THIRD SPACE LEARNING

Summer Math Activities

20 Fun math activities for the summer break

Grade 1 to 2

Note to children

Hooray! It's summer break!
You've worked so hard this year, and learned so many new things in Grade 1 you deserve a big pat on the back. You also deserve to be able to start Grade 2 still knowing what you know now – and not forget everything over the summer!
So in between your summer adventures and relaxing are you up for an extra challenge?

Your task is to complete 10 of the activities in this special Summer Math Activities. Along with being lots of fun, the activities will help make sure all of the amazing math that you have learned in Grade 1 sticks in your brain ready for your new learning adventures in Grade 2.
Simply check off the activities you have attempted and bring this pack back with you when school starts again!
Have fun!

Note to parents and carers

Summer break is finally here! Your child has worked hard all year learning all the math we expect Grade 1 students to know and now they deserve some rest and relaxation. BUT... this pack is here to make sure they also don't forget all that they've learned and have some fun math activities to keep them going over the summer!
There is lots of evidence that doing just a little bit of math practice over summer break will make it much, much easier for them to start the next school year.

The activities are not intended to be too much like 'work'. They should provide just a bit of a mathematical focus every now and then, and most will fit into your day-to-day plans and life during summer break. We're setting a target for your child to complete 10 over the break which is only a couple of activities a week. If children are struggling with math, just knowing that they can check off a handful of activities over the break will really boost their confidence and success when they move into Grade 2.

Other children may want to do more and really push themselves. Do what's right for your child. When they've done each activity, please date and sign it so the child knows it's important. Thank you for your support, and we hope you and your child have fun with the activities!

1 Playing Games With Math

Your challenge:

- Can you find the math in your favorite board or card game such as Go Fish, UNO or Monopoly?

You will need

- Your favorite board or card game to play
- People to play it with

How to play:

1. While you are playing it, have a think about all the math skills you are using!
2. Search hard – most games do involve some math somewhere, but if your favorite game doesn't, then try your second favorite game!

The game I played was .....

The math I spotted in it was .....

Completion date: .....

Adult initials: .....

2 Who Creates the Most Laundry?

Your challenge:

- Can you find out who creates the most laundry in your house?

You will need

- Resource Sheet 1

Things to remember:

1. This one involves helping out with the laundry for a week. (Sorry!) Families generate a LOT of laundry, right? But who in your house generates the most laundry?

2. Before you begin, predict who you think will create the most laundry over the next week.

3. I think that the following person will make the most laundry:

   .....

4. Over the next week, use Resource Sheet 1 to record your results. In the table, record how many items of laundry each person in your house makes in the table.

5. Next create a pictogram of your results.

6. The person who created the most laundry was .....

Completion date: .....

Adult initials: .....

3 The Great Math Bake Off

Your challenge:

- Can you bake something tasty and find the hidden math?

You will need

- A recipe for something yummy
- Ingredients
- An adult to help you

What to do:

1. Cooking is so much fun! But did you know it involves a lot of amazing math too?
2. Work with an adult to bake something yummy. Need an idea of some recipes? Head to bit.ly/TSLrecipes to get some ideas. Have fun in the kitchen, and then fill in the details below. What did you make, and what math skills did you think you used!?
3. Don't forget to taste what you have made!

I made: .....

The math I used was .....

Completion date: .....

Adult initials: .....

4 Speedy Difference

Your challenge:

- How quickly can you find the difference between 2 numbers?

You will need

- Two sets of the Digit Cards on Resource Sheet 2
- A partner

How to play:

1. Shuffle the digit cards from the resource sheet and deal them between the two players.
2. Count to 3, and on 3, both players turn over one of their cards.
3. The first player to find the difference between the two numbers on the cards AND put their hands over the card wins the cards!
4. Keep playing until someone has all the digit cards.

Who will win? Play the game at least 3 times.

The first time I played the game the person who won was .....

The second time I played the game the person who won was .....

The third time I played the game the person who won was .....

Completion date: .....

Adult initials: .....

5 Speedy Sum

Your challenge:

- How quickly can you find the sum of 2 numbers?

