

Get ready to discover mathematics all around you this fall!

Just like reading, regular practice over with problem solving, computation, and math facts will maintain and strengthen the mathematic gains you have made over the school year.

Enjoy these activities to explore problem solving at home. The goal is for you to have fun thinking and working as a family collaboratively to communicate mathematical ideas.

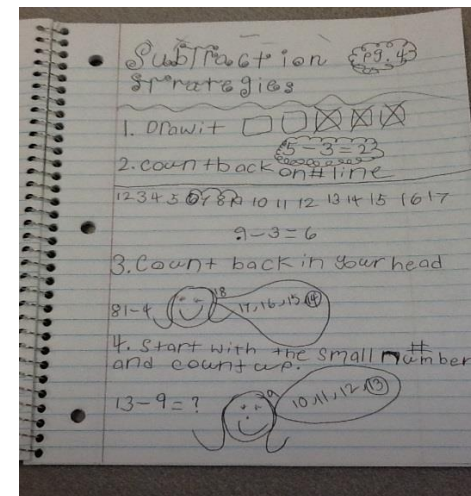
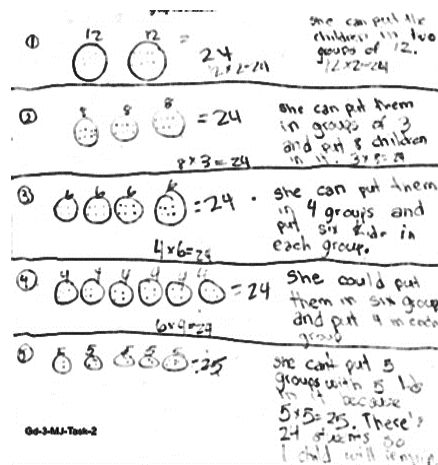
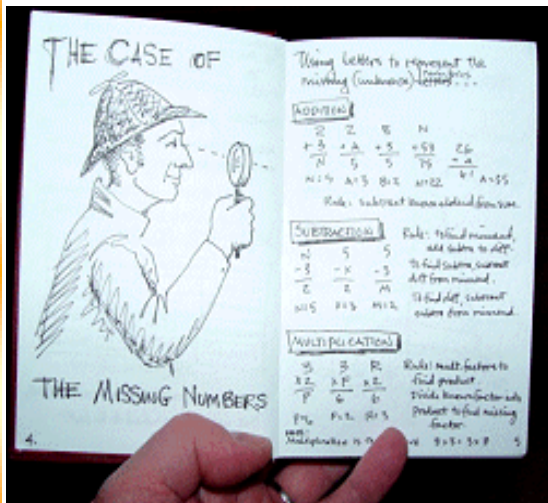
While you are working ask how the solution was found and why a particular strategy helped you solve the problem.



Math Journals are an excellent tool for helping children record their perceptions about math and the strategies they employ to arrive at a solution. A math journal is a book in which children record their math work and thinking. At home a math journal can be used to:

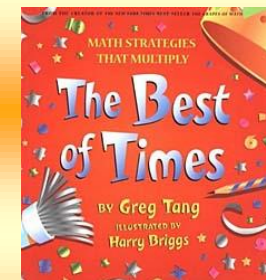
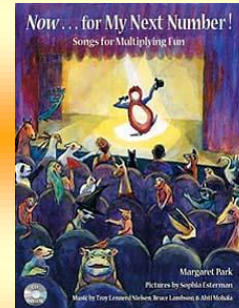
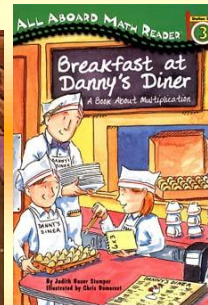
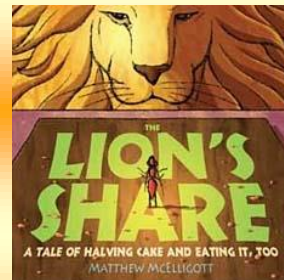
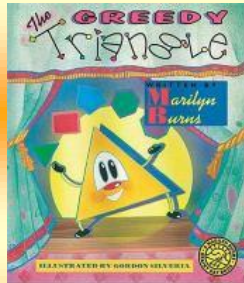
- Record the solutions to math problems or projects , along with the strategy and thought processes used to arrive at the solution
 - For instance a math problem or project may require some time (perhaps days) to arrive at a solution and a math journal helps children to reflect on their thought processes as well as strategies that did and did not work.
- Write about learning: When children students are asked to reflect on their math learning. For example, children may be asked to write about "what you already know about" before beginning an activity or "think about what you did today, what your learned, and any questions you have", or "the three most important things you learned from this activity." These opportunities to journal provide children with metacognitive occasions to think about their thinking or consider points that were not clear. As well as to return at a later time to clarify their thinking.

