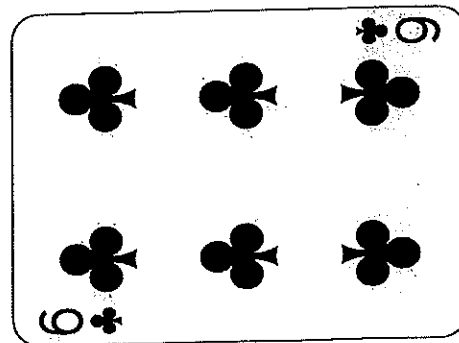
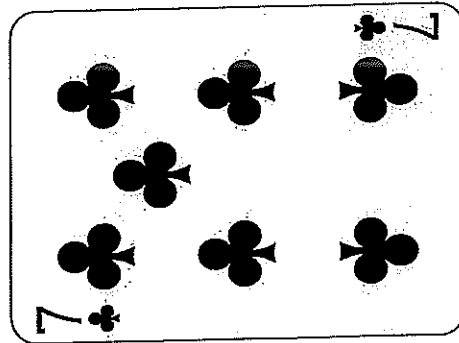
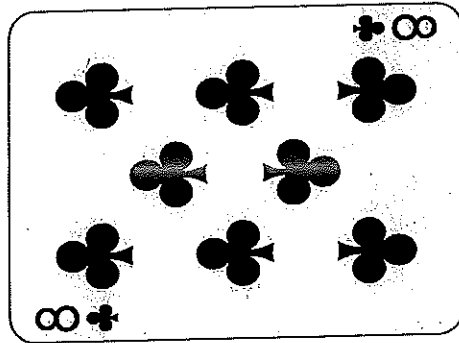
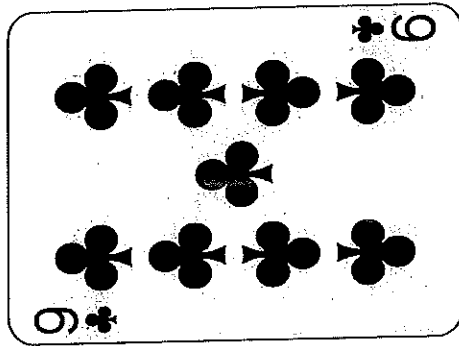
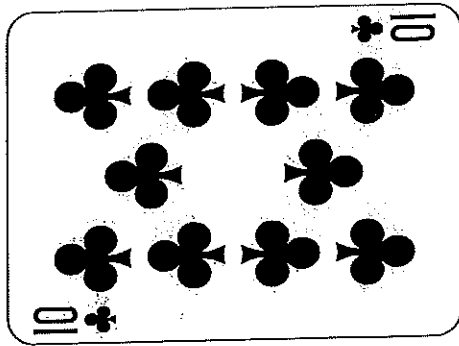
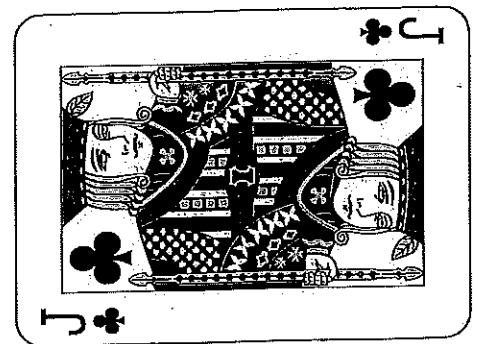
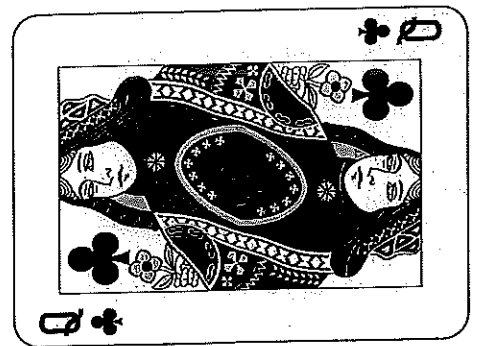
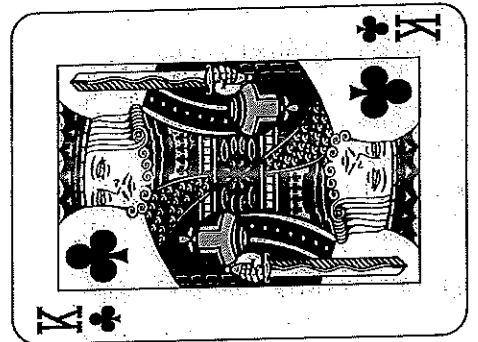
