

Parent Info – Homework

Homework packets are sent home on Monday and should be completed by Friday. Reading and homework logs should not be turned in until they are completely filled in. (Please keep them in your child's blue folder.) We do not want homework to be a stressful experience for your child – or you! Please feel free to adapt assignments to meet your child's needs.

Math

Games are an integral part of our math program and homework will often be in the form of a game. Game materials (cards, dice, spinners, etc.) will be reused when appropriate throughout the school year. When we use playing cards at school the aces represent 1 and the queens represent 0 for most math games. Other face cards can be wild cards. For some games, you may want to remove some or all of the wild cards. Your child should have brought home his/her plastic school box to keep game materials in. It would be helpful if your child has a place to store the box. Additional games and materials will be sent home in the future. The cards **will be needed** for future assignments. Also, some students may need to play the games repeatedly at home to reinforce math skills.

Why do we play math games in second grade?

1. Games develop familiarity with the base 10 number system and provide encouraging opportunities for practicing computation and other skills.
2. Playing games can encourage strategic mathematical thinking and demand that students find an optimal way (rather than just any way) to solve a problem.
3. Game rules can be changed to meet the needs and ability levels of different students. (Feel free to do this at home if you feel a game is too easy or too difficult for your child.)
4. Games are played throughout the year to develop fluency with numbers. It's expected that students will play the same game many times.
5. Games provide a school to home link. Parents learn about the mathematical thinking their children are doing by playing math games with their child.

This Week's Math Homework Assignment

1. Find a safe place to keep your math game materials.
2. Play both "Tens Go Fish" and "Pyramid Ten" at least once.
3. Record the games you play on your homework log.

Tens Go Fish

Tens Go Fish is played much like the children's game, Go Fish, except the objective of Tens Go Fish is to reinforce combinations of 10. Some children find the missing addend aspect of the game a challenge.

Materials: number cards

How to Play

The object of the game is to get two cards that total 10.

1. Each player is dealt five cards. The rest of the cards are placed face down in the center of the table.
2. If you have any pairs of cards that total 10, put them down in front of you and replace those cards with cards from the deck. Record the equation on the form.
3. Take turns. On a turn, ask one player for a card that will go with a card in your hand to make 10.
4. If you get a card that makes 10, put the pair of cards down. Take one card from the deck. Your turn is over. If you do not get a card that makes 10, take the top card from the deck. Your turn is over. If the card you take from the deck makes 10 with a card in your hand, put the pair down and take another card.
5. If there are no cards left in your hand but still cards in the deck, you take two cards.
6. The game is over when there are no more cards.

Pyramid 10

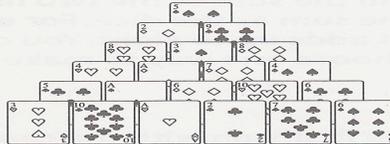
You need:

1 deck of cards, with face cards removed

Rules

Two partners play against the deck. The object of the game is to pick up the entire pyramid as you go through the deck once.

1. Shuffle the deck, and arrange twenty-one cards in a pyramid, as shown below:



2. Put the rest of the deck face down next to the pyramid.
3. Note "free cards": A free card is one that has no other card overlapping it. When the game begins, only the six cards on the pyramid's bottom row qualify as free.
4. Remove all free 10s and pairs of cards that add up to ten. Set these aside. These cards are now completely out of play.
5. Continue removing free 10s and pairs adding up to ten until there are no more possibilities to be picked up.
6. Turn over one card from the deck. If it's a 10 or can combine to make ten with a free card from the pyramid, set these cards aside. If you *can't* use the card you've turned up, set it face up below the pyramid. You may be able to use it later.
7. Turn up another card. Follow the same instructions as in Step 6. Each time you are able to remove cards from the pyramid by turning over a new card, see if this top card is now usable with the free cards in the pyramid.
8. The game ends when you've turned over all the cards in the deck and you can't make and remove any more totals of ten.