You will need

- Two sets of the Digit Cards on Resource Sheet 2
- A partner

How to play:

1. Shuffle the digit cards from the resource sheet and deal them between the two players.
2. Count to 3, and on 3, both players turn over one of their cards.
3. The first player to find the sum of the two numbers on the cards AND put their hands over the card wins the cards!
4. Keep playing until someone has all the digit cards.

Who will win? Play the game at least 3 times.

The first time I played the game the person who won was .....

The second time I played the game the person who won was .....

The third time I played the game the person who won was .....

Completion date: .....

Adult initials: .....

6 Hunting 4 Halves and Fourths

Your challenge:

- Can you find the halves and fourths all around us?

You will need

- A plain piece of paper

How to play:

1. On a plain piece of paper, write 'Halves and Fourths are all around us' in the middle.
2. Fill the rest of the paper with places you use or see halves and fourths in real life over the break.
3. Perhaps you've been to the supermarket – do you see any there? Have you shared some cake over the break? I bet you used them there too! Look carefully, and you will find halves and fourths everywhere!

Completion date: .....

Adult initials: .....

7 3D Shape Scavenger Hunt

Your challenge:

- Can you find 3D shapes in the real world?

You will need

- A plain piece of paper

What to do:

1. On a plain piece of paper, write '3D Shape Scavenger Hunt' in the middle. Then divide it into four parts: Cubes, Rectangular Prisms, Cones, Cylinders
2. Fill the rest of the paper with places you use or see 3D shapes in real life over the break.
3. Perhaps you've been to the supermarket – do you see any there? Look around your house? I bet you used them there too! Look carefully, and you will find cubes, rectangular prisms, cones and cylinders everywhere!

Completion date: .....

Adult initials: .....

8 What Shape Am I?

Your challenge:

- Can you be the person who asks the least number of questions to figure out the other player's shape?

You will need

- Resource Sheet 3
- A partner

What to do:

1. Each player chooses a shape and writes 5 facts about their shape. Start with vague facts and then make them more specific, to encourage the other player to ask more questions. For example, 'My shape is 2D', then 'my shape has more than 3 sides', then 'my shape has 6 vertices'...
2. Once both players have written their facts, they take turns sharing the facts one at a time. After a player receives a fact on the mystery shape, they can choose to make a guess, or ask for another fact. If they guess correctly after the first statement, they get the full 5 points. If they guess after two statements, they get 4 points, and so on. If they make a guess and it is incorrect, they receive 0 points for that round.
3. The player with the most points at the end of the game wins.

Who will win? Play the game at least 3 times.

The first time I played the game the person who won was .....

The second time I played the game the person who won was .....

The third time I played the game the person who won was .....

Completion date: .....

Adult initials: .....

9 Make 20

Your challenge:

- Can you match all the pairs of numbers that are equal to 20 before the time runs out?

You will need

- One or more players
- Post it notes with the numbers 0 - 20
- A large circle (this can be a hoop or a circle draw on paper)

What to do:

1. Put the circle in the middle and place the post-its around the outside.
2. Time the player to see how quickly they can match the pairs of post-it notes which equal 20 and stick them in the circle.
3. Either the next player goes and tries to beat the first player's time, or if playing alone, the same player plays again and tries to complete the task faster.

Who will win? Play the game at least 3 times.

The first time I played the game the fastest time was .....

The second time I played the game the fastest time was .....

The third time I played the game the fastest time was .....

Completion date: .....

Adult initials: .....

10 Measuring Around the House

Your challenge:

- Can you order the objects by their lengths?

You will need

- A partner
- A coin (label heads 'longest' and tails 'shortest')
- A collection of household items with a clear length (pencil, pen, spoon, shampoo bottle, tv remote, etc.)

What to do:

1. Have the items in a pile in the center of the group.
2. At the beginning of the round, each person grabs an item.
3. One person flips the coin. If it is heads, the person with the longest item gets a point. If it is tails, the person with the shortest items gets a point.
4. Place all the items back in the center and then each person picks a new item. You must grab a new item each time.
5. The first player to get 5 points wins.