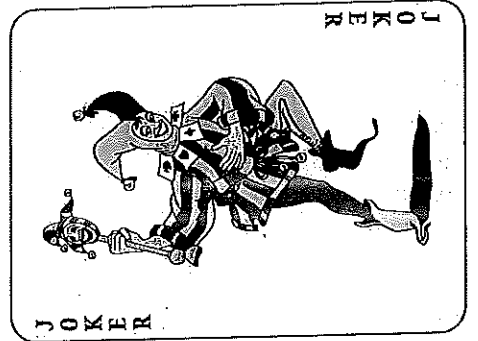
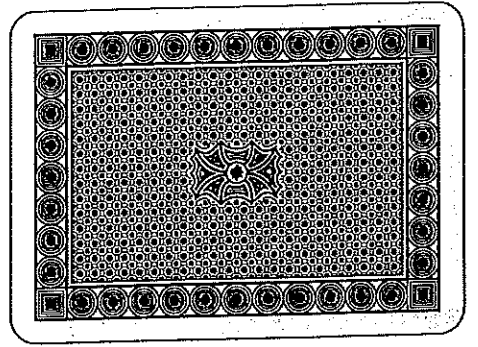
Algunos de los juegos en este paquete se juegan con una baraja de cartas, los dóminos, o los dados. Hemos incluido una baraja de cartas y un conjunto de fichas de dominó para recortar y usar si se necesite.

