



NUMBER SENSE

Practice counting to 120.

Use physical objects to help you count.

Skip count by 2s, 5s, and 10s.

Practice writing numbers 1-120.

Make sure that all of your numbers are facing the right way!



WORKSHEET OR WORKBOOK

Complete today's assigned worksheet.

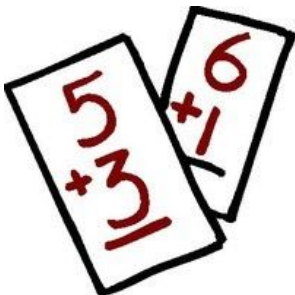
You may also choose a page to work on in your math workbook.



IXL

Log on to ixl.com to practice grade level math concepts for 10-15 minutes.

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FAST FACTS

Practice memorizing math facts using flash cards or by playing a game!

Fast Facts Flashcards

$1+0$	$1+1$	$1+2$	$1+3$	$1+4$
$1+5$	$1+6$	$1+7$	$1+8$	$1+9$
$1+10$	$1+11$	$1+12$	$1+13$	$1+14$
$1+15$	$1+16$	$1+17$	$1+18$	$1+19$

$5+0$	$1+4$	$2+3$	$3+2$	$4+1$
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$10+0$	$1+9$	$2+8$	$3+7$	$4+6$
$5+5$	$6+4$	$7+3$	$8+2$	$9+1$

$1+1$	$2+2$	$3+3$	$4+4$	$5+5$
$6+6$	$7+7$	$8+8$	$9+9$	$10+10$

$10+1$	$10+2$	$10+3$	$10+4$	$10+5$
$10+6$	$10+7$	$10+8$	$10+9$	$10+10$

Math Games You Can Play With a Deck of Cards



Trash: The object of "Trash" is to be the first player who has collected and placed cards A-10 in order. Trash can be played with 1-4 players. Each player places 10 cards face down in front of them to make a ten frame. A ten frame shows 2 rows of 5 (5 cards on top, 5 cards on the bottom).

Put the remaining cards face down in a pile. This becomes the "draw" pile. In this game, A is one. Joker, J, and Q are "trash," you do not want to keep them. King is wild, it can be used as any number the player needs.

To begin the game, one player turns over the first card in the draw pile. If the card is an A, 2, 3, 4, 5, 6, 7, 8, 9, 10 or K, the player keeps the card, places it on their ten frame where that number is supposed to go, and discards the existing face down card creating a "trash" pile.

If the next player needs the discarded card, he or she may take it from the trash pile and place it on their own ten frame. They too, then discard their existing face down card. If the player does not want the card in the trash pile, he or she may turn over a card from the draw pile. If the card is an A-10 or a K, the player keeps the card, places it in their ten Frame, and discards the existing face down card into the trash pile.

Take turns. The first person to collect and place A-10 in order, wins!

Addition Top It: The object of "Addition Top It" is to be the player with the larger sum. A is one. Joker, J, Q, and K are all worth 10.

Addition Top It is a 2 player game. Shuffle the deck and place it face down between you and your partner. Players take turns picking two cards from the top of the deck. Each player adds their two cards together. The player with the larger sum takes all 4 cards.

If the sums are the same, players play again to break the tie. Play until you run out of cards to add!

Make 10: The object of “Make 10” is to practice identifying parts for 10. For example, 1 and 9; 2 and 8; 3, 3, and 4, etc. “Make 10” can be played with 1-4 players. A is one. Joker, J, Q, and K are all worth 10. They are considered “free” cards because they make 10 on their own.

Place 9 cards face up so that they are organized into 3 rows of 3. This becomes the game board. Place the remaining cards in a pile face down near the playing surface. These cards will be use to replenish the game board. Look at all 9 cards. On your turn, pick up as many cards as possible that together make 10. Players may continue picking up cards until no more parts for 10 can be found. At the end of your turn, replenish the board with new cards so that there are always 9 cards set up in 3 rows of 3.

Play until all possible parts for 10 have been found.

Pick 3: The object of “Pick 3” is to practice adding 3 numbers together. “Pick 3” can be played with 1-4 players. A is one. Joker, J, Q, K are all worth 10.

Place 9 cards face down so that they are organized in 3 rows of 3. This becomes the game board. Place the remaining cards in a pile face down near the playing surface. These cards will be used to replenish the game board.

On their turn, players turn over any 3 cards from the game board and add the 3 cards together. Once the sum of has been found, the 3 cards can be discarded. The player then places 3 new cards face down onto the board. Play until all cards have been added.

Close Call: The object of “Close Call” is to create a 2 digit number closest to 100. A is one. Joker, J, Q, and K are zero. Picking a 10 will automatically help you create a 3-digit number in the 100’s. “Close Call” may be be played with 2-4 players.

Shuffle the cards and place the deck face down in the center of the playing surface. Take turns picking 2 cards. Arrange these cards to form the highest possible 2-digit number. The player with the number closest to 100 collects all 4 cards. Play until all cards have been collected.