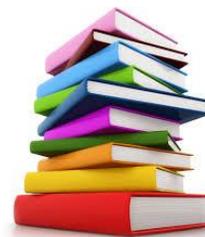


Parent Academy

1st Grade



Math – Snapshot of Skills

- Fluently add and subtract within 10.
- Understand the rules of addition and subtraction (for example, $5 + 2 = 2 + 5$)
- Solve addition and subtraction word problems with numbers up to 20.
- Understand the value of the digits in a two digit number.
- Compare two-digit numbers.
- Understand the meaning of the equal sign. Decide if addition and subtraction equations are true or false.
- Add a two digit number plus a one digit number.
- Mentally find 10 more or 10 less than a two digit number.
- Measure the length of objects using nonstandard units.
- Put objects in order from longest to shortest or shortest to longest.
- Organize objects into categories and compare the number of objects in each.
- Partition circles and rectangles into halves and quarters.

Ideas to support your first grader:

- Count out loud to 120 (starting at any number less than 120).
- Count by 2s, 5s, and 10s.
- Practice writing numbers to 120.
- Identify pennies, dimes, nickels and quarters.
- Practice adding numbers to 20.
- Talk about math: Which number is greater? Which number is smaller? How much is a dime?
- Use coins for sorting and talk about the value of each coin with your child.
- Trade coins such as five pennies for one nickel with your child.
- Show your child how you keep track of family events on a calendar. Ask your child questions such as “How many days until...?”
- Roll two or three dice and add and subtract the numbers together with your child.
- Roll two dice and subtract the numbers with your child.

The games and activities you’ll find in this packet primarily focus on fact fluency and place value understanding. Please note - Some of these activities require skills that will be taught in third trimester.

Add 'em Up

What: Adding two single digit numbers

Materials: 2 dice, Add 'em Up board, counters (such as pennies, dimes, buttons, etc.)

How to play:

1. The objective of this game is to arrange four counters in a 2 x 2 square or 4 in a row, horizontally, vertically, or diagonally.
 2. The first player rolls the dice and mentally calculates the total of the numbers on the dice. The player then claims the answer on the game board by covering it with a counter. If the answer has already been claimed, the player misses a turn. Several numbers appear more than once on the game board so players must decide which move would provide them with the best advantage.
 3. Players take turns until one player has 4 four counters lined up in a row or arranged in a 2 x 2 square.
-

Cover Up

What: Sums to 10

Materials: deck of cards, game board, game pieces (buttons, pennies, pieces of paper, etc.)

Before the game: Remove all face cards from the deck and shuffle well. Place the deck face down on the center of the table.

How to play:

1. Player one draws a card. He/she can then place a marker on the number showing or on any two numbers that add up to that number. For example, if a five is drawn the player can place a marker on 5 or on 1 and 4 or 2 and 3.
2. Players take turns until either all the numbers are covered (game ends in draw) or one player cannot find any numbers to cover. The last person able to put down a marker wins the game.

Make a Ten

What: Sums of ten, count by 10s

Materials: Deck of cards

Before you start: Use only the red or black cards, aces – 10.

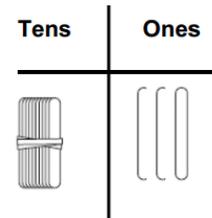
How to play:

1. Shuffle the cards well.
2. Then lay them out face down in four rows of five.
3. The first player turns over two cards. If the sum of the two cards is ten then they player removes the cards and has another turn. If the player selects two cards that do not make ten, the player turns them over in their original position. Note: The ten card is a bonus card. If a player turns over the ten, he/she removes it and has another turn.
4. Players alternate in this way until all cards have been removed. Each player uses their sets of ten and ten card to determine the total number of points they earned. The person with the most points wins.

Tens and Ones Game

What: Making bundles of ten.

Materials: Craft sticks (or pipe cleaners), rubber bands, die, Tens and Ones board, and numeral cards 0-9.



How to Play:

1. Turn over two numeral cards to make a two digit number. This will be your target number.
2. Roll a die and place that number of sticks in the ones column on your board.
3. When you have enough ones to make a ten, make a bundle by wrapping a rubber band around the sticks. Place the bundle in the tens column.
4. Keep going until you reach your target number.

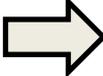
Adding Two Digit and One Digit Numbers

Materials: numeral cards (0-9), die

How to Play:

1. Use your 0-9 cards. Turn over two cards to make a two-digit number.
2. Roll your die and add the number shown.
3. Record and repeat.



5 6   $56 + 4 = 60$

10 More

Materials: Counters of 2 different colors or material (buttons, pennies, dimes, etc.), die

How to Play:

1. Take turns to roll a die and calculate the sum of the number rolled plus 10.
2. After each roll the player places a counter on a corresponding number on the board. For example, if a 4 is rolled the player may place a counter on any 14 on the board because $4 + 10 = 14$.
3. Play continues until one player has 4 counters in a row (horizontally, vertically, or diagonally).

Add 'em Up

| | | | | |
|----|---|----|---|---|
| 2 | 6 | 10 | 8 | 4 |
| 7 | 4 | 8 | 7 | 6 |
| 5 | 9 | 7 | 5 | 9 |
| 10 | 8 | 6 | 9 | 8 |
| 12 | 5 | 11 | 6 | 3 |

Cover Up

| | | | | | | | |
|---|---|---|---|---|----|---|---|
| 4 | 1 | 8 | 1 | 3 | 7 | 2 | 4 |
| 1 | 5 | 2 | 5 | 1 | 3 | 8 | 3 |
| 5 | 2 | 2 | 8 | 2 | 10 | 2 | 3 |
| 1 | 7 | 4 | 1 | 7 | 5 | 3 | 6 |
| 3 | 4 | 9 | 4 | 5 | 1 | 9 | 3 |
| 6 | 2 | 4 | 2 | 1 | 3 | 4 | 7 |
| 1 | 2 | 5 | 3 | 6 | 1 | 6 | 2 |
| 4 | 6 | 1 | 1 | 2 | 5 | 3 | 4 |

Tens

Ones

10 More

| | | | | | |
|----|----|----|----|----|----|
| 11 | 16 | 12 | 15 | 14 | 11 |
| 14 | 12 | 16 | 15 | 13 | 12 |
| 12 | 14 | 13 | 15 | 16 | 11 |
| 16 | 15 | 13 | 14 | 12 | 11 |
| 11 | 12 | 14 | 13 | 15 | 16 |