

## 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 [mind](#) with the low-level details required, allowing it to become an automatic response pattern or [habit](#). It is usually the result of [learning](#), [repetition](#) 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 math-based games.

**Dice games** like *Tenzi*, *Farkle* and *Yahtzee* include the recognition of patterns combined 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 games that use logic to win.

**Card games** such as *Solitaire*, *War*, *Speed*, *Uno*, *Solitaire* 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 multi-tasking 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 the money quickly.

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

Have a great Winter Vacation!

Mathematically,

Mr. Wera & Mrs. Maggio

$$\begin{array}{r} 12 \\ + 6 \\ \hline \end{array} \quad \begin{array}{r} 6 \\ \times 7 \\ \hline \end{array}$$

