



# First Grade summer math

Dear Families,

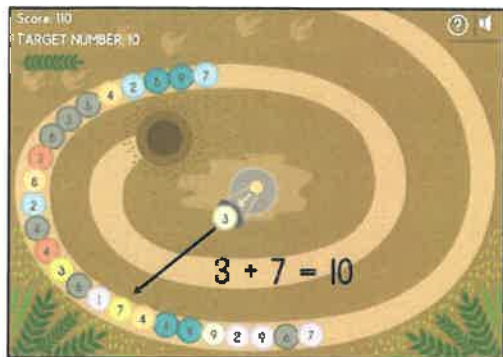
Rather than a summer packet this year, we would like for you to focus on math fact fluency with your child. Attached are a variety of online and card math fact games. A goal would be to practice with these several times a week.

Thank you for your support in your child's learning.

Thank you,  
The First Grade Teachers



# Online Addition Fact Practice



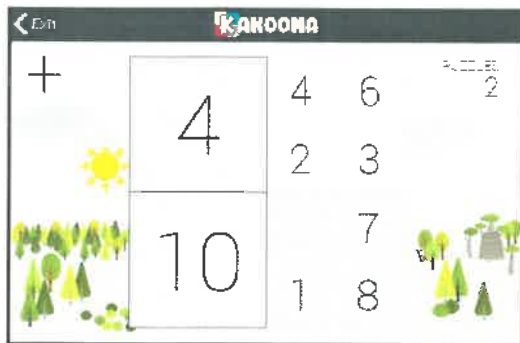
## Math Lines

[http://www.abcya.com/math\\_lines\\_addition.htm](http://www.abcya.com/math_lines_addition.htm)



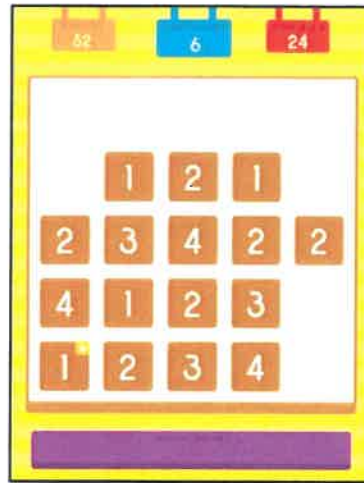
## Addition Blocks

[http://www.mathplayground.com/addition\\_blocks.html](http://www.mathplayground.com/addition_blocks.html)



## Kakooma

<http://gregtangmath.com/kakooma>



## Clear It

[http://www.abcya.com/clear\\_it\\_addition.htm](http://www.abcya.com/clear_it_addition.htm)



## Math Bingo

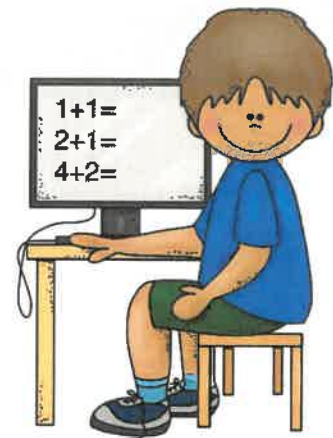
[http://www.abcya.com/math\\_bingo.htm](http://www.abcya.com/math_bingo.htm)



## Greg Tang Math

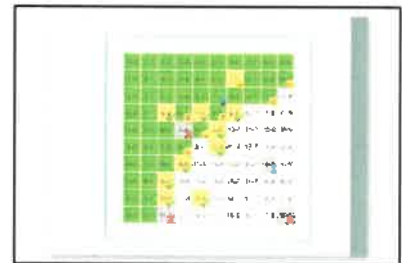


**MATH COACH'S CORNER**



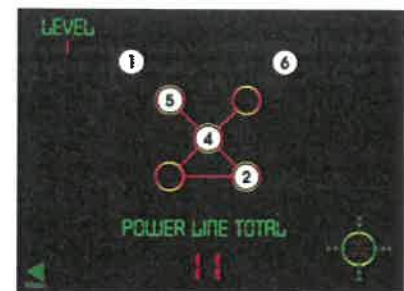
## Alien Addition

<http://www.arcademics.com/games/alien/alien.html>



## Xtra Math

<https://xtramath.org/#/home/index>



## Power Lines

<http://www.primarygames.co.uk/pg2/powerlines/powerlines1.html>

**K/1st: Race to 10:** ★

Each player needs a 0-10 number line, a small plastic bear (or counter/game piece) and for each group a labeled die. Label the sides of a die +0, +0, +1, +1, +2, +2. Start the bears at zero. Take turns rolling die and moving bear. The first bear to 10 wins.

**K/1st: Race to 0:**

Each player needs a 0-10 number line, a bear, and for each group a die labeled. Label the sides of a die -0, -0, -1, -1, -2, -2. Start the bears at zero. Take turns rolling die and moving bear. The first bear to 10 wins.

**K, 1st: Race to Escape:**

Each player needs a 0-10 number line, a bear, and for each group a die labeled. Label the sides of a die -0, +0, -1, +1, -2, +2. Start the bears at five. Take turns rolling die and moving bear. The first bear to 10 or zero wins.

**1<sup>st</sup>, 2<sup>nd</sup> : Go fish for 10's** ★

Each player needs a deck of cards with kings and jacks removed (ace=1, queen =0). Played like go fish but instead of matches, they look for combos of 10. Deal out 4 cards to each player. First, they look in their hand for 10 combos and put down on table for all to see. Additional cards are drawn so each player always has 4. Then students take turns asking for a specific cards, either getting the card or "going fish". Play continues until all cards are used. At the end, students share their number sentences for 10 facts.

