Sadlier School

Summer Math

Activities Kit

GRADES
K–3

Summer Math Activities INFORMATION

#1 *Make-a-Ten Go Fish!* Game

Learning the ten pairs is critical for number fluency and mental math. To start playing, you will a deck of cards with all the face cards removed.

#2 *Geometry Concentration* Game

Have students practice matching basic geometry vocabulary terms with their corresponding geometric figures. The various decks include basic 2-d and 3-d shapes as well as "real world" representations of the shapes.

#3 *Place Value* Go Fish

Go fishing for matches of different representations of two-digit numbers. Simply cut the cards to get started!

#4 *Wild West Checkers* Game

This wild checkers game will reinforce students' addition and subtraction skills! Solve two-digit addition and subtraction problems in order to make moves on the checkers board.

#5 *Teddy Bear Counters* Picture Graph Worksheets

To complete this activity, you will need teddy bear counters (or any colored counters) that are red, yellow, green, and blue. Grab a couple of handfuls, sort them according to color, and make a bar graph using the templates.

Directions

Two to four students may play.

Prepare the deck of cards by removing all of the 10s, Jacks, Queens, and Kings. Only the cards 2 through 9 and the Aces are used. Aces count as one point.

Players sit in a circle at a table. Students each choose a card from the deck with the lowest card (Aces low) becoming the dealer. The dealer gives cards to each player:

- two players—six cards each
- three players—five cards each
- four players—four cards each

After dealing the cards, the dealer places the remaining cards in the center of the table. Student make any ten-pairs in their hand and lay them on the table. A ten pair is any two cards that add up to ten, for instance, a six and a four. The student says "6 + 4 is 10."

After students have laid down their initial pairs, the student to the left of the dealer begins "fishing." The student names another player and asks for a card that would make a ten pair with a card in his/her hand. For instance, if the "fisher" holds a 3, he or she would say, "Mary, do you have a seven?" If Mary has a seven, she must give it to the fisher. The fisher says "7 + 3 is 10" and lays the pair face up on the table and continues to fish.

If Mary does NOT have a seven, she says, "go fish," and the fisher draws a card from the pack in the middle of the table. If the fisher receives the card requested, then he or she lays the pair down on the table, naming the addition sentence. If the fisher does not get the requested card, then the play continues in a clockwise direction. The student to the left becomes the new fisher.

If a player runs out of cards, he or she may draw new card from the pile at the beginning of the turn. When the cards in the center of the table run out, students continue to take turns fishing until all pairs have been made. If a student has no more cards, and there are none to draw, they may not continue to fish. Play continues until all pairs have been made. The student with the most pairs is the winner!

Geometry Concentration GAME

K–3

Directions

Goal of the game: students practice basic geometry vocabulary by matching terms with geometric figures.

To play Geometry Concentration, cut out the sets of cards and shuffle them together as a pack of cards. Lay the cards out, face down, on a table. Students take turns picking two cards by turning them over. If the two cards match, then the student takes the pair and keeps it in his or her own pile and takes another turn until they don't get a match. If the two cards do not match, the student turns them back face down and it becomes the second student's turn.

This download provides four sets of cards. Included you'll find:

- Basic Set
- Basic Set, Shapes in the Real-World
- Advanced Set
- Advanced Set, Shapes in the Real-World

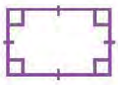
The basic sets are appropriate for every student in the early grades. The advanced sets are appropriate for above-average students in Grades 1 or 2 and for any Grade 3 student.

