

Parents and Students,

Hello, attached to this memo are a **second round** of math games. Please feel free to use these games with your children to strengthen their skills. If students are fluent in the skills used in these games, it can go a long way in helping their future math skills.

If your child has access to a computer and wants to play some math games that are helpful, listed below are some sites we use at school in the intervention room. The Rice Lake Math site doesn't need a password. Email Mrs. Starkweather if you need help getting into the Reading Eggs/Math Seeds website at starkweather@bathschools.net If your child can't get into the IXL website, email Mrs. Otlewski at wotlewski@bathschools.net. (A few students had to add their last initial for their username if there was more than one of their first names being used!) They may need some parent help if they choose activities we haven't worked on yet in school, so feel free to assist or encourage them to choose activities they can do on their own.

The intervention team will be hosting a zoom meeting every Monday at 1:00-2:00. If you would like to join us, email Mrs. Otlewski at wotlewski@bathschools.net and she will send you an invite.

Thank you for being a partner in helping your child continue to learn under these unusual conditions.

Sincerely, The intervention teachers
Ms. Crist, Mrs. Otlewski, and Mrs. Starkweather

Math websites the intervention classroom uses and recommends:

1st grade:

Math Seeds (via [reading eggs/mathseeds](https://www.readingeggs.com/mathseeds) website)

*[Rice Lake Math](https://www.ricelakemath.com)

*[mathrecovery.org](https://www.mathrecovery.org) (go to the free community resources link)

2nd grade:

*Math Seeds (via [reading eggs/mathseeds](https://www.readingeggs.com/mathseeds) website)

*IXL: [ixl.com](https://www.ixl.com) (intervention math kiddos only)

Username: childfirstname@bathschools

password: bath2019

*[Rice Lake Math](https://www.ricelakemath.com)

*[mathrecovery.org](https://www.mathrecovery.org) (go to the free community resources link)

Game 1 (K- 1st Grade)

Tricky Number Battle

Materials you will need:

- 1 to 100 deck of cards
- Or you can make your own numbers that your child is struggling with

Instructions:

Split the deck evenly between two players. Both players turn over their card at the same time. Player 1 names each number and determines the higher number. The player with the higher number takes both cards. Repeat with player 2. The player with the most cards wins.

Game 2 (K-1st Grade)

Count Around

- No materials needed, just several family members! :)

Instructions:

Stand in a circle and count around, each person saying the next number in the sequence. Start the count on 1 and the next person who says the number 12 (or whatever number you choose) sits down. The next person begins the count again at 1 (or whatever number you have decided to start with). The activity continues until only one person is left standing.

Variations:

- Use shorter or longer sequences
- Vary the range of numbers (for example, start at 45 and sit down on 53)
- ***Extend to backward number sequences***
- If there are only two people then take turns counting back and forth

Game 3 (K-2nd Grade)

Number Word Before or After

- No materials needed

Instructions:

Say a number and then have the child say the number that comes before or after (for example, say the number 25 and then the child must say the number that comes before 25 and the number that comes after 45)

Variations:

- If the child can say the numbers before and after a given number easily, you could have them tell you what are two numbers before or two numbers after then given number.

GAME 4- (Grades K-2nd)

