



# Riding in the Car

- 🚗 Count the number of cars that pass going the opposite direction.
- 🚗 Math Facts Competition: How many math facts can you answer in one minute?
- 🚗 Find five things you have never noticed before.
- 🚗 Each family member chooses a color. Count the number of vehicles you see with that color. Highest number wins.
- 🚗 Tell and solve a math story together.



## License Plate Math

Choose a target number. Try to use the digits on a license plate to make that target number. Ex: Target Number: 2  
 $6 \times 4 = 24$     $24 \div 8 = 3$     $3 - 1 = 2$

J. Megan Maletto @megmaletto



# Doctor's Office

- ♥ What do you notice? What do you wonder?
- ♥ Find ten things that are rectangle. Square. Circle.
- ♥ How many baby steps does it take to get from one side of the waiting room to the other? Giant steps? Bunny hops? Froggy jumps?
- ♥ How many tiles are on the ceiling? Can you find a faster way to count?
- ♥ Write and solve problems on the examination table paper.



## Skip Counting with Fingers

Practice skip counting with your fingers. Count by tens, fives and twos. Use the joints on your fingers to help you skip count by threes.

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# Restaurants

- 🍴 How many people can you count with blue shirts on? Red hair? Glasses? Boots?
- 🍴 How many fingers are at the table? Thumbs? Eyes? Toes?
- 🍴 Family Skip Counting: Take turns counting by tens, fives, twos or any number!
- 🍴 What is the average number of people sitting at a table? . . .
- 🍴 Use the crayons to play Tic Tac Toe or the Dot/Square Game. . . .



## Menu Math

Find three items on the menu that cost the most. Find the three cheapest items. Determine an amount of money and see if you can spend exactly that much.

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# STICKS

- 👉 GOAL: To make your partner put both hands behind his back.
- 👉 2 Players: Both players start by putting one finger on each hand out in front of them.
- 👉 Player A taps one of Player B's fingers. Player B adds the number of fingers Player A has pointed out to his tapped hand.
- 👉 Play continues and Player B taps one of Player A's fingers. Player A adds the number of fingers Player B had out to his tapped hand.
- 👉 When 5 fingers are out, the player must put his hand behind his back.
- 👉 If a player has one hand behind her back, on any turn, a player can choose to clap her hands and split her fingers between her two hands again.

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# Going to Boston

- Need: 3 Dice and Pencil/Paper \*\*\* Oldest player goes first
- Player 1 rolls three dice, pulls out the highest number and sets it aside. Then rolls the remaining two dice and pulls out the highest number again. Finally rolling the final die one more time.
- Level 1: Add all three dice. The highest total wins the round!
- Level 2: Add the first two dice and multiply by the third. The highest total wins the round!
- Play 5 or 10 rounds.

## VARIATIONS:

- Play with two dice for younger children.
- Keep the lowest numbered die instead of the highest.
- Increase the number of dice to 4.
  - Add all four together.
  - Add the first two, the second two and multiply the sums.



# Compare

- Need: 2 dice for each player \*\*\* Youngest player goes first
- Goal: Win 10 rounds.
- Each player rolls their two dice and add them together. The player with the highest score wins the round.

## VARIATIONS:

- Play with one die and compare the amount on each die.
- Use 3 or 4 dice and take turns rolling.
- Multiply the two numbers on the dice instead of adding.
- Use four dice and create two 2-digit numbers to add together.



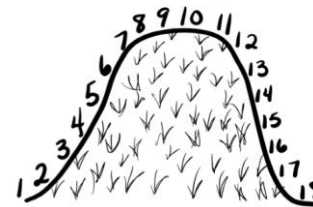
# PIG



- Need: 1 Die and Pencil/Paper \*\*\* Youngest player goes first
- Goal: Be the first player to reach 100 points.
- On each turn, the player rolls the die. They can continue to roll until a 1 is rolled OR they choose to hold.
- If a 1 is rolled, the score recorded is 0. If the chose to hold, they record the total number rolled.

## VARIATIONS:

- Play with two dice. One 1 is a score of zero. Double 1 is a score of 25.
- Play with 5 dice. Each 1 is a deduction of 10 and the die is put to the side. If down to 1 die and a 1 is rolled, the score is 0.



# Over the Hill

Adapted from  
zenomath.org 2017

- Need: 3 Dice and Pencil/Paper with a hill drawn as seen in the picture. \*\*\* Oldest player goes first
- GOAL: Cooperative Game – Work together to get to cross of 18.
- Players take turns rolling all three dice. They need to add or subtract the amounts on the dice and then cross off those sums or differences on the hill.
- Players cross numbers off in numerical order starting at 1 and will cross off as many numbers as possible each turn. When they can't cross any numbers off, it is their partner's turn.
- Everyone wins when you get to 18!
- EXAMPLE TURN: Player A rolls 3, 4, 6. She can cross off 1 ( $4-3=1$ ), 2 ( $6-4=2$ ) and 3 ( $6-3=3$ ). She cannot make a sum or difference of 4 so now it is her partner's turn.

# The Question Game

GOAL: How long can you have a conversation with your child, asking only questions?

Questions to get started:

- ? What do you think about \_\_\_\_\_?
- ? Why do you think so?
- ? What do you notice? What do you wonder?\*
- ? What if \_\_\_\_\_?
- ? Can you tell me more about that?



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\*Notice and Wondering credit to  
Annie Fetter @MFAAnnie

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# Guess My Number

Need: A scrap piece of paper to keep everyone honest.

GOAL: Guess the other player's secret number in the least number of questions.

Players 1 and 2 agree on a range to play. Grades K – 1 might play 1-50, Grades 2 – 5 could play 1-1,000 or more.

Player 1 chooses a secret number and writes it down.

Player 2 begins asking questions: Is your number more or less than \_\_\_\_?

Each question counts as a point. When Player 2 knows the number, she makes the statement: Your number is \_\_\_\_.

This also counts as a point. After Player 2 guesses correctly. Players switch roles. The winner is the player with the LEAST number of points.

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