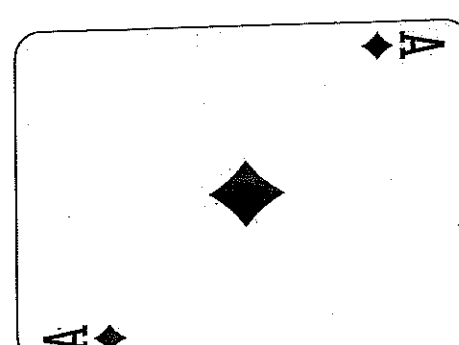
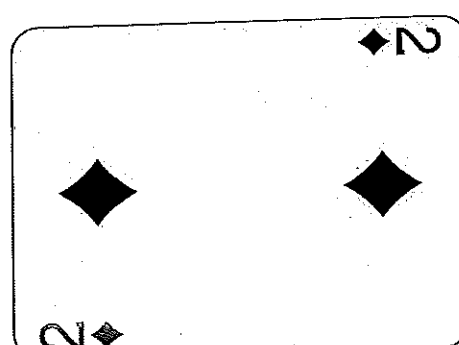
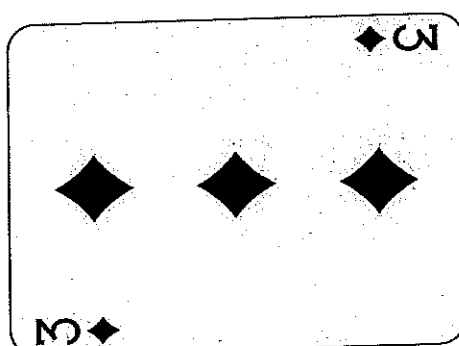
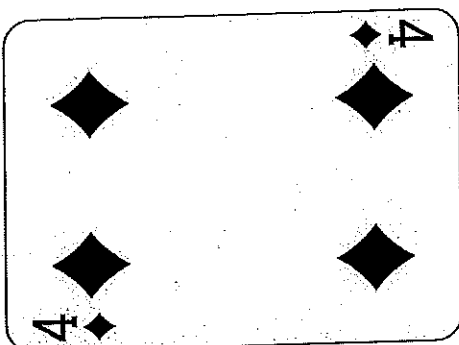
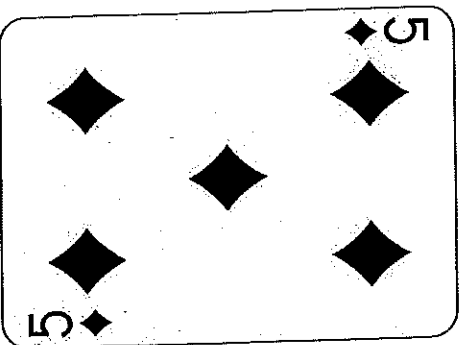
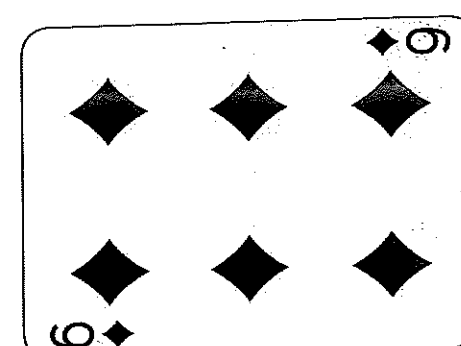
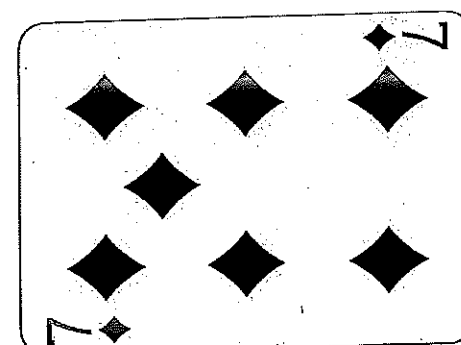
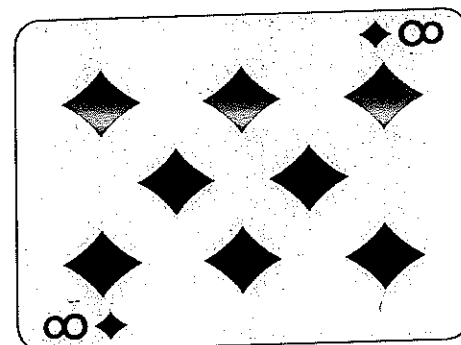
