Kindergarten

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.

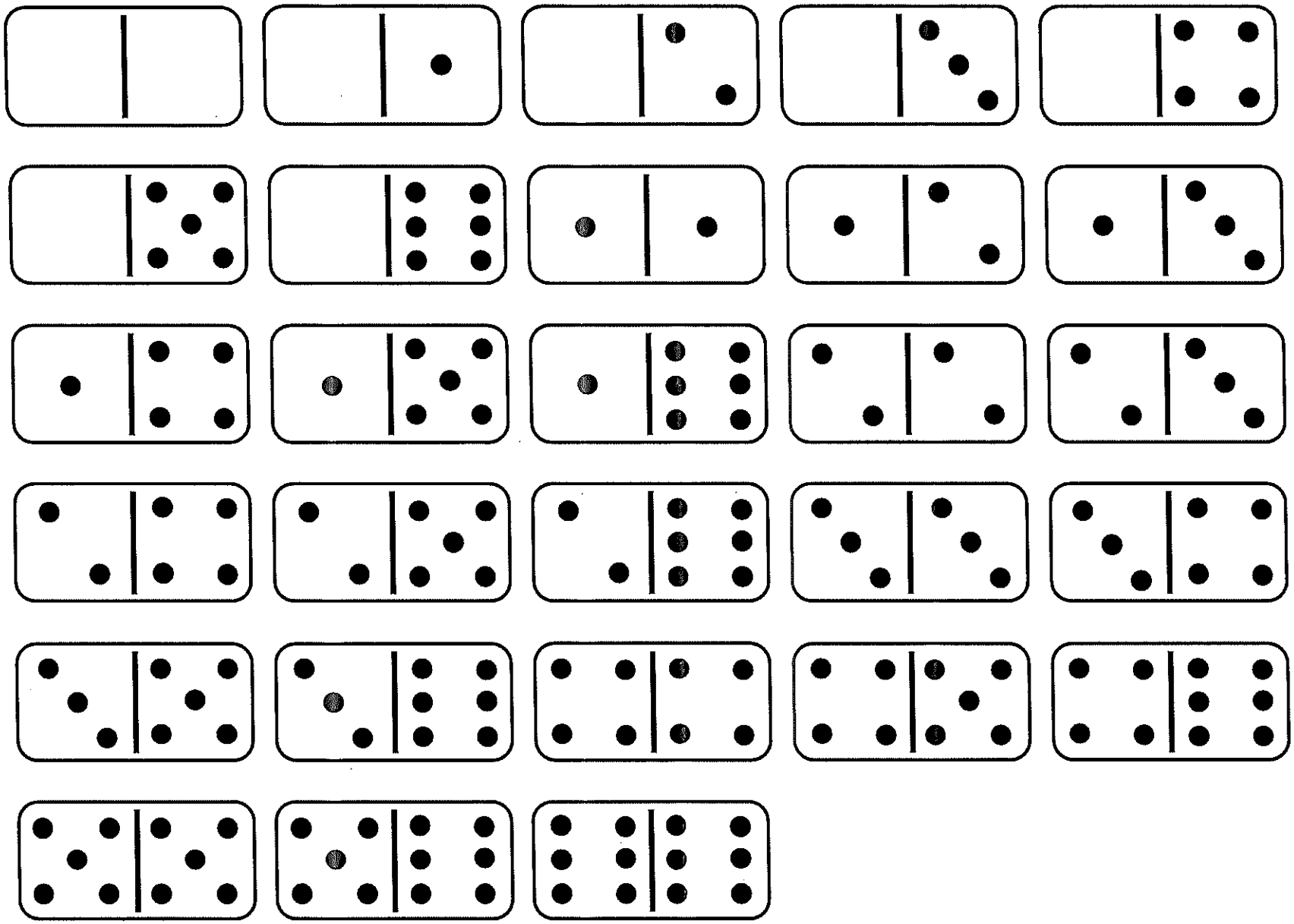
La fluidez de las operaciones matemáticas es la habilidad de recordar las respuestas a los datos básicos de matemáticas automáticamente y sin vacilación. La fluidez de las operaciones matemáticas se obtiene por mucha práctica y la meta es dominar los datos básicos de matemáticas.

