

# CROFT KEY MATH SKILLS GAMES

Grade 2

2015-2016

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 2. 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!

## Piggy Bank Race



In your package you will find a game called "Piggy Race", a die, some plastic coins, and tokens. Following the instructions provided on the game board.

**Key Skills Focus:** By the end of grade 2 students should be able to count a given set of coins (using nickels and dimes) up to \$1.00.

## Skip Count by 10s



In your package you will find a laminated worksheet. Follow the instructions provided on the worksheet. We also suggest you use the coloured markers enclosed in your package so you can then wipe the board clean with a damp cloth after each use.

**Key Skills Focus:** Skip count by 10s starting from any given number 1-9 (ex: 3, 13, 23, 33, etc.)

## Make 10 Flash

$$2 + \underline{\quad} = 10$$
$$\underline{\quad} + 4 = 10$$

In your package there are several laminated cards involving 10 facts. Play a flash game with your child where you shuffle the cards and flash one at a time and have them answer the questions.

**Key Skills Focus:** By the end of grade 2 students should be able to automatically (without counting on fingers or in head) answer questions such as "2 +      = 10"; "6 +      = 10"; etc.

**Note:** If students start off using their fingers or counting in their head, this is o.k. As the year goes on, and as they have more practice, they should move beyond this.

## Number Lines



In your package you will find a number line with the numbers 0, 50 and 100 marked on it. Use the deck of cards with the numbers 0-9 on them. Draw two cards (ex: 2 and 8) and ask your child "Where would you place the number 28 on this number line?"

**Note:** In your package you also have a complete number line (0-100). Students may use this as a study tool prior to playing the game or during the game. Eventually, it is hoped, they will not need to use this visual tool.

**Key skills focus:** By the end of grade 2 students should be able to place given numerals on a number line with benchmarks 0, 50 and 100.

## 10 More 10 Less



Using the deck of cards with the numbers 0-9 draw two cards (ex: 4 and 2) and ask your child: "What number is 10 more than 42?", "What number is ten less than 42?"

**Note:** Students often experience difficulty with "10 less". In your package there is a number line with the numbers 0-100. This may act as a visual tool until students become more comfortable with this concept.

**Key Skills Focus:** Name the number that is 10 less, 10 more.