

For the week starting June 12, students are asked to complete (by Friday) the Math assignment sent home (P12).

Click to see (page 13):

https://portal2.retsd.mb.ca/public/nvsw24lilrtgc5tcnftgi/Lists/SharedDocuments/Homework%20and%20Newsletter/Ammann_Problems%20of%20the%20week.pdf

For the week starting June 6! students are asked to complete (by Friday) the Math assignment sent home: Q14.

You can see find the assignment on my teacher website (page 42):

https://portal2.retsd.mb.ca/public/nvsw24lilrtgc5tcnftgi/Lists/SharedDocuments/Homework%20and%20Newsletter/34_math_homework.pdf

For the week starting May 29, students are asked to play daily this Math game (A8) at home. Enjoy.

A8 Place value 3 - based on <http://cemc.math.uwaterloo.ca/resources/invitations-to-math/NumberSense-Grade4.pdf>

To win: The winner is the one closest to 100 but not more than 100.

You need: One die (or spinner), pencil and paper.

How to play: Player A rolls the die. Then each player decides whether this number will be tens or ones, and writes the appropriate number. Thus, if Player A rolls 5 and chooses tens, he will write 50. Player B might choose ones; she will write 5. Players take turns rolling the die, but each player records a number for each roll. After 5 rolls, each player adds his/her numbers.

In this example, Player A wins. Numbers rolled were 5, 6, 1, 3, 2. Player C did $50+6+1+30+2=89$, Player B did $5+60+10+30+2=107$. Player A did $50+6+10+30+2=98$.

Grade 4 version: Use 2 dice and decide, after each roll, which of the two numbers will be tens. Thus, for a roll of 5 and 2, the player may record either 52 or 25. Target is 250.

For the week starting May 23, students are asked to play daily this Math game (B11) at home. Enjoy.

B11 Plus or Minus

To win: The player with the highest sum wins. If at any point a player's score is less than 0, the other player wins.

You need: Deck of cards (A to 9, or 10 as 0), paper, pencil.

How to play: Each player draws 5 cards. Each player selects any 4 four cards to create the greatest 2 double-digit numbers and record the sum. For example, I draw 8, 5, 2, 3, 7. I discard 2 and I add $85 + 73$. I record 158.

Each player draws 3 cards and selects two to create the smallest 2-digit number possible.

Each player subtracts this number from the number recorded previously. For example, I draw 3, 7, 5. I discard 7 and subtract 35 from 158. I record 123.

Each player draws 3 cards and selects two to create the greatest 2-digit number possible. Each player adds this number to the number recorded previously. For example, I draw 8, 7, 2. I discard 2 and add 87 to 123. I record 210. At mid-year, Grade Three students should work with 3-digit numbers (first time, draw 7 cards, then 4 cards, and again 4 cards).

Grade 4 version: Make 4-digit numbers (first time, draw 9 cards, then 5 cards, and again 5 cards).

For the week starting May 15 students are asked to complete (by Friday) the Math assignment sent home (P4).

Click to see (page 5):

https://portal2.retsd.mb.ca/public/nvsw24lilrtgc5tcnftgi/Lists/SharedDocuments/Homework%20and%20Newsletter/Ammann_Problems%20of%20the%20week.pdf

For the week starting May 8, students are asked to play daily this Math game (A1) at home. Enjoy.

A1 What's the difference - based on http://www.educationworld.com/a_lesson/boxcars/boxcars016.shtml

To win: The object of this game is to make the smallest difference

You need: Deck of cards (A to 9, you can use 10 as 0), paper and pencil.

Get started: Determine how will look your game board (see options below).

Option A - grade 3	Option B - grade 3 and 4	Option C - grade 4
$\underline{\quad} \underline{\quad} - \underline{\quad} \underline{\quad} =$	$\underline{\quad} \underline{\quad} \underline{\quad} - \underline{\quad} \underline{\quad} \underline{\quad} =$	$\begin{array}{r} \underline{\quad} \underline{\quad} \underline{\quad} \\ - \underline{\quad} \underline{\quad} \underline{\quad} \\ \hline \end{array}$

How to play: Place the deck face down in the middle of the playing area. A player draws a card from the deck and places it face up. Each player selects a space on his game board and writes the number of the card on that space. Then players keep drawing cards and fill in their game boards.

Ex.: The first card turned over is a 7. The second card turned over is a 2. The other cards turned over were 3 and another 2. Completed game boards could look like this. Player A had 72 - 32 (40) and Player B had 73 - 22 (51). Player A wins that round.

Grade 4 version: Play like Option C (6 cards) or make two 4-digit numbers (8 cards).

For the week starting May 1 students are asked to complete (by Friday) the Math assignment sent home (i.15).

Click to see (page 21) :

https://portal2.retsd.mb.ca/public/nvsw24lilrtgc5tcnftgi/Lists/SharedDocuments/Homework%20and%20Newsletter/ammann_intrus_devoirs.pdf

For the week starting April 24 students are asked to complete (by Friday) the Math assignment sent home (P11).

Click to see (page 12):

https://portal2.retsd.mb.ca/public/nvsw24lilrtgc5tcnftgi/Lists/SharedDocuments/Homework%20and%20Newsletter/Ammann_Problems%20of%20the%20week.pdf

For the week starting April 17, students are asked to play daily this Math game (A4) at home. Enjoy.

A4 Place Value Game 2 - based on <http://www.mathwire.com/numbersense/placevalue.html>

To win: Create the largest number possible.

You need: Deck of cards (A to 9), pencil and paper.

How to play: First, on a piece of paper, players make 3 lines (____ ____ ____).

- Partner A turns over the first card and decides where to write the number on one of his lines. Once the number is written, it may not be changed.
- Partner B turns over a card and does the same on his own paper.
- Play continues with each partner turning over a card, hoping to build the largest number.
- When all lines are filled, partners compare numbers to see who created the larger number. That partner wins a point for the round.

Variations: form the smallest number, form a number that is closest to 500 (or 2000 or...).

Grade 4 version: make 4 or 5 lines to create 4 or 5-digit numbers. Use 10 as 0.

For the week starting April 10, students are asked to play daily this Math game (B3) at home. Enjoy.

B3 Multiplication Top-it – based on <http://www.salineschools.com/everydaymath/topit4.doc>

To win: To collect the most cards.

You need: Deck of cards (A to 9 – you can also use 10 as 0).

How to play: Shuffle the cards and place the deck number-side down on the playing surface. Each player turns over 2 cards and calls out the product of the two numbers. The player with the largest product wins the round and takes all the cards. In case of a tie for the largest product, each tied player turns over 2 more cards and calls out the product. The player with the highest product wins the round and takes all the cards from both plays. Play continues until there are too few cards left for each player to have another turn. The player who took the most cards wins. Or, players may toss a penny to determine whether the player with the most or the fewest cards wins.

Grade 4 version: When familiar with the game, turn over 3 cards and multiply a 2-digit number (or a 3-digit number turning over 4 cards) by a single-digit number.

For the week starting April 3, students are asked to play daily this Math game (B13) at home. Enjoy.

B13 101 and Out – based on Instructor, March/April 2009

To win: The goal is to arrive at a sum that is as close to 100 as possible without going over.

You need: Paper (see game board needed by each player), pencil, dice.

How to play: a die will be rolled six times by each player. With each roll, the player writes the number that comes up on his game board. He writes the first number on the first line of his board in either the 10s column or the 1s column; he writes the second number on the second line, etc. and can't change it. After writing six numbers, players fill any blanks with zeros, and then add to find the sum. At mid-year, Grade Three students should work with 3-digit numbers (game boards should have 100s, 10s, 1s).

roll	10s	1s
1		
2		
3		
4		
5		
6		
SUM		

Grade 4 version: Make 4-digit numbers (add column 1000s).

