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MATH PRACTICE

On-Line Websites and Game Directions



SECOND GRADE MATH PRACTICE

MATH PRACTICE:

It is a second grade standard that students learn their math facts (FALL: addition and subtraction to 20, SPRING: multiplication facts 2s, 5s and 10s). We encourage our students to use the games AND/OR websites included in this PDF file to reinforce the concepts taught. If you find another game or website that you think would be valuable to add to this list, PLEASE email it to me.

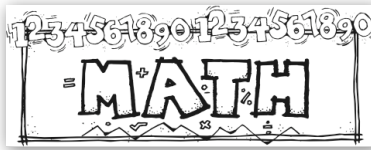
CREATE A MATH MANIPULATIVE BAG:

To be most successful, we recommend that all second graders create a math manipulative bag. Consequently, they will always have the materials needed when working on their math homework. Please collect and add the following items to your bag: **A pencil, a complete deck of cards, 2-3 dice, a ruler (cm and inches), and a baggie of money (with at least 30 pennies, 10 nickels, 10 dimes, and 5 quarters).**

If you have trouble finding these things, please let your teacher know.

- Don't forget to return all items to this bag when you are done with your game. You will need them, again!
- Remember to use scratch paper to record your math as you play.
- If you can't find a partner, you can play a round all by yourself.
- HAVE FUN!!!!

Please find a special place to keep this bag, so that you can use it ALL year long. From September to June, you will play the games included in PDF FILE to help reinforce the concepts that are taught in class.



ON-LINE GAME USED IN COMPUTER LAB

MATH FACTS: ELEMENTARY MATH SOFTWARE

www.elementarysoftware.com

Free Download

- Type in URL
- Click on Math Practice
- Follow downloading instructions (for PC or Mac)
- Once in the program, click on the page titled: “Random”
- Have your student practice Addition and Subtraction
- Have your child self check by paying attention to the amount of points they receive.

ON-LINE WEBSITES

Parent Supervision required: On occasion, the content of a website can change without notice. If you notice ANYTHING inappropriate, please notify your teacher immediately.

Online games, flash-cards, worksheets, and instructions:

<http://www.funbrain.com/>

<http://www.aplusmath.com/>

<http://www.aaaknow.com/grade2.htm>

<http://www.amathsdictionaryforkids.com/>

<http://www.buildabear.com/play/play.aspx?id=8>

<http://www.funbrain.com/math/index.html>

www.factmonster.com

MONEY

<http://www.usmint.gov/kids/>

MULTIPLICATION

<http://www.teachingtables.co.uk/>

<http://www.fredjones.com/PAT/circlesandstars.html>

http://www.brainormous.com/online/loader_multiflyer.html

ALL GAMES COMPILED FROM A VARIETY OF SOURCES

MATH FACTS GAMES WITH MONEY

Number of Players: 1-2

Materials:

- 1-2 dice
- paper and pencil
- bag of money

Directions:

- Take turns. On your turn, roll the die. The number on the die tells you how many pennies to take. Exchange coins if you can. Give the die to your partner so they can play their turn.
- Play until a player trades for a quarter. Watch to make sure you agree with what your partner does!

ADDITIONAL CHALLENGE:

Race up to one dollar! Race from a quarter down to nothing using subtraction.

MATH FACT GAMES WITH DICE

One More, One Less

Number of Players: 1-2

Materials:

- 1-2 dice
- paper
- pencil

Directions:

- Roll the dice and write the number down. Put two boxes on either side of the number.

- Write the number that is one less in the box before the number, and the number that is one more in the box after the number.

Greater Than, Less Than

Number of Players: 1-2

Materials:

- dice
- paper
- pencil

Directions:

- Roll the two dice and write down the numbers.
- Then you draw a box in between the numbers and put the greater than OR less than sign (remember the alligator's mouth opens towards the bigger number) in the box.

Addition Roll

Number of Players: 1-2

Materials:

- dice
- paper and pencil

Directions:

- Roll the dice and write down two-three numbers. Put the addition sign between the numbers.
- Find the sum!

Challenge: add more dice to create larger number sentences!

Subtraction Roll: Follow directions for addition roll, using subtraction to find the difference.

DICE WAR

Number of Players: 1-2

Materials:

- 4 dice
- paper and pencil

Directions:

- Each player gets 2 dice.
- Players decide which operation they would like to use. For example, if they have mastered addition, they can move to subtraction. If they have mastered subtraction they can move onto multiplication.
- Players roll their dice at the same time and say the correct answer. Players **WRITE DOWN** their number sentence on their scratch paper. Example: $2 + 4 = 6$
- The person with the bigger number receives the point for that round. (Tie = re-roll)
- The first person to 20 wins!
- Play again. This time the player with the smaller number receives the point for the round.

Knocking Off Tens

Number of Players: 1-2

Materials:

- 1-2 dice
- paper
- pencil

Directions:

• One player rolls at least 5 times writing down the number rolled each time in a column. The next player can roll the same amount of times writing down the number rolled each time in another column.

• Both players then “knock” off their numbers making sure to record as the go.

