WINTER VACATION MATH MESSAGE From Mr. Wera and Mrs. Maggio

WINTER VACATION "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 <u>mind</u> with the low-level details required, allowing it to become an automatic response pattern or <u>habit</u>. It is usually the result of <u>learning</u>, <u>repetition</u>, and practice.

Playing family games help solidify their quick addition skills and quick recognition skills. For example, **dice** and **dominos** have recognizable and memorable patterns (What do the dots look like? 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, anticipate to win.

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

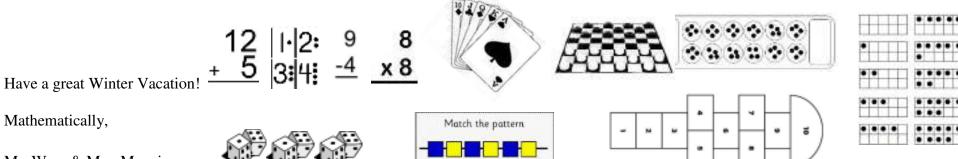
Card games such as Solitare, War, Speed, Uno, Solitare and Spot It are great math games to reinforce skills and strategy!

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

FLASH CARDS – Again, trying to get those **math facts** with **automaticity** will help children when they are multitasking and solving word problems. We practice math facts every day in the lunch line! Ask you child about math

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

You can access **iReady** for **Math Minutes** on the web at <u>clever.com!</u> Students know their passwords and logins. The link is also on our Bradley website http://bradley.dpsk12.org, under **ACADEMICS** and then **iREADY**. These games and tutorials reinforce automaticity and the kids love them!



Mr. Wera & Mrs. Maggio