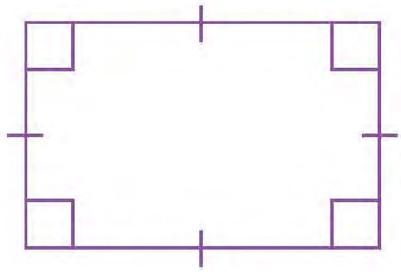
Geometry Concentration

K-3

BASIC SET

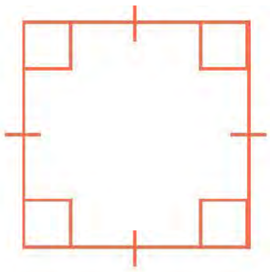
rectangle





1/2 circle

square



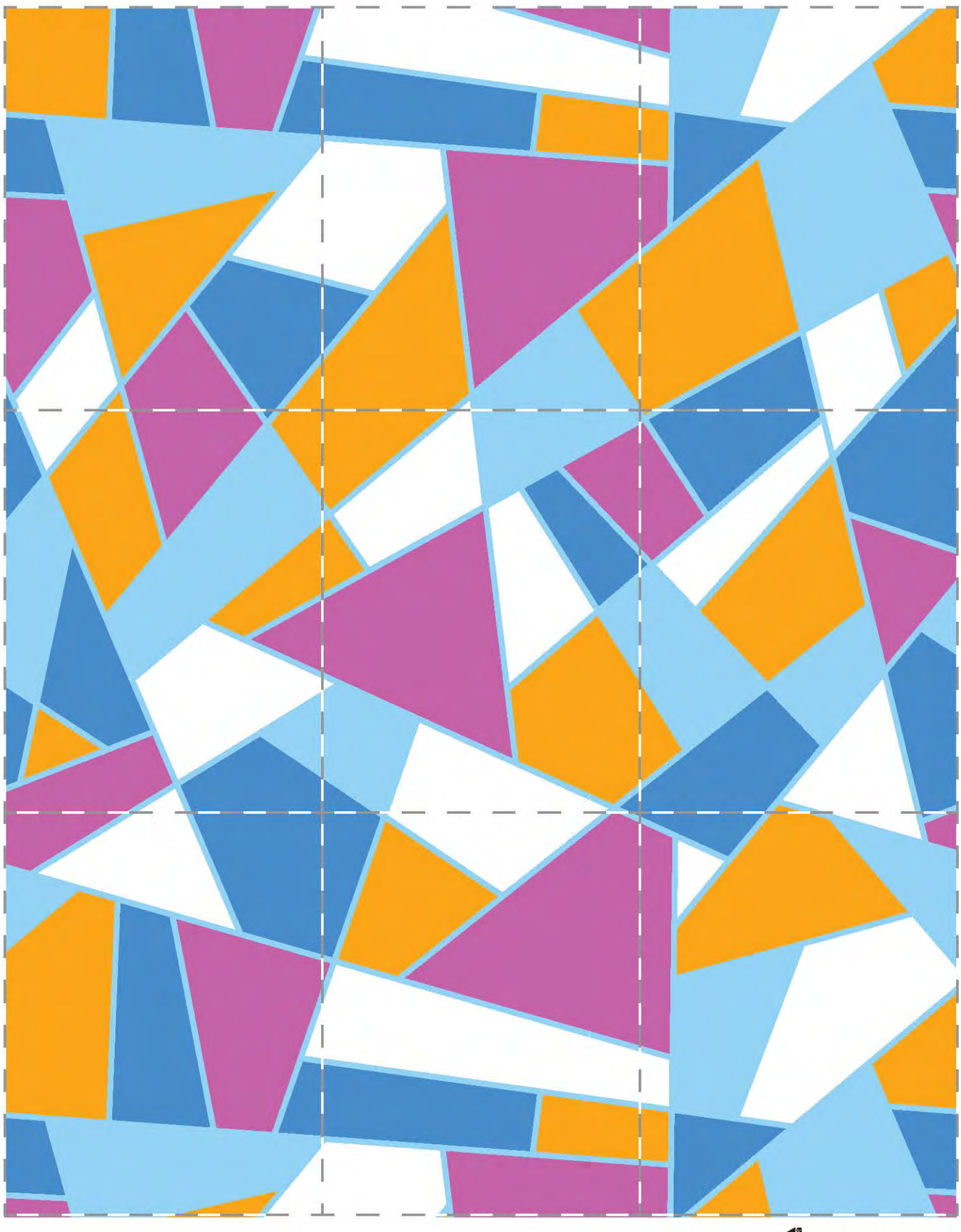
triangle

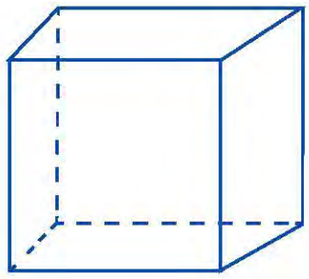
cube

Geometry Concentration

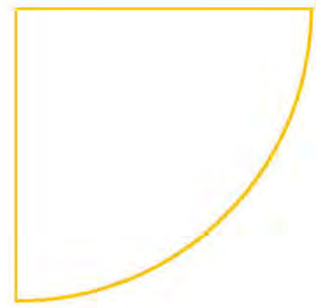
K-3

BASIC SET

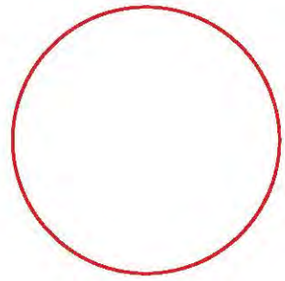




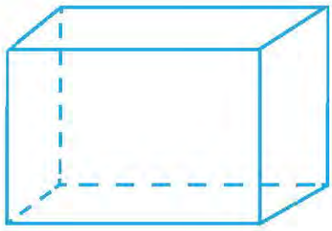
1/4 circle



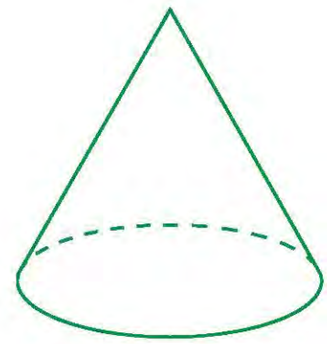
circle



