



## End-of-Year Family Letter

Congratulations! By completing *First Grade Everyday Mathematics* your child has accomplished a great deal. Thank you for all of your support!

This Family Letter is provided for you to use as a resource throughout your child's school vacation. It includes a list of Do-Anytime Activities, game directions, an Addition/Subtraction Facts Table, and a sneak preview of what your child will be learning in *Second Grade Everyday Mathematics*.

Enjoy your summer!



## Do-Anytime Activities

To help your child review many of the things he or she has learned in first grade, we suggest the following activities for you and your child to do together over the summer. These activities build on the skills your child learned this year and help prepare him or her for *Second Grade Everyday Mathematics*.

### Telling Time and Using Money

- ◆ Practice telling time by using a variety of clocks—billboard clocks, wristwatches, clocks with hands, and digital clocks—in a variety of situations.
- ◆ Set alarm clocks and timers on objects such as ovens, microwave ovens, and DVD players.
- ◆ Record the time spent doing various activities.
- ◆ Use real money in a variety of situations: allowance, savings, purchases (including getting change back), and using vending machines.

### Weather Watch

- ◆ Invite your child to share your interest in weather predictions and temperature reports from the radio, the television, and local and national newspapers.
- ◆ Observe temperatures shown on business signs, aquarium thermometers, and so on.
- ◆ Read and set temperatures on heating and cooling thermostats and oven dials.



### Beginning Geometry

- ◆ Look for geometric shapes in the real world, such as street signs, boxes, cans, construction cones, and so on.
- ◆ Construct polygons (2-dimensional shapes) using drinking straws and twist-ties from plastic storage bags. Small-diameter straws are easier to work with and are easily cut into 4-inch or 6-inch lengths. If only large-diameter straws are available, fold back the ends of the twist ties for a tighter fit. To build the polygons, put two twist-ties (or one folded twist-tie) into one end of each straw so that each end can be connected to two other straws.



- ◆ Construct 3-dimensional figures using straws and twist-ties. (It helps to connect the base straws first.)

### Continuing with Scrolls and Number-Grid Puzzles

- ◆ Have your child fill in blank number grids and tape them together in order. This will help your child see two basic patterns of our base-ten numeration system:
  1. You can write any positive number by using one or more of the digits 0 through 9.
  2. There is no end to counting numbers—there is always at least one more, no matter how far you count.
- ◆ Here are two problem-solving challenges:
  1. Have your child fill in the cells on a piece of a number grid to create letters of the alphabet, patterns, and designs.
  2. Create puzzles from pieces of number grids in which most of the numbers are missing.

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## Fact Power and Games

Knowing basic addition and subtraction facts is as important in learning mathematics as knowing words by sight is in learning to read. Games are a fun way to provide the frequent practice children need in order to gain fact power, or the ability to automatically recall basic addition and subtraction facts. Children will build on their fact power in second grade, especially as they move on to computational skills with multidigit numbers.

The following section lists directions for games that can be played at home. The number cards used in some games can be made from 3" by 5" index cards or taken from a regular deck of playing cards. Cutout dominoes can also be used in place of number cards.

### **Addition Top-It**

**Materials**     number cards 0–20  
                    (2 sets)

**Players**        2 or more

#### **Directions**

Players combine and shuffle their cards and place them in a pile, facedown. Each player takes 2 cards from the top of the pile and says the sum of the numbers. The player with the greater sum takes all of the cards then in play. The player with the most cards is the winner. Ties are broken by drawing again—winner takes all.

### **Beat the Calculator**

**Materials**     number cards 0–10  
                    (4 of each)

calculator

**Players**        3 (a Caller, a Calculator, and  
                    a Brain)

#### **Directions**

Shuffle the cards and place the deck facedown. The Caller turns over the top 2 cards. The Calculator finds the sum of the numbers on the cards by using a calculator. The Brain solves the problem without a calculator. The Caller determines who got the correct answer first. Players trade roles.

### **Penny Grab**

**Materials**     20 or more pennies; paper  
                    and pencil

**Players**        2 or more

#### **Directions**

Each player grabs a handful of pennies, counts them, and records the amount with cents and dollars-and-cents notation. For example, a player would record 13 pennies as both 13¢ and \$0.13. Partners compare their amounts and then figure out and record how many in all (the sum). Players repeat the grabs several times.

Variation: Use nickels or dimes.



### **High Roller**

**Materials**     2 dice

**Players**        2 or more

#### **Directions**

One player rolls 2 dice. The player keeps the die with the larger number (the High Roller) and throws the other die again. The player then counts on from the number rolled on the first die to get the sum of the 2 dice.

Your child can also practice addition and subtraction facts on the Addition/Subtraction Facts Table. You can use this table to keep a record of facts that your child has learned.

+, -	0	1	2	3	4	5	6	7	8	9
0	0	1	2	3	4	5	6	7	8	9
1	1	2	3	4	5	6	7	8	9	10
2	2	3	4	5	6	7	8	9	10	11
3	3	4	5	6	7	8	9	10	11	12
4	4	5	6	7	8	9	10	11	12	13
5	5	6	7	8	9	10	11	12	13	14
6	6	7	8	9	10	11	12	13	14	15
7	7	8	9	10	11	12	13	14	15	16
8	8	9	10	11	12	13	14	15	16	17
9	9	10	11	12	13	14	15	16	17	18

## Looking Ahead: *Second Grade Everyday Mathematics*

Next year, your child will ...

- ◆ explore multiplication and division.
- ◆ use arrays, diagrams, and pictures to solve multiplication and division number stories.
- ◆ read and write 5-digit numbers.
- ◆ compare fractions.
- ◆ find the range and median of a set of data.
- ◆ classify 2- and 3-dimensional shapes.
- ◆ use tools to measure length, area, weight, capacity, and volume.

**Again, thank you for all of your support this year. Have fun continuing your child's mathematics experiences throughout the summer!**