Who will win? Play the game at least 3 times.

The first time I played the game the person who won was .....

The second time I played the game the person who won was .....

The third time I played the game the person who won was .....

Completion date: .....

Adult initials: .....

11 Telling Time Memory

You will need

- Resource Sheet 4

Your challenge:

- Can you match the times on the clocks?

What to do:

1. Shuffle the cards from the 'Telling Time Memory Resource Sheet' and lay them face down.
2. Turn over two at a time. If the two do not match, flip them over and leave them in the same spot. If the two do match, keep them, and turn over another two.
3. Players continue taking turns turning over two cards, until all the cards have been collected.

Who will win? Play the game at least 3 times.

The first time I played the game the person who won was .....

The second time I played the game the person who won was .....

The third time I played the game the person who won was .....

Completion date: .....

Adult initials: .....

12 2nd Grade Countdown

Your challenge:

- Can you figure out how many days are left until 2nd grade without counting each straw?

You will need

- Straws
- Rubberbands

What to do:

1. At the beginning of summer break, count out one straw to represent each day until school starts again. Then group the straws by tens - wrapping each ten in a rubber band. Place them in a jar or somewhere easy to see each day.
2. Each day of summer break, remove one straw. Instead of counting each straw to see how many are left, use the groups of ten to figure out how many days are left.

Completion date: .....

Adult initials: .....

13 Is It Equal?

You will need

- Playing cards 2 - 10
- Resource Sheet 5

Your challenge:

- Can you figure out if the equation is true or false?

What to do:

1. Shuffle the playing cards. Then place 4 playing cards on the mat to complete the equation.
2. Decide if the equation is true or not. A correct answer is worth 1 point.
3. If the equation is not true, explain one number (only one!) that could be changed to make the equation true. A correct answer is worth 1 point.
4. Play until all the cards have been used. The winner is the player with the most points. If playing alone, write down your score and try to beat it when you play again.

Who will win? Play the game at least 3 times.

The first time I played the game the person who won was .....

The second time I played the game the person who won was .....

The third time I played the game the person who won was .....

Completion date: .....

Adult initials: .....

14 Counting From Today

You will need

- A calendar

Your challenge:

- Can you count from today's date?

What to do:

Version 1

1. Find the day of the month on the calendar.
2. Start at the number of the day of the month and count to 120.
3. Add a check mark or a star on the calendar each day you complete this activity.

Version 2

1. Find the day of the month on the calendar.
2. Start at the number of the day of the month and count backwards to 0.
3. Add a check mark or a star on the calendar each day you complete this activity.

Completion date: .....

Adult initials: .....

15 Adding and Subtracting From Today

Your challenge:

- Can you mentally add or subtract from today's date?

You will need

- A calendar

What to do:

1. Find the day of the month on the calendar.
2. Without counting, find 10 more and 10 less of the number.
3. Add a check mark or a star on the calendar each day you complete this activity.

Completion date: .....

Adult initials: .....

16 Summer Collection

Your challenge:

- Can you collect something over the summer and find the total?

You will need

- A piece of paper and a pencil

What to do:

1. Choose an item that you want to collect or count this summer (for example, count fireflies you catch each night, count the times you play with a friend, count the number of books you read, etc.).
2. Create a chart to keep track of the item you are collecting or counting.
3. At the end of each week, add the total. Solve using models, drawings, strategies based on place value, properties of operations, and/or the relationship between addition and subtraction. Show and explain your strategy to a grown-up.
4. Complete the collection or counting process each week.
5. For an extra challenge, add up all the week totals at the end of the summer for a final summer total.

Completion date: .....

Adult initials: .....

17 Place Value In the Bucket

Your challenge:

- Can you fill the buckets to show the place value of a number?

What to do:

You will need

- Two buckets - one labeled 'Tens' and one labeled 'Ones'
- A rope or a line drawn on the ground
- Small items to thrown (bean bags, ping pong balls, waded up pieces of paper)
- Resource Sheet 6

1. Draw a card. Decide how to show the number on the card with tens and ones.
2. Stand behind the line and throw the small items into the buckets until you have shown the place value of the number.
3. Take turns with everyone playing, giving one point for each correct turn.
4. The first player to 5 points wins.

