



TITLE I SUMMER MATH ACTIVITIES

MASCENIC REGIONAL SCHOOL DISTRICT

GRADES 1-4 Suggested CARD Games:

- 1. Compare:** Remove the face cards from a deck of cards (Ace = 1). Pass out all cards in the deck among all of the players. Each player flips over one card at the same time. The player with the higher number keeps both cards. If the two cards are the same, turn over another card. The player with the higher number keeps all four cards.
- 2. Addition or Subtraction War:** Pass out all cards in the deck among all of the players. Each player flips over two cards. Add or subtract the two numbers showing. Players compare their values and the person with the higher value wins all four of the cards.
- 3. Close to 10:** Remove the face cards from a deck of cards. Deal 3 cards to each player. Which two cards bring you closest to 10? Which player is closer to 10? Example: You turn over the cards 5, 4, and 3 and your opponent turns over Ace, 7 and 3. You can make 9 (5 + 4) and your opponent can make 10 (7 + 3). Your opponent wins.
- 4. Close to 20:** Same as above, but deal 5 cards to each player. Which three cards give you a total that is closest to 20? Which player is closer to 20? Example: You turn over the cards 5, 4, 10, Ace and 3. Your opponent turns over an Ace, 8, 7, 2 and 3. You can make 19 (10+5+4) and your opponent can make 18 (8+7+3). You win because 19 is closer to 20.
- 5. Close to 100:** Deal 6 cards to each player. Use any 4 of your cards to make two 2 digit numbers (Aces=1, Jacks, Queens and Kings = wild: can be any number). Try to make a combination that when added is close to or exactly 100. Write these two numbers on paper. Your score is the difference between your total and 100. Example: You turn over the following 6 cards: 5 4 3 A 8 3

You can combine 48 and 53 to make 101. Your score is 1 since the difference of 101 and 100 is 1. You can make a game board on a piece of paper like this: Round 1: $48 + 53 = 101$ Score: 1 Put the cards that you used in a discard pile. Keep the other two for the next round. Pick up four more cards. Your opponent keeps his/her own score. After 5 rounds, add the score to each round. The lowest score wins!!

GRADES 1-4 Suggested Websites:

www.ixl.com

www.extramath.com

www.bedtimemath.org

www.ABCya.com

www.mathplayground.com

GRADES 5-8 Suggested CARD Games:

1. **Multiplication War:** Remove all face cards from a regular deck of cards. Treat the ace as a one. Deal out all the cards equally between 2 or 3 players. Each player turns over 2 cards and multiplies the numbers together. The person with the higher product wins the pile of cards. If you have the same product, you have a war. *Extension:* You could turn over 3 cards and create a 2-digit by 1-digit or turn over 4 cards and create a 2-digit by 2-digit multiplication problem. The higher product still wins the pile of cards.

2. **Close to 1000:** Aces = 1, 10s = 0, take out face cards. Deal 8 cards to each player. Use any 6 of your cards to make two 3-digit numbers. Try to get a sum that is close to or equal to 1000. Write these 2 numbers on a piece of paper. Your score is the difference between your number and 1000. *Example:* You turn over the following 8 cards: 1 5 4 3 1 8 3 8 You can combine $148 + 853 = 1001$. Your score is 1 since the difference between 1001 and 1000 is 1. You can make a game board on your paper like this: $148 + 853 = 1001$ Score: 1

Put the 6 cards you used in a discard pile and pick 6 new cards to use with the 2 you have left. Play 5 rounds. Record each round on your game board. Whoever has the lowest total score after 5 rounds wins the game.

3. **Close to Zero:** This game is played just like Close to 1000 except you make two 3-digit numbers that when subtracted will give you a difference that is close to or equal to zero. *Example:* If you have the same numbers as the example above, you could write: $318 - 318 = 0$. Your score for that round would be 0.

4. **Fraction Line-Up:** Remove all face cards from a regular deck of cards. Treat the ace as a one. Deal four cards to each player and stack the remaining cards face down in a pile. Players use their cards to create any two proper fractions (the numerator must be less than the denominator). Players place the fractions in order from the least to the greatest fraction. Players check each other's answers. A player earns one point if the fractions are lined up correctly. Players place the used cards in a discard pile. When all cards have been used, the discard pile is shuffled and used again. The first player to earn 10 points wins. *Extension:* Use 6 or 8 cards per turn to create 3 or 4 fractions OR create both proper and improper fractions.

GRADES 5-8 Suggested Websites:

<http://illuminations.nctm.org/>

<http://aaamath.com/>

<http://mathplayground.com/>

<http://www.sheppardsoftware.com/math.htm>

<http://www.coolmath-games.com/1-number-games-01.html>