

Name \_\_\_\_\_

Date \_\_\_\_\_

Complete a math activity each day. Color the box for each day you do the suggested activity.

## Summer Math Review: Weeks 1-5

	Monday	Tuesday	Wednesday	Thursday	Friday
Week 1	Count from 87 to 120 and back.	Play Addition with Cards.	Use your tangram pieces to make a Fourth of July picture.	Use quick tens and ones to draw 76.	Complete a Sprint.
Week 2	Do counting squats. Count from 45 to 60 and back the Say Ten Way.	Play Subtraction with Cards.	Make a graph of the types of fruits in your kitchen. What did you find out from your graph?	Solve $36 + 57$ . Draw a picture to show your thinking.	Complete a Sprint.
Week 3	Write numbers from 37 to as high as you can in one minute, while whisper-counting the Say Ten Way.	Play Target Practice or Shake Those Disks for 9 and 10.	Measure a table with spoons and then with forks. Which did you need more of? Why?	Use real coins or draw coins to show as many ways to make 25 cents as you can.	Complete a Sprint.
Week 4	Do jumping jacks as you count up by tens to 120 and back down to 0.	Play Race and Roll Addition or Addition with Cards.	Go on a shape scavenger hunt. Find as many rectangles or rectangular prisms as you can.	Use quick tens and ones to draw 45 and 54. Circle the greater number.	Complete a Sprint.
Week 5	Write the numbers from 75 to 120.	Play Race and Roll Subtraction or Subtraction with Cards.	Measure the route from your bathroom to your bedroom. Walk heel to toe, and count your steps.	Add 5 tens to 23. Add 2. What number did you find?	Complete a Sprint.

Name \_\_\_\_\_

Date \_\_\_\_\_

Complete a math activity each day. Color the box for each day you do the suggested activity.

## Summer Math Review: Weeks 6-10

	Monday	Tuesday	Wednesday	Thursday	Friday
Week 6	Count by ones from 112 to 82. Then, count from 82 to 112.	Play Missing Part for 7.	Write a story problem for $9 + 4$ .	Solve $64 + 38$ . Draw a picture to show your thinking.	Complete a Core Fluency Practice Set.
Week 7	Do counting squats. Count down from 99 to 75 and back up the Say Ten Way.	Play Race and Roll Addition or Addition with Cards.	Graph the colors of all your pants. What did you find out from your graph?	Draw 14 cents with dimes and pennies. Draw 10 more cents. What coins did you use?	Complete a Core Fluency Practice Set.
Week 8	Write the numbers from 116 to as low as you can in one minute.	Play Missing Part for 8.	Write a story problem for $7 + \underline{\quad} = 12$ .	Use quick tens and ones to draw 76. Draw dimes and pennies to show 59 cents.	Complete a Core Fluency Practice Set.
Week 9	Do jumping jacks as you count up by tens from 9 to 119 and back down to 9.	Play Race and Roll Subtraction or Subtraction with Cards.	Go on a shape scavenger hunt. Find as many circles or spheres as you can.	Use quick tens and ones to draw 89 and 84. Circle the number that is less.	Complete a Core Fluency Practice Set.
Week 10	Write numbers from 82 to as high as you can in one minute, while whisper counting the Say Ten Way.	Play Target Practice or Shake Those Disks for 6 and 7.	Measure the steps from your bedroom to the kitchen, walking heel to toe, and then have a family member do the same thing. Compare.	Solve $47 + 24$ . Draw a picture to show your thinking.	Complete a Core Fluency Practice Set.

## Addition (or Subtraction) with Cards

Materials: 2 sets of numeral cards 0–10

- Shuffle the cards, and place them face down between the two players.
- Each partner flips over two cards and adds them together or subtracts the smaller number from the larger one.
- The partner with the largest sum or smallest difference keeps the cards played by both players in that round.
- If the sums or differences are equal, the cards are set aside, and the winner of the next round keeps the cards from both rounds.
- When all the cards have been used, the player with the most cards wins.

## Sprint

Materials: Sprint (Sides A and B)

- Do as many problems on Side A as you can in one minute. Then, try to see if you can improve your score by answering even more of the problems on Side B in a minute.

## Target Practice

Materials: 1 die

- Choose a target number to practice (e.g., 10).
- Roll the die, and say the other number needed to hit the target. For example, if you roll 6, say 4, because 6 and 4 make ten.

## Shake Those Disks

Materials: Pennies

The amount of pennies needed depends on the number being practiced. For example, if students are practicing sums for 10, they need 10 pennies.

- Shake your pennies, and drop them on the table.
- Say two addition sentences that add together the heads and tails. (For example, if they see 7 heads and 3 tails, they would say  $7 + 3 = 10$  and  $3 + 7 = 10$ .)
- Challenge: Say four addition sentences instead of two. (For example,  $10 = 7 + 3$ ,  $10 = 3 + 7$ ,  $7 + 3 = 10$ , and  $3 + 7 = 10$ .)

## Race and Roll Addition (or Subtraction)

Materials: 1 die

### Addition

- Both players start at 0.
- They each roll a die and then say a number sentence adding the number rolled to their total. (For example, if a player's first roll is 5, the player says  $0 + 5 = 5$ .)
- They continue rapidly rolling and saying number sentences until someone gets to 20 without going over. (For example, if a player is at 18 and rolls 5, the player would continue rolling until she gets a 2.)
- The first player to 20 wins.

### Subtraction

- Both players start at 20.
- They each roll a die and then say a number sentence subtracting the number rolled from their total. (For example, if a player's first roll is 5, the player says  $20 - 5 = 15$ .)
- They continue rapidly rolling and saying number sentences until someone gets to 0 without going over. (For example, if a player is at 5 and rolls 6, the player would continue rolling until she gets a 5.)
- The first player to 0 wins.