Who will win? Play the game at least 3 times.

The first time I played the game the person who won was .....

The second time I played the game the person who won was .....

The third time I played the game the person who won was .....

Mathematical Note: There are many ways to decompose the same number. For example, the number 23 can be '2 tens and 3 ones', but it is also '1 ten and 13 ones.'

Completion date: .....

Adult initials: .....

18 Math, Paper, Scissors

You will need

- 2 or more players

Your challenge:

- Can you win the math version of 'Rock, Paper, Scissors?'

How to play:

1. Players stand facing each other. Players make two fists, and simultaneously say 'math, paper, scissors' while moving their fists up and down (like when you actually play "Rock, Paper, Scissors'). On scissors, each player puts out between 1 and 10 fingers.
2. Players race to add the number of fingers they put out by the number of fingers their partner put out and call out the answer. The player to call the correct answer first wins a point.
3. Play for the allotted time period (for example, 2 minutes). The winner is the player with the most points.

Who will win? Play the game at least 3 times.

The first time I played the game the person who won was .....

The second time I played the game the person who won was .....

The third time I played the game the person who won was .....

Completion date: .....

Adult initials: .....

19 Skunk

You will need

- 2 or more players
- 2 dice
- Paper and pen - write 'skunk' on the paper and draw a divider between each letter

Your challenge:

- Can you get the highest score without rolling ones?

How to play:

1. The first player rolls a pair of dice and finds the sum of the two dice. The score is written in the S column. If either of the dice is a one, the player automatically scores zero.
2. Once a player has their first score under the letter 'S', they have to decide to either stop and take that score as their score for the entire game, or roll again and hope they score even more under the letter 'K' to add to the first round score.
3. This continues for each round of s-k-u-n-k until the player decides to stop. However, if they roll a one in any of the rounds, the player takes the score from the previous round as their total for the game and they do not complete any other rounds. If at any point the player rolls two 1s, the player automatically loses all of their points.
4. The winner is the player with the most points at the end of the game.

Who will win? Play the game at least 3 times.

The first time I played the game the person who won was .....

The second time I played the game the person who won was .....

The third time I played the game the person who won was .....

S	K	U	N	K

Completion date: .....

Adult initials: .....

20 Taking Away the Beans

Your challenge:

- Can you have the least amount of beans left without running out?

You will need

- 2 or more players
- A bag of beans (or something else that is small and easily counted)
- A selection of 2 digit-numbers from 10 - 40

How to play:

1. Each player starts with a pile of 100 beans.
2. On their turn, a player draws a 2-digit number card and takes away that many beans from their pile.
3. The player keeps drawing cards until they decide at any point to stop drawing cards. Once a player stops drawing cards, the amount of beans they have left is their final number. If a player draws a card that has a number larger than the amount of beans they have left, the player automatically loses.
4. Once all players have stopped drawing cards, the player with the least amount of beans wins.

Who will win? Play the game at least 3 times.

The first time I played the game the person who won was .....

The second time I played the game the person who won was .....

The third time I played the game the person who won was .....

Completion date: .....

Adult initials: .....

Resource Sheet 1: Who Creates the Most Laundry?

A Use the table below to help you record your data.

Family member's name	Mon	Tues	Wed	Thur	Fri	Sat	Sun	Total

B Use the pictogram below to record the totals for each family member. Use the following key or create your own (cross out the given key and show the key you created):

Key:  = 2 clothing items

Pictogram Chart Title: .....