For the week starting March 13, students are asked to play daily this Math game (I) at home. Enjoy.

I-Multiplication Top-it	Skill: Multiplication facts
<u>Variations:</u> Start with cards 1 to 4 and keeping adding cards as children gain confidence.	
<u>How to play:</u> Shuffle the cards and place the deck number-side down on the playing surface. Each player turns over 2 cards and calls out the product of the 2 numbers. The player with the largest product wins the round and takes all the cards. In case of a tie for the largest product, each tied player turns over 2 more cards and calls out the product. The player with the highest product wins the round and takes all the cards from both plays. Play continues until there are too few cards left for each player to have another turn. The player who took the most cards wins. Or, players may toss a penny to determine whether the player with the most or the fewest cards wins.	
From: http://www.salineschools.com/everydaymath/topit4.doc	

For the week starting March 6, students are asked to play daily this Math game (C4) at home. Enjoy.

C4 Large and Small Numbers - Subtraction

To win: The winner is the player with the largest difference.

You need: Paper, pencil, a deck of cards (A to 9).

How to play: Deal 4 cards to each player. The players place their cards face up on the table. The object of the game is to make the smallest 2-digit number and the largest 2-digit number possible with the cards they have. Players then subtract their numbers (largest – smallest). At mid-year, Grade Three students should work with 3-digit numbers (draw 6 cards).

Grade 4 version: Make two 4-digit numbers dealing 8 cards to each player.

For the week starting Feb. 27 students are asked to complete (by Thursday) the Math assignment sent home (P16).

Click to see (page 17):

https://portal2.retsd.mb.ca/public/nvsw24lilrtgc5tcnftgi/Lists/SharedDocuments/Homework%20and%20Newsletter/Ammann_Problems%20of%20the%20week.pdf

For the week starting Feb. 21, students are asked to play daily this Math game (B10) at home. Enjoy.

B10 99 Subtraction

To win: Get 0.

You need: Deck of cards (A to 9, or 10 as 0), paper, pencil.

How to play: First decide how many cards you want to draw (1 or 2). Take that number of cards and make a number (use Ace as 1 to 9). Subtract the number from previous number. Play continues until one player gets 0. At mid-year, Grade Three students should play 999.

For example, Player 1 decides to take 2 cards and gets 3 and 4. He makes the number 43 and subtract from 99: 56.

Player 2 decides to also take 2 cards and gets 7 and 6. He loses his turn because he has to make a 2-digit number and subtract from 56; no matter what number he makes (76 or 67), the difference will be below 0. Etc.

Grade 4 version: Start playing 999 then play 9999.

For the week starting Feb. 13 students are asked to complete (by Friday) the Math assignment sent home (P15).

Click to see (page 16):

https://portal2.retsd.mb.ca/public/nvsw24lilrtgc5tcnftgi/Lists/SharedDocuments/Homework%20and%20Newsletter/Ammann_Problems%20of%20the%20week.pdf

For the week starting Feb. 6, students are asked to play daily this Math game (B9) at home. Enjoy.

B9 99 Addition

To win: Get 99.

You need: Deck of cards (A to 9, or 10 as 0), paper, pencil.

How to play: First decide how many cards you want to draw (1 or 2). Take that number of cards and make a number (use Ace as 1 to 9). Add to previous sum. Play continues until one player gets 99. At mid-year, Grade 3 students should play 999.

For example, Player 1 decides to take 2 cards and gets 3 and 4. He makes the number 43.

Player 2 decides to also take 2 cards and gets 7 and 6. He loses his turn because he has to make a 2-digit number and add it to 43; no matter what number he makes (76 or 67), the sum will be over 99.

Player 3 decides to take 2 cards. He is luckier and gets 3 and 1. He makes 31, adds it to 43 and announces the new sum: 74.

Player 1 decides to draw 2 cards, gets 1 and 6, makes 16 (61 would be too high) and announces 90.

Player 2 may decide to draw only one card. Etc.

Grade 4 version: Start playing 999 then play 9999.

For the week starting Jan. 30 students are asked to complete (by Friday) the Math assignment sent home (i.8).

Click to see (page 14) :

https://portal2.retsd.mb.ca/public/nvsw24lilrtgc5tcnftgi/Lists/SharedDocuments/Homework%20and%20Newsletter/ammann_intrus_devoirs.pdf

For the week starting Jan. 23 students are asked to complete (by Friday) the Math assignment sent home (P9).

Click to see (page 10):

https://portal2.retsd.mb.ca/public/nvsw24lilrtgc5tcnftgi/Lists/SharedDocuments/Homework%20and%20Newsletter/Ammann_Problems%20of%20the%20week.pdf

For the week starting Jan. 16 students are asked to complete (by Friday) the Math assignment sent home (i3.1 or i4.16).

Click to see (Grade 3 on page 22, grade 4 on page 23) :

https://portal2.retsd.mb.ca/public/nvsw24lilrtgc5tcnftgi/Lists/SharedDocuments/Homework%20and%20Newsletter/ammann_intrus_devoirs.pdf

For the week starting Jan. 9 students are asked to play daily the Math game sent home (What time is it?).

Click to see (page 28):

https://portal2.retsd.mb.ca/public/nvsw24lilrtgc5tcnftgi/Lists/SharedDocuments/Homework%20and%20Newsletter/34_math_homework.pdf

For the week starting Dec. 12, students are asked to play daily this Math game (A12) at home. Enjoy.

A12 Close Call – based on <http://www.education.com/activity/article/close-call/>

To win: Get points creating sums as close to 100 as possible, without going over, evaluating all possible sums based on the numbers given.

You need: Deck of cards (A to 9), paper and pencils.

How to play:

1. Shuffle the deck and place it face down in the center of the table.
2. Each player should select 4 cards from the deck and place them face up.
3. Ask them to rearrange their cards and try to create number pairs that when added together come close to 100. For example, the cards 5, 1, 4, 9, can be arranged to create two larger numbers: 51 and 49. When added together 51 and 49 equal 100.
4. When everyone's ready, they should share their final numbers. Whoever is closest to 100 receives a point.
5. Play for 10 rounds. The player with the most points at the end of the final round wins.

Grade 4 version: make sums close to 1000 drawing 6 cards to make two 3-digit numbers.

For the week starting Dec. 5 students are asked to complete (by Friday) the Math assignment sent home (P12).

Click to see (page 13):

https://portal2.retsd.mb.ca/public/nvsw24lilrtgc5tcnftgi/Lists/SharedDocuments/Homework%20and%20Newsletter/Ammann_Problems%20of%20the%20week.pdf

For the week starting Nov. 28, students are asked to play daily this Math game (A5) at home. Enjoy.

A5 Twenty-five - based on <http://www.washmath.org/files/GamesAndActivities.pdf>

To win: The player who gets a sum of exactly 25 wins.

You need: Deck of cards (A to 9).

How to play: The first person turns over a card and places it face up in the center of the play area. The next person turns over a card, adds it to the card already played, says the sum out loud, and places the card on top of the previously played card. The next person turns over a card and adds the card to the sum of the first two cards. Play continues in this way until someone has a card that, when added, will give a sum greater than 25. When that happens, the player must subtract rather than add. Play continues until someone gets a sum of exactly 25.

Grade 4 version: players turn 2 cards to make a 2-digit number. Goal is 500.

For the week starting Nov. 21 students are asked to complete (by Friday) the Math assignment sent home (i3.6 or i4.6).