By dating entries the journal provides a chronological record of the development of a child’s mathematical thinking throughout the year.



<http://teacherweb.com/MA/LexingtonPublicSchools/EstabrookMath/apt6.aspx>

Math and Literature Connections



Cool Math Books to Read Anytime:

[Amanda Bean's Amazing Dream](#) by Cindy Neuschwander

[The Greedy Triangle](#) by Marilyn Burns

[Measuring Penny](#) by Loreen Leedy

[Math for all Seasons](#) by Greg Tang

<http://libguides.bgsu.edu/content.php?pid=46818&sid=344960>

Math Fall Fun Activities (reading too)

<http://homeschool.rebeccareid.com/2014/09/19/learning-activities-for-school-aged-children/>

Fun Websites to Explore All Year Long:

<http://www.funbrain.com>

<http://www.setgame.com>

<http://www.aplusmath.com>

<http://www.multiplication.com>

<http://www.coolmath4kids.com>

<http://www.mathplayground.com>

<http://www.illustrations.nctm.org> Click on **ACTIVITIES**

Click on **3-5** and press **SEARCH**.

Problem Solving Resources

<http://www.nctm.org/resources/archive.aspx?id=3604&journalid=4>

Challenging Problem Solving

<http://blog.aimsedu.org/category/puzzle/>

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

1. Compare- Addition and Subtraction

Pass out all the playing cards to the players. Ace = 1, Face Cards = 10. Before each hand is played roll the die. An even roll means the players will add the numbers for 2 of their cards. An odd roll means the players will subtract the numbers for 2 of their cards. Players compare their values and the person with the higher value wins all four cards.

2. Close to 100

Deal 6 cards to each player. Use any 4 of your cards to make two 2-digit numbers. (Aces = 1; Jacks, Queens, & Kings = WILD cards, stand for any digit 0-9) Try to make a combination that when added is close to or exactly 100.

For example with the cards: 5 4 3 A 8 3

You can create the numbers 48 and 53 to make 101. Your score is 1 since the difference between 101 and 100 is 1.

You can make a recording sheet in your journal like this,

Round 1: $48 + 53 = 101$ Score 1

Put the cards you used in the discard pile. Keep the other two for the next round. Pick up four more cards and play 5 rounds. Add the score to each round. The lowest score after 5 rounds wins.

3. Dr. Mike's Math Games – Mathino Great card game involving computation and strategy. Once kids get involved they will come up with 101 variations to the game. <http://www.dr-mikes-math-games-for-kids.com/mathino.html>

4. Great Hands on Math Games - <http://www.education.com/activity/third-grade/math/>

Other games to play:

Checkers, Memory, Rummikub, jigsaw puzzles, Parcheesi, Fish, Crazy Eights, Candy Land, Blink, Connect Four, Legos, K'Nex, Check out the PDF: [Making Math More Fun Board Games](#) that contains a variety of board games for different grade levels.

Fall Family Fun

Campbell Elementary

Grade 3