THIRD SPACE LEARNING

Resource Sheet 2

0	1	2	3
4	5	6	7
8	9	0	1
2	3	4	5

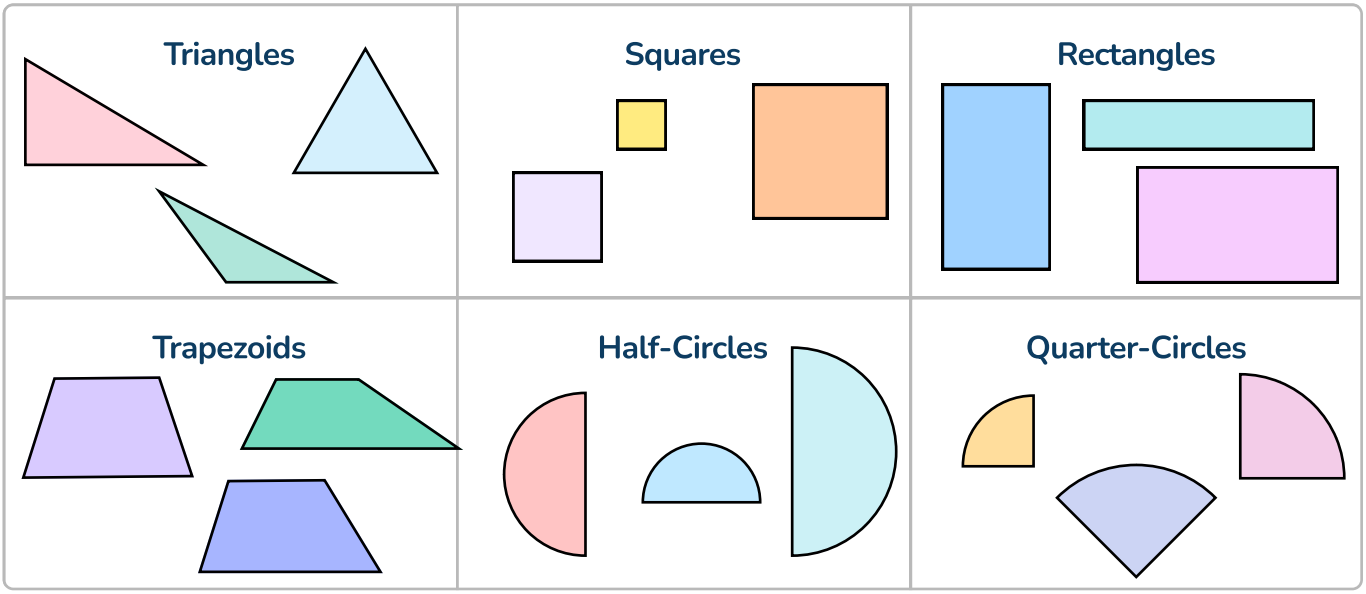
THIRD SPACE LEARNING

Resource Sheet 2

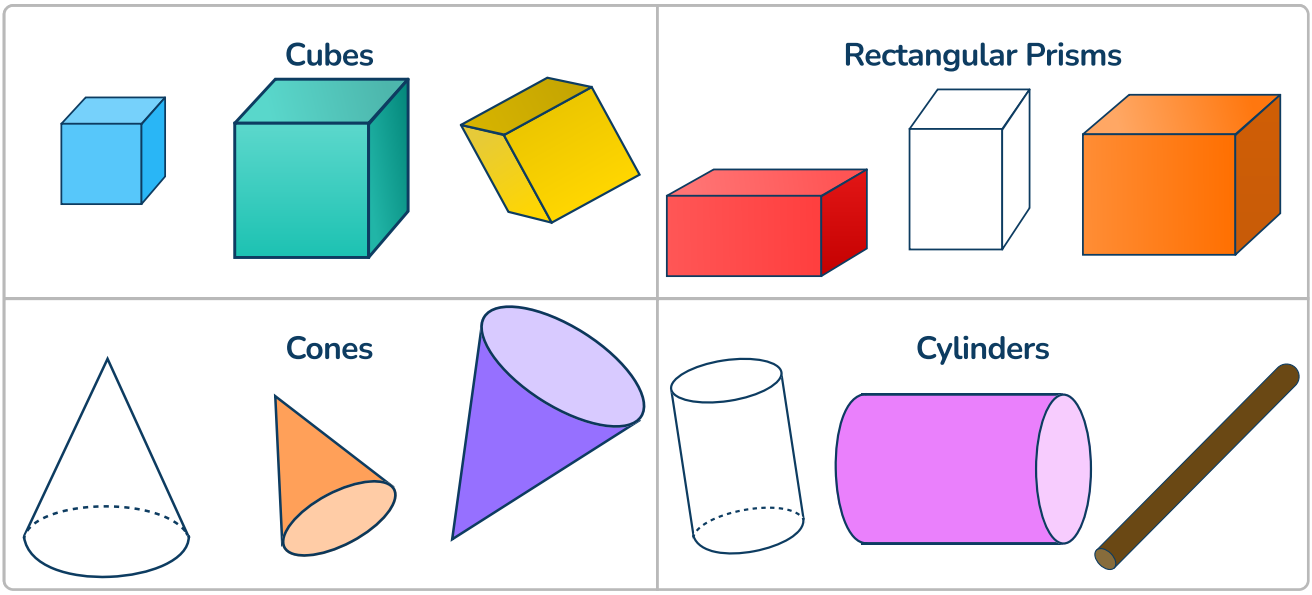
6	7	8	9
0	1	2	3
4	5	6	7
8	9		

Resource Sheet 3: What Shape Am I?

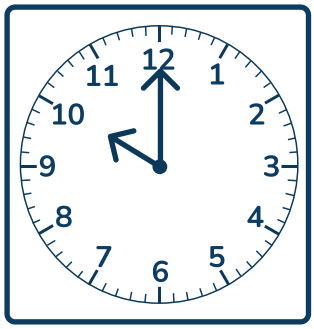
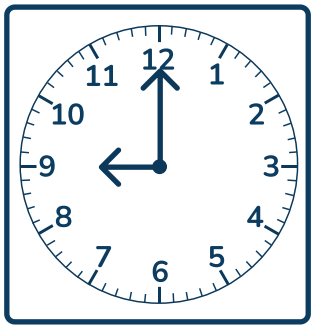
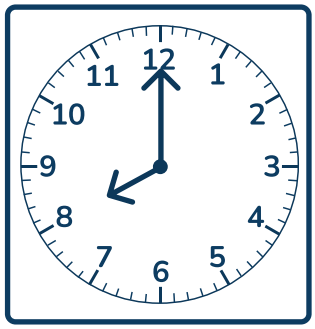