Roll to Make 6

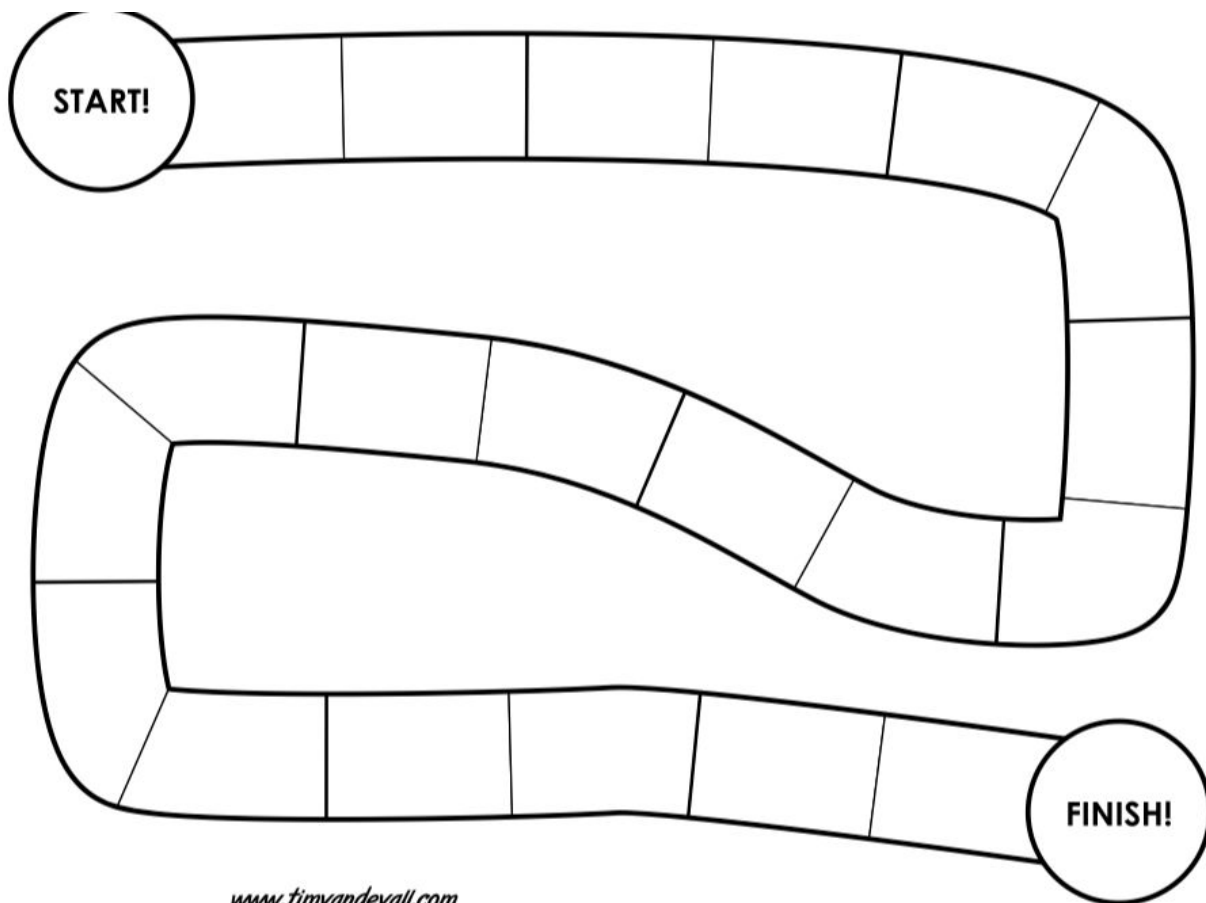
[Roll to Make Six video and instructions link](#)

Materials:

- [Homemade game board](#)
- Game Pawns
- Dice

Instructions:

1. Players will take turns rolling and moving on the game board. Instead of moving forward what the player rolls they are moving the number that goes with the roll to make the number 6.
2. First player to reach the end of the game board wins.



www.timvandevall.com
Copyright © Dutch Renaissance Press LLC

GAME 5- (Grades 1st- 3rd)

Snap 10 addition game

[Snap 10 video and directions link](#)

Materials:

- 1 deck of cards without face cards

Instructions:

1. Divide the deck equally among the players. Players place their deck face down in front of themselves.
2. Players take turns turning over their top card and putting it, face-up, in the middle of the table.
3. When the card played can be added to any other card, which has already been turned over, to make 10, a player yells, "snap 10" and takes the two cards.
4. The first player to do so keeps the cards. The element of speed that results from any player being able to be the first to yell "snap" helps to dissuade students from counting. *At first, you can play without this speed factor. In this version, instead of having any player shout "snap 10" only the player who places a card should look for a match and can "snap" the match.*
5. The player who takes the cards says the number sentence such as "2 and 8 make 10."
6. Whoever has the most cards at the end, wins.

