Summer Math: Gr. 3-5

Brockton Public Schools would like to offer families of students in <u>Grades 3-5</u> some suggested activities to practice math through the summer months.

Games to Play (You will need a deck of cards)

1. **Multiplication War**
   Remove all face cards from a regular deck of cards. Treat the ace as a one. Deal out all the cards equally between 2 or 3 players. Each player turns over 2 cards and multiplies the numbers together. The person with the higher product wins the pile of cards. If you have the same product, you have a war.
   Extension: You could turn over 3 cards and create a 2-digit by 1-digit or turn over 4 cards and create a 2-digit by 2-digit multiplication problem. The higher product still wins the pile of cards.

2. **Close to 1000**
   Aces = 1, 10s = 0, take out face cards. Deal 8 cards to each player. Use any 6 of your cards to make two 3-digit numbers. Try to get a sum that is close to or equal to 1000. Write these 2 numbers on a piece of paper. Your score is the difference between your number and 1000.
   Example: You turn over the following 8 cards:

   <p align="center">1   5   4   3   1   8   3   8</p>

   You can combine 148 + 853 = 1001. Your score is 1 since the difference between 1001 and 1000 is 1. You can make a game board on your paper like this:

   <p align="center">148 + 853 = 1001   Score: 1</p>

   Put the 6 cards you used in a discard pile and pick 6 new cards to use with the 2 you have left. Play 5 rounds. Record each round on your game board. Whoever has the lowest total score after 5 rounds wins the game.

3. **Close to Zero**
   This game is played just like Close to 1000 except you make two 3-digit numbers that when subtracted will give you a difference that is close to or equal to zero.
   Example: If you have the same numbers as the example above, you could write: 318-318 = 0. Your score for that round would be 0.

4. **Fraction Line-Up**
   Remove all face cards from a regular deck of cards. Treat the ace as a one. Deal four cards to each player and stack the remaining cards face down in a pile. Players use their cards to create any two proper fractions (the numerator must be less than the denominator). Players place the fractions in order from the least to the greatest fraction. Players check each other's answers. A player earns one point if the fractions are lined up correctly. Players place the used cards in a discard pile. When all cards have been used, the discard pile is shuffled and used again. The first player to earn 10 points wins.
   Extension: Use 6 or 8 cards per turn to create 3 or 4 fractions OR create both proper and improper fractions.

Suggested Websites

ixl.com

Website provides practice in thousands of math skills. All skills are organized by grade level. <u>Students can practice 20 problems free per day without a membership.</u>

xtramath.com

Free website that allows students to practice basic math facts.

bedtimemath.org

Parents can sign-up free to get a daily math problem sent to your email.

ABCya.com

Free educational computer games and activities for elementary students to learn on the web. All children's educational computer activities were created or approved by certified school teachers.

mathplayground.com

Free math website that offers practice in math skills at many levels. It is recommended that parents have students use games in the math arcade. Multiplication and division games and Tug Team fractions would be appropriate for students in Grades 3-5.

Pbskids.org/cyberchase/math-games

A great interactive educational website that is appropriate for all ages.