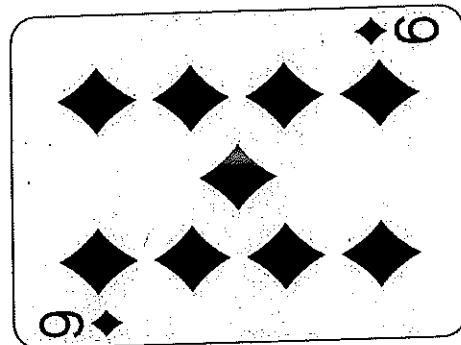
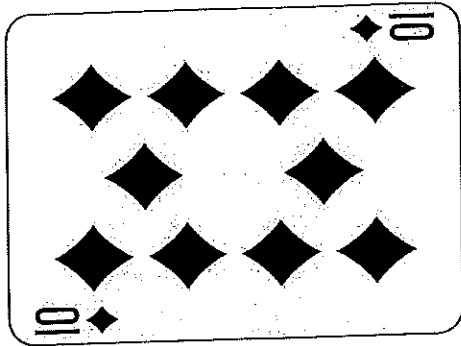
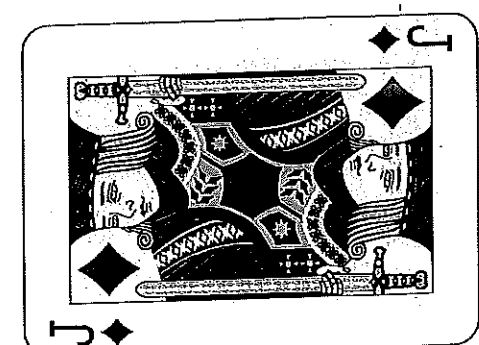
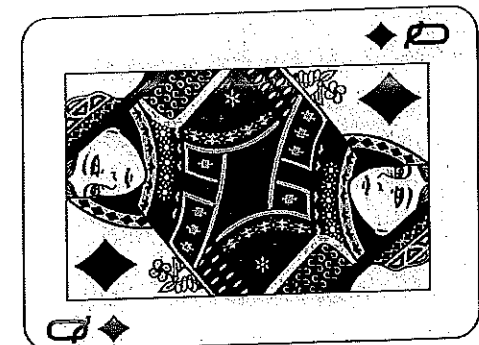
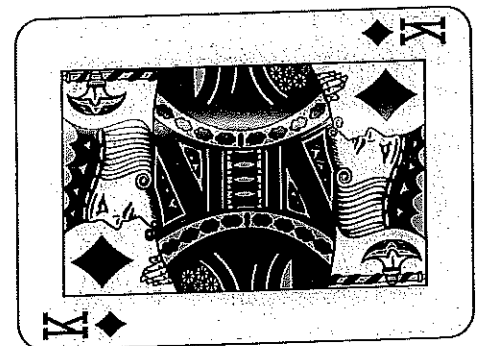
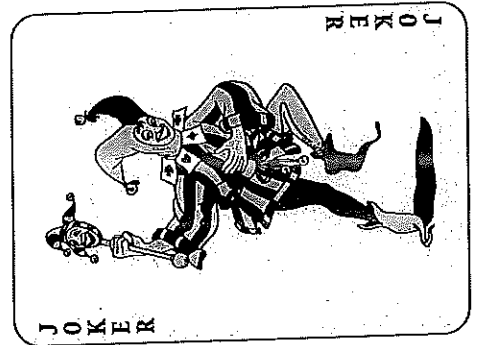
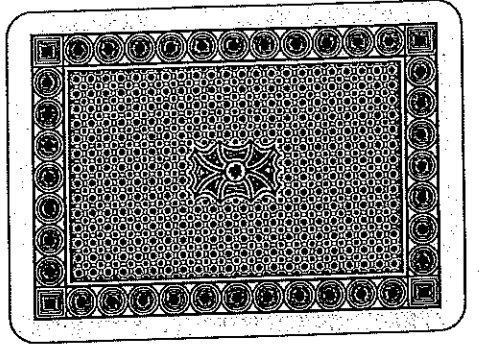
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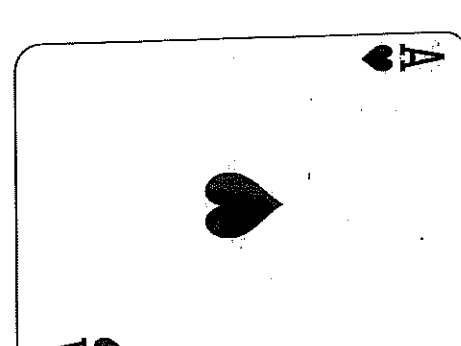