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.



www.PrintableBoardGames.net

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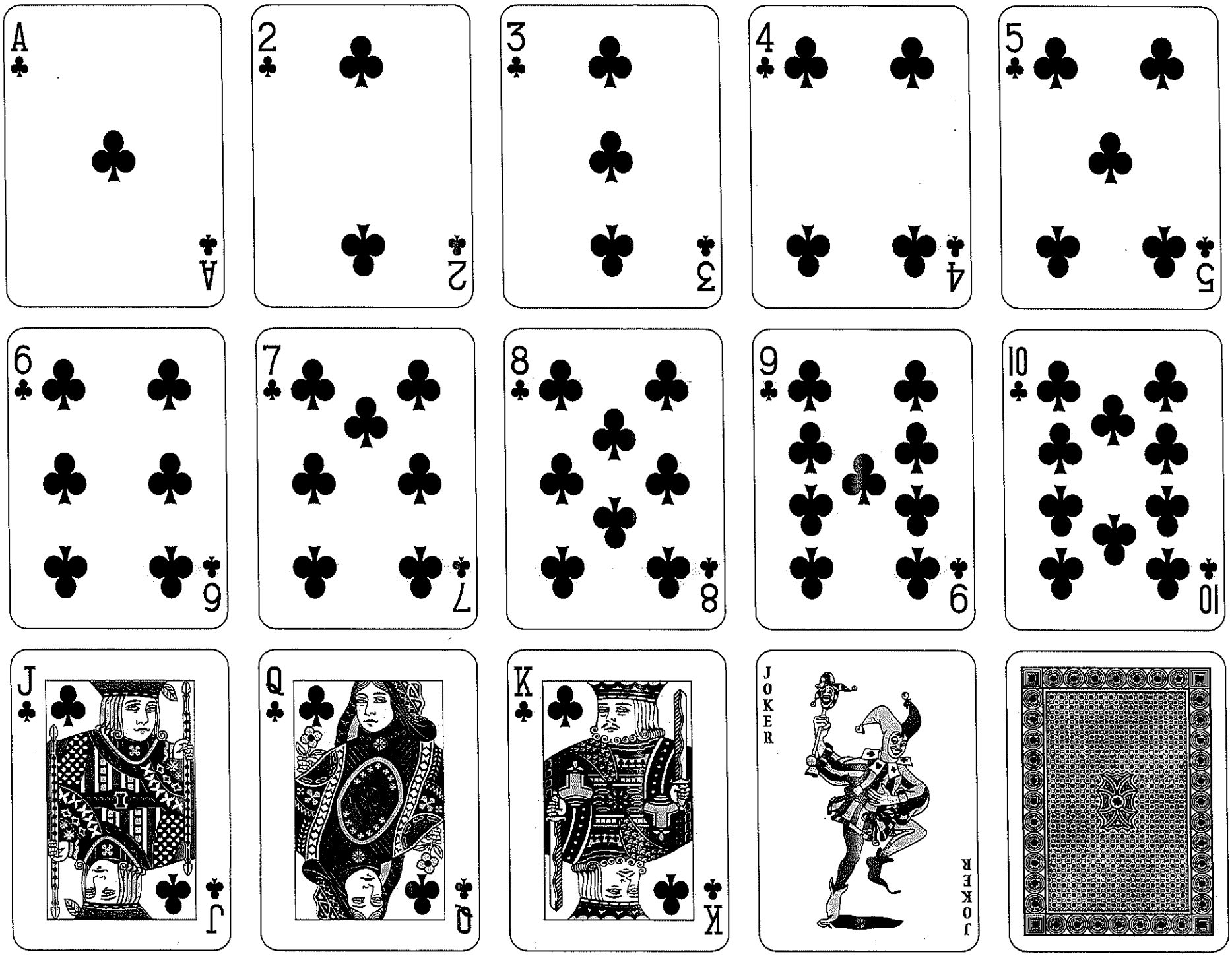
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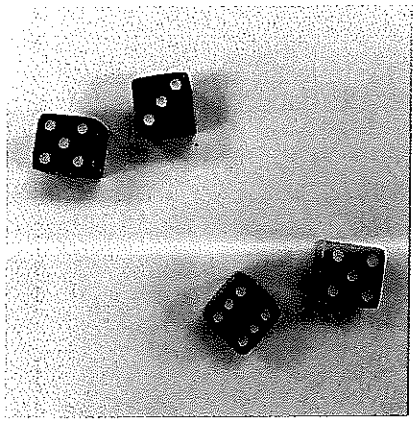
The Ten Slam