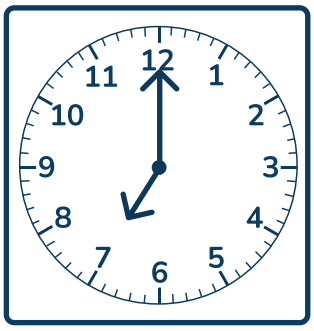
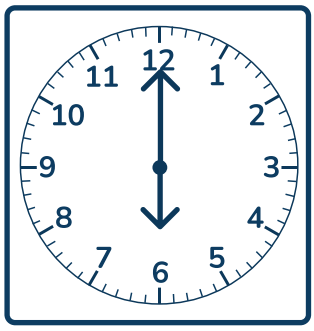
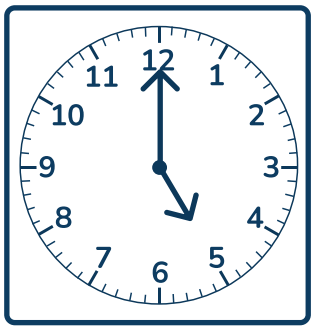
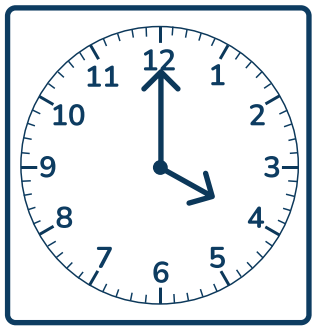
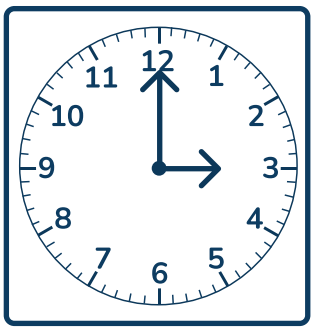
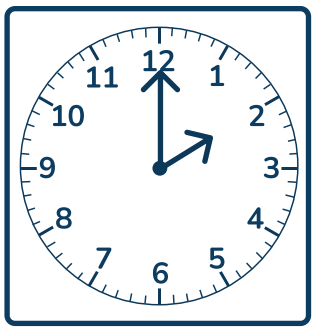
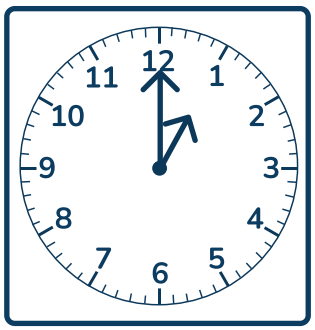
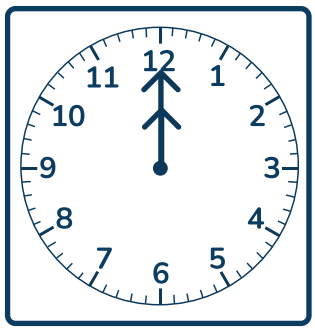
2 Dimensional Shapes