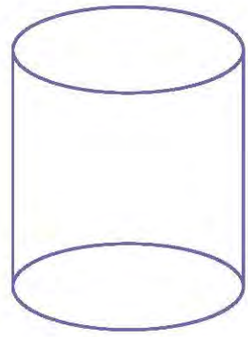
prism

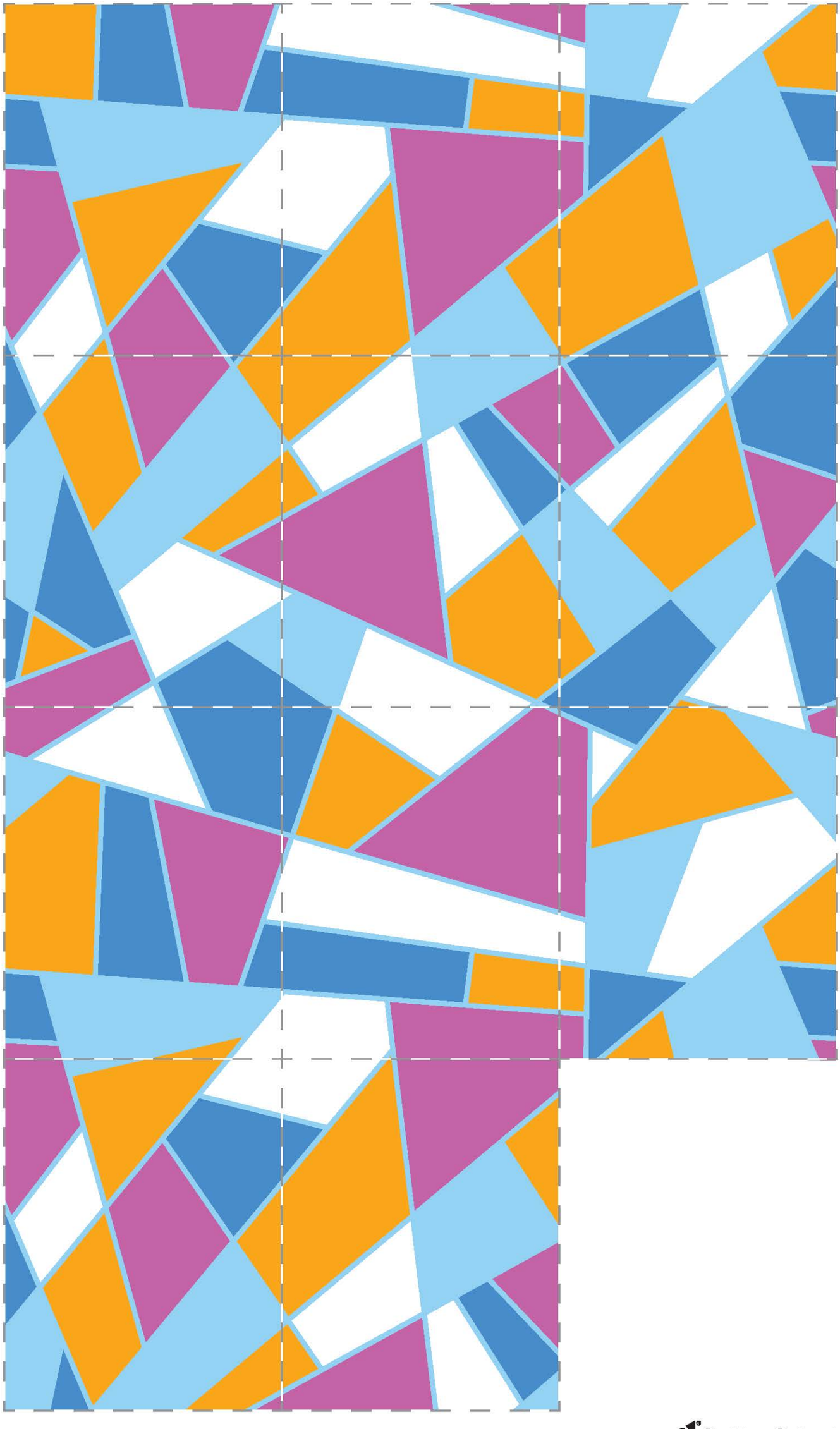


cone



cylinder





Geometry Concentration

K–3

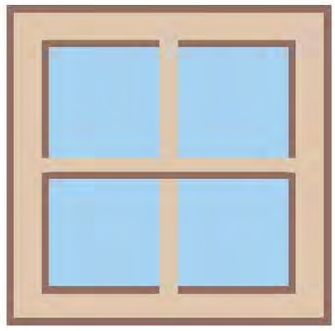
BASIC SET

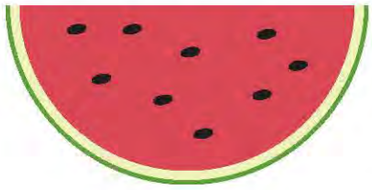
Shapes in the Real-World

rectangle

1/2 circle

square





triangle

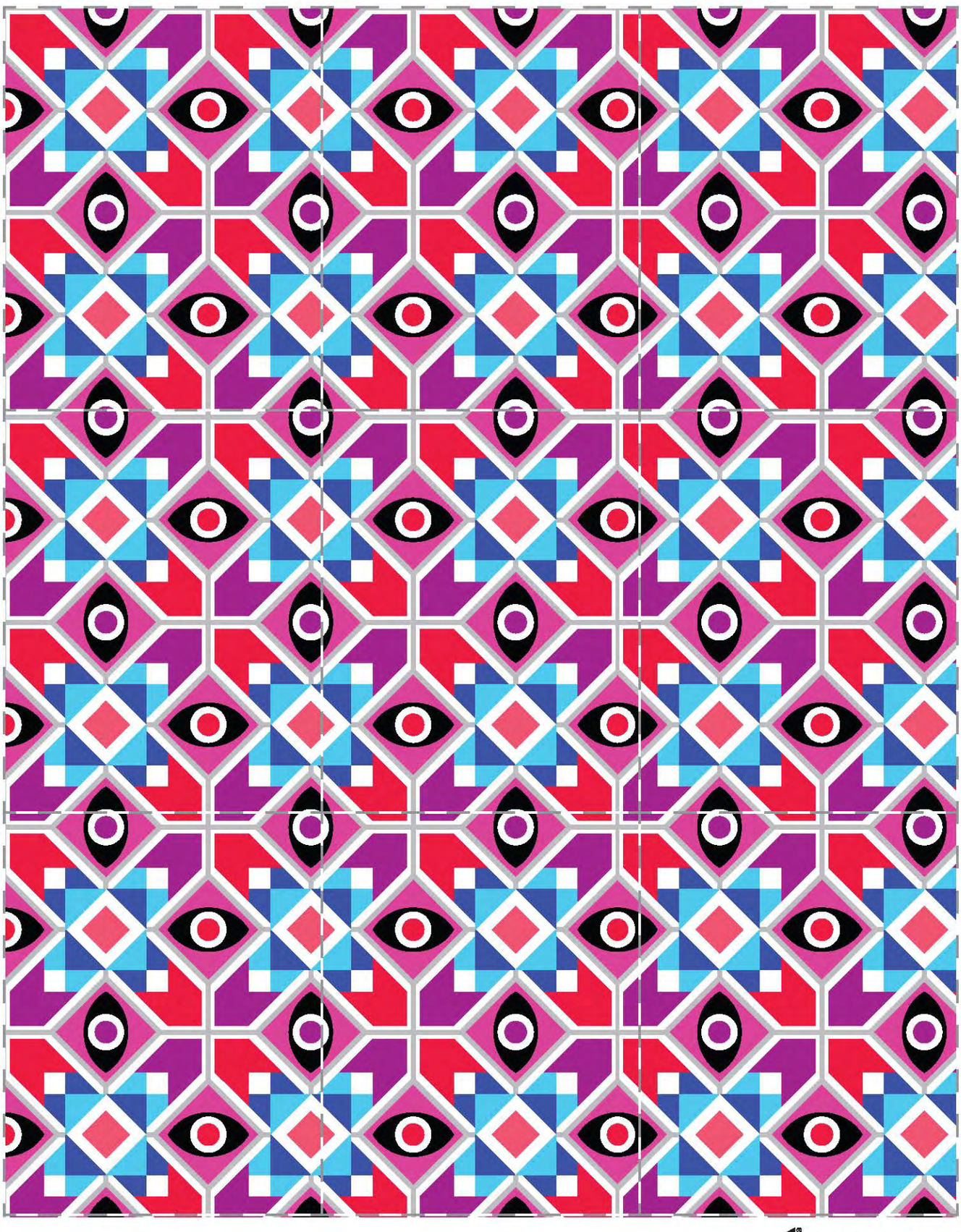
cube

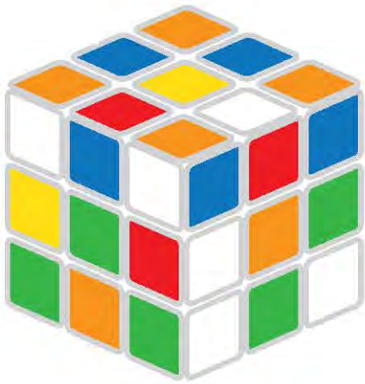
Geometry Concentration

K–3

BASIC SET

Shapes in the Real-World





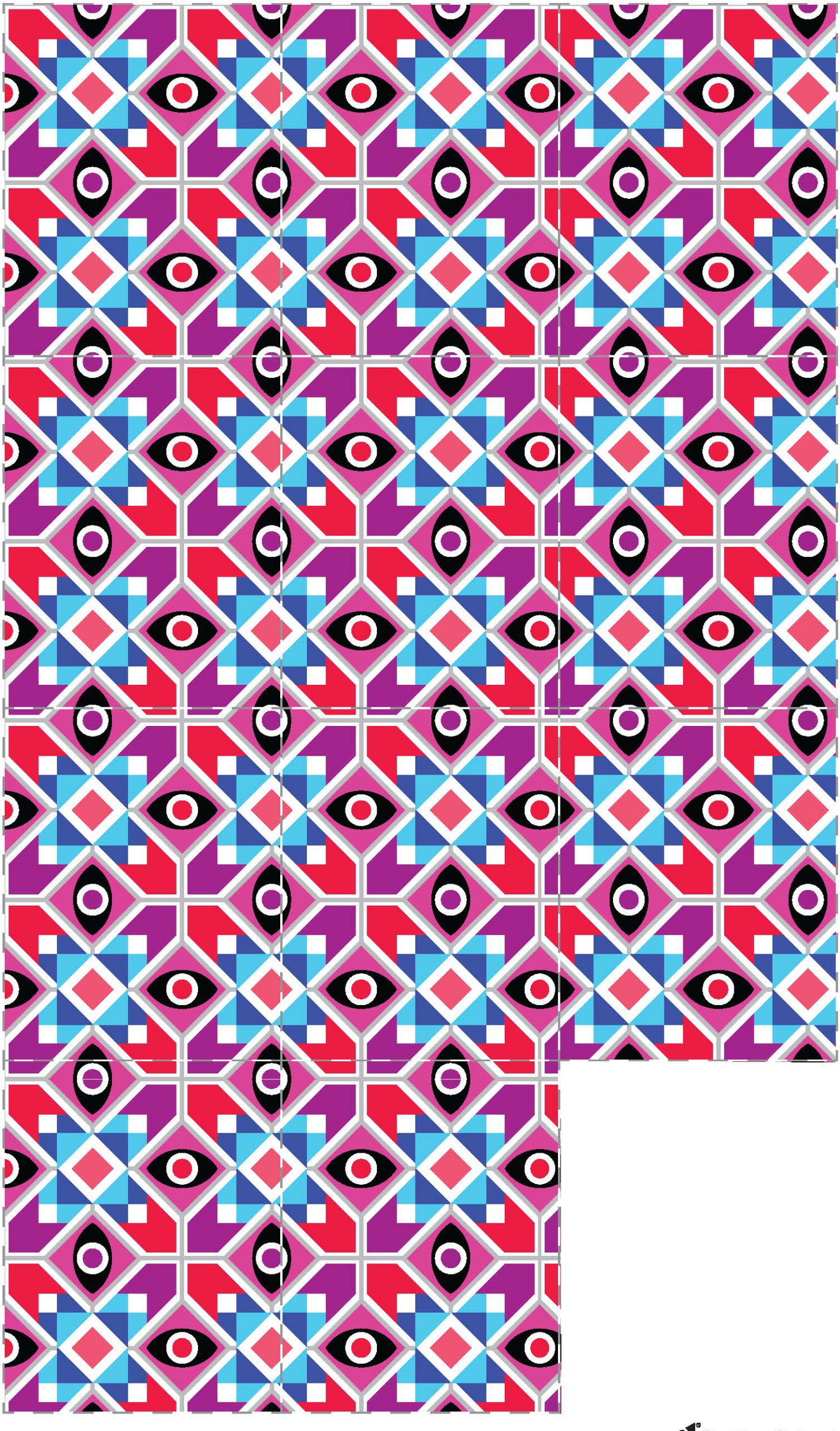
