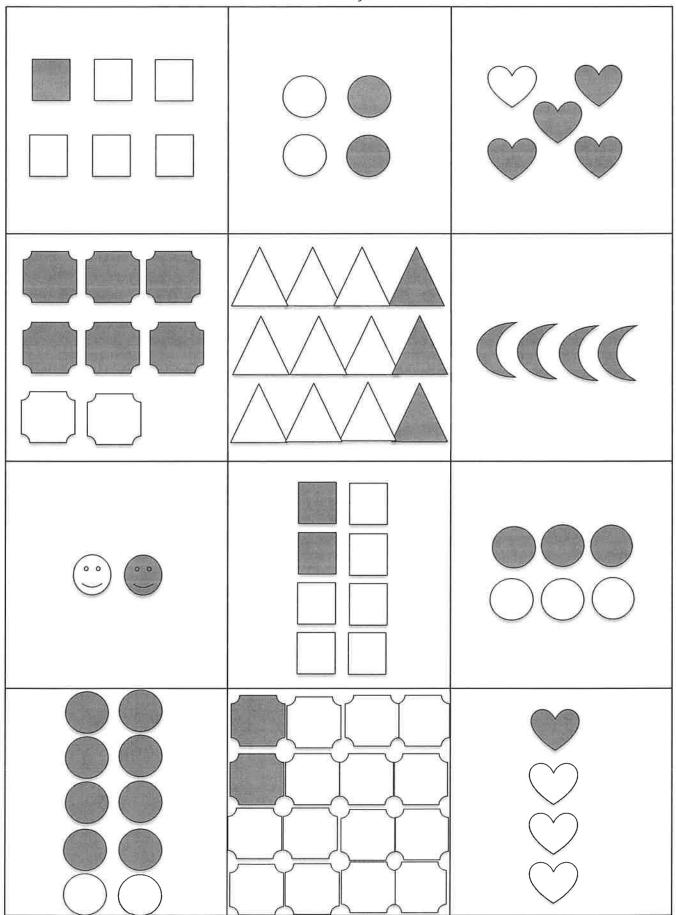
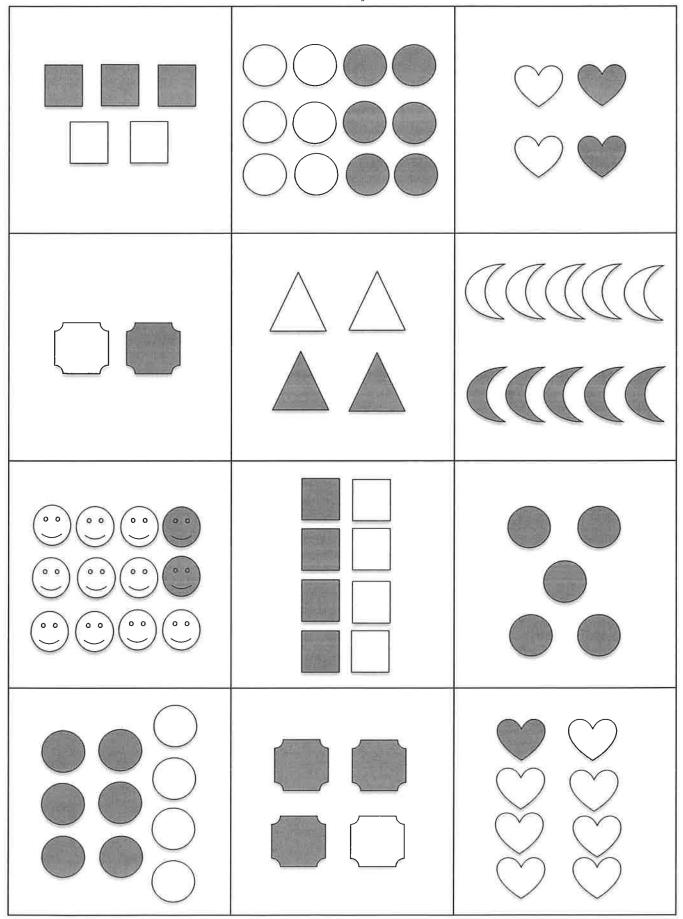




three	six	two	
fifths	twelfths	fourths	
one	two	five	
half	fourths	tenths	
two	four	five	
twelfths	eighths	fifths	
six	three	one	
tenths	fourths	eighth	





Fraction Concentration

Cut apart the fraction cards. Use only two sets of the cards at a time. For example, use the fraction cards written as numbers and the fraction model cards. Place the cards face down in a rectangular array. Take turns flipping over two cards. If they cards match or are equal, you keep the cards and keep going. If your cards do not match, turn them face down and the other player will take a turn. Continue taking turns until all matches are found.

Making Ten Memory

From two standard decks of cards, collect the ace through ten as well as the joker, which will represent zero. Then have your child play a game of "Memory". He or she can match the numbers that can be added together to make ten. Make sure your child writes down the number sentences during or at the end of the game. Challenge: Make ten with more than 2 addends.

<u>Multiplication Headbands:</u> Two people draw a card from the deck without looking and hold it up to their forehead facing out. A third person mentally multiplies the numbers and gives them the product. The people with the cards then must figure out what number each is holding. You can do this with addition and subtraction too.

<u>Rounding Dice Game:</u> Roll two dice or use playing cards. Each player will roll two dice or turn over two cards. Make a two-digit number and round the number to the nearest 10. The player with the greatest rounded number wins all of the cards. Challenge: Make 3-digit numbers and round each number to the 100s place.

Division Go Fish!

- 1. Deal six cards to each player and place the rest of the deck in the middle as a draw pile.
- 2. When the first player says his math sentence, the player who is being asked for the card has to do the division, come up with the correct answer and hand over any matching cards. If there are no matches, the first player draws a card from the deck.
- 3. When a player runs out of cards or the draw pile is gone, the game is over. The winner is the player with the most matches.

Example: A player who wants to find a match for his 8 could say "Do you have any 16s divided by 2s?" or "I'm looking for a card that is a 24 divided by 3."

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Optional: Technology Choice Board

Choose one technology resources to play each day. Put a check mark in the box for the resource you play each day. You have throughout the month of April to use them all. Feel free to play the games as often as you like, but be sure to try all of the games at least once. If you have any questions, please contact your child's teacher.

***BrainPop Jr. (Classlink)



Search: Pictographs and Bar Graphs

***Zearn (Classlink)



Continue on your learning path assigned by your teacher.

***Reflex (Classlink)



Work until you get a green light!

RoomRegess.gom

Games:

- Tic, Math, Toc
- Snowball Fight
- Boom Blocks
- Pizzeria Parlor
- Sir Roundalot
- Number Ninja

https://www.roomrecess.com/

FREE

Space

Choose your favorite math game to play on this day.



https://www.prodigygame.com/



https://toytheater.com/category/mat h-games/

Games:

- Bingo for addition, subtraction, multiplication, and division.
- Flash Cards
- Subtraction Sumo
- Jewel Diver
- Fruit Fall
- Missing Multiplier



https://ascendmath.com/fcm/html5/

Practice addition, subtraction, multiplication and division facts 0 - 12.

MATH NOOK [Math Games and More]

https://www.mathnook.com/

Games:

- Alien Math Rounding to 10 and 100
 - 3 Rabbits
- Bike Racing Math Addition
 - Digit Drop
 - Match Around