

Keeping a Math journal is a great way for children to log their ideas about Math as well as strategies for arriving at solutions. Here is an example of a journal entry:

January 6,

Today I helped my aunt to bake some cakes. I decorated a dozen slices of cake. I put 2 Hershey's Kisses on each cake slice.

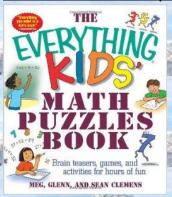
(Draw a picture)

I used 24 Hershey's Kisses to decorate the dozen cupcakes I helped to make.

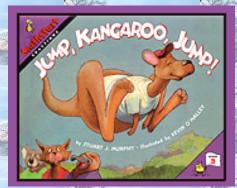


Cool Math Books to Read Anytime

Check out the sampling of great Math/Literature Connections at http://www.carolhurst.com/subjects/winter.html





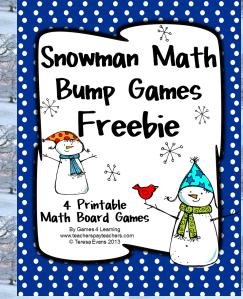




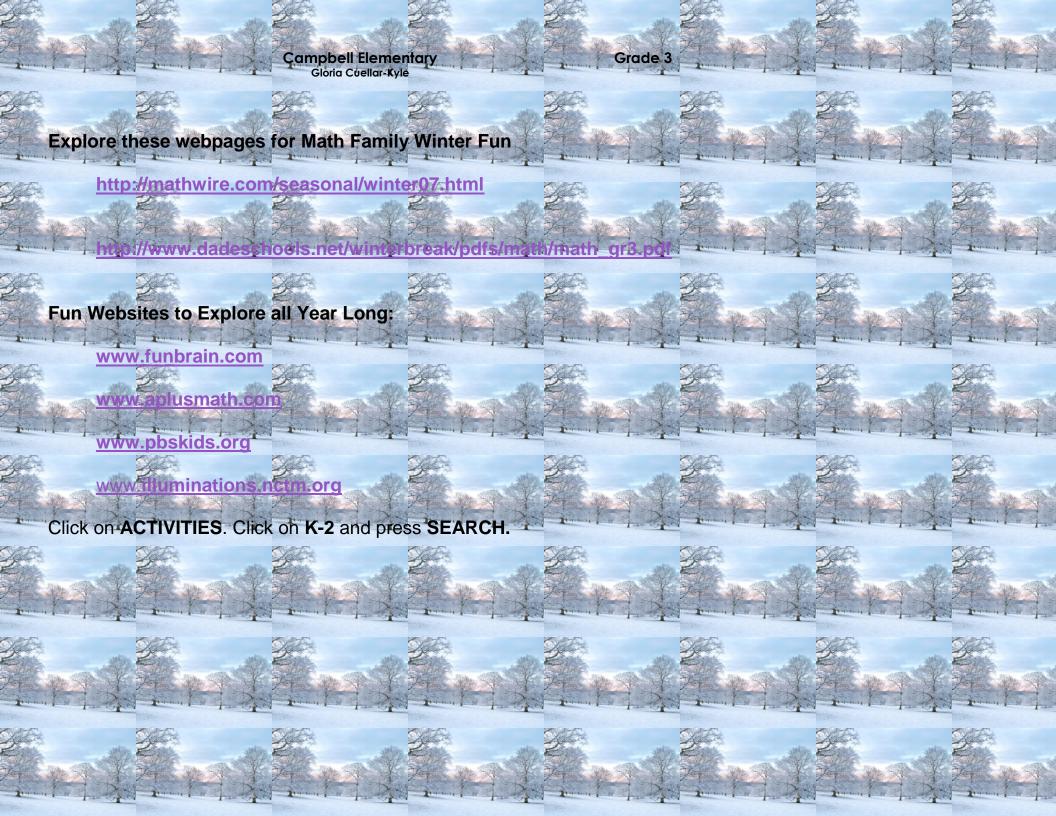
kids Counting Money

by Emily Jenkins G. Brian Karas

http://suzyred.com/pbks2013 Lemonade in Winter.html



http://fungames4learping.blogspot.com/2014/01/snowman-math-bump-games-freebies.html



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 car 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

Remove the face cards from a deck of cards. Remember an Ace is the same as 1. Pass out all of the cards in the deck among 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, turn over another card. The player with the higher number keeps all four.

2. Double Compare

Same as above, but turn over two cards each time and find the sum. 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 10? Which player is closest to 10? Example. You turn over the cards 5, 4, 3 and your opponent 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 3). It's a tie since you are both 1 away from 10!

Other games to play:

Checkers, Memory, Chutes and Ladders, jigsaw puzzles, Parcheest, 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..