Click to see (Grade 3 on page 11, grade 4 on page 12) :

https://portal2.retsd.mb.ca/public/nvsw24lilrtgc5tcnftgi/Lists/SharedDocuments/Homework%20and%20Newsletter/ammann_intrus_devoirs.pdf

For the week starting Nov. 14, students are asked to complete (by Friday) the Math assignment sent home. Thank you for playing the Math Game A10 last week! [Click](#) to see.

For the week starting Nov. 7, students are asked to play daily this Math game (A10) sent home. Enjoy.

Click to see (page 5):

https://portal2.retsd.mb.ca/public/nvsw24lilrtgc5tcnftgi/Lists/SharedDocuments/Homework%20and%20Newsletter/34_math_homework.pdf

For the week starting Oct.31 students are asked to complete (by Friday) the Math assignment sent home (P3).

Click to see (page 4):

https://portal2.retsd.mb.ca/public/nvsw24lilrtgc5tcnftgi/Lists/SharedDocuments/Homework%20and%20Newsletter/Ammann_Problems%20of%20the%20week.pdf

For the week starting Oct.24 students are asked to complete (by Friday) the Math assignment sent home (P2).

Click to see (page 3):

https://portal2.retsd.mb.ca/public/nvsw24lilrtgc5tcnftgi/Lists/SharedDocuments/Homework%20and%20Newsletter/Ammann_Problems%20of%20the%20week.pdf

For the week starting Oct.17 students are asked to complete (by Friday) the Math assignment sent home (i3.2 or i4.2).

Click to see (Grade 3 on page 3, grade 4 on page 4) :

https://portal2.retsd.mb.ca/public/nvsw24lilrtgc5tcnftgi/Lists/SharedDocuments/Homework%20and%20Newsletter/ammann_intrus_devoirs.pdf

For the week starting Oct.11 students are asked to complete (by Friday) the Math assignment sent home (P1).

Click to see (page 2):

https://portal2.retsd.mb.ca/public/nvsw24lilrtgc5tcnftgi/Lists/SharedDocuments/Homework%20and%20Newsletter/Ammann_Problems%20of%20the%20week.pdf

For the week starting Oct.3 students are asked to complete (by Friday) the Math assignment sent home (i3.1 or i4.1).

Click to see (Grade 3 on page 1, grade 4 on page 2) :

https://portal2.retsd.mb.ca/public/nvsw24lilrtgc5tcnftgi/Lists/SharedDocuments/Homework%20and%20Newsletter/ammann_intrus_devoirs.pdf

For the week starting Sept. 26, students are asked to play daily this Math game (B1) at home. Enjoy.

B1 Addition Top-it – based on <http://www.salineschools.com/everydaymath/topit4.doc>

To win: To collect the most cards.

You need: Deck of cards (A to 9 – you can also use 10 as 0), paper and pencil.

How to play: Shuffle the cards and place the deck number-side down on the playing surface. Each player turns over 2 cards and calls out the sum of the two numbers. The player with the largest sum wins the round and takes all the cards. In case of a tie for the largest sum, each tied player turns over 2 more cards and calls out the sum. The player with the highest sum wins the round and takes all the cards from both plays. Play continues until there are too few cards left for each player to have another turn. The player who took the most cards wins. Or, players may toss a penny to determine whether the player with the most or the fewest cards wins.

Grade 4 version: Turn over 4 or 6 cards to add two 2 or 3-digit numbers.

For the week starting Sept. 19, students are asked to complete (by Friday) the Math assignment sent home. Thank you for playing the Math Game A4 last week! [Click](#) to see.

For the week starting Sept. 12, students are asked to play daily this Math game (A4) at home. Enjoy.

A4 Place Value Game 2 - based on <http://www.mathwire.com/numbersense/placevalue.html>

To win: Create the largest number possible.

You need: Deck of cards (A to 9), pencil and paper.

How to play: First, on a piece of paper, players make 3 lines (____ ____ ____).

- Partner A turns over the first card and decides where to write the number on one of his lines. Once the number is written, it may not be changed.
- Partner B turns over a card and does the same on his own paper.
- Play continues with each partner turning over a card, hoping to build the largest number.
- When all lines are filled, partners compare numbers to see who created the larger number. That partner wins a point for the round.

Variations: form the smallest number, form a number that is closest to 500 (or 2000 or...).

Grade 4 version: make 4 or 5 lines to create 4 or 5-digit numbers. Use 10 as 0.

----- Grade 3/4: 2015 - 2016 -----

For the week starting June 13, students are asked to play daily this Math game (B8) at home. Enjoy.

B8 One to 16 – based on <http://www.theteacherscorner.net/lesson-plans/math/games/operations.htm>

To win: Player with the most chips on the board wins.

You need: A number chart (1 to 16), deck of cards (A to 9), chips (different colors).

How to play: Players take turns drawing 3 cards. They have to add or subtract the numbers they draw to match one of the numbers on the chart. For example, if a student were to draw 6, 3, and 4, the player could add the 6 and 3 to get 9 and then subtract the 4 to get 5. The player would then use one colored chip to mark the number 5. Once a number is taken it cannot be marked again. Players play until all of the spaces are taken up. If a player can't make a number to match the numbers left on the board, he has to pass to the next player. The game is over when all the numbers are taken.

Grade 4 version: Use all four number operations, including multiplication and division.

For the week starting June 6, students are asked to play daily this Math game (B15) at home. Enjoy.

B15 Connect 4 – based on a game presented at Sage 2015 (Merci Dalmie et Kristyn de LRSD)

To win: Make a line of 4 (the rules are those of Connect Four).

You need: Create your board game (6 X 6) with squares filled with math expressions, depending on what you need to practice (one side +, other side -).

Grade 3:

- facts making 10 or almost 10 ($3 + 7$, $9 + 2$, etc.)
- doubles, doubles + 1, doubles + 2 ($6 + 6$, $8 + 7$, $5 + 7$, etc.)
- + 8, + 9
- a mix to review all strategies
- work with 2 two-digit numbers: multiples of 10 ($40 + 70$), or not ($35 + 78$)

Grade 4 (review Grade 3 skills or):

- work with 2 three-digit numbers: multiples of 10 ($480 + 250$)
- work with multiples of 25 ($375 + 250$) or multiples of 5 or any numbers.
- multiplication (up to 6×6 or 10×10) or division facts.
- decimals

For the week starting May 30, students are asked to play daily this Math game (B3) at home. Enjoy.

B3 Multiplication Top-it – based on <http://www.salineschools.com/everydaymath/topit4.doc>

To win: To collect the most cards.

You need: Deck of cards (A to 9 – you can also use 10 as 0).

How to play: Shuffle the cards and place the deck number-side down on the playing surface. Each player turns over 2 cards and calls out the product of the two numbers. The player with the largest product wins the round and takes all the cards. In case of a tie for the largest product, each tied player turns over 2 more cards and calls out the product. The player with the highest product wins the round and takes all the cards from both plays. Play continues until there are too few cards left for each player to have another turn. The player who took the most cards wins. Or, players may toss a penny to determine whether the player with the most or the fewest cards wins.

Grade 4 version: When familiar with the game, turn over 3 cards and multiply a 2-digit number (or a 3-digit number turning over 4 cards) by a single-digit number.

For the week starting May 24, students are asked to play daily this Math game (B10) at home. Enjoy.

B10 99 Subtraction

To win: Get 0.

You need: Deck of cards (A to 9, or 10 as 0), paper, pencil.

How to play: First decide how many cards you want to draw (1 or 2). Take that number of cards and make a number (use Ace as 1 to 9). Subtract the number from previous number. Play continues until one player gets 0. At mid-year, Grade Three students should play 999.

For example, Player 1 decides to take 2 cards and gets 3 and 4. He makes the number 43 and subtract from 99: 56.

