

MATH

K - GRADE 3



CATHOLIC DISTRICT SCHOOL
BOARD OF EASTERN ONTARIO

LEARN AT HOME



DAY 1

DIFFERENT PATHS

At the Animal Town Farm, they have cows and sheep. There are 20 animals all together. How many cows and how many sheep might there be? Think of a few different answers.

*NB total animals can be changed

SYMMETRY IN MY DAY

During the course of the students' day, keep track of how many objects in their house, backyard etc are symmetrical. Discuss why they are symmetrical and if there is a reason for this i.e. shirts are symmetrical so that they fit properly.

DAY 2

MAKE IT EQUAL

Choose numbers to make this equation true, at least 1 number should be larger than 10:

$$___ + ___ = _____ + _____$$

Choose numbers to make this equation true:

$$_____ = _____ - _____$$

I SPY

With a deck of cards, face cards removed, lay the cards face up with 8 rows and 4 columns.

Player 1 says 'Eye spy 2 cards that add up to 14. Player 2 looks for all the cards that are a) next to each other or on top of each other (no diagonals) and b) add to the chosen number. Once Player 2 is done, Player 1 can take any pairs Player 2 may have missed. Player 2 then chooses a number and Player 1 looks for pairs. The game continues until all the cards have been chosen.

DAY 3

MAP IT OUT

Hide a "treasure" in an area that is familiar to the student i.e their house, backyard etc. Draw a treasure map for this student to find the treasure.

MYSTERY NUMBER

Player 1 chooses a number between 20 and 30 (you can go higher if you desire). Player 1 then tells player 2 if the number is between 20 and 30, or 30 and 40 etc. Player 2 rolls a dice to get a starting number. Player 2 can then add by 3s, 4s, or 5s to try and get what they think the "Mystery Number" is. Player 2 can decide when to stop. Players then switch roles. Whichever player is closest the opposing "Mystery Number" will win a point for this round. This can continue until one player achieves 5 points.

DAY 4

HOW LONG WILL IT TAKE?

Choose a destination that is close i.e. a stop sign, a particular car parked on the side of the road. By using a unit to measure time i.e. sand timer, counting to 50 or 100, estimate how long it will take to walk to the destination and back. Try using different destinations that are closer and further apart.

RACE TO 100

Player 1 rolls a dice and records the number i.e 5 Player 2 rolls a dice and records the number i.e. 3 Player 1 then rolls the dice again i.e. 2 and adds what they rolled to what they first rolled (5 + 2 = 7). The game continues until one player reaches 100 (or 20, 30, 40)

DAY 5

I HAVE THE MOST OF...

Students can choose a group of objects such as coins, crayons, stuffed animals etc and sort them based on a characteristic of their choosing i.e colour, size etc. They can then draw a picture of each group of objects (1 picture to represent the group) and write how many objects were in this group and explain why they chose the characteristic.

ADDITION/SUBTRACTION WAR

Each player flips 2 cards at a time. The first person to say the correct sum (adding) or difference (subtraction) of the two flipped cards wins the set. If desired, assign these values to face cards: Jack: 11, Queen: 12 King: 13