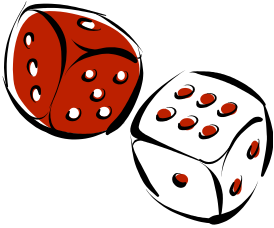


MSS



Family Math

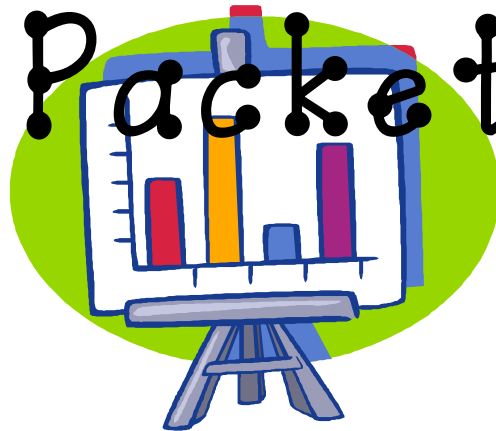


Night



Resource

Packet



Dear Families,

We are so glad that you could join us for this special event. It is our hope that you experience a fun and engaging evening with your family, while discovering new ways to explore and support the area of mathematics with your child. It is also our intention that this evening provides information about the Common Core State Standards for Mathematics and some of the ways we address these standards in our classrooms.

Inside this packet you will find:

- Directions and copies of some of the activities included in Family Math Night
- Technology resources for you and your child to explore at home
- Links for further information about the Common Core State Standards for Mathematics
- Ideas for games and books that support math development in young children

We hope that you find this packet helpful, and please feel free to contact me with any feedback or questions!

Sincerely,

Karla Putney

Director of Instruction

Main Street School

Sample Activities from Family Math Night

Digit Game

Directions:

- One player shuffles the deck and places it with the numbers face down on the playing surface between the players.
(aces =1)
- Each player draws 2 cards from the deck and uses them to make the largest number possible.
Example: Player A draws 2 and 6 and makes the number "62" to make the largest number
- The player who makes the larger number takes all the cards.
- The game is over when all the cards have been used.
- The player with more cards wins.

Variation:

- Players draw 3 cards each time. Each player makes the largest 3-digit number possible.

Tens Go Fish

Directions:

- Use a pack of playing cards with the face cards and tens removed. aces = 1
- Play "Go Fish", but instead of matching pairs, ask for the complement of 10. For example, if you have a 2, you would ask, "Do you have an 8?"

Top-It

Directions:

- Use a pack of playing cards with aces = 1 and number cards 2-10.
- Shuffle the cards and place between the players in one pile.
- Each player takes a card.
- The player with the largest number wins the round and keeps the cards.
- If there is a tie, each player flips a new card on top of each original card and compares again. The winner keeps all of the cards from that round.
- When the pack is empty, the player with the most cards wins the game.

Addition Extension:

- Players each flip two cards and add the numbers together before following the rules above.

Sorting and Classifying (Home Edition)

Directions:

- Clean out the toy box with this great learning activity!!
- Explore the objects and allow your child to sort by color, shape, size, etc.
- Ask questions about which category has more, less, etc.
- Put objects away in containers by type of item.



Technology Resources



Websites with math games and activities...

illuminations.nctm.org (choose "Activities")

mathplayground.com

gamequarium.org (choose "Gamequarium math")

coolmath4kids.com

xtramath.org

sheppardsoftware.com/math.htm

Apps available to download...

