

Brainy Bunch Homework

Week of September 28

1. October Calendar

Make an October calendar using the attached blank calendar. Number the days, label the days of the week, mark holidays you celebrate and any other special days for you and your family. Draw a picture in each box so that your calendar has at least 2 different patterns. Don't forget to write your name on the calendar! Turn your calendar in by Friday, Oct. 2.

2. Choose at least one math game or activity from the list below and record it on your homework log. You will have another math fact test in October. Your goal is to be accurate and faster than you were in September.

Math Game/Activity Choices:

New:

Turn Over Ten (directions attached)

Number Maker (directions attached)

Tens Go Fish

Pyramid Ten

*online resources and games at

<http://brainybunch.weebly.com/math-fact-practice.html>

*Flash cards

*Ask someone to give you math equations to solve mentally while riding in the car, waiting in a line, etc.

*Play addition war with regular playing cards. Each person draws 2 cards and adds them together. The person with the highest sum gets all the cards. Can be used for subtraction also.

*Roll a die twice and add (or subtract) the two numbers.

Turn Over Ten

Materials:

number cards or playing cards

Players: 2 - 3

How to Play:

The object of the game is to turn over and collect combinations of cards that total 10.

1. Arrange the cards face down in four rows of five cards. Place the rest of the cards in a pile.
2. Take turns. On a turn, turn over one card and then another. A wild card can be made into any number.
3. Place each of your card combinations of 10 in separate piles so they don't get mixed up.
If the total is less than 10, turn over another card.
If the total is more than 10, your turn is over and the cards are turned face down in the same place.
If the total is 10, take the cards and replace them with cards from the deck. You get another turn.
4. The game is over when no more 10's can be made.
5. At the end of the game, make a list of the number combinations for 10 that you made.

Number Maker

What You Need:

deck of cards, paper, pencil

What You Do:

1. Give each player paper and a pencil. Each player should draw five blank lines on his piece of paper, representing each of the

values up to the ten thousands place.

2. If your child isn't quite comfortable yet with numbers of this size, you can start off with numbers up to the thousands place (four blank lines instead of five) and gradually work your way up.

3. Assuming you'd like to start with values up to the ten thousands place, though, here's how it would look:

PLAYER 1 _ _ _ _ _

PLAYER 2 _ _ _ _ _

4. Spend a few minutes sorting through the deck of cards. Remove any face cards and jokers. Using only the number cards and aces (which in this game, count as ones), shuffle the deck and turn all the cards face down in a pile. Take turns drawing cards from the pile. Each time a player gets a new number, she should write it in one of her digit positions. The goal is to make the five digit number as big as possible.

5. Continue drawing cards until all five place values have been filled in. Then, have each player read her number aloud. The winner of the game is the player who creates the largest number.

6. After your child has reached a point of comfort and confidence, discuss game strategy. What place value position is the most critical in creating the largest (or smallest) number? Which are the best numbers to record in the ten thousands place? In the ones place?

Want to shake it up?

Try using extra digits—go to six, seven, eight, or even nine places. Change the objective of the game so the goal is to create the smallest number.