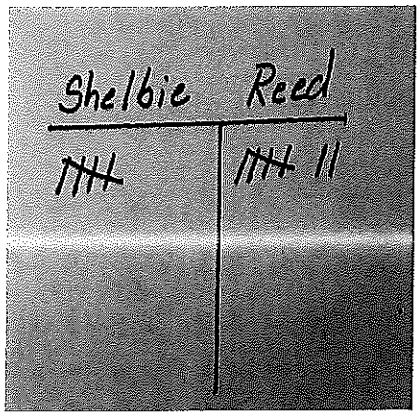
Materials: One deck of cards

Instructions:

1. Use the Ace-1-2-3-4-5-6-7-8-9-10 cards (Ace = 1). Deal all the cards out to players.
2. Taking turns, players flip their top card face-up one by one. When the first card is revealed, both players must name the digit needed to make a sum of 10. (If a 7 is turned up, the first player to say,"3" wins that card because 7 + 3 = 10.)
3. The first player to name the correct digit wins that card. Play continues until all cards have been flipped. The player with the most cards wins.

Dice War

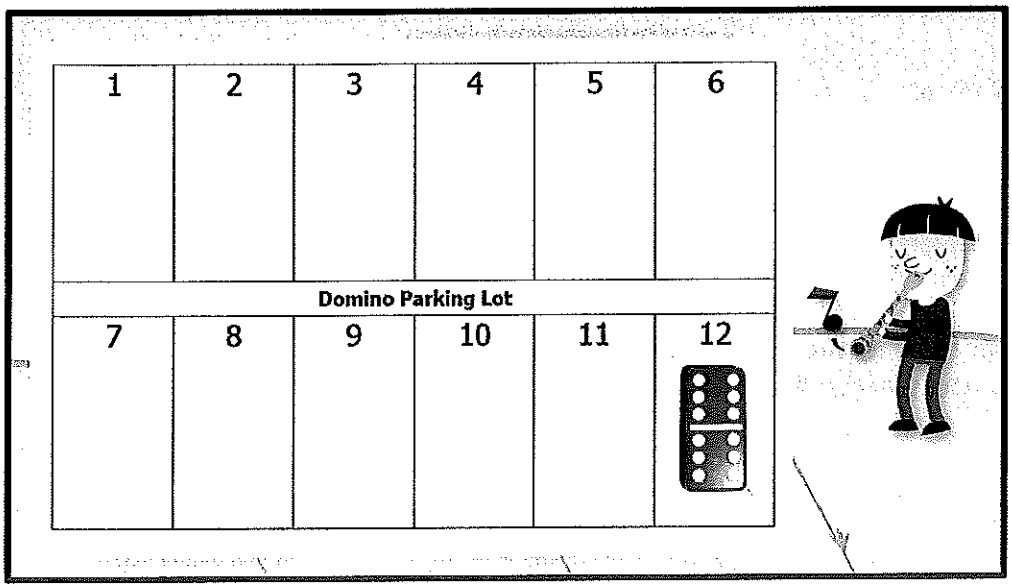




1. Using 2 dice each, players roll to find the greatest sum.
2. Keep track of points using tally marks. The first player to 10 tallies is the winner.

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

Domino Parking Lot



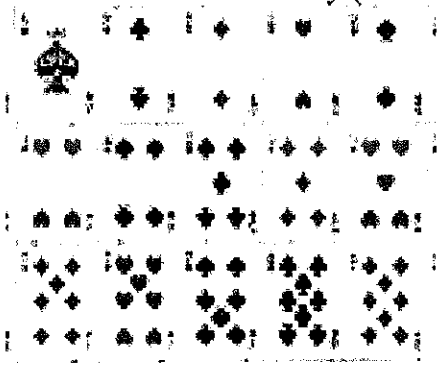
The student turns a domino over and 'parks' it on the parking lot space who's numeral matches the value of the pips on the domino and says, "6 and 6 is 12."

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".