Rocket Math Free

Motion Math: Hungry Fish

Motion Math Zoom

Slice It! Begins

Coin Math

Math Magic

Websites with information about the Common Core Math Standards...

corestandards.org

education.nh.gov

pta.org/4446.htm

achieve.org

Games to Reinforce Basic Math Skills

Using games is a fun way to incorporate repetitive practice into your homework routine. The ages provided have been suggested by the manufacturers and publishers. They are, however, designed to be merely a guide for parents. Here is a list of games and the mathematical concepts which can be learned:

Addition, Subtraction and Counting Skills

- Chutes and Ladders (3+)
- Candy Land (3+)
- Connect Four (7+)
- Hi Ho! Cherry-O (3+)
- My Card Games - Math Rummy by Leap Frog (3+)
- Sorry! (6+)
- Cariboo (3+)
- Trouble (5+)
- Hungry Hungry Hippos (4+)
- Pay Day (8+)
- Uno (6+)

Patterns, Attributes, Shapes and Geometry

- Crazy Eights (4+)
- Guess Who? (6+)
- Lucky Ducks (3+)
- Rummikub (8+)
- Category 5 (8+)
- Tanagrams
- Jigsaw Puzzles

Strategy, Reasoning, and Spatial Perception

- Mastermind (8+)
- Monopoly, Junior (8+)
- Mousetrap (6+)
- Apples to Apples, Junior (9+)
- The Game of Life (9+)
- Yahtzee (9+)
- Cadoo (7+)
- Battleship (7+)
- Clue Jr. (5+)
- Clue (8+)
- Connect Four (7+)
- Mille Bornes (8+)
- Othello (8+)
- Jenga (6+)
- Blokus (5+)
- Mancala (6+)
- Pretty Pretty Princess (5+)
- Memory (3+)

General Strategy Games

- Chess
- Backgammon
- Checkers
- Solitaire



Math and Literacy Connections



Math in literature? Absolutely!! Just as stories and colorful illustrations can help children learn about the world around them, picture books can also be useful in teaching basic mathematical concepts.

Addition

Anno, Mitsumasa. (1982). *Anno's Counting Book*. New York: Philomel.
Carle, Eric. (1979). *The Very Hungry Caterpillar*. New York: Collins.
Giganti, Paul. (1992). *Each Orange Had Eight Slices*. New York: Greenwillow.
Hong, Lily Toy. (1993). *Two of Everything*. Morton Grove, IL: A. Whitman.
Merriam, Eve. (1993). *12 Ways to Get to 11*. New York: Simon and Schuster.

Counting

Aardema, Vera. (1981). *Bringing the Rain to Kapiti Plain*. New York: Dial.
Bang, Molly. (1983). *Ten, Nine, Eight*. New York: Greenwillow.
Bertrand, Lynne. (1992). *One Day, Two Dragons*. New York: C.N. Potter.
Carle, Eric. (1984). *The Very Busy Spider*. New York: Philomel.
Fleming, Denise. (1992). *Count*. New York: Holt.
Inkpen, Mick. (1987). *One Bear at Bedtime*. New York: Dial.
Kitchen, Bert. (1987). *Animal Numbers*. New York: Dial.
Mack, Stan. (1974). *10 Bears in My Bed*. New York: Pantheon.
Potter, Beatrix. (1988). *Peter Rabbit's 1 2 3*. New York: Warne.
Sendak, Maurice. (1962). *One Was Johnny*. New York: Harper and Row.
Stobbs, William. (1984). *1, 2 Buckle My Shoe*. Oxford, UK: Oxford University Press.

Estimating

Clement, Rod. (1991). *Counting on Frank*. Milwaukee, WI: G. Stevens Books.
Giff, Patricia Reilly. (1984). *The Candy Corn Contest*. New York: Dell.
Polacco, Patricia. (1990). *Thunder Cake*. New York: Philomel.
Sheppard, Jeff. (1990). *The Right Number of Elephants*. New York: Harper and Row.
Williams, Vera. (1982). *A Chair for My Mother*. New York: Greenwillow.

Fractions

Dragonwagon, Crescent. (1986). *Half a Moon and One Whole Star*. New York: Macmillan.

Emberly, Ed. (1984). *Picture Pie*. Boston: Little, Brown.

McMillan, Bruce. (1991). *Eating Fractions*. New York: Scholastic.