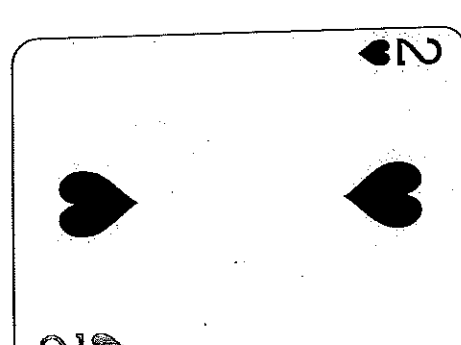
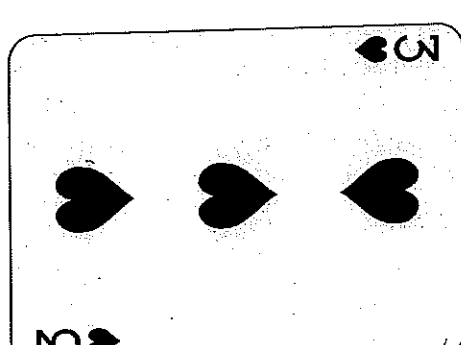
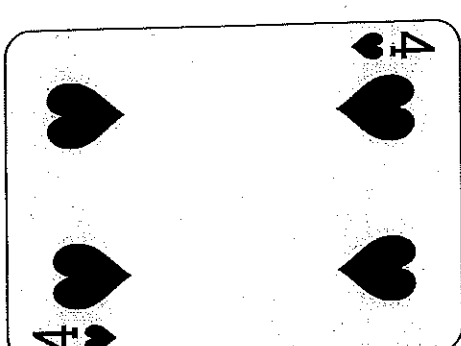
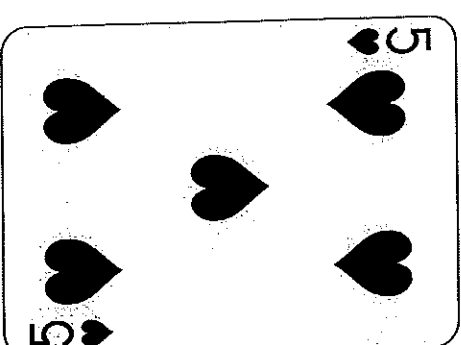
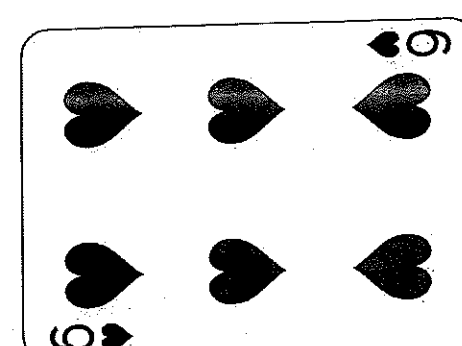
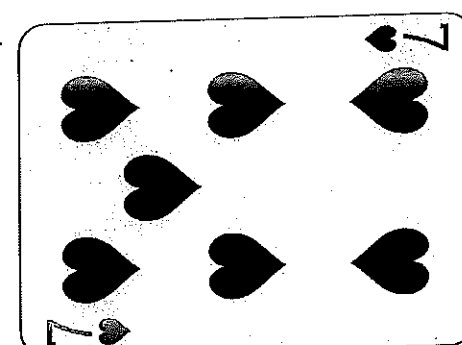
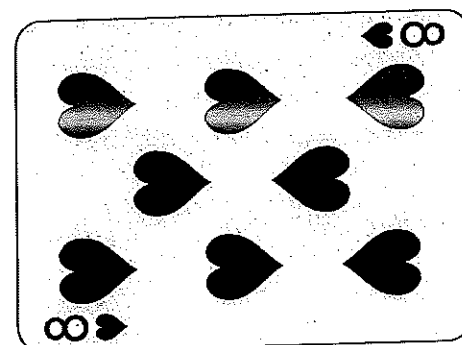
