

Math Fact Activities

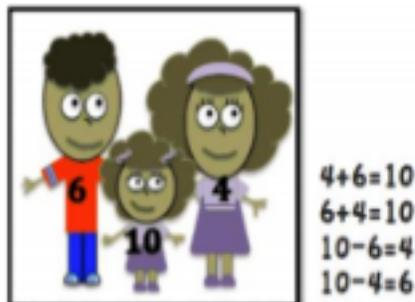
1. **BEAT THE CLOCK:** How quickly can you master your addition and subtraction strategies? Print out the [strategy practice page](http://qacblogs.org/ronda.hills/files/2018/08/Addition-and-Subtraction-Strategies-Practice-Pages.pdf) (paste this link for the practice page: <http://qacblogs.org/ronda.hills/files/2018/08/Addition-and-Subtraction-Strategies-Practice-Pages.pdf>) we are working on this week, place in a plastic sheet protector and use a dry-erase marker to practice (or print several copies and write with a pencil). When you're ready, have a parent time you while you complete all 20 problems. Can you beat your time? The target goal is to finish all 20 problems in 1 minute, with 90% accuracy (18 out of 20 problems correct).

2. **I-READY MATH:** <https://login.i-ready.com/> (more to come in the future with sign on's)

3. **FLASH MATH:** Use a set of flash cards with ADDITION or SUBTRACTION facts. 1st graders need to demonstrate fluency for addition and a subtraction within 101. You can often find flash cards at dollar stores, create them on index cards, or even create them at these sites:

http://www.math-aids.com/Flash_Cards/ -or-
<http://www.kitzkikz.com/flashcards/>

4. FAMILY MATH: Write each of the number families for the number 10. Include addition and subtraction facts for each family. For instance, for the 4-6-10 family, you should write: $4+6=10$, $6+4=10$, $10-6=4$, $10-4=6$. The math families for 10 are: 1-9-10, 2-8-10, 3-7-10, 4-6-10, and 5-5-10. Below is a pictorial example of the 4-6-10 family, with 10 being the sum, and 4 & 6 being the addends.



6. MATH ATTACK: Write your ADDITION facts (ALL facts up to 12). You do not need to repeat facts as you move up the number list, for example you do not need to write $3 + 1 = 4$. You may use manipulatives (such as small candies, beans, pennies, etc.) to help you calculate the correct answers.

7. TUG OF WAR: You will need 2 players, 2 Dice (or number cards like UNO), a piece of paper, and a small object for a game piece. Draw a simple game board on a piece of paper (see below). Place the game piece on "start". One player is trying to reach the 4 on the right side of "start" and the other player's objective is to reach

the 4 on the left side of "start". Before playing, decide if you want to add or subtract, and decide if the winning roll is the highest or lowest sum (or difference). Players take turns rolling the die and adding (or subtracting) the numbers rolled. Whoever gets the highest (or lowest) sum (or difference), moves the marker in their designated direction. The marker will go back and forth until one of the players reach their 4 and is announced the WINNER!

Tug of War



4 3 2 1 Start 1 2 3 4

8. SOME WENT HIDING: You'll need the same number of small objects as the sum you are studying. For example, to study the sums of 7, you need 7 small objects (beans, pennies, or whatever). Rules: The first player shows the objects, then hides some of them behind his back without showing how many. Then he shows the remaining objects to the next player, who has to say how many "went hiding". If the player gives the right answer, it is then his turn to hide some and ask the next player to answer. If he gives a wrong answer, he forfeits his turn. Variation: instead of getting a turn to hide objects, the player who answers correctly may gain points or other rewards for the right answer.

9. 10 OUT (OR 5 OUT OR 6 OUT, ETC.) Use any number cards with numbers 1-10. Rules: Deal seven cards out to each player. Place the rest face down in a pile in the middle of the table. On beginning the turn, each player may first take one card from the pile. Then that player may ask for one card from the player to the right (as in "Go Fish"), and the player on the right, if he has it, must give it to the player who asked. Then the player whose turn it is may discard the card 10 or any two cards in his hand that add up to 10. The player who first discards all the cards from his hand is the winner. Variations: Deal more than seven cards; Allow players to discard three cards that add up to 10, Instead of "10", players discard cards that add up to 8, 9, 11, or some other number.

10. MATH REVIEW: Choose any 2-digit number less than 100 and write the numbers that are one more, one less, 10 more, 10 less than that number. Do this for 6 different numbers and write them. Here's an example for the number 47:

47

one more: 48 one less: 46 10 more: 57 10 less: 37

11. ADDITION (OR SUBTRACTION) CHALLENGE: Use any number cards with numbers 1-10 or dominoes. Rules: In each round, each player is dealt two cards face up, and has

to calculate the sum or difference (add/subtract). The player with the highest sum or difference gets all the cards/dominos from the other players. After enough rounds have been played to use all of the cards, the player with the most cards wins. If two or more players have the same sum, then those players get an additional two cards and use those to resolve the tie. *You can also use dominos instead of two playing cards.

12. GAMES: Play any game that involves Adding or Subtracting.

13. FRECKLE (FORMERLY FRONT ROW ED): go to <https://student.freckle.com/#login> and login with your first name, last name, and class code: 9SJAJY. For math facts choose "Math" (picture with a lion), "Math Practice" (picture of a car), and scroll down to find "Fact Practice" (picture of a piggy). This is a good alternative for students who do not like to be timed during fact practice. For extra practice in other math skills, use the following calendar guide for choosing a standard:

- August-September: Counting and Cardinality
- September-December: Operations and Algebraic

Thinking

- January-February: Base 10
- March: Geometry

- April: Measurement and Data, Financial Literacy
- May: Review All

14. XTRA MATH: Practice math facts using Xtra Math.

Set up a parent account here: <https://xtramath.org>