Pomerantz, Charlotte. (1984). *The Half Birthday Party*. New York: Clarion.

Watson, Clyde. (1972). *Tom Fox and the Apple Pie*. New York: Crowell.

Geometry

Alder, David. (1975). *3D 2D 1D*. New York: Crowell.

Goble, Paul. (1983). *Star Boy*. New York: Bradbury.

Hoban, Tana. (1981). *Take Another Look*. New York: Greenwillow.

Hoban, Tana. (1986). *Shapes, Shapes, Shapes*. New York: Greenwillow.

Hoban, Tana. (1988). *Look, Look, Look*. New York: Greenwillow.

Jonas, Ann. (1984). *The Quilt*. New York: Greenwillow.

McMillan, Bruce. (1993). *Mouse Views What the Class Pet Saw*. New York: Holiday House.

Podendorf, Illa. (1970). *Shapes, Sides, Curves, and Corners*. Chicago: Children's Press.

Testa, Fulvio. (1983). *If You Look Around You*. New York: Dial.

Tonpert, Ann. (1990). *Grandfather Tang's Story*. New York: Crown.

Graphing

Anno, Mitsumasa. (1982). *Anno's Counting Book*. New York: Philomel.

Kasza, Keiko. (1987). *The Wolf's Chicken Stew*. New York: Putnam.

Measurement

Briggs, Raymond. (1970). *Jim and the Beanstalk*. New York: Coward-McCann.

Carrick, Carol. (1983). *Patrick's Dinosaurs*. New York: Clarion.

Kellogg, Steven. (1976). *Much Bigger Than Martin*. New York: Dial.

Lionni, Leo. (1960). *Inch by Inch*. New York: Aston-Honor.

Morimoto, Junko. (1988). *The Inch Boy*. New York: Puffin.

Myller, Rolf. (1991). *How Big Is a Foot?* New York: Dell.

Russo, Marisabina. (1986). *The Line Up Book*. New York: Greenwillow.

Money

Adams, Barbara. (1992). *The Go-Around Dollar*. New York: Four Winds Press.

Brown, Marc. (1990). *Arthur's Pet Business*. Boston: Joy Street.

Hoban, Tana. (1987). *26 Letters and 99 Cents*. New York: Greenwillow.

Modell, Frank. (1981). *One Zillion Valentines*. New York: Greenwillow.

Schwartz, David. (1989). *If You Made a Million*. New York: Lothrop, Lee, & Shepard.

Viorst, Judith. (1978). *Alexander, Who Used To Be Rich Last Sunday*. New York: Atheneum.

Number Sense

Anno, Mitsumasa. (1982). *Anno's Counting Book*. New York: Philomel.

Crews, Donald. (1986). *Ten Black Dots*. New York: Greenwillow.

Giganti, Paul. (1988). *How Many Snails?* New York: Greenwillow.

Hoban, Tana. (1981). *More Than One*. New York: Greenwillow.

Hort, Lenny. (1991). *How Many Stars in the Sky?* New York: Tambourine.

Kuskin, Karla. (1986). *The Philharmonic Gets Dressed*. New York: Harper & Row.

Medearis, Angela Shelf. (1990). *Picking Peas For a Day*. Austin, TX: State House Press.

Nesbit, E. (1989). *Melisande*. San Diego: Harcourt, Brace, Jovanovich.

O'Keefe, Susan. (1989). *One Hungry Monster*. Boston: Joy Street Books.

Pinczes, Elinor. (1993). *One Hundred Hungry Ants*. Boston: Houghton Mifflin.

Pittman, Helena Clare. (1986). *A Grain of Rice*. New York: Hastings.

Schwartz, David. (1985). *How Much Is a Million?* New York: Lothrop, Lee, & Shepard.

Sheppard, Jeff. (1990). *The Right Number of Elephants*. New York: Harper & Row.