Player 2 decides to also take 2 cards and gets 7 and 6. He loses his turn because he has to make a 2-digit number and subtract from 56; no matter what number he makes (76 or 67), the difference will be below 0. Etc.

Grade 4 version: Start playing 999 then play 9999.

For the week starting May 16, students are asked to complete (by Friday) the Math assignment sent home: Q7, Money!

You can see find the assignment on my teacher website (page 35):

https://portal2.retsd.mb.ca/public/nvsw24lilrtgc5tcnftgi/Lists/SharedDocuments/Homework%20and%20Newsletter/34_math_homework.pdf

For the week starting May 9, students are asked to play daily this Math game (C3) at home. Enjoy.

C3 Large and Small Numbers - Addition

To win: The winner is the player with the largest sum.

You need: Paper, pencil, a deck of cards (A to 9).

How to play: Deal 4 cards to each player. The players place their cards face up on the table. The object of the game is to make the smallest 2-digit number and the largest 2-digit number possible with the cards they have. Players then add their numbers. At mid-year, Grade Three students should work with 3-digit numbers (draw 6 cards).

Grade 4 version: Make 4-digit numbers dealing 8 cards to each player.

For the week starting May 2, students are asked to complete (by Friday) the Math assignment sent home: Q3, Fractions.

You can see find the assignment on my teacher website (page 31):

https://portal2.retsd.mb.ca/public/nvsw24lilrtgc5tcnftgi/Lists/SharedDocuments/Homework%20and%20Newsletter/34_math_homework.pdf

For the week starting April 25 students are asked to play daily to Math game sent home (The last counter).

You can see find the game on my teacher website (page 16):

https://portal2.retsd.mb.ca/public/nvsw24lilrtgc5tcnftgi/Lists/SharedDocuments/Homework%20and%20Newsletter/34_math_homework.pdf

For the week starting April 18, students are asked to complete (by Thursday) the Math assignment sent home: Q13, Secret message.

You can see find the assignment on my teacher website (page 41):

https://portal2.retsd.mb.ca/public/nvsw24lilrtgc5tcnftgi/Lists/SharedDocuments/Homework%20and%20Newsletter/34_math_homework.pdf

For the week starting April 11, students are asked to complete (by Friday) the Math assignment sent home. Thank you for playing the Math Game B2 last week!

You can see find the assignment on my teacher website:

<https://portal2.retsd.mb.ca/public/nvsw24lilrtgc5tcnftgi/Lists/SharedDocuments/34Followup%20Math%20homework/34FollowC02.pdf>

For the week starting April 4, students are asked to play daily this Math game (C2) at home. Enjoy.

C2 Estimation game - Subtraction

To win: The winner is the player with the fewest points.

You need: Paper, pencil, one set of 9 cards (A to 9) for each player.

How to play: Shuffle the sets of cards and deal 4 to each player. Cards are placed in a column subtraction format with the tens cards face up and the units cards face down; the larger tens digit is moved to the top row and the difference is estimated. Then the cards are turned over and the actual difference calculated. The players find the difference between the estimated and the actual differences. The difference becomes the number of points the player collects. The game ends when one player reaches 20 points. At mid-year, Grade Three students should work with 3-digit numbers (draw 6 cards, only the hundred digit face up, end point could be 100).

Grade 4 version: Make 4-digit numbers (add column 1000s). Same as above but there are two sets for each player and the players get 8 cards. This time they form 4 digit numbers with the thousands and hundreds cards face up. End point could be 200.

For the week starting March 14, students are asked to complete (by Friday) the Math assignment sent home: Q11, Calories.

You can see find the assignment on my teacher website (page 39):

https://portal2.retsd.mb.ca/public/nvsw24lilrtgc5tcnftgi/Lists/SharedDocuments/Homework%20and%20Newsletter/34_math_homework.pdf

For the week starting March 7 students are asked to play daily to Math game sent home (Multiplication facts games).

You can see find the game on my teacher website (page 19, 20):

https://portal2.retsd.mb.ca/public/nvsw24lilrtgc5tcnftgi/Lists/SharedDocuments/Homework%20and%20Newsletter/34_math_homework.pdf

For the week starting Feb.29, students are asked to complete (by Friday) the Math assignment sent home. Thank you for playing the Math Game B2 last week!

You can see find the assignment on my teacher website:

<https://portal2.retsd.mb.ca/public/nvsw24lilrtgc5tcnftgi/Lists/SharedDocuments/34Followup%20Math%20homework/34FollowB02.pdf>

For the week starting Feb.22, students are asked to play daily this Math game (B2) at home. Enjoy.

B2 Subtraction Top-it – based on <http://www.salineschools.com/everydaymath/topit4.doc>

To win: To collect the most cards.

You need: Deck of cards (A to 9 – you can also use 10 as 0), paper and pencil.

How to play: Shuffle the cards and place the deck number-side down on the playing surface. Each player turns over 4 cards and calls out the difference between two 2-digit numbers. The player with the largest difference wins the round and takes all the cards. In case of a tie for the largest difference, each tied player turns over 4 more cards and calls out the difference. The player with the highest difference wins the round and takes all the cards from both plays. Play continues until there are too few cards left for each player to have another turn. The player who took the most cards wins. Or, players may toss a penny to determine whether the player with the most or the fewest cards wins.

Grade 4 version: Turn over 6 cards to subtract two 3-digit numbers.

For the week starting Feb.16, students are asked to complete (by Friday) the Math assignment sent home: Q5, Time to empty the dishwasher.

You can see find the assignment on my teacher website (page 33):

https://portal2.retsd.mb.ca/public/nvsw24lilrtgc5tcnftgi/Lists/SharedDocuments/Homework%20and%20Newsletter/34_math_homework.pdf

For the week starting Feb.8, students are asked to play daily to Math game sent home (What's the time).

You can see find the assignment on my teacher website (page 27):

https://portal2.retsd.mb.ca/public/nvsw24lilrtgc5tcnftgi/Lists/SharedDocuments/Homework%20and%20Newsletter/34_math_homework.pdf

For the week starting Feb.1, students are asked to complete (by Friday) the Math assignment sent home. Thank you for playing the Math Game A7 last week!

<https://portal2.retsd.mb.ca/public/nvsw24lilrtgc5tcnftgi/Lists/SharedDocuments/34Followup%20Math%20homework/34FollowA07.pdf>

For the week starting Jan. 25, students are asked to play daily this Math game (A7) at home. Enjoy.

A7 Subtraction pole vault – based on <http://www.washmath.org/files/GamesAndActivities.pdf>

To win: The object is to get as close to 0 as possible, without going below 0, after five subtractions from a starting number.

You need: Paper and pencil, deck of cards (A – 9 or add 10 as 0).

How to play: Player 1 turns over one card and subtracts this number from 25 (starting number). Player 2 then does the same. Do this three more times. Whoever is closest to 0 (without going over) after five rounds, wins.

Variations: Use a different starting number (31, 40, 54, etc.) and play more rounds (6, 9, etc.).

Grade 4 version: The target number is 250. Player 1 turns over top two cards and makes a two-digit number. Subtract this number from 250 on scratch paper. Player 2 then does the same, turn over the next two cards, make a two-digit number and subtract from the result in step one. Do this three more times. Whoever is closest to 0 (without going over) after five rounds, wins. Ex.: Turn 1: draw 4 & 5, subtract 45 or 54 ($250 - 45 = 205$). Turn 2: draw 0 & 6, subtract 6 or 60 ($205 - 60 = 145$). And so on.

For the week starting January 18, students are asked to complete (by Friday) the Math assignment sent home: Q2, Area.

