

Ordering/Comparing

- ❖ Play the card game "War" with each player drawing 2, 3, or 4 cards to make a number. The player with the highest number takes all the cards.
- ❖ Draw a greater than (>), less than (<), and equal sign (=) on separate index cards. Use 2, 3, or 4 playing cards (or roll dice) to make a number. Repeat. Compare the numbers and put the correct sign between them.

Estimating and Counting

- ❖ Skip count forward and backward by 2s, 3s, 4s, 5s, 6s, 7s, 8s, 9s, and 10s.
- ❖ Estimate how many miles you will travel this summer. Keep a travel journal of the miles traveled. Convert to yards, feet, inches.
- ❖ Make an estimation jar. Have a grown-up fill it with small objects - cereal, Legos, cars, marshmallows, etc. Guess how many are in the jar. Have everyone in the family guess too. Who was the closest? What strategies did you use? Repeat each week.

Addition/Subtraction/Multiplication/Division

- ❖ Use dice or cards to create 1-, 2-, and 3-digit numbers. Use these numbers to practice adding and subtracting. Be sure to write the addition/subtraction sentence too.
- ❖ Difference Challenge - Take 4 cards and make two 2-digit numbers. Subtract these and record the

difference. Repeat 4 times. Add your list of numbers. The winner is the player with the lowest sum.

- ❖ Make/Buy flashcards to practice multiplication and division facts. Challenge yourself: How many facts can you answer in 1 minute? Can you answer all 100 in 3 minutes?
- ❖ Multiplication Concentration - Cut index cards in half. Place a multiplication fact on one half of the card and the answer on the other. Shuffle the cards and lay them face down. Try matching the fact with the correct answer.

Place Value

- ❖ Use dice or a deck of cards (without the jokers and face cards). Each player turns over 2, 3, or 4 cards and makes a number. The player with the largest number takes all the cards. Tell the value of each digit. 542 → 5 is 500; 4 is 40; 2 is 2.
- ❖ Use dice or cards to make a 2-, 3-, or 4-digit number. What number is 10 more? 10 less? 100 more? 100 less? 1000 more? 1000 less?

Money

- ❖ Buy a package of cookies. When you get home, count the cookies. Divide the cost of the cookies by the number of cookies to find out how much each cookie costs. The next time you go to the store, get a different kind of cookie or brand. Find the cost per

cookie. Which cookie is a better buy? Use other items and determine the cost per item.

- ❖ Assign each letter of the alphabet a money value (A=\$1, B=\$2, C=\$3, etc.). Find out how much your name is worth. Who in your family has the most expensive name? Repeat with everyday words. Can you find a word worth \$100?

Time

- ❖ Pick an activity. Look at the clock and record the time. Complete the activity. Look at the clock again and record the ending time. How much time did it take you to complete the activity?

Geometry/Masurement/Graphing

- ❖ Cook with an adult. Read the recipe and use measuring cups to help measure ingredients for cooking and baking.
- ❖ Measure the length and width of your bedroom, house, yard, etc. Then calculate the area and perimeter.
- ❖ Keep a record of what you eat for a day. Categorize the food by food groups. Prepare a circle graph to show what part of your diet was made up of each of the food groups.
- ❖ Take a daily thermometer reading of the day's temperature. Read the thermometer at the same time each day for one week. Create a graph of the results.

- ❖ When you are on a trip pick an item to count - red cars, airplanes, semi trucks, etc. See who can find the most. Graph your results.
- ❖ Make a Geometry Scrapbook of the geometric figures you find over the summer.

Problem Solving

- ❖ Help plan a trip. Determine gas mileage. How many gallons of gas will you need? Keep track of the miles traveled each day and the total number of miles traveled. Calculate food expenses and change received. Figure elapsed time for the trip.
- ❖ Play "I'm thinking of a number." Have someone pick a number between 1 and 1000 and you try to guess it. They should give you clues (more than 3 but less than 15, even/odd, too high/too low, prime/composite, etc.)
- ❖ Make up story problems and find the answer. Give them to someone else to solve and check their work.

Games

- ❖ Battleship
- ❖ Dominoes
- ❖ Monopoly

Websites

- ❖ <http://www.aaamath.com>
- ❖ <http://www.aplusmath.com>
- ❖ <http://www.coolmath4kids.com>
- ❖ <http://www.coreknowledge.com>
- ❖ <http://www.discoveryschool.com>
- ❖ <http://www.eduplace.com>

Click on "Kids' Place"

- ❖ <http://www.funbrain.com>
- ❖ <http://www.funschool.com>
- ❖ <http://georgiastandards.org/>

Click on "QCC Curriculum" under Helpful Links

Click on "Teacher Resource Center"

Click on "Roles & Responsibilities"

Click on "Parent Connections"

Click on "Ten Ways to Help Your Child Learn..."

- ❖ http://www.internet4classrooms.com/skills_4th.htm
- ❖ <http://www.kidport.com>
- ❖ <http://www.LearningPlanet.com>
- ❖ <http://www.mathstories.com>
- ❖ <http://www.moneyfactory.com>
- ❖ <http://www.multiplication.com>
- ❖ <http://www.primarygames.com>

Click on "MATH"

- ❖ <http://www.webmath.com>

Practice Books

- ❖ *Summer Bridges* - available at the School Box
- ❖ Math workbooks from Walmart, Target, Sam's Club, etc.

Revised 2007 by the Mathematics Department @ Douglas County School System

MATH =
SUMMER
FUN!

Entering FIFTH Grade

These activities are designed to help students strengthen their mathematics skills during the summer months. Each child is encouraged to explore and have fun doing mathematics.