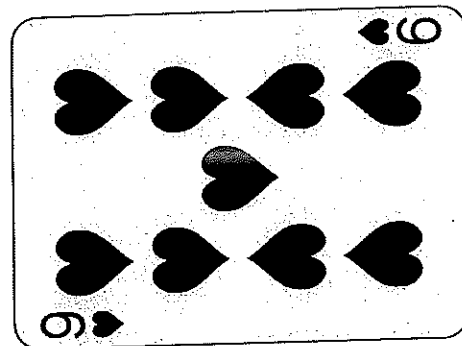
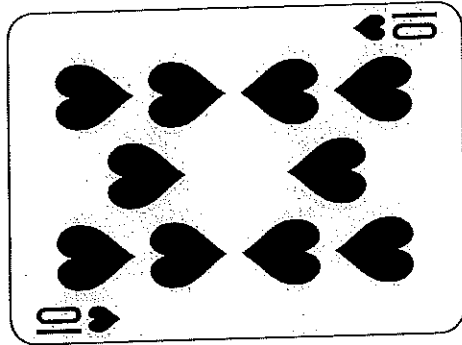
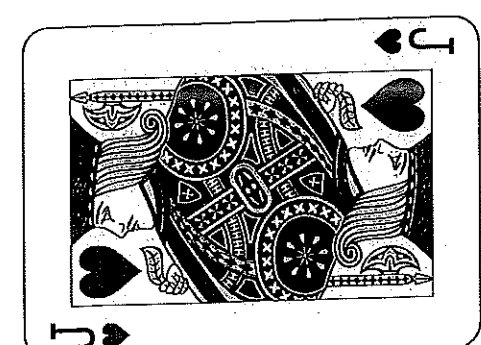
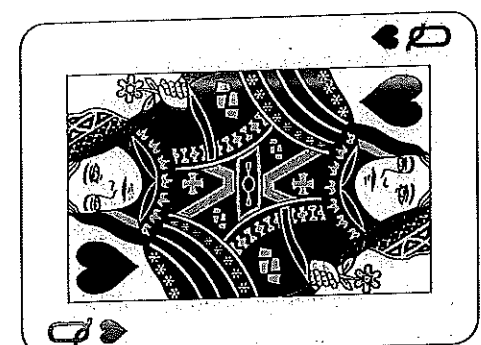
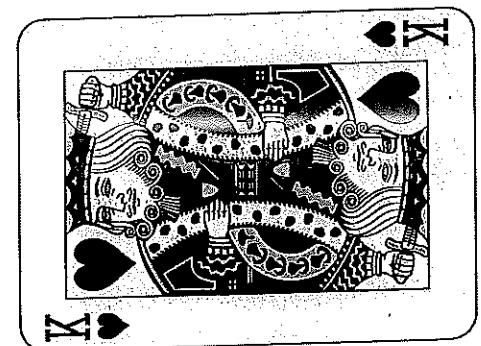
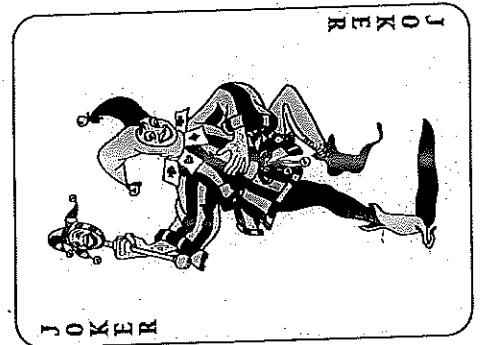
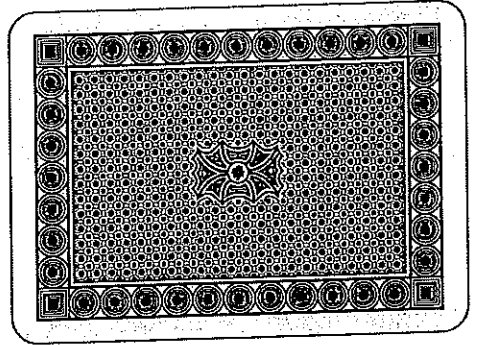
Les deseamos a todos un verano seguro y saludable.