You can see find the assignment on my teacher website (page 25):

https://portal2.retsd.mb.ca/public/nvsw24lilrtgc5tcnftgi/Lists/SharedDocuments/Homework%20and%20Newsletter/34_math_homework.pdf

For the week starting Jan. 11, students are asked to complete (by Friday) the Math assignment sent home. Thank you for playing the Math Game C1 last week!

<https://portal2.retsd.mb.ca/public/nvsw24lilrtgc5tcnftgi/Lists/SharedDocuments/34Followup%20Math%20homework/34FollowC01.pdf>

For the week starting Jan. 4, students are asked to play daily this Math game (C1) at home. Enjoy.

C1 Estimation game - Addition

To win: The winner is the player with the fewest points.

You need: Paper, pencil, one set of 9 cards (A to 9) for each player.

How to play: Shuffle the sets of cards and deal 4 to each player. Cards are placed in a column addition format with the tens cards face up and the units cards face down. Each player records an estimate for the sum of his/her cards. Then the cards are turned over and the actual sum calculated. The players find the difference between the estimated and the actual sums. The difference becomes the number of points the player collects. The game ends when one player reaches 20 points. At mid-year, Grade Three students should work with 3-digit numbers (draw 6 cards, only the hundred digit face up, end point could be 100).

Grade 4 version: Make 4-digit numbers (add column 1000s). Same as above but there are two sets for each player and the players get 8 cards. This time they form 4 digit numbers with the thousands and hundreds cards face up. End point could be 200.

For the week starting December 7, students are asked to complete (by Friday) the Math assignment sent home: Q9, Knobs knobs knobs.

You can see find the assignment on my teacher website (page 32):

https://portal2.retsd.mb.ca/public/nvsw24lilrtgc5tcnftgi/Lists/SharedDocuments/Homework%20and%20Newsletter/34_math_homework.pdf

For the week starting Nov. 30, students are asked to complete (by Friday) the Math assignment sent home. Thank you for playing the Math Game A12 last week!

You can see find the assignment on my teacher website:

<https://portal2.retsd.mb.ca/public/nvsw24lilrtgc5tcnftgi/Lists/SharedDocuments/34Followup%20Math%20homework/34FollowA12.pdf>

For the week starting Nov. 23, students are asked to play daily this Math game (A12) at home. Enjoy.

A12 Close Call - based on <http://www.education.com/activity/article/close-call/>

To win: Get points creating sums as close to 100 as possible, without going over, evaluating all possible sums based on the numbers given.

You need: Deck of cards (A to 9), paper and pencils.

How to play:

6. Shuffle the deck and place it face down in the center of the table.
7. Each player should select 4 cards from the deck and place them face up.
8. Ask them to rearrange their cards and try to create number pairs that when added together come close to 100. For example, the cards 5, 1, 4, 9, can be arranged to create two larger numbers: 51 and 49. When added together 51 and 49 equal 100.
9. When everyone's ready, they should share their final numbers. Whoever is closest to 100 receives a point.
10. Play for 10 rounds. The player with the most points at the end of the final round wins.

Grade 4 version: make sums close to 1000 drawing 6 cards to make two 3-digit numbers.

For the week starting Nov. 16, students are asked to complete (by Friday) the Math assignment sent home. Thank you for playing the Math Game A5 last week!

You can see find the assignment on my teacher website:

<https://portal2.retsd.mb.ca/public/nvsw24lilrtgc5tcnftgi/Lists/SharedDocuments/34Followup%20Math%20homework/34FollowA05.pdf>

For the week starting Nov. 9, students are asked to play daily this Math game (A5) at home. Enjoy.

A5 Twenty-five - based on <http://www.washmath.org/files/GamesAndActivities.pdf>

To win: The player who gets a sum of exactly 25 wins.

You need: Deck of cards (A to 9).

How to play: The first person turns over a card and places it face up in the center of the play area. The next person turns over a card, adds it to the card already played, says the sum out loud, and places the card on top of the previously played card. The next person turns over a card and adds the card to the sum of the first two cards. Play continues in this way until someone has a card that, when added, will give a sum greater than 25. When that happens, the player must subtract rather than add. Play continues until someone gets a sum of exactly 25.

Grade 4 version: players turn 2 cards to make a 2-digit number. Goal is 500.

For the week starting November 2, students are asked to play daily the Math game One - Two - Three in a Row sent home. Enjoy.

You can see find the rules and board game on my teacher website (page 19, 20):

https://portal2.retsd.mb.ca/public/nvsw24lilrtgc5tcnftgi/Lists/SharedDocuments/Homework%20and%20Newsletter/34_math_homework.pdf

For the week starting October 26, students are asked to complete (by Friday) the Math assignment sent home. Thank you for playing the Math Game A3 last week!

You can see find the assignment on my teacher website:

<https://portal2.retsd.mb.ca/public/nvsw24lilrtgc5tcnftgi/Lists/SharedDocuments/34Followup%20Math%20homework/34FollowA03.pdf>

For the week starting October 19, students are asked to play daily this Math game at home. Enjoy.

A3 Place value game - based on <http://www.washmath.org/files/GamesAndActivities.pdf>

To win: Make the largest number possible - say number in French

You need: Deck of cards (A to 9), pencil and paper.

How to play: On a piece of paper, players make 3 lines (____ ____ ____). A card is drawn and each player writes it on one of the lines. Repeat for a second and a third card.

Grade 4 version: make 4 or 5 lines to create 4 or 5-digit numbers. Use 10 as 0.

For the week starting October 13, students are asked to complete (by Thursday) the Math assignment sent home: Q12, Looking out for number...

You can see find the assignment on my teacher website (page 34):

https://portal2.retsd.mb.ca/public/nvsw24lilrtgc5tcnftgi/Lists/SharedDocuments/Homework%20and%20Newsletter/34_math_homework.pdf

For the week starting October 5, students are asked to complete (by Thursday) the Math assignment sent home. Thank you for playing the Math Game A6 last week!

You can see find the assignment on my teacher website:

<https://portal2.retsd.mb.ca/public/nvsw24lirtgc5tcnftgi/Lists/SharedDocuments/34Followup%20Math%20homework/34FollowA06.pdf>

For the week starting September 28, students are asked to play daily this Math game at home. Enjoy.

A6 Tic tac toe - based on <http://www.washmath.org/files/GamesAndActivities.pdf>

To win: Complete any row, column or diagonal so that two of the three numbers add up to the third (The order of the numbers does not matter; for example 9 - 12 - 3 where $9+3=12$).

You need: Paper and pencil.

How to play: Each pair makes a standard tic-tac-toe grid. Instead of using Xs and Os, students use the numbers 0 through 9 (or 0 through 12 for a greater challenge). Each number can be used only once during a game. The first move may NOT be in the center.

Grade 4 version: Numbers to use are multiples of 10 (0 to 90, or 120 for a greater challenge).

For the week starting September 21, students are asked to play daily this Math game at home. Enjoy.

B4 Five in order –

To win: Put in order and name the numbers in French.

You need: A deck of cards (A to 9, or 10 used as 0)

What to do: Draw 3 cards (1 to 9 and 10 as 0) and build a 3 digit number. Repeat to make 5 numbers. Organize from lowest to highest.

Grade 4 version: Draw 4 cards and make 4-digit numbers.

For the week starting September 14, students are asked to play daily this Math game at home. Enjoy.

A2 Fingers - based on <http://www.washmath.org/files/GamesAndActivities.pdf>

To win: The first to state the product wins the round.

You need: Your hands with fingers.

How to play: For **addition**, students hold both hands behind their back and extend anything from 0 to 10 fingers. They reveal the number of fingers at a signal. Whoever correctly states the sum of the fingers first wins the round. For **subtraction** two players can extend any number of fingers on one or two hands. The first to state the difference wins the round. For **multiplication** two players can extend any number of fingers on one hand.

