Math Activity Choice Board for Grade 1

April 27th- May 1st

These activities are suggestions from which your child can choose when they are working on Math concepts throughout the week. They do **NOT** have to complete them all.

Activity #1 (N5)

Numbers are all around us.

Here are a few ways we can compare and order them:

1. How old are you? Is there a relative that lives with you who is OLDER? Is there someone who is YOUNGER?
2. Take a walk outside. What numbers do you see on houses, street signs, apartment buildings etc.? Can you find the numbers 1 to 20?
3. Look inside a grocery store flyer or newspaper (if possible). Cut out the numbers 1 to 20 and glue them in order on a sheet of paper.

Activity #2 (N5)

Which number is more, less, equal?

How to Play – Players sort pairs of numbers by comparing them.
1. Create two sets of number cards 1-20. Shuffle them and put them into 2 equal piles face down.
2. Take 3 cups, bowls or pieces of paper and label them: more, less, equal.
3. Have your child flip 2 cards and compare them. The number with the greater value goes into the "more" cup; the smaller number goes in the "less" cup. If the numbers are equal, they both go in the "equal" cup.
4. Continue until all the cards have been played.
Questions you could ask to get your child to explain their thinking might include: "How do you know that 15 is less than 19"?

Activity #3 (N1)

Practice counting forward to 100 by 1s
100 Chart

Create your own 100 chart on a piece of paper to help you practice counting. Again. I would suggest having an adult check your chart at the end of each row of 10 just to make sure you haven't made a mistake in your counting before you get too far ahead!
Create a 10 x 10 grid (10 columns with 10 rows). Start by counting and filling in the boxes from 1 to 10, then continue from 11 to 20, 21 to 30 and so on until you get to 100!

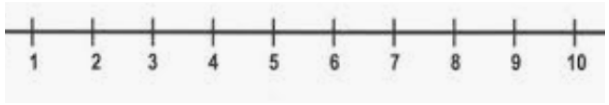
1	2	3	4	5	6	7	8	9	10
11	12	13	14	15	16	17	18	19	20
21	22	23	24	25	26	27	28	29	30
31	32	33	34	35	36	37	38	39	40
41	42	43	44	45	46	47	48	49	50
51	52	53	54	55	56	57	58	59	60
61	62	63	64	65	66	67	68	69	70
71	72	73	74	75	76	77	78	79	80
81	82	83	84	85	86	87	88	89	90
91	92	93	94	95	96	97	98	99	100

Activity #4 (NI)

Practice counting forward to 100 by 1s Number Line

Create your own number line to 100 using paper that can be cut into 10 strips and taped together a section at a time. I would suggest having an adult check your number line after every group of 10 just to make sure you haven't made a mistake in your counting before you get too far ahead!

Start by counting from 1 to 10, then continue from 11 to 20, 21 to 30 and so on until you get to 100!



Take It Outside!

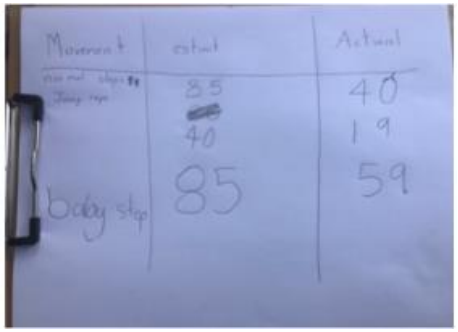
If you have a paved driveway and sidewalk chalk, you can make your number lines outside! Space might be limited so just go as high as you can.

Activity #5 (NI, N3, N5, N6)

Estimate, count and order numbers

Choose a distance inside or outside in which you can take steps in a straight line. There should be a clear beginning and ending point.

Make a simple three column chart. Label your columns as Movement, Estimate and Actual.



Estimate (guess) how many steps it will take to walk from your starting point to your end point. Record your estimate.

Carefully walk in a straight line and record the actual number of steps. Were they close? How close were they?

Try the same activity again but this time use baby steps (heel to toe) and walk the same distance.

You can do this activity many times moving in different ways (hops, skips, giant steps, twirls, etc...). Be sure to always record your estimate before you start.

Did your estimates improve (get closer to the actual number) as the activity progressed?

What mode of movement took the least number of steps, which took the most?

Activity #6 (NI0)

Make Ten Go Fish

Materials: Deck of cards Ace- 10 (face cards removed). **Ace = 1**

If you don't happen to have a deck of cards at home you could make your own (four sets of 10 cards from 1-10).

How to Play:

The object of the game is to get two cards that total 10 ("Make 10").

Each player is dealt five cards to start. The remaining cards are placed in a "pond" in the center of the table. Remove any pairs of cards that total 10 (or you have a number "10" card) from your hand and put them down in front of you. Replace those cards with cards from the "pond".

Players will take turns. On a turn, one player will ask another for a card that will pair with one of their own to make 10.

When a player gets a pair to make 10, they put the pair of cards down, taking one card from the "pond" to end their turn. If a player does not get a card to make 10, they will take a card from the "pond" as the other player says, "Go Fish". If the card taken from the "pond" makes 10 with another in their hand, they will put the pair down and take another card. If there are no cards left in a player's hand, but are cards in the pond, they take two cards. The game is over when there are no more cards.