Building Math Skills At Home

Here are some simple things that you can do at home to help your child with math.

•Play board games as a family! Many of them encourage math development. Yahtzee (basic addition), Connect Four (problem solving), Card Games (basic addition and subtraction and ordering numbers), Candy Land (make your own game cards and use math facts instead of colors), Monopoly (money), and Battleship (coordinate graphs) are just a few to mention.

•Talk about the calendar with your child. Look forward to and countdown to special events such as vacations, birthdays, and holidays. Count the weeks and days to an event, and determine which day it will fall on.

•Help your child learn to count money by playing store with them. Use real coins and dollar bills.

•Use an empty egg carton as a counting tool to practice addition and subtraction skills up to 10. Simply place objects in the slots, and use the empty slots to count up to/from 10.

•Be on the lookout for shapes. Discuss the shapes you see. For a challenge, ask your child how many sides the shape has. (Example: A triangle has three sides. Two triangles would have six sides.).

•Help your child develop time skills by incorporating the clock into their schedule. At home, create a bedtime schedule (Example: Brush Teeth at 8:00; Bedtime story at 8:10; Bed at 8:30). Create a poster with the schedule, and hang it in your child's bedroom. Begin with easy times (7:00), and gradually progress to more difficult times (7:30 and 7:45).

•Involve your child in activities at home that use measurement such as picture framing and home improvement projects.

•Bake with your child. Have them read recipes and measure ingredients.

•Develop an understanding of fractions when eating or making a pizza by discussing how many slices there are, and what fraction of the pizza they are eating.

How Can I Work With My Child In **MATH**?

Eggo – using an empty dozen egg carton, number from 1-12. Using two beans or pebbles, shake the carton with the two beans inside. Add the two numbers that the beans land on. You could also multiply them. Or add them and then think of the subtraction sentence it would go with. For example, if it lands on 7 and 8, you would say 7 + 8 = 15 and then you could say 15 – 8 = 7.

Beat the Clock – Using a set of flashcards, see how many you can correctly answer in one minute. Then try it again. Can you beat your previous number?

Say Something

As you solve a problem, stop and "say something" using one of the following prompts.

- Why...?
- How...?
- I don't understand...
- I think...
- I knew to...
- I knew to add because...
- I knew to subtract because...
- I knew to multiply because...
- I knew to divide because...
- This makes me think of...
- I knew to _____ because...
- I know my answer is correct because...

Math Games

Race to 100

All you need are a pair of dice to play this math game. The object is to get to 100 or closest without going over. Each player shakes the dice and makes a number. If you shake a 5 & 3 you can make the number 53 or 35. Write the number on a piece of paper and when it's your turn again, shake the dice and make another number. Add the 2 numbers together. Keep adding the numbers until someone wins.
You can also play Race to 0. It's played the same way but subtracting from 100.

The Game of Pig

The object: to be the first to score 100 points or more.
How to play: Two players take turns rolling two dice and following these rules. On a turn, a player may roll the dice as many times as he or she wants, mentally keeping a running total of the sums that come up. When the player stops rolling, he or she records the total and adds it to the scores from previous rounds. But, if a 1 comes up on one of the dice before the player decides to stop rolling, the player scores 0 for that round and it's the next player's turn. Even worse, if a 1 comes up on both dice, not only does the turn end, but the player's entire accumulated total returns to 0.

War

How to play: Two players flip over a card and add the two numbers
Take a deck of cards and take out all the Jokers. Shuffle the cards and divide them up so that each person has the same amount of cards. On the count of 1, 2, 3, each player flips over their card (away from you, not toward you). Add the two numbers. The first player to say the correct sum out loud gets to keep the cards, putting the cards at the bottom of the pile. For example, if you flipped over a 3 and a 4, the first player to say "7" gets to keep the two cards. The person with the most cards at the end wins. All number cards equal their number 5=5, 3=3. The face card values are: Ace=1, Jack=11, Queen=12, and King=0.
Can also play multiplying the numbers instead of adding them.