**THANKSGIVING BREAK MATH MESSAGE FROM THE PRINCIPAL**

**Thanksgiving Break “Math Minutes”** – Parents, please play games that reinforce fact-based knowledge or **automaticity** with your child/children.

**Automaticity** is the ability to do things without occupying the [mind](http://en.wikipedia.org/wiki/Mind) with the low-level details required, allowing it to become an automatic response pattern or [habit](http://en.wikipedia.org/wiki/Habit_%28psychology%29). It is usually the result of [learning](http://en.wikipedia.org/wiki/Learning), [repetition](http://en.wikipedia.org/wiki/Repetition_%28learning%29) and practice.

**Playing family games** help solidify children’s quick basic math concepts and skills. For example, **dice** and **dominos** have recognizable and memorable patterns (What do the dots represent? What is the pattern for a 6 versus a 3?). The same is true of almost all family games.

**Dice games** like *Tenzi, Farkle* and *Yahtzee* include the recognition of patterns coupled with the skills of quick addition and strategy!

**Board games** with counting and spinners such as *Candyland*, *Sorry, Trouble, Chutes and Ladders* or *Hi-Ho Cherry-O* can help children count, move and anticipate to win.

**Strategy games** like *Chess, Sequence, Mancala, Monopoly* or *Quarkle* are fun and intellectually challenging using logic to win.

C**ard games** such as *Top-It/War*, *Speed*, *Uno*, *Solitare, Kings Corner* and *Spot It* are great math games to reinforce basic skills and strategy!

**Sports** and scoring – nearly every sport has math as its basis. Time, measurement, points, angles, statistics, etc… talk with your child about sports!!!

**Daily mental math** and **counting** problems include: single and double-digit addition and subtraction, fractions, counting money, telling time, multiplication and division. \*\*\* Try writing numbers, letters or pictures on your child’s back with your finger to see if he/she can identify what was written. Any number, symbol or equation based on their age level can be tried! Drop change on the counter to see if they can identify, add or count the coins quickly.

Finally, **iReady minutes** on the computer at <http://clever.com>! Students know their passwords and logins. The link is also on our Bradley website at <http://bradley.dpsk12.org>. These games and lessons reinforce automaticity and the kids love them!



Have a great Thanksgiving Break!

Mathematically,

Mr. Wera & Mrs. Maggio 