3 Dimensional Shapes

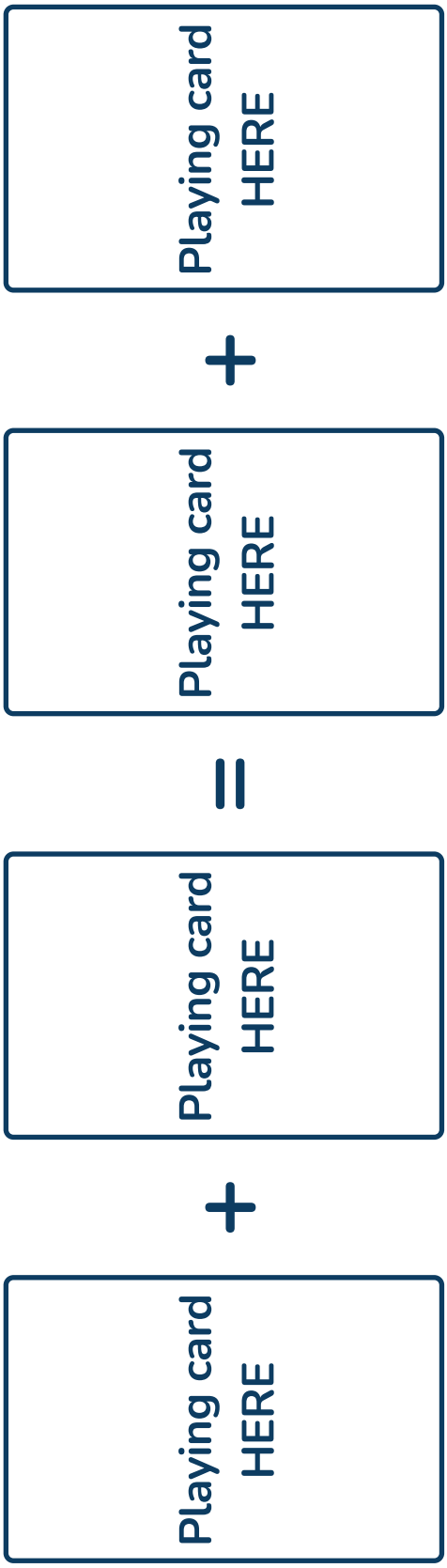


Resource Sheet 4: Telling Time Memory

12:00	11:00	10:00	9:00
8:00	7:00	6:00	5:00
4:00	3:00	2:00	1:00

Resource Sheet 5: Is It Equal?



THIRD SPACE LEARNING

Resource Sheet 6: Place Value In the Bucket

10	13	14	16	18	19
20	22	25	27	28	30
33	34	36	39	40	42
43	44	48	50	51	55
56	57	58	59	62	63
64	67	68	70	71	73
76	77	82	83	85	87
89	90	91	93	95	99

Do you have a group of pupils who need a boost in maths this term?

Each pupil could receive a personalised lesson every week from our specialist 1-to-1 maths tutors.

- Raise attainment
- Plug any gaps or misconceptions
- Boost confidence

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