Game 6 (K-2nd Grade)

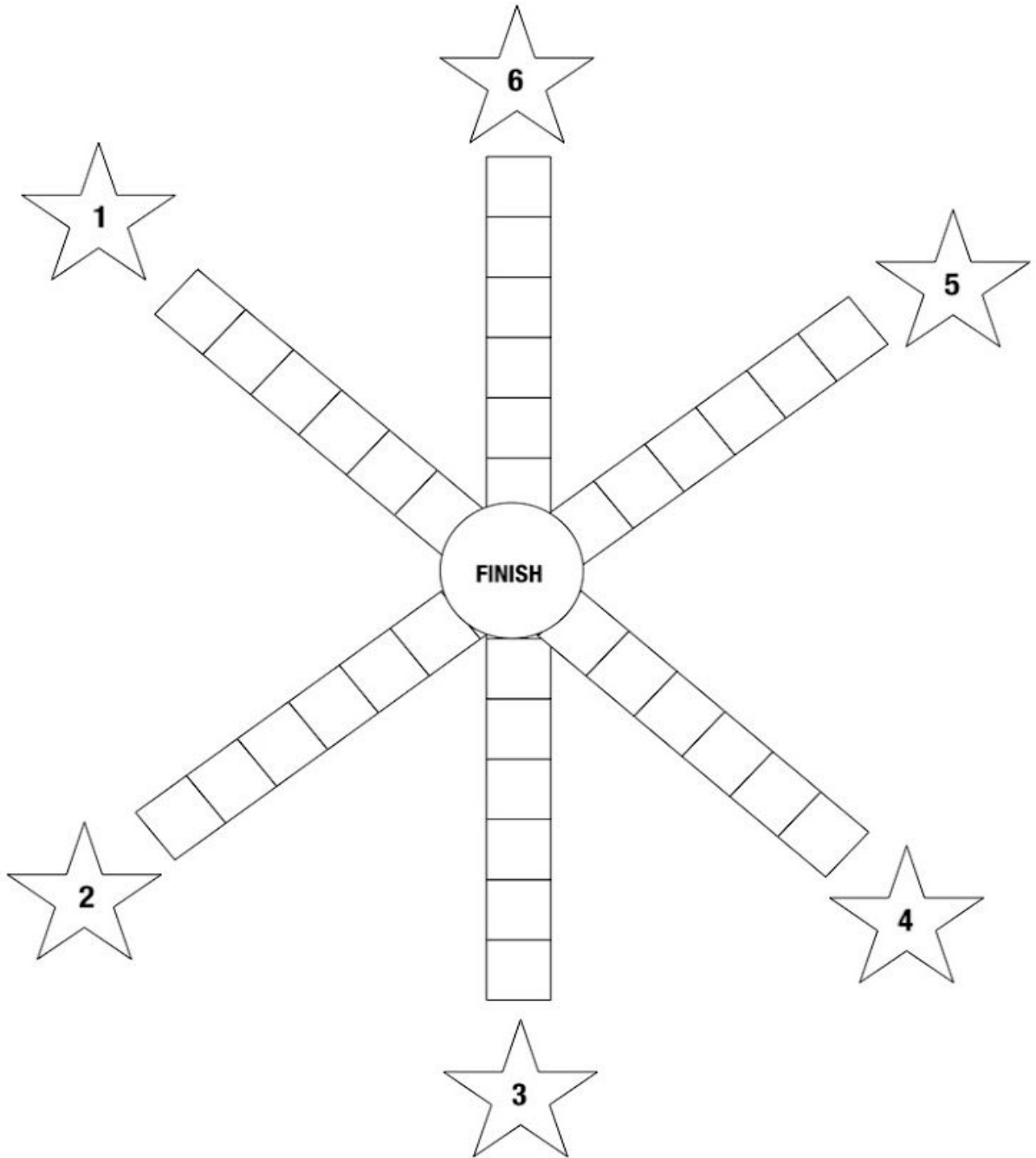
The Great Race Game

Materials: This Game Board, regular Die (1-6 dot die), six game markers (could be pennies, jelly beans, beans, anything!)

Description: Place a game marker on each of the numbered stars. Roll the die and whatever number is rolled, the corresponding game marker moves forward one space. For example, if a 5 is rolled, the marker on the 5 star lane moves forward one space. No matter who rolls or whose marker is on that star. The first marker to get to the center is the winner. You can designate certain numbers to certain players or just make it a fun "guess which number will win" game! This game helps children to quickly recognize the dot patterns on dice. We call this subitizing. :)

Variations: You could make a board with other numbers that you would get from adding 2 dice together and play this game. You may need to add some "arms" to it though or have a pot for the numbers that show up that aren't on the board. (ex: you roll a 2 & 3, it = 5, so move the 5 marker. You roll a 2 & 1, but there is no 3 on the gameboard, so you put a penny in the pot!)

The Great Race game board



Teaching Number in the Classroom with 4–8-Year-Olds
Chapter 5, IA5.2, pp. 82–83