The player with the larger sum wins the round

Greatest Number Possible

Number of Players: 1-2

Materials:

- 3 dice
- paper
- pencil

Directions:

• Roll three dice. Write down the digits rolled.

• Put the digits in the GREATEST NUMBER POSSIBLE using standard form THEN, write it out in expanded form.

EXAMPLE:

Digits rolled : 3, 6, 1

Standard form: 631

Expanded form: $600 + 30 + 1$

MATH FACT CARD GAMES

Greater Than and Less Than

Materials:

- deck of cards
- paper
- pencil

Directions:

Deal out the cards evenly between two players. At the same time, each player lays down 4 cards in a row, to make the largest number that they can. Then the players compare the numbers to see which one is greater than the other. Students can keep score with tally marks and total the points up after a specified number of rounds, or until all remaining cards are used.

ADDITION WAR

Materials:

- deck of cards

Directions:

Sort through a deck of cards and remove all the face cards. The ace stands for the number 1. Then deal out the cards between two players. Players can hold their decks or lay the piles face down on the table. Both players then turn over one card at the same time. When the two cards are down, players see who can add the two cards the fastest to find the sum. Whoever says the correct product first wins those cards. At the end of the game, the players count their cards. The player with the most cards at the end of the game wins.

TURN OVER TEN

Materials: Deck of Number Cards 0-10 (four of each)

The face cards are the four wild cards

Players: 1 or 3

Object: Turn over and collect combinations of cards that total 10.

How to Play

1. Arrange the cards face down in four rows of five cards. Place the rest of the deck face down 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.

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.

3. Place each of your card combinations of 10 in separate piles so they don't get mixed up.
 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.
- Turn over 10

Turn Over 10

My combinations of 10 are:

_____	_____
_____	_____
_____	_____
_____	_____

Turn Over 10

My combinations of 10 are:

_____	_____
_____	_____
_____	_____
_____	_____

High Card Slap

Remove the Jokers, Jacks, Queens, and Kings--Aces are wild

Shuffle the deck and deal out all cards. It's okay if one person gets an extra card, just make sure you shift dealers every game. Do not look at the cards. Organize them in a pile and shuffle them.

- Both players turn over the TWO cards at the exact same time.
- Each player slaps his or her highest valued card and says it out loud.
- Each player then counts ON the value of the his or her other card
- The player with the highest total value wins the cards
- A player loses when he or she runs out of cards

EXAMPLE:

Player 1:

turns over a 5 and a 6

Slaps the 6 and says, "6"

Counts on 5 by saying , "7, 8, 9, 10, 11"

Player two then takes their turn.

**If a player doesn't say the mathematical sentence, he or she is automatically losses that round.

Harder Version: Remove the 10s from the deck

Each player turns over 3 cards

Example:

Player 1:

Turns over a 4, 9, and 8

Slaps the 4 and 9 saying, "49"

Counts on 8 by saying, "50, 51, 52, 53, 54, 55, 56, 57"

Then says, "49 add 8 equals 57"

UNO ADDITION

Materials:

- dice
- paper
- pencil
- UNO cards

Directions:

Use the same rules as the game UNO but add this feature. Each player must roll dice and give the sum of the two numbers before playing or drawing a card.

Variation: You can adapt this game using subtraction to find the difference.

MATH GAME WITH BASE 10 BLOCKS

Money Game

From Ms. Math Program

RACE TO 100 (Addition)

Materials needed: **Base 10 blocks**, hexahedron or dice, and Place Valley Wallet (included in packet).

This game can be played with a partner or alone. Each Player should put \$25 in their wallet.

Partner 1 rolls one die.

Partner 1 says, "I add (however much money they rolled) dollars to my wallet.

Partner 1 adds that much money to their wallet.

Partner 1 evaluates how much money they have in their wallet and states clearly, "I have _____ dollars in my wallet".

Partner 2 rolls one die.

Partner 2 says, "I add (however much money they rolled) to my wallet.

Partner 2 adds that much money to their wallet.

Partner 2 evaluates how much money they have in their wallet and states clearly, "I have _____ dollars in my wallet".

Partners race to 100 dollars. The first one to get to 100 is the winner!

Challenge: Partners can choose to use more than one die to make the game more challenging.

RACE BACK TO 0 (Subtraction)

Materials needed: Base 10 blocks, hexahedron or dice, and Place Valley Wallet (included in packet).

This game can be played with a partner or alone. Each Player should begin with \$100 in their wallet.

Partner 1 rolls one die.

Partner 1 says, "I subtract (however much money they rolled) dollars to my wallet.

Partner 1 subtracts that much money from their wallet.

Partner 1 evaluates how much money they have in their wallet and states clearly, "I have _____ dollars in my wallet".

Partner 2 rolls one die.

Partner 2 says, "I subtract (however much money they rolled) dollars to my wallet.

Partner 2 subtracts that much money from their wallet.

Partner 2 evaluates how much money they have in their wallet and states clearly, "I have _____ dollars in my wallet".

Partners race to 0 dollars. The first one to get to 0 is the winner!

Challenge: Partners can choose to use more than one die to make the game more challenging.