

Summer Math Ideas for

FIRST GRADE

First grade students construct the meaning of numbers based on their relationships to one another along with meaning of the operations to make sense of mathematics. They develop an understanding of addition and subtraction strategies and build on their understanding of place value. Engaging in number sense activities provides opportunities for meaningful practice where students continue to construct and develop their understanding of mathematics.

1. Guess My Number

Choose a secret number and give a range that your number falls within (i.e. 0-35, 0-50, 0-120, 60-120, etc.). Have child guess your number and tell them whether their guess is larger/greater than or smaller /less than your number. (i.e. "My secret number is 23 and it is between 15 and 55. What's my number?")

2. Sequence of Numbers

Roll two dice to create a number. Tell the number that comes before and after the number created. Option A: Using the number created, create a counting sequence by tens; name the number that is ten more or ten less than the generated number. Option B: Count on from the number until a given stop point (i.e. "Count on from 54 until you get to 120. Count back from 54 until you get to 34.")

3. How big or small?

Roll two dice. Use the numbers to create the largest/smallest number possible.

4. Place Value War

Using a deck of cards (face cards = 10, Ace = 1), deal the cards equally among the players and place them face down. On the count of 3, players turn over two cards at the same time. Players compare the numbers generated by the cards and determine the greatest value of the two cards. The person with the greater value keeps all cards. Option: Compare numbers for lesser value.

5. I Spy

Using a deck of cards (face cards = 10, Ace = 1 or 11), deal out the entire deck of cards in rows and columns. Find two cards next to each other, either horizontally or vertically, that add to make a number/sum. ("I spy two cards with a sum of 10.") Players take turns spying sums. After many turns, the cards can be rearranged to continue play.

6. Give Me 10

Using a deck of cards (remove face cards, Ace = 1), deal 10 cards in a line that are face up. Players take turns finding and removing combinations of cards that add up to 10. Option: Make the sum of 10 using more than two cards.

7. Addition Top-It

Using a deck of cards (face cards = 10, Ace = 1 or 11), each player turns over two cards and adds them together. The player with the greater sum wins all of the cards. Continue until all the cards are gone.

8. Subtraction Top-It

Using a deck of cards (face cards = 10, Ace = 1 or 11), each player turns over two cards and subtracts the smaller digit from the larger digit. The player with the smallest difference wins all of the cards. Continue until all the cards are gone.

9. Roll a Sum

Roll two dice. Add the numbers on the dice together to find the sum.

10. Roll a Difference

Roll two dice. Subtract to find the difference.

