

In this package you will find the objects needed to play 5 different math games. We have created the games to help your child practice the key math skills students are expected to master by the end of Grade 1. We suggest you take some time each week to play the different games and help your child learn these math skills while enjoying some quality family time. Enjoy and have fun!

Skip Count Catch



In this game you and your child will toss a ball back and forth. Every time you catch a ball say the number in the sequence while skip counting by twos. For example, when your child catches the ball they say “2”, when you catch it you say “4”. Continue tossing the ball back and forth until you get to 20. Hearing the numbers called out while skip counting by 2s will reinforce this key skill for your child.

Note: In your package there is also a number line with the numbers 0-20. It may help to have your child look at this number line and practice counting by 2s so they have a visual before playing the catching game.

Variation: Once your child is comfortable skip counting by 2s to 20 you could go beyond 20 and try to break your record of not dropping the ball while skip counting. You could also start trying to skip count by 5s and 10s.

Key Skills Focus: By the end of Grade 1 students should be able to skip count by 2s from 0-20.

Count Backwards

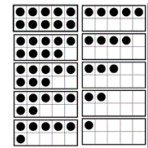


In your package there are laminated cards numbered 1-20. Shuffle the deck and turn over 2 cards. Have your child count backwards from the highest card to the lowest card.

Note: If your child is having difficulty, use the number line provided to assist them until they have had more practice. Then, gradually challenge them to complete the task without the number line.

Key Skills Focus: By the end of Grade 1 students should be able to count backwards from 20 to 0 from any starting (ex: “Count backwards from 17 to 8.”)

Ten-Frame Flash



In your package you have received laminated “ten-frame cards”. Place the cards face down. Say to your child “I am going to flip over the ten-frame card to show you some dots. I want you to tell me, as quick as you can, how many dots you see.”

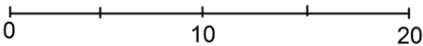
The following website may also be useful: <http://illuminations.nctm.org/Activity.aspx?id=3565>

Key Skills Focus: By the end of Grade 1 students should be able to identify the number represented by an arrangement of dots on a ten-frame. With practice students should be able to automatically (within 1-2 seconds) say the number represented on the ten-frame and not have to count with their fingers or eyes.

Number Lines



In your package you will find a number line with the numbers 0, 10 and 20 marked on it. Use the deck of cards with the numbers 0-20 on them. Draw a card and ask your child “Where would you place the number 4 on this number line?”, “Where would you place the number 7 on this number line?”, etc.



Key skills focus: By the end of Grade 1 students should be able to place given numerals on a number line with benchmarks 0, 5, 10 and 20.

One More, One Less, Two More, Two Less



Using the deck of cards with the numbers 1-20 draw a card and ask your child: “What number is one more than ___?”, “What number is one less than ___?”. “What number is two more than ___?”, “What number is two less than ___?”

Note: Students often experience difficulty with “one less” and “two less”. In your package there is a number line with the numbers 0-20. This may act as a visual tool until students become more comfortable with these concepts.

Key Skills Focus: By the end of Grade 1 students should be able to name the number that is 1 less, 1 more, 2 less, 2 more than a given number up to 20.