1/4 circle

circle

prism

cone

cylinder

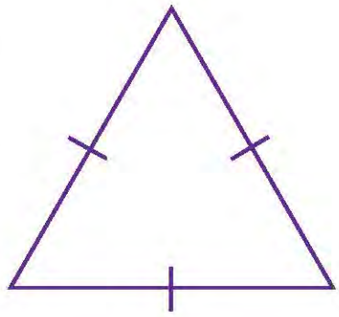


Geometry Concentration

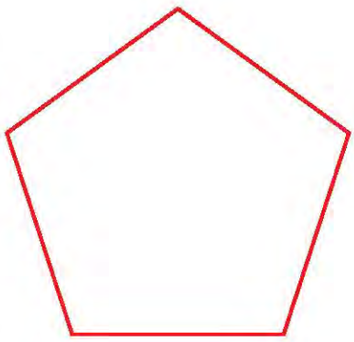
K-3

ADVANCED SET

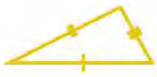
equilateral triangle

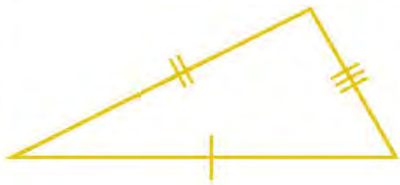


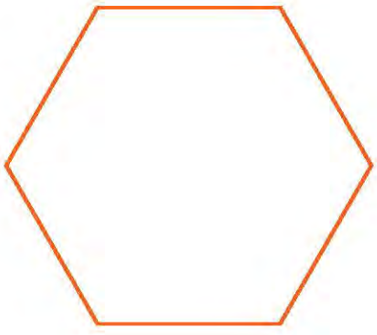
regular pentagon



scalene triangle







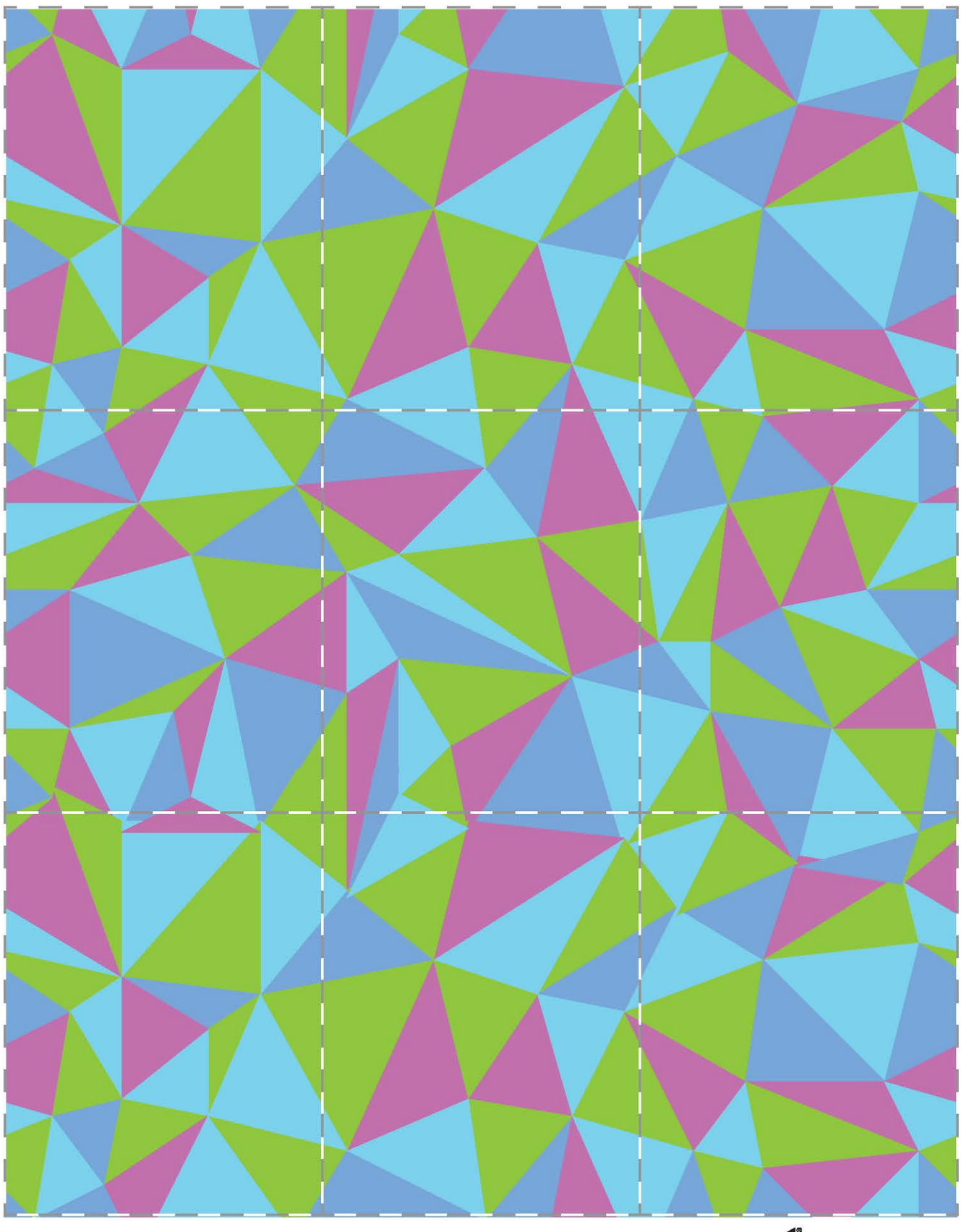
regular hexagon

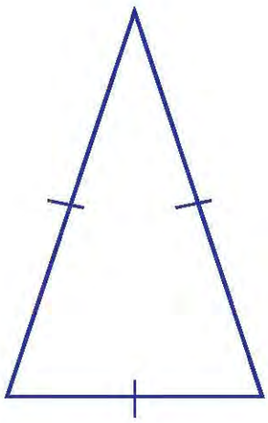
isosceles triangle

