





Campbell Elementary Gloria Cuellar-Kyle Grade 1

Games To Play (You will need a deck of cards)





1. WINTER FUN: From Mathwire.com ESTIMATION, COUNTING, AND MEASURING

For each activity, students first should make a prediction, then count or measure to test their prediction. Older students also might graph the class's findings and/or determine the mean, median, mode, and range of data.

- How many cubes fit in your mitten or glove? Use Unifix cubes or centimeter cubes. After packing each glove as fully as possible, empty it out and count the cubes. Younger students can snap together their Unifix cubes and tape them to a wall to see whose chain is the longest. For a math-literature connection, read Jan Brett's The Mitten.
- How many "snowballs" (large marshmallows) are in the estimation jar?
- Measuring snow:
 - O How much does a snowball weigh? What is its circumference?
 - O How much does a cup of snow weigh compared to a cup of water?
 - O What is the liquid volume of a cup of snow after it melts?
 - O How long does it take cup of loose snow to melt compared to a packed snowball and/or a cup of ice?
- How do you compare to a penguin or a polar bear? (Compare students to these cold-loving animals in terms of height, weight, leg length, or other measurements.)
- See more at: http://www.educationworld.com/a_curr/mathchat/mathchat015.shtml#sthash.X8Ug1nSh.dpuf

Compare

Remother face cards from a decrease cards. Remember an Accepthe same as 1. Plass out the fittee cards in the neck and g all of the players. Each player flips over one card at the same time. The player with the higher number keeps both cards. If the two cards are the same time over another card. The player with the higher number leeps all four.

. Double Compare

ane as above, but turn over two cards each time and find the such The one with the larger sum takes the cards

3. Close to 10

Remove the face cards from a deck of cards. Deal 3 cards to each player. Which two cards brings you closest to 0? Which player is closest to 10? Example: You turn over the cards 5, 4, 3 and your proponent turns over an Ace 8, and 3. You can make 9 (5 and 4) and your opponent can make 9 (Ace and 8) or 11 (8 and 8) it's a tie since you are both 1 away from 10.

Other games to play:

Memory, Church Tes, jigsaw puzzle Agos, Fish, Crazy Lig Land, Blink, Control Light Space (1997)

Check but the PDF: Making Math More Fun Board Games that costains a variety of board games for different grade levels.