## MATH

KINDERGARTEN GRADE 3

## CROSS THE LINE

Material: Something to create a line on the floor (e.g. a piece of yarn) Have your children line up facing you. You will then say, "Cross the line if $\qquad$ your child agrees, he/she will cross the line on the floor. If they do not agree, they stay put. For example, if you say "Cross the line if one plus one equals three," your children have to decide whether to cross or stay put. As you continue, make the problems more challenging.

## HOW LONG?

Use your hand to measure the length of your bed. Before you do this,
estimate how many hands it will take you to measure the length of your bed. How many hands long is it? Use a toy (for example, a Barbie or a toy car) and measure again. How different are the measurements? Why?
Remember: No Overlaps, No Gaps!


HOW LONG WILLIT TAKE?
Each player is dealt 5 cards. Players use the numbers on those cards to create any numbers they can to add up to as close to 100 as possible. Each player plays 5 hands and tries to have their total score as close to zero as possible at the very end. For example, ist hand: 2, 3, 5, 5, 7-> 75+25+3 = 103 Score +3
2nd hand: 1, 9, 6, 2, 3-> $91+6+2+3=$ 102 Score $+3+2=+5$
At this point, the player would try to get a total score on the next hand to be less than 100 , preferable at 95 , so that the score for the hand would be -5 and the total score would be 0 .

## PREDICT HOW MANY

Use Shreddies or blocks to create a growing (or shrinking) pattern by using an initial in your name. Here is an example for the letter T:


3D SCAVENGER HUNT
Go on a scavenger hunt in your home See how many 3-D figures you can find. Look for cylinders, cubes, cones, pyramids, spheres, rectangular and triangular prisms. How many vertices, edges, and faces does each figure have? Can each figure roll, slide, stack?

## I'M OUT

This is a two-player game that requires a deck of cards (all face cards removed) and 15 markers (beans, Cheerios, pasta noodles etc.) per player. Twenty cards are dealt to each player, face down. Both players turn over their top card and find the difference between the two numbers The player with the lower number pays the difference in markers to the other player. The game ends when all cards have been played or when one player has all the markers. Example: Player 1 turns up a 3 and Player 2 turns up a 5. Player 1 must pay two markers $(5-3=2)$ to Player 2

## DAY 5

WHAT'S MY EQUATION? Materials: Dice, Paper, Pencils Directions: Have each person roll some dice ( 2 to 5 depending on ability) then line up the dice next to each other in any order. Each person secretly creates an addition and subtraction sentence out of the numbers and finds their result.
Then, one at a time, each person says the sum of their question while the others try to figure out what set of operations they used to make it.


## BASKETBALL

Use a small ball or crumple up a sheet of paper to play basketball with a laundry basket. Use a tally chart to keep track of the shots you make and the ones you miss.

Basketball Shots
In
Out

After your game, consider the following: How many went it? How many missed? Total shots?