Grade 4 version: students should be quick

----- Grade 3 : 2014 - 2015 -----

For the week starting June 15, students are asked to play daily this Math game at home. Enjoy.

FF - Equations Game	<u>Skill:</u> Number
	<u>Note:</u> This game reviews all 4 operations.
<u>Variations:</u> Turn 2 cards to make a double-digit target number.	
<p><u>How to play:</u> Each pair of players needs a deck of cards.</p> <p>Shuffle the cards and lay the first five face up in a row, then lay the rest of the deck at the end of the row and turn up the top card. This is the target card.</p> <p>The pair then manipulates the numbers of the first five cards into an equation that will equal the target card. They can use all the cards or just two, but no card can be used twice (unless two of the same number turned up).</p> <p>When a player comes up with an equation, they slap the target card and yell "Target!". They then have to proceed by explaining the equation to their partner.</p> <p>If the player is correct they can keep the cards that used in their equation. If the player is wrong, the other player can keep the cards used in the equation. The cards that aren't used are placed at the bottom of the deck and the game continues until all the cards are used.</p> <p>When the game is done, the players then add up all the values of their cards (Aces=1, Jacks=11, Queens=12, Kings=13). The player with the highest total wins.</p>	
From: http://www.canteach.ca/elementary/numbers9.html	

For the week starting June 8, students are asked to play daily this Math game at home. Enjoy.

VV- Twenty-two In A Row	<u>Skill:</u> Facts and mental math (+ and -)
	<u>Note:</u> Please adapt if necessary.
<u>Variations:</u> Use 2 sets of 0 to 9 cards (joker = 0) and try to make a line of 3 cards (sum: fifteen).	
<u>Material:</u> all 5 to K red cards (J = 11, Q= 12, K = 13 and Joker = 14)	
<p><u>How to play:</u> Find all red cards from 5 to K and the jokers. Put them face up.</p> <p>Use 16 black cards to hold places and make a game board (4 lines of 4 cards, face down).</p> <p>Players take turn to place a red card of their choice on the board. The winner is the first player to complete a row of 3 or 4 cards that add to 22. The row can be made up of cards placed by both players.</p> <p style="text-align: right;">Adapted from http://www.makingmathmorefun.com/magazine/Volume1.pdf</p>	

For the week starting June 1, students are asked to play daily the Math Game sent home (TT).
[Click to see.](#)

For the week starting May 25, students are asked to play daily this Math game at home. Enjoy.

RR - 4 Strikes...	<u>Skill:</u> Mental math (addition, subtraction)
	<u>Note:</u> Please adapt if necessary.

Variations: Allow 5 strikes, work with one 3-digit number and one 2-digit number, etc.

How to play:

Player 1 writes an equation (addition or subtraction of two 2-digit numbers) and doesn't show it to the other player (eg. $35 + 10 = 45$).

Player 1 then writes on another paper one of the following:

$$\begin{array}{l} \underline{\quad} \underline{\quad} = \underline{\quad} \underline{\quad} + \underline{\quad} \underline{\quad} \quad \text{or} \quad \underline{\quad} \underline{\quad} + \underline{\quad} \underline{\quad} = \underline{\quad} \underline{\quad} \\ \text{or } \underline{\quad} \underline{\quad} = \underline{\quad} \underline{\quad} - \underline{\quad} \underline{\quad} \quad \text{or} \quad \underline{\quad} \underline{\quad} - \underline{\quad} \underline{\quad} = \underline{\quad} \underline{\quad} \end{array}$$

Player 2 has to figure out the number in each blank in the equation. If he guesses a number that is in the equation, player 1 writes it in all places it belongs. If he guesses a number that is not in the equation, he gets a strike. To win, he has to figure out all of the numbers before getting 4 strikes. This game offers opportunities to review addition and subtraction facts. Please take the time to discuss strategies as you play. For instance, looking at: $\underline{3} \underline{5} + \underline{\quad} \underline{X} = \underline{\quad} \underline{5}$, what would be a good guess for X? Can you explain your guess?

(From Instructor, March/April 2009)

For the week starting May 19, students are asked to complete the homework sent home. [Click to see.](#)

For the week starting May 11, students are asked to play daily Math Game CC (with 2-digit numbers first, then 3-digit numbers). Good luck.

CC - Place Value Face Value	<u>Skill:</u> Place value
	<u>Note:</u> At home, we often use a Teddy Bear, a cow, even a remote control when we don't have enough human players!
<u>Variations:</u> You can play with 2 digit numbers, or 4, etc.	
<u>How to play:</u>	
Remove Jokers from deck, for lower level players, or to introduce the game, also remove the face cards (those are the ones with the faces on them). The dealer decided which number is the target number. Players take turns receiving a card from the dealer. If the target number is 100, players will quickly learn to not take more than 3 cards. Once everyone is happy with the number of cards they have, they change the order of the cards, to make the number closest to the target number. For example, if a player is aiming for 400, they may move the cards 9, 3, and 2, to be 3, 9,2. Thus reading the cards as 392. The player with the closest number to the target number wins, and becomes the dealer. All players must read their cards aloud, and estimate how close they are to the target number.	
From: http://www.wsd1.org/IsaacBrock/math_games.htm#placevaluefacevalue	

For the week starting May 4, students are asked to complete the homework which is a follow-up to the previous Math Games introduced in class and played at home. [Click](#) to see the copy sent home.

For the weeks starting April 20 (addition, starting at 0) and April 27 (subtraction, starting at 999), students are asked to play daily this Math game at home. Enjoy.

NN - 999	<u>Skill:</u> Mental math (addition, subtraction) - estimation - place value
	<u>Note:</u> Please adapt if necessary.
<u>Variations:</u> Start at 999 and subtract to get to 0. Use Ace to 9.	
<p><u>How to play:</u></p> <ul style="list-style-type: none"> • First decide how many cards you want to draw (1, 2 or 3). • Take that number of cards and make a number (use Ace as 1 to 9). • Add to previous sum. • Play continues until one player gets 999. <p>For example, player 1 decides to take 3 cards and gets 3, 6 and 4. He makes the number 643. Player 2 decides to also take 3 cards and gets 5, 5 and 6. He loses his turn because he has to make a 3-digit number and add it to 643; no matter what number he makes, the sum will be over 999. Player 3 decides to take 3 cards. He is luckier and gets 1, 3 and 1. He makes 311, adds it to 643 and announces the new sum: 954. Player 1 decides to draw only 2 cards, gets 2 and 6, makes 26 (62 would be too high) and announces 980. Player 2 may decide to draw only one card. Etc.</p>	

For the week starting April 13th, students are asked to play daily the game sent home (Cow Boxes). [Click to see.](#)

For the week starting April 6th, students are asked to play daily this Math game at home. Enjoy.

Y - Salute	<u>Skill:</u> Addition and subtraction
	<u>Note:</u> This game helps connecting addition to subtraction.
<u>Variations:</u> Start with cards 1 to 6, add another player, etc.	
Place players into groups of three players per group.	
Have two players sit facing each other, while the third player sits so they can see the other two players (like in a triangle shape).	
The two players who are facing each other are the guessers. They both choose one card from the deck (excluding the face cards) without looking at the card.	
Then the third player says "SALUTE" and the two guessers then put their card up to their ear/head so that their opponent can see. Making sure that they cannot.	
Now the two guessers can see each other's cards and the third student looks at both of the cards as well. The third player tells the two guessers what the sum of the two cards is.	
Since the players can see the other person's card but not their own, by knowing the sum - they can figure out what the other card is by using subtraction.	
From: http://www.lessonplanspage.com/MathArithmetic23Cards.htm	

For the weeks starting **March 9** (addition) and **March 16** (subtraction), students are asked to play the game Paires de cercles sent home. They are invited to use mental Math strategies - or the bead string if necessary. This game involves strategy. Good luck. [Click](#) to see the game.