1	2	3	4	5	6
Domino Parking Lot					
7	8	9	10	11	12

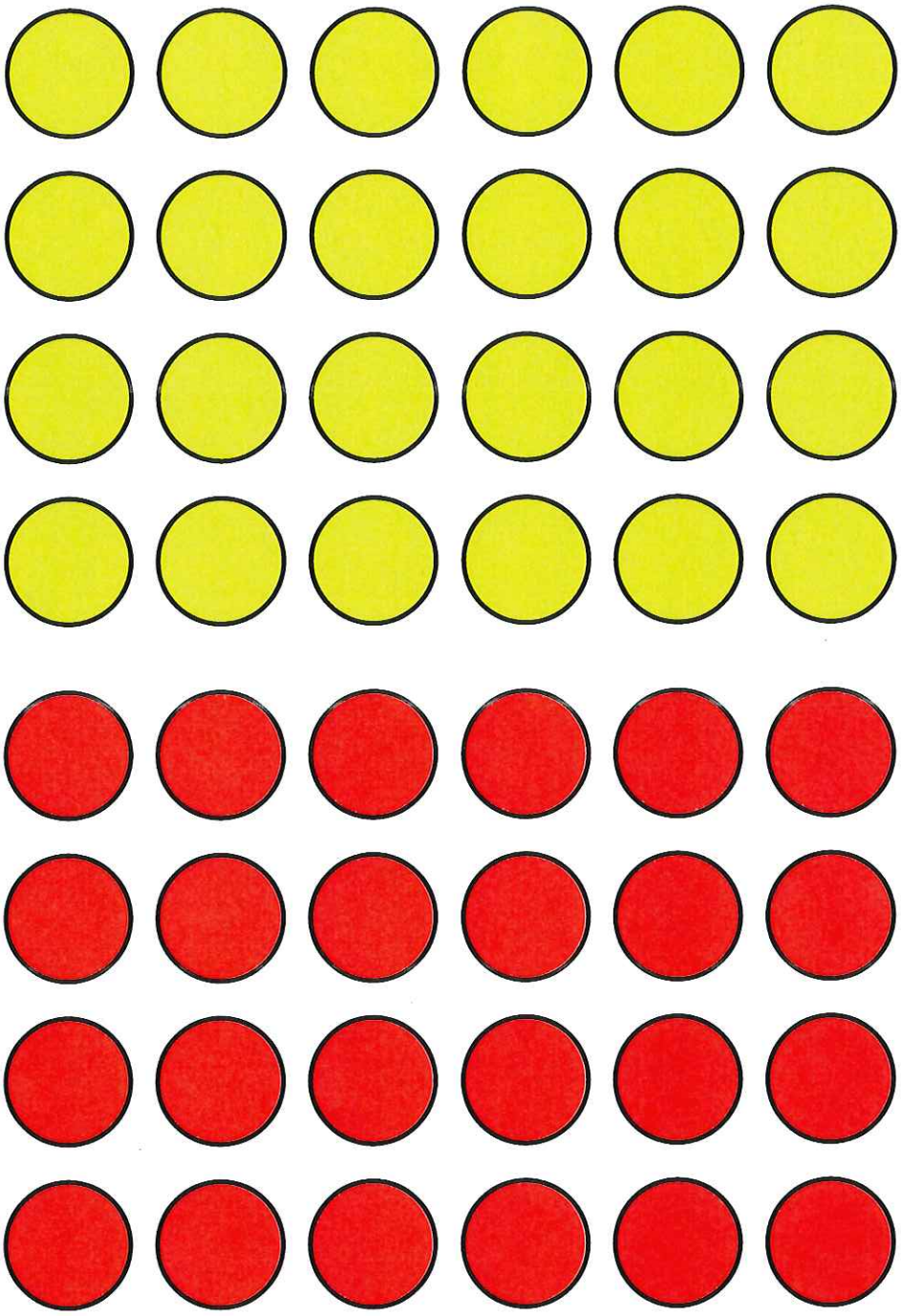
Four In A Row Add

A game for 2 – 4 players

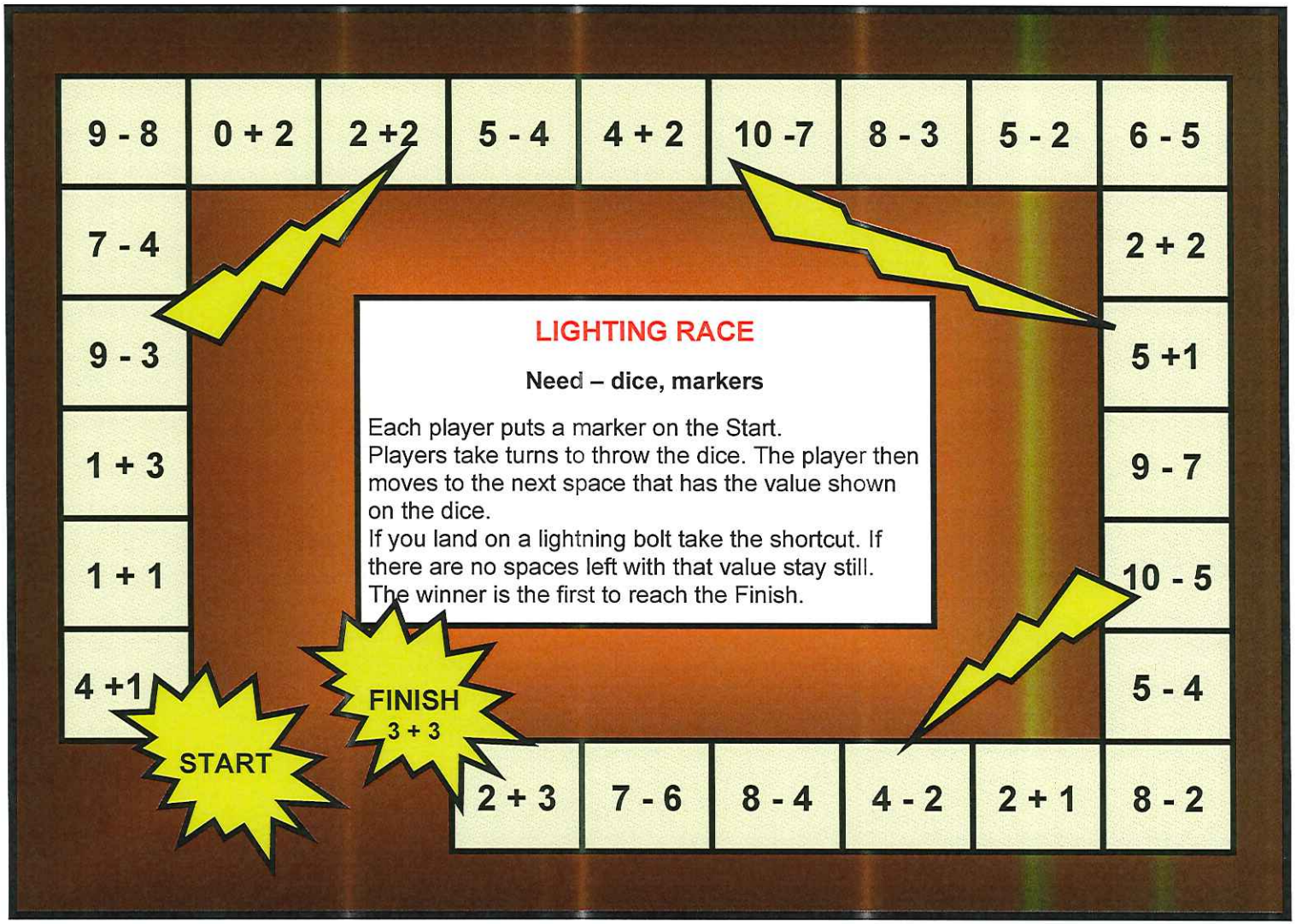
Players take turns to throw 2 dice. The numbers on the dice are added together. The player then finds this number on the board and covers it with one of the markers of their color. If none of these numbers are uncovered, the player doesn't cover a number on this turn. The first player to cover a row of four – vertically, horizontally or diagonally - is the winner.

7	9	3	8	2	11	10
4	2	9	5	12	5	12
10	6	4	7	4	7	9
3	10	6	2	8	12	3
8	5	9	11	3	6	11
11	7	8	3	5	8	4
10	2	6	7	10	2	6
5	12	11	4	7	9	12

Markers For Use With Four In A Row Add and Four In A Row Multiply



Making Math More Fun Board Games



use 1 dice only

www.makingmathmorefun.com