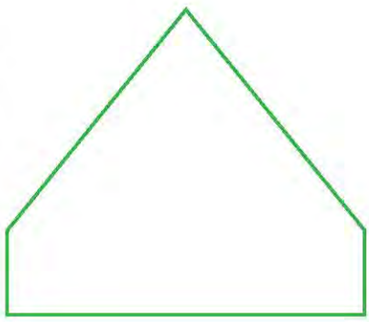
Geometry Concentration

K-3

ADVANCED SET

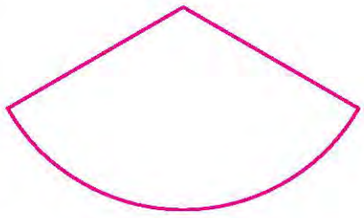




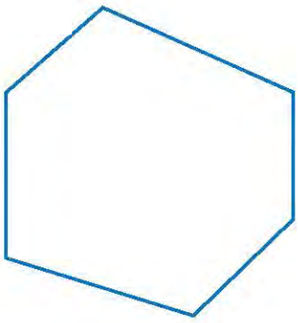


irregular pentagon

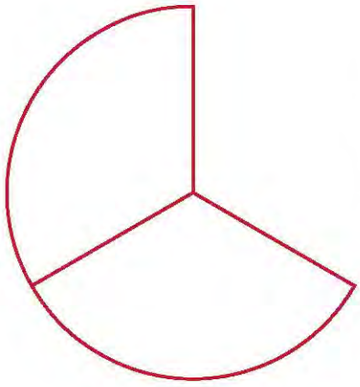
one-third circle



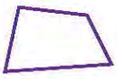
irregular hexagon

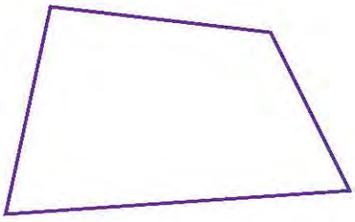


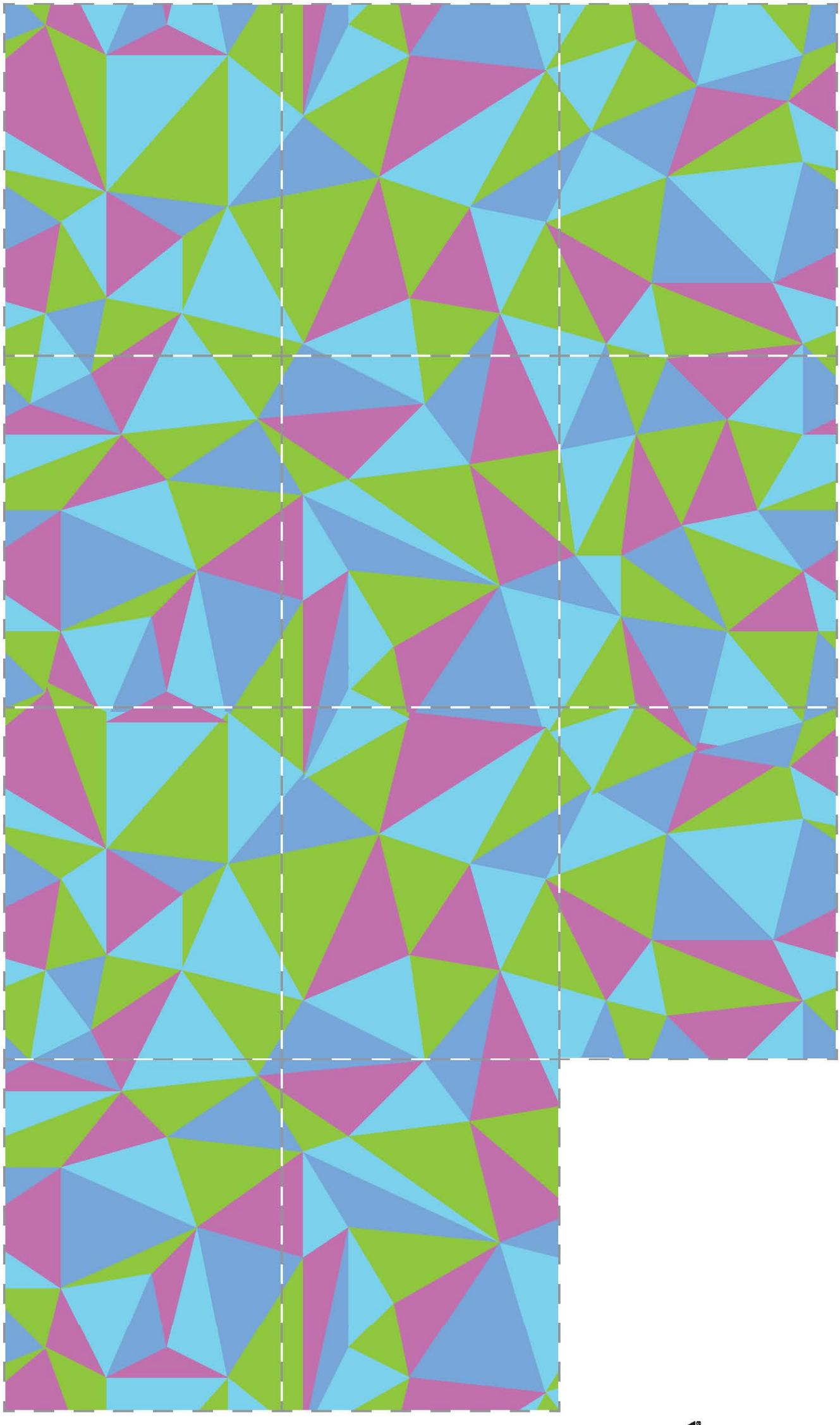
two-thirds circle



irregular quadrilateral







Geometry Concentration

K–3

ADVANCED SET

