

Ordering/Comparing

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

Estimating and Counting

- ❖ Skip count by 2s, 3s, 4s, 5s, and 10s.

Addition and Subtraction

- ❖ Make/Buy flashcards to practice addition and subtraction facts to 18. Challenge yourself: How many facts can you answer in 1 minute? Can you answer all 100 in 3 minutes?
- ❖ Use dice/cards to practice adding and subtracting 1-, 2-, and 3-digit numbers. Be sure to write the addition/subtraction sentence too.
- ❖ When you are out and about, add the numbers you see on a license plate. Challenge a family member or friend to see who can find the sum the fastest.
- ❖ Difference Challenge - Take 2 playing cards and subtract the smaller number from the larger one. Record the difference. Play continues until each player has 5 numbers recorded.

Add your list of numbers. The winner is the player with the lowest sum (total).

- ❖ Difference Challenge Level Up - 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.

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

- ❖ Race to \$1. Roll two dice. Add the two numbers together and take out that amount of money from a bag of change. For example, if you roll a 2 and a 5, take out \$0.07. Players can exchange 5 pennies for 1 nickel, 2 nickels for 1 dime, etc. Continue rolling dice until someone reaches \$1.
- ❖ Keep a piggy bank and count change.

- ❖ Get a handful of coins. What coins do you have? How much is your handful of coins worth?
- ❖ Pick an amount of money less than \$20. Find as many different ways as you can to represent that amount with coins and bills.
- ❖ 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 \$1.00?

Time

- ❖ Make a paper clock and practice telling time to the hour, half-hour, 15-minute, and 5-minute.
- ❖ Predict how long it will take you to do different activities - brush your teeth, read some pages from a book, color a picture, etc. Then time yourself to see how close you were.
- ❖ Count how many days and weeks you will have on summer vacation.
- ❖ Pick an activity. Look at an analog 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?

Measurement/Graphing

- ❖ Use M&M, Skittles, etc. to create a graph based on color.
- ❖ Cook with an adult. Read the recipe and use measuring cups to help measure ingredients for cooking and baking.
- ❖ Pick 5 things in your bedroom, house, yard, etc. and measure them with a ruler. Write down the length and width of each object in inches and in centimeters.

Problem Solving

- ❖ 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, etc.)
- ❖ Make up story problems and find the answer. Give them to someone else to solve and check their work.
- ❖ Use newspaper ads to make up story problems dealing with money. Ex. - You have \$5 and the ad has yo-yos on sale for \$1.29. How much change would you receive? What if you had a coupon for 50¢ off? How much would the yo-yo cost? How much money would you have left?

Games

- ❖ Bingo
- ❖ 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.kidport.com>
- ❖ <http://www.mathstories.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 THIRD 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.