

Math Activity Choice Board for Grade 1

June 1st – 5th

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 (N9 B.B. B)

Representing Subtraction Concretely with Ten Frames Part I

Check out the series of videos *Representing Subtraction Concretely with Ten Frames* on the website (Math at Home: June 1st-5th). You can go back to the video *How to Make a Ten Frame* (May 18th – 22nd) to remind you how to get set up for practicing modelling subtraction with concrete tools or for modelling with drawings.

This week's focus is on:

Separating Problems when **Result** unknown
Separating Problem when **Change** unknown
Separating Problem when **Start** unknown

Remember that you can use any small items you have around the house as counters for your ten frame such as dry cereal or beans, LEGO bricks, etc. You may want to use two different kinds or colours just as we use two-coloured counters in the classroom to better help you.

Try to use your ten frames to model the subtraction problems along with me in the video. Then try drawing your frames and showing your work in drawings.

Activity #2 (N10 B.B. B)

Representing Subtraction Concretely with Ten Frames: Make Up Your Own Subtraction Story Problems

This activity is great to do over and over and can be done on your own or with a sibling or adult. Get your ten frame and counters that you made for Activity 1 so you can model the problem. Keep them for future use.

Make up your own story problems using the names of your family members and objects from around the house that you might be using that day (i.e., toys, food, items of clothing, etc.). Be as creative as you like! Or look for real life examples in your everyday activities. If you would like to write some down and show me in a picture, I would love that!

Use the following as a template to help you get started. You can change the names, objects and numbers.

Separating Story – Result Unknown (difference)

Sophie had 10 Pokemon cards and gave her friend Rowan 3. How many does she have now?

Separating Story – Change Unknown (Missing Second minuend)

Sophie has 11 Pokemon cards and then she gave some to Rowan. Now she has 7. How many did she give to Rowan?

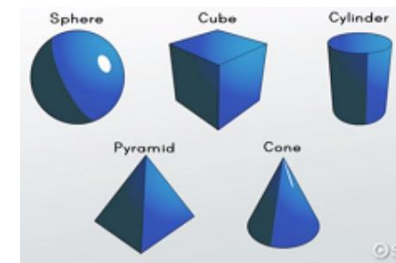
Separating Story – Start Unknown (Missing First Minuend)

Sophie had some Pokemon cards and gave Rowan 4 of them. Now she has 6. How many did she have to start with?

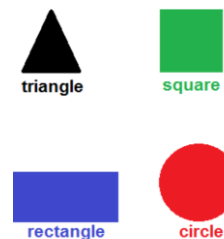
Activity #3 (SS4)

2D Shape/3D Object Scavenger Hunt **You can do this with an adult.**

Have a look around your house or go for a walk in your neighbourhood. Look for 3D objects like the ones shown below.



Keeping your 3D object in mind, look around for an example of a 2D shape that is used to make this object in your environment.

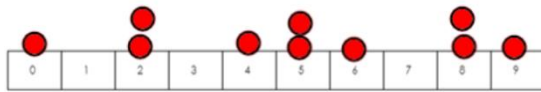


How many examples can you find?

Activity #4 (N9, N10) Remover Game

This is a partner/small group activity for 2-4 players.

Materials: a deck of cards with face cards removed (Ace = 1), a piece of paper to make a game board for each player to record the numbers 0-9 in a row (as shown below) and 10 small items likes coins or beans to cover them with.



How to play:

To begin, players place their pieces on their numbers. They can choose to place one on each number or place as many as they like on whichever number they like.

The deck of cards is placed face down on the table. On their turn, each player selects a card from the pile and must figure out which number goes with their selected number to make ten (e.g., if they choose a six, the answer is four). If they have placed a piece or pieces on the four, they can remove **one**.

Play continues until the winner removes their last item from their number strip.

Good questions for students:

Do you have a strategy?

Which player do you think has the best strategy?

How can you prove that you have the correct answer?

Activity #5 (N2, N3, N4) Guess Which Button?

This is a partner/small group activity for 2 or more players.

Materials: a ten frame (can draw on piece of paper) and 10 small different objects (buttons, blocks, rocks, small toys, etc.) for each player. There has to be 10 items and they have to be visibly different from one another

How to Play:

Each player will place each of their 10 items on a square of their ten frame as shown below.



They will then secretly choose one item to be the "special" item. They will then need to give clues to the others that will help them pick which square on the ten frame holds the "special" item. Players can use a variety of different describing words to help their partner(s) guess where the "special" item is.

Example: *My button is under the blue button.* Players should use words such as *under, above, below, beside, between,* etc.

Activity #6 (PRI) Pattern Circuit

This is an activity you can do on your own but might be more fun with a partner.

In this activity, you will create an exercise circuit with patterns.

Use three movements such as the ones listed below or make up your own.

Jumping Jacks
Touch your Toes
High Five the Sky
Push Ups
Hop in a circle

To make your pattern, decide how many times you will do each movement. Repeat the pattern 3-5 times to create your exercise circuit. If playing with a partner, see if they can repeat your pattern and then switch roles.