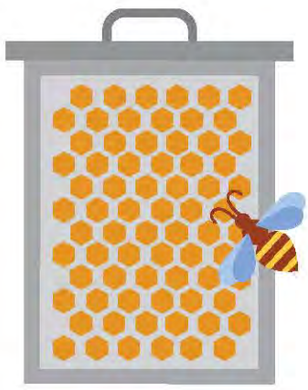
Shapes in the Real-World

equilateral triangle

regular pentagon

scalene triangle

regular hexagon



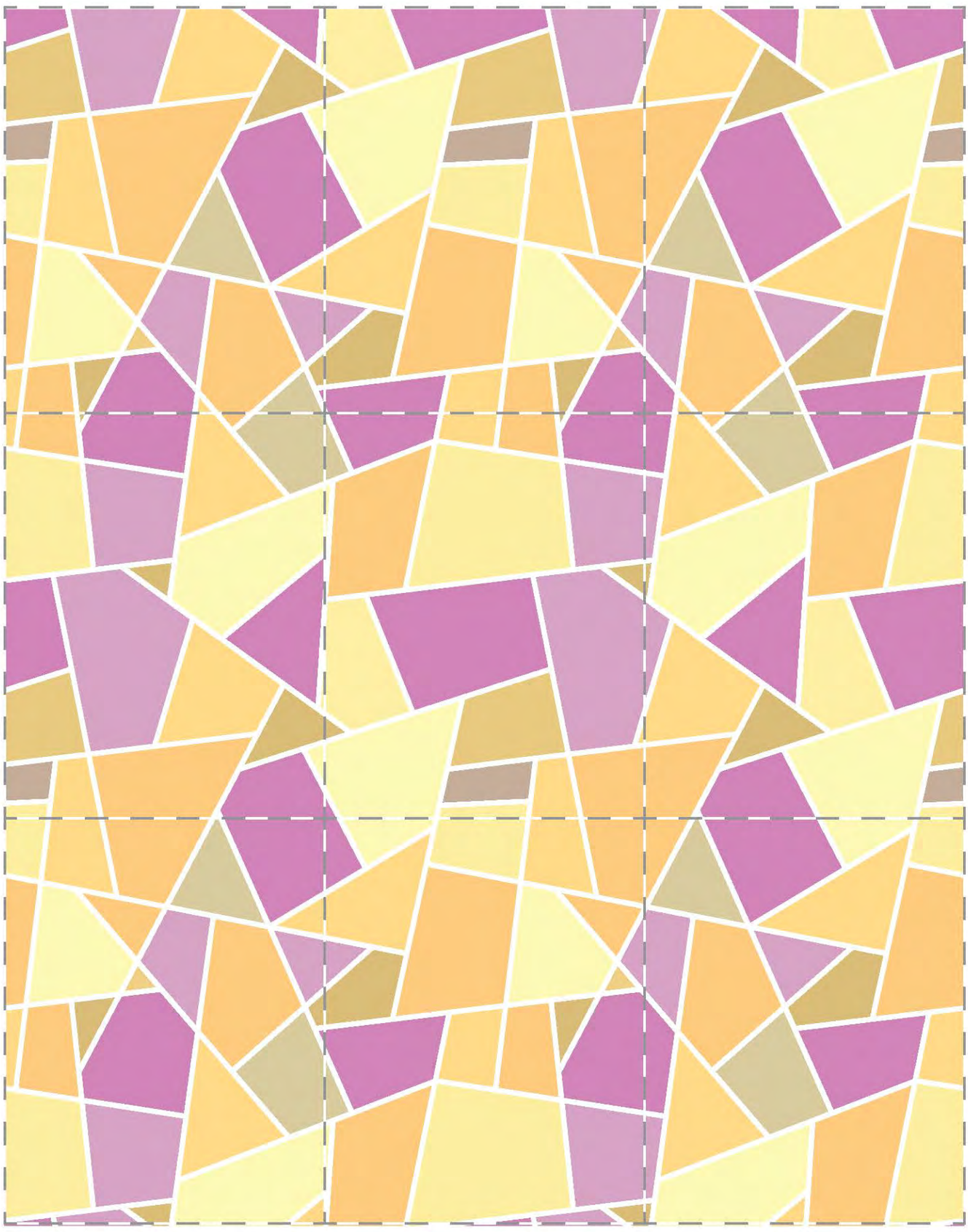
isosceles triangle

Geometry Concentration

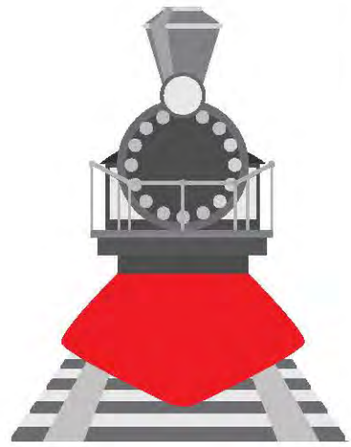
K–3

ADVANCED SET

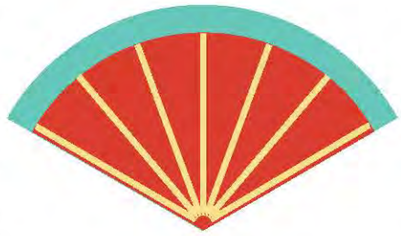
Shapes in the Real-World



irregular pentagon



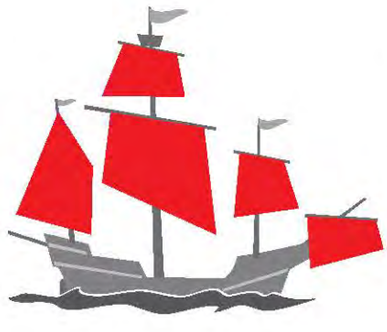
one-third circle

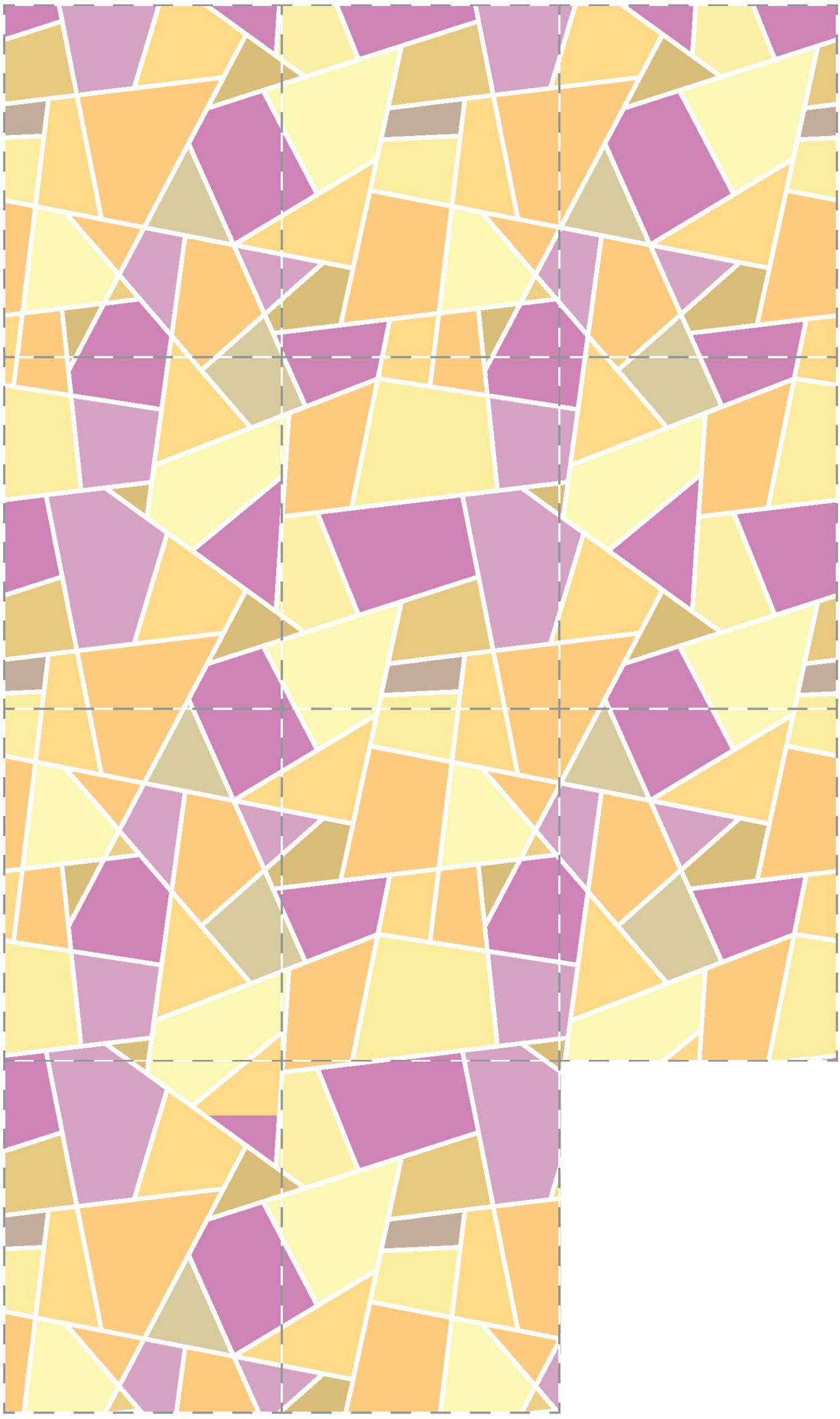