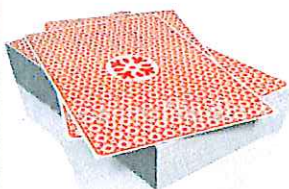




Oh No! 99!

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.


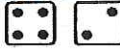

For Oh No! 99! Remove the Joker cards from the deck. Players take turns placing cards face up and calculating the total value of their card and the other cards previously played. For example, player one plays a 10 and says "10." Player 2 plays a 7 card and says "17". Player three plays a Jack and says "7". After each card is played, it must be replaced with the top card from the faced down deck.



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.

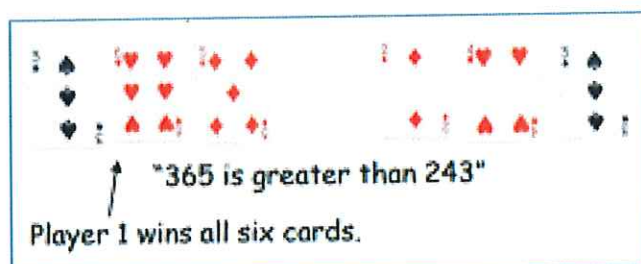
Example:

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 wills 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.

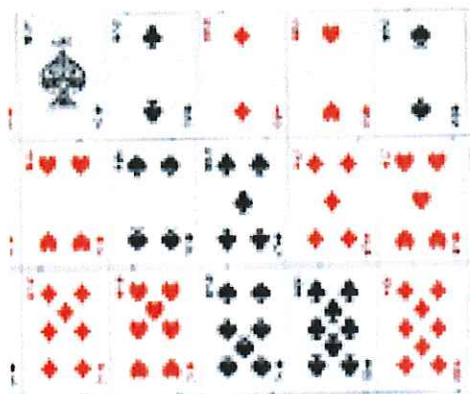
(1st grade students should use 2 cards, 2nd grade students may use 2 or 3 cards, 3rd -4th grade students should use 3 or 4 cards.)

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 when multiplied make a product. ("I spy two cards with a product of 28", OR "I spy a product of 16")
3. The other players look for the two cards that when multiplied match the product. Cards are removed as they are found. After many turns, the array can be reformed to continue play.

Covers Division

A game for 2-4
players

Need -
'Covers Division'
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.

$72 \div 8$	$81 \div 9$	$10 \div 5$	$49 \div 7$	$30 \div 5$	$12 \div 3$
$90 \div 10$	$15 \div 3$	$36 \div 9$	$24 \div 4$	$32 \div 8$	$27 \div 9$
$20 \div 5$	$16 \div 8$	$36 \div 6$	$40 \div 8$	$63 \div 7$	$16 \div 4$
$14 \div 7$	$21 \div 3$	$25 \div 5$	$7 \div 7$	$9 \div 3$	$42 \div 7$
$48 \div 8$	$18 \div 9$	$9 \div 1$	$54 \div 9$	$35 \div 7$	$24 \div 8$
$54 \div 6$	$56 \div 8$	$45 \div 9$	$24 \div 4$	$18 \div 6$	$64 \div 8$

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

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

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

Covers

Multiplication

A game for 2-4 players

Need -
'Covers'
Multiplication'
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.

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

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

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

14	63	48	18	64	45
49	20	28	18	30	15
32	35	54	8	24	72
81	24	16	16	12	21
9	36	56	10	27	9
36	12	25	42	12	40

Stars and Moons Multiples

a game for 2-4 players

Need - a marker for each player and a dice

Players start on 1 and throw the dice. A player then moves forward to the next multiple of the number on the dice, e.g. if 4 is thrown a player moves to 4. If a player is on 7 and throws a 3 she moves to 9.

When players land on the bottom of a star, they move up the star to the number above.

When players land on the top of a moon, they move down the moon to the number below.

The first player to reach or pass 100 is the winner. Two players can be on the same number at the same time.

REMEMBER - MOVE UP THE STARS AND DOWN THE MOONS.

