| 2 → | IN | Add 1 RULE | OUT | 3 |

Day 1: Function Machine
Make a set of cards from 0-20. Fold a piece of paper in half for the function machine. Label one side of the paper *in* and the other side *out.* Draw a rectangle on the center on the folded paper for the *rule* (the rule will change, so the rule can be written on sticky notes. Then you can use the same piece of paper for multiple rules). Place the piece of paper like a tent. Explain that when a number goes *in* the machine, something happens to it, and a new number comes *out.* The *rule* tells what will happen to each in number. Example: Write "Add 1" on a sticky note and put it in the rule space. Ask, "If I put a "2" in and my rule is "add 1", what number will come out?" Act out: Put a 2 card in the *in* side. Have the 3 card ready for the *out* side. Have your child tell you what the *out* number will be for each rule. Use several in numbers to practice each rule. Rules to practice: add 1, add 3, subtract 1, subtract 2. See example above.

Day 2: Name-Collection Poster
Have your child choose a number between 5 and 20. Write the number at the top of a blank paper. Ask your child to think of other ways to name or show that number. As they share different ways, have your child write them on the paper. See how many ways your child can show the number. Example for: 8
4+4=8, 9-1=8, draw eight dots on a ten frame, draw two hands showing eight fingers, 8 pieces of cereal

Day 3: Make a Design
Cut two sets of these shapes out of paper: triangle, circle, square, rectangle, hexagon and rhombus. These shapes will be the pattern-blocks. Tell your child they are going to play a game in which they copy your pattern-block design without seeing it. Have your child leave the room while you create a design with the pattern-blocks. When you finish, hide the design by taping a folder or use some type of divider next to the design so your child cannot see it. Have your child return. Give your child the same pattern-blocks you used to create your design. Help your child copy your design by using positional language like: I put the square on top of the triangle. I put the hexagon under the square. Once your child copies your design, have your child create a design for you.

Day 4: Subtraction Top-It
Create number cards from 0-10 (4 sets of cards). Introduce the subtraction top-it game to your child using these directions – 1) Shuffle the deck and place it facedown between you and your child. 2) Each player takes two cards from the top of the deck and places them faceup. Players subtract the smaller number from the larger number and take turns stating their difference (4 minus 2 equals 2). 3) The player with the larger difference takes all four cards. If there is a tie, both players take two more cards and the player with the larger difference takes all the cards from both rounds. 4) The game end when there are not enough cards left for each player to have another turn. The player with the most cards wins!

Day 5: Fun Friday
Play a math game on ABCYa.com. If you do have access to the internet, have your child practice writing their numbers. See how far they can write!