



## Camp Clementary

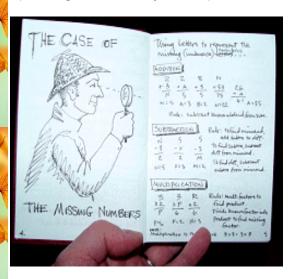


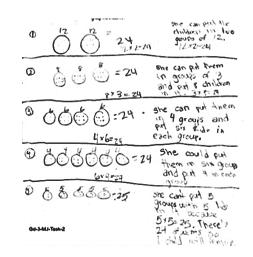
Math Journals are an excellent tool for helping children record their perceptions about math and the strategies they employ to arrive at a solution. A math journal is a book in which children record their math work and thinking. At home a math journal can be used to:

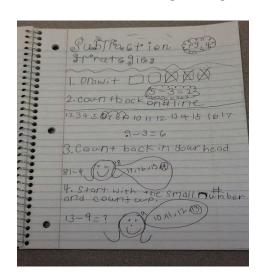
- Record the solutions to math problems or projects, along with the strategy and thought processes used to arrive at the solution

   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.







Math Journals Boost Learning http://teacherweb.com/MA/LexingtonPublicSchools/EstabrookMath/2001\_Math\_Journals-5.pdf

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





Educational research has shown that students taught mathematics via connections to children's literature become better critical thinkers and problem solvers, and become better able to connect mathematical ideas to personal and real-life experiences.

Check out these delightful stories that combine entertainment with Math.

### Cool Math Books to Read:

Counting on Frank by Rod Clement

A Grain of Rice by Helena Clare Pittman

Sideways Arithmetic from Wayside School by Louis Sachar

Divide and Ride by Stuart Murphy

Lemonade for Sale by Stuart Murphy

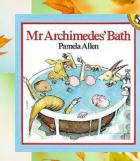


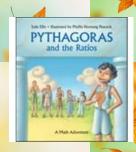
http://libguides.bgsu.edu/content.php/pid=46818&sid=344964

Great resource from Universtiy of Chicago, Loads of Books on this list, note the Units and Lessons do not correspond to those in Texas

http://everydaymath.uchicago.edu/teachers/5th-grade/sterature-list/













# Camp Tell-Clementary



### **Games To Play**

#### 1. Multiplication Compare

Remove all the face cards from a deck of cards. The ace will equal 1. Deal out the cards equally between 2 to 3 players. Each player turns over 2 cards and multiplies the numbers together. The person with the highest product wins all the cards.

#### Challenge:

Each person gets 4 cards and multiplies a 2-digit number by a 2-digit number.

#### 2. Close to 1000

Deal 8 cards to each player. Use any 6 cards to make two 3-digit numbers. Try to make the sum close to or exactly 1000. For example

You combine 148 and 853 to make 1001. Your score is 1 because the difference between 1001 and 1000 is 1. The lowest score after five rounds wins!

#### 3. Simplify It!: A Fraction Card Game

Race to simplify fractions. All you need to play is a deck of cards, paper and pencils. Shuffle the cards, and you're ready to get started. You'll work with your partner to create fractions. Find the simplest form first to earn cards and win the game.

#### Terms to Know:

numerator: the number above the line in a fraction; indicates the number of parts being considered denominator: the number below the line in a fraction; indicates the total number of parts in the whole simplest form: the form of a fraction in which the numbers used are as small as possible; found by dividing both the numerator and denominator by the same number.

What You Need: Deck of playing cards 1 game board (a piece of paper with a horizontal line drawn across the center, to represent a fraction bar) Scratch paper and pencils (optional)

#### What You Do:

- 1. Remove all of the face cards from the deck, then shuffle it.
- 2. Distribute the deck evenly between two players. Players should place their mini-decks face down in front of themselves.
- 3. Play begins by having the players simultaneously turn over two cards each and place them on the game board. Each player should place one card above the fraction bar, to represent the numerator, and one card below the fraction bar, to represent the denominator. There should be two cards above and two cards below four cards total.
- 4. The first player to correctly simplify the fraction shown by the cards wins all four cards. If a tie results, split the cards evenly.
- 5. Play continues until one player has accumulated all of the cards or time is up. The player with the most cards wins.