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

Multiples

2-4 players

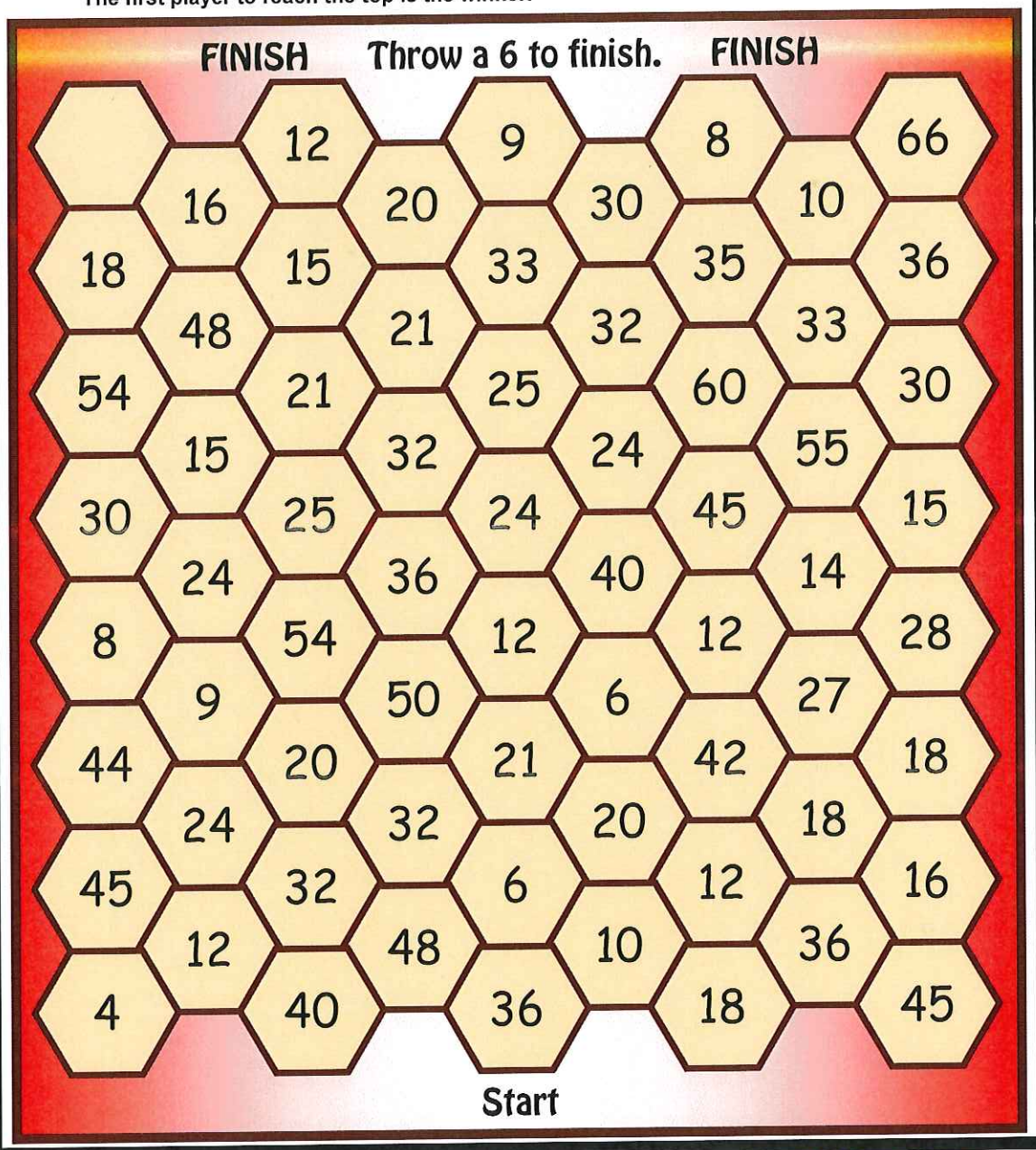
Need – a dice, markers

Each player puts a marker on the start.

Players take turns to throw the dice. The player then moves up the board to a space that is a multiple of the number shown on the dice.

For each turn a player can move one space to an adjoining shape but only to a number that is a multiple of the number thrown on the dice.

The first player to reach the top is the winner.



TIMES TILES



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



TIMES TILES

A game for 2 players

tiles are placed face down beside the board.
Players take turns to choose a tile and cover two spaces on the board that multiply together to make the total on the tile. For example, cover 6 and 5 with a 30 tile. The tile can be laid vertically or horizontally. A tile card cannot be placed on top of another tile. When a player picks up a tile and can't find a place to lay the tile, the other player is the winner.



Times Tiles – Cut along the dotted lines.

15	16	20
18	8	35
14	27	12
28	21	30
24	40	45
6	32	42
36	48	10
14	54	25