irregular hexagon

two-thirds circle

irregular quadrilateral





Go Fish!

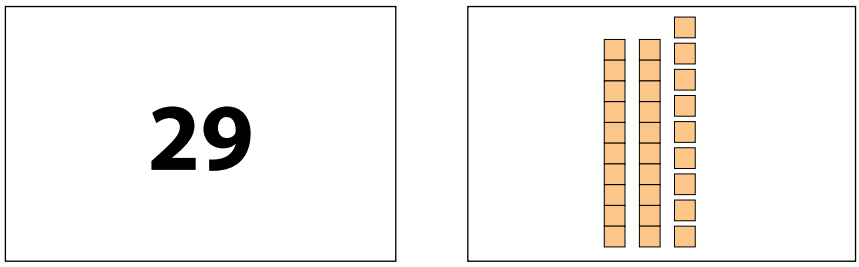
PLACE VALUE

Number of players: 2–4

Goal of *Go Fish*

The goal of the *Go Fish Place Value* is to match different representations of the same number.

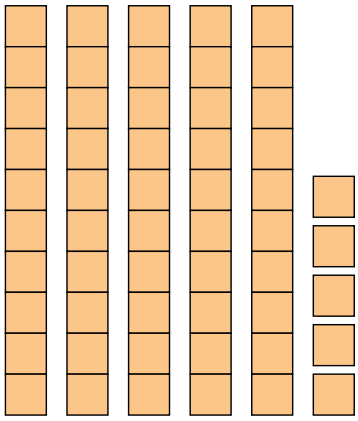
For example:

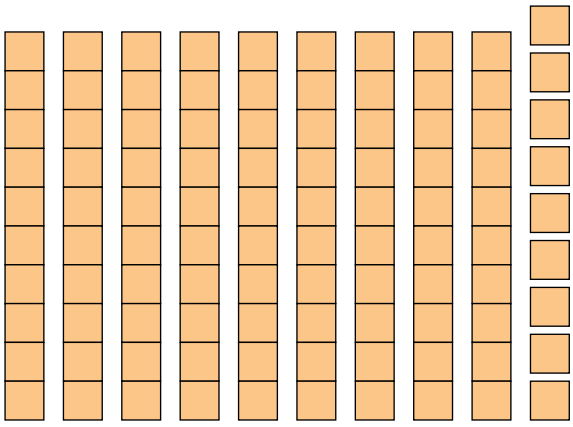


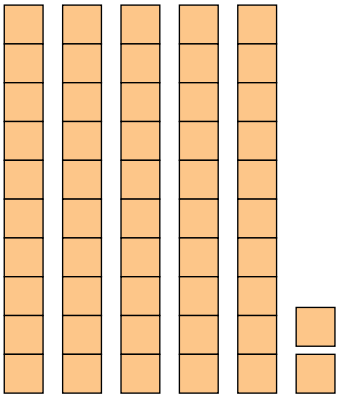
When the "fishing" is complete you want to be the player who has the most pairs!