For the week starting **March 2nd** , students have to complete (by Friday) the homework sent home on Tuesday. This exercise reviews concepts practiced at home and in class during the previous weeks. [Click](#) to see.

For the week starting **Feb. 23**, students are asked to play daily the Math Game sent home (Spider Web), using strategies practised in class and at home (steps). Please play on both sides, sometimes adding, sometimes subtracting. [Click](#) to see the game.

For the week starting **Feb. 17**, students are asked to work with the hundred chart sent home. Ideas of questions are provided at the bottom of the charts sent home. [Click](#) to see.

For the week starting **Feb. 9**, students are asked play Math Game "101 and Out", a great way to work on place value, mental math... and probabilities. [Click](#) to see the sheet sent home to record numbers rolled (rules on the sheet).

For the week starting **Feb. 3** students have to complete (by Friday) the homework sent home on Tuesday. Please note that it is a review of problem solving practised every day in class the previous week and it supports the Math Game F assigned as homework. [Click](#) to see the sheet sent home.

For the week starting **Jan.26**, students are asked to play the advanced version of Math Game F (see below). If necessary, students can use their hundred-bead string or draw number lines. You may choose to start playing with A to 5 cards only to get used to the game.

F - Advanced Version: Players turn over 4 cards, form two 2-digit numbers, and find the difference. Winner is the player with highest difference. Players should consider how they form their numbers. 75-24 has a greater difference than 57-42.

For the week starting **Jan. 19** students are asked to work daily on #7 from the activities that were sent home with the hundred-bead string.

🕒 Ask to represent a given number as an expression (addition and subtraction) - e.g. For 56, $60 - 4$ or $50 + 6$.

For the week starting **Jan. 12**, students have to complete (by Friday) the homework sent home on Monday. Please note that it is a review of problem solving practised every day in class the previous week and it supports the Math Game E assigned as homework. [Click](#) to see the sheet sent home.

For the week starting **Jan. 5**, students are asked play the advanced version of Math Game E (see below). If necessary, students can use their hundred-bead string or draw number lines. You may choose to start playing with A to 5 cards only to get used to the game.

E - Advanced Version: Players turn over 4 cards, form two 2-digit numbers, and find the sum. Winner is the player with highest sum. Players should consider how they form their numbers since different arrangements have

For the week starting **Dec. 8** students are asked to work daily on #14 from the activities that were sent home with the hundred-bead string.

①④ Ask to subtract - e.g. For $97 - 38$, I can find 97, subtract 30, then 7, then 1 or do $97 - 40 + 2$. Students can propose other strategies.

In class, students also learned to use a hundred-chart. [Click](#) to get one online!

Using an empty number line:

https://play.dreambox.com/student/dbl/TeacherTool_LandmarkNumbers?atype=2&back=http%3A%2F%2Fwww.dreambox.com%2Fteachertools&eng=Intermediate&ie_skin=paperfrenzy

Online bead string: http://www.taw.org.uk/lic/itp/itps/counting_on_and_back_1_1.swf

For the week starting **Dec. 1** students are asked to work daily on #13 from the activities that were sent home with the hundred-bead string.

①③ Ask to add - e.g. To add 26 and 48, I can start by adding 20 and 40 then add 14 ($6 + 8$) or I can start with 26, add 40, then 4, and again 4. Students can propose other strategies.

For the week starting **Nov. 24** students are asked to work daily on #1, 2 and 4 from the activities that were sent home with the hundred-bead string.

① finding 50, 70, 30, etc. and 31, 79, 81, etc.

② finding any number using multiples of 10 - e.g. to show 48, I find 40 then add 8 or find 50 and subtract 2.

④ counting by 10s starting at any number, backward and forward.

----- [Click](#) to see all "Beads" activities.

For the week starting **Nov. 17**, students are asked to play the Math Game K (see below).

K - Two-Cards Sums	<u>Skill</u> : Addition facts - (Probability)
<u>Variations</u> : Change the cards (lower numbers, add face cards, etc.)	
<u>The object</u> : to remove all the counters in the fewest draws possible.	
<u>How to play</u> : Two or more players can play. Each player needs 11 counters, a game strip that lists the numbers from 10 to 18 spaced far enough apart so the counters can fit on top of each number, and a recording sheet. Here are the rules for playing:	
1. Each player arranges 11 counters on the game strip and records the arrangement.	
2. Once the counters are arranged, players take turns drawing 2 cards (5 to 9).	
3. For each roll, all players can remove one counter if it is on the sum rolled. Players keep track of the number of draws it takes to clear their game board.	
After players have had the chance to play the game for several days or so, have a discussion about the different ways they arranged the counters and the number of rolls it took. Have them write about the arrangements that are best for removing the counters in the fewest number of rolls.	

For the week starting **Nov.3**, students are asked to work daily on this Math game at home. Enjoy.

E - Addition Top-it	<u>Skill:</u> Addition facts - Addition - Mental Math *
<p><u>Variations:</u> Each player turns over 3 cards and finds the sum. Advanced Version: Players turn over 4 cards, form two 2-digit numbers, and find the sum. Players should consider how they form their numbers since different arrangements have different sums. For example, a player turns over 2, 5, 7, and 4. $74 + 52$ has a greater sum than $25 + 47$.</p>	
<p><u>How to play:</u> Materials: 1 deck of cards with 4 each of the numbers 1 through 10 Number of Players: Two (2) to Four (4) Object of the game: To collect the most cards. Directions: Shuffle the cards and place the deck number-side down on the playing surface. Each player turns over 2 cards and calls out the sum of the 2 numbers. The player with the largest sum wins the round and takes all the cards. In case of a tie for the largest sum, each tied player turns over 2 more cards and calls out the sum. The player with the highest sum wins the round and takes all the cards from both plays. Answers can be checked with an Addition Table or with a calculator. Play continues until there are too few cards left for each player to have another turn. The player who took the most cards wins. Or, players may toss a penny to determine whether the player with the most or the fewest cards wins.</p>	
<p>From: http://www.salineschools.com/everydaymath/topit4.doc</p>	

For the week starting Oct. 27, students are asked to complete the homework sent home. [Click](#) to see.

For the week starting Oct. 20, students are asked to work daily on this Math game at home. Enjoy.

H - Families	<u>Skill:</u> Addition and subtraction facts
	<u>Note:</u> This game helps connecting addition to subtraction.
<p><u>Variations:</u> use face cards to make families up to 13 (or 14 with Jokers!).</p>	
<p><u>How to play:</u> Use a deck of forty cards: four suits of ace through 10. The goal is to make families of three cards earning a point for each family. A family is three cards whose numbers are related by addition or subtraction. For example: 5, 5, and 10 are a family because $10 - 5 = 5$ or $5 + 5 = 10$; 7, 2, and 9 are a family because $7 + 2 = 9$, $9 - 2 = 7$, $9 - 7 = 2$, or $2 + 7 = 9$. Shuffle the deck, deal 5 cards to each player and place the remaining cards face down in a draw pile. The player to the dealer's left draws a card from the draw pile so that six cards are now in the player's hand. If using these six cards, the player can form two families, she lays them on the table,</p>	

earns two points, and the round ends. If the player can form only 1 family, she places it on the table, earns one point and discards one card. If she is not able to form a family, she just discards one card.

Play passes to the player on her left who attempts to form families and use all cards.