**2nd: Sum War**

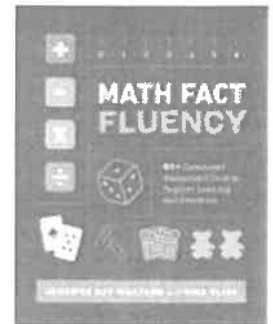
Each player needs a deck of cards with kings and jacks removed (ace=1, queen =0). Split the deck so that each player has an equal number of cards. At the same time, each player turns over two cards and calls out the sum of their numbers. Each player checks the other players sums. Greatest sum gets the cards. If both are correct, the person with greater sums wins. Keep playing until one of the decks is gone. Player with most cards wins.

**1<sup>st</sup>, 2<sup>nd</sup> : Erase** ★

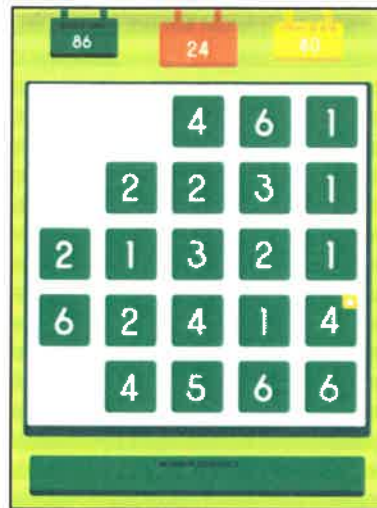
Each player rolls seven 10-sided dice to generate 7 numbers. They add these seven numbers to get their score. However, if the student finds a combination of 10, those those numbers are erased. Ex: if a student rolls 4,5,6,5,8,9, and 3 they can combine 5+5 and 4+6 and subtract 20 from the total.

**1<sup>st</sup>, 2<sup>nd</sup> : On the double** ★

15 counters per student, 10 sided die per game. On the double board for each player (on next slide). Students place all counters over different spaces on the game board, based on which answer they think will occur most often. Once they are placed they cannot move. Players take turns rolling die and doubling the number saying  $\_\_\_ \times 2 =$ , and removing a counter from that space on board. If they don't have a counter over, no counter is removed. The first to remove all counters wins the game.

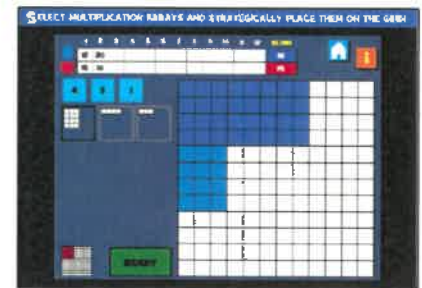
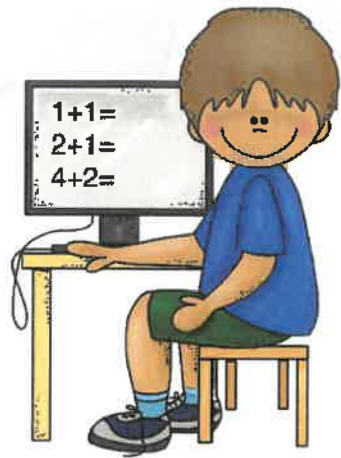


# Online Multiplication Fact Practice



## Clear It

[http://www.abcya.com/clear\\_it\\_multiplication.htm](http://www.abcya.com/clear_it_multiplication.htm)



## Product Blocks

[http://www.mathplayground.com/product\\_blocks.html](http://www.mathplayground.com/product_blocks.html)

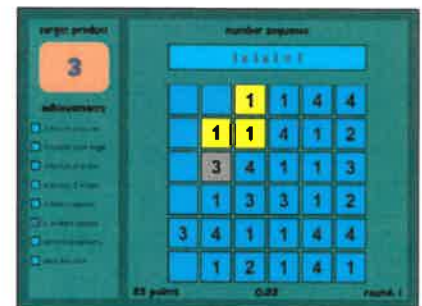
## Math Lines

[http://www.abcya.com/math\\_lines\\_multiplication.htm](http://www.abcya.com/math_lines_multiplication.htm)



## Math Bingo

<https://www.abcya.com/games/math-bingo>



## Number Trails

[http://www.mathplayground.com/number\\_trails\\_multiplication.html](http://www.mathplayground.com/number_trails_multiplication.html)

## Multiplication Blocks

[http://www.mathplayground.com/multiplication\\_blocks.html](http://www.mathplayground.com/multiplication_blocks.html)



## Kakooma

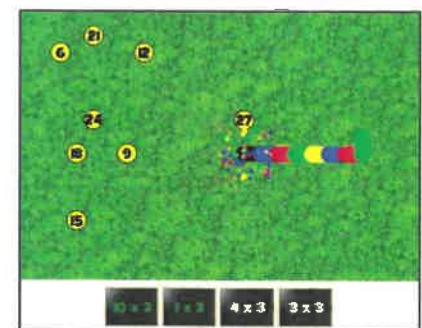
<http://gregtangmath.com/kakooma>



## Greg Tang Math



**MATH COACH'S CORNER**



## Multiplication Snake

[http://www.mathplayground.com/multiplication\\_snake.html](http://www.mathplayground.com/multiplication_snake.html)