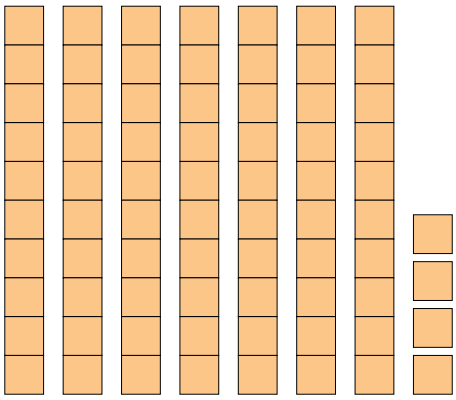
Directions

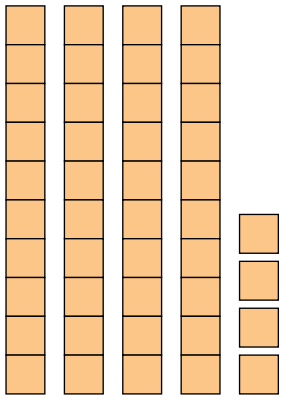
1. Deal 5 *Go Fish Place Value* cards to each player. All remaining cards are placed face down in a draw pile.
2. The player on the right of the card dealer goes first.
3. The first player asks another player if he/she has a match for a specific number represented on one of his/her cards. For example, "Do you have a card that represents the number 99?" If the player who was asked has a matching representation of the number requested, he or she must give them the match. The player who was successful in getting the match takes another turn.
4. If the player asked does not have a representation of the number card requested, they say "Go Fish!" The player requesting the card must then pick a Go Fish card from the top of the draw pile.
5. Play continues with the player who said, "Go Fish!"
6. The game will continue until a player is out of cards or the draw pile is gone. The player with the most matching pairs, wins!

67	6 Tens 7 Ones
81	80 + 1
55	
43	3 Ones 4 Tens

30	3 Tens 0 Ones
41	40 + 1
99	
66	6 Ones 6 Tens

85	8 Tens 5 Ones
37	30 + 7
52	
93	3 Ones 9 Tens

39	3 Tens 9 Ones
82	80+2
74	
100	0 Ones 10 Tens

68	6 Tens 8 Ones
89	80+9
44	
23	3 Ones 2 Tens

Go Fish!
PLACE VALUE

Name _____ Date _____

Record the matches you made during *Go Fish! Place Value*, using drawings to represent the place-value models.

1.

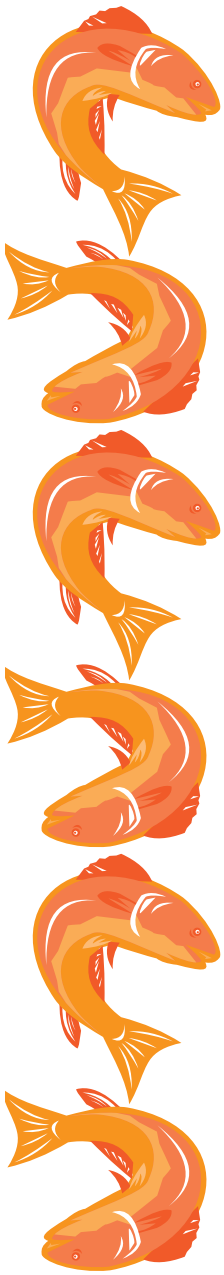
2.

3.

4.

5.

6.



Wild West Checkers

ADDITION SUBTRACTION

Looking for a *wild* math center game to reinforce students' addition and subtraction skills? Students can use the **Wild West Checkers Math Game** to practice adding and subtracting 2-digit whole numbers with a partner or in teams.

Have students with varying skill levels? The game board templates are editable so you can change the problems within each square to meet the needs of your students! For detailed Checkers rules visit: http://boardgames.about.com/cs/checkersdraughts/ht/play_checkers.htm

Wild West Checkers

ADDITION SUBTRACTION

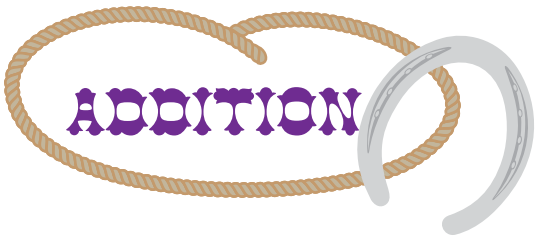
Student Instructions:

It's time to play the **Wild West Checkers Math Game!**

Place the math board and checker pieces (coins, counters, or classic checker game pieces) between you and your opponent. Each player should set up their game pieces on the 12 dark shaded squares in the first three rows closest to him or her and move the checker pieces on the dark shaded squares only.

Take turns moving the checkers one space diagonally. When a player wants to make a move, they must answer the math problem on the space he or she wants to move to. Likewise, if a player wants to "double jump," she or he must answer both math problems. All other checkers rules apply!

The first player to remove their opponent's pieces from the board wins.



	35 +13		44 +44		68 +13		52 +21
25 +34		71 +15		51 +31		27 +44	
	68 +11		87 +12		73 +24		64 +32
22 +76		55 +33		34 +62		88 +11	
	30 +14		24 +52		18 +51		62 +14
82 +17		77 +11		61 +16		53 +26	
	55 +14		27 +22		47 +41		48 +51
64 +23		24 +17		13 +11		12 +66	

SUBTRACTION

	97 −42		34 −13		62 −42		78 −52
56 −11		82 −22		45 −15		49 −26	
	68 −57		27 −14		39 −18		96 −65
21 −10		57 −34		79 −22		68 −11	
	88 −30		21 −11		99 −71		33 −22
59 −46		48 −33		79 −52		85 −34	
	61 −30		39 −30		92 −71		44 −32
87 −56		64 −12		29 −17		55 −25	

Teddy Bear Counters PICTURE GRAPH

Name _____

Directions: Sort your teddy bear counters by color. Count the number of teddy bears in each color group. Then using colored pencils or crayons, make a picture graph to represent the number of teddy bear counters in each color group.

10				
9				
8				
7				
6				
5				
4				
3				
2				
1				
	Red Bears	Blue Bears	Green Bears	Yellow Bears

Teddy Bear Counters PICTURE GRAPH

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6				
5				
4				
3				
2				
1				
	Red Bears	Blue Bears	Green Bears	Yellow Bears

Teddy Bear Counters PICTURE GRAPH

Extension Activity

Answer the following questions once you have completed the picture graph:

- How many teddy bear counters are (blue, red, green . . .)
- Which color has the most/fewest teddy bear counters?
- What is the total number of teddy bear counters?
- Do any of the colors have the same number of teddy bear counters?

Teddy Bear Counters PICTURE GRAPH

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