When a player is able to use all her cards to form families, and has no cards left in her hand, she goes out ending the round. This player becomes the dealer for the next round. Games with three or four players end when a player has earned a total of five or more points. The high scorer wins.

From: <http://www.mathnstuff.com/games.htm>

For the week starting Oct. 13, students are asked to play daily this Math game at home. Enjoy.

T - Five in order	<u>Skill</u> : Comparing - Place value
	<u>Note</u> : You may start by making 2 digit numbers.
<u>What to do</u> :	
Draw 3 cards (1 to 9 and 10 as 0) and build a 3 digit number. Repeat to make 5 numbers. Organize from lowest to highest.	

For the week starting Oct. 6, students are asked to play daily this Math game at home. Enjoy.

S - Patterns	<u>Skill</u> : Patterns
	<u>Note</u> : You can use objects instead of cards.
<u>What to do</u> :	
Create a pattern using cards (abbc). Example: $\square\square\square\heartsuit\square\square\square\heartsuit\square\square\square\heartsuit$.	
Create another abbc pattern. Example: $\heartsuit\square\square\heartsuit\square\square\heartsuit\square\square$.	
Follow that pattern doing actions. Example: jump, snap, snap, clap, etc.	
Try with other types of patterns : abba, abbcc, etc.	

For the week starting Sept. 29, students are asked to play daily this Math game at home. Enjoy.

B - Arithmetic Bingo	<u>Skill</u> : Addition facts - (Probability)
	<u>Note</u> : Players can make their own card. Please discourage counting as children should use strategies taught in class and talk about them.
<u>Variations</u> : If playing with 2 six-sided dice is too easy, trade one (or both) for a ten-sided die.	
<u>Goal</u> : Students roll dice and place counters on a grid, trying to get four in a line.	
<u>Preparation</u> : Have a few bingo cards ready (4 X 4 grids with numbers from 2 to 12 if playing with 2 six-sided dice). Find something to use as counters (buttons, clear plastic counters, pennies, etc.).	
<u>How to Play</u> : Each player needs to select a different card. Each player in turn throws two dice. The player places a counter on one unoccupied square showing the sum of the two dice. The winner is the first player with a complete vertical, horizontal, or diagonal line.	
From: http://teachers.eusd.k12.ca.us/bbuchel/TeacherIdeas/arithmetric_bingo.htm	

For the week starting Sept. 22, students are asked to play daily this Math game at home. Enjoy.

D - Greatest Wins	<u>Skill</u> : Place value - Identifying numbers
	<u>Note</u> : This activity is great for working on expanded notation.
<u>Variations</u> : Draw 3 (or 4) cards.	

How to play:

Draw two cards (1 to 9 and faces as 0) or roll 2 ten-sided dice. Form a number (first card for tens, second for ones) and say it... in French!

Example (4 cards): Player one: $7000 + 800 + 00 + 2 = 7802$ / Player two: $6000 + 800 + 80 + 7 = 6887$

Two Way Play - Choose Greatest or Least as the Winner

From: <http://www.boxcarsandoneeyedjacks.com/> (Activity of the month)

For the week starting Sept. 15, students are asked to daily this Math game at home. [Click to see.](#)

For the week starting Sept. 9, students are asked to play daily this Math game at home. Enjoy.

A - Making Tens	Skill: Addition facts
	Note: Instead of dice, you can play with cards (0 to 9). ←
Variations: Draw 4 cards, or 6, or... - Make 8, or 12, or 15, etc.	
<u>How to play:</u> Players take turns rolling all ten dice. The first person to roll gets to go first. Players gain points by making 10 with the dice. For example, a dice with a face value of 4 can be combined with a dice with a face value of 6. Players take turns rolling and making 10's. Players record points on paper, on a number line (players cannot take more than two of any number on a turn).	
From: http://www.wsd1.org/IsaacBrock/math_games.htm#makingtens	

For the week starting June 2, students are asked to play 31. [Click to see.](#)

For the week starting April 28, students are asked to work on Beads 19.

①⑨ Give a number and ask how many before 100

e.g. How many beads after 73? You can also divide the 100 beads in 2 groups and ask how many beads there are in each group. Too easy? Make 3 groups!

Click to see Mental Math activities made available during conferences.
These games can be played during Spring Break.

For the week starting March 24th, students are asked to play daily the game sent home (Cow Boxes). [Click to see.](#)

For the week starting March 17th, students are asked to play daily the game sent home (Le temps passe). [Click to see.](#)

For the week starting March 4th, students are asked to play daily the Math Game sent home (perimeters). [Click to see the game.](#)

For the week starting Feb. 18, students are asked to work with the hundred chart sent home. Ideas of questions are provided at the bottom of the charts sent home. [Click to see.](#)

For the week starting Nov. 11 students are asked to work daily on #3 from the activities that were sent home with the hundred-bead string.

③ counting by 10s, by 5s (and by 20s) starting at 0 and backward starting at 100 or by 5s or 10s forward and backward starting at any multiples of 5.

For the week starting Oct. 28, students are asked to work daily on this Math game at home. Enjoy.

E - Addition Top-it	<u>Skill:</u> Addition facts - Addition - Mental Math *
<p><u>Variations:</u> Each player turns over 3 cards and finds the sum. Advanced Version: Players turn over 4 cards, form two 2-digit numbers, and find the sum. Players should consider how they form their numbers since different arrangements have different sums. For example, a player turns over 2, 5, 7, and 4. $74 + 52$ has a greater sum than $25 + 47$.</p>	
<p><u>How to play:</u> Materials: 1 deck of cards with 4 each of the numbers 1 through 10 Number of Players: Two (2) to Four (4) Object of the game: To collect the most cards. Directions: Shuffle the cards and place the deck number-side down on the playing surface. Each player turns over 2 cards and calls out the sum of the 2 numbers. The player with the largest sum wins the round and takes all the cards. In case of a tie for the largest sum, each tied player turns over 2 more cards and calls out the sum. The player with the highest sum wins the round and takes all the cards from both plays. Answers can be checked with an Addition Table or with a calculator. Play continues until there are too few cards left for each player to have another turn. The player who took the most cards wins. Or, players may toss a penny to determine whether the player with the most or the fewest cards wins.</p>	
<p style="text-align: center;">From: http://www.salineschools.com/everydaymath/topit4.doc</p>	

For the week starting June 3, students are asked to complete the homework sent home. [Click to see.](#)

For the week starting May 27th, students are asked to complete the homework sent home. [Click to see.](#)

For the week starting May 13, students are asked to complete the homework sent home. [Click to see.](#)

For the week starting March 18, students are asked to work on Math Game L.

L - Distance	<u>Skill:</u> Estimation - Measurement
	<u>Note:</u> A ruler will be needed to measure the length of a card.

What to do:

Estimate the number of cards needed to go from one side to the other of the table. Verify. Try other objects.

Estimate the length of the table in centimeters. Measure one card and decide if you want to change your estimation.

Verify. Try with different measurements: length of a bed, width of a room, etc.

Remember: a close estimation is a good estimation! Discuss strategies to use to improve estimations.

For the week starting January 14, students are asked to work with a parent on Math Game G, using real money or substitutes: loonies (or cards), dimes (or paper clips), and pennies (or macaronis, for example).

G - 100s 10s 1s	<u>Skill:</u> Place value - Representing
	<u>Note:</u> Loonies, dimes and pennies are required for this activity.
<u>What to do:</u> Show an amount of money 4 different ways. Example: \$6.42 could be 6 loonies, 4 dimes, 2 pennies and 5 loonies, 14 dimes, 2 pennies and 4 loonies, 23 dimes, 12 pennies.	