

## Math Activity Choice Board for Grade 2

June 1<sup>st</sup> -5<sup>th</sup>

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)

#### 2-Digit Subtraction with Ten Frames and Number Lines

When ready, watch the new videos on *Modelling 2-digit Subtraction with Ten Frames* and *Modelling 2-Digit Subtraction with Open Number Lines* on the website (Math at Home June 1<sup>st</sup>-5<sup>th</sup>).

Again, to practice 2-digit subtraction, use a deck of playing cards to generate your minuends (i.e., the numbers you subtract to find the difference).

**Be sure to remove the face cards and 10s.**

**Remember that Ace = 1.**

Shuffle the cards and place them in a pile face down in front of you. Flip over the top 4 cards from your pile. Combine the first 2 cards to make your first 2-digit minuend and then flip 2 more cards which will be your second minuend.

**Important: The greater number will have to be your first minuend (or the number from which you will subtract).**

For example, if you draw the numbers 3, 5, 9 and 7. The digits 3 and 5 will become 35 and 9 and 7 will become 97. You will record the number sentence as:

$$97 - 35 = \underline{\quad}$$

### Activity #2 (N9 B.B. D)

#### Create Your Own Story Problems: Subtraction

**Continue to practice 1-and 2-digit subtraction by creating and solving your own story problems.**

Watch the new video **Create Your Own Story Problems: Subtraction** (Math at Home June 1<sup>st</sup>-5<sup>th</sup>).

Continue to use a deck of playing cards to generate numbers for your story problems. **Remember to remove the face cards and 10s and that Ace = 1 and that when doing 2-digit subtraction, the greater number must be the number from which you subtract.**

Place the cards face down in a pile in front of you. Draw the top two cards to create a 2-digit number (i.e., if you draw 2 and 3, your number is 23). Decide if that number will be your **minuend** (part) or the **difference** (whole). If you use 23 as the part, make up a situation in which you have 23 of something that you want to subtract from your whole (you can choose another two cards to make your whole) such as 35. Your number sentence would be: **35 - 23 = \_\_\_\_**. Then use your strategies to solve it! Repeat several times and try using the number as your sum (or whole)!

### Activity #3 (PR3, N9, N10)

#### Equal or Unequal/ Fact Families **You can do this activity on your own.**

Watch the videos *Equal and Unequal: Will the Balance Tilt?* and *Fact Families* (Math at Home June 1<sup>st</sup>-5<sup>th</sup>) to help you.

Again, you will hear Mrs. Blanchard's voice as we are sharing again this week.

If you have a printer, you can download the activity pages that correspond with the videos to complete if you wish.

### Activity #4 (N9, N10)

#### Pig Game

**This is a partner/small group activity for 2-6 players.**

This game encourages strategy, estimation, probability and addition.

**Materials:** one die or number cube (If you do not have a die at home the app called “Dice Roll” is free and can be ad free for a small fee)

Roll the die and collect points for as long as you want but roll the wrong number and you lose all your points from that turn.

**Beginner’s Game:** The first player to score 50 or more points wins.

**Advanced Game:** The first player to score 100 or more points wins.

#### How to Play:

Players take turns rolling a die as many times as they like. If they roll a 2, 3, 4, 5, or 6, the player adds that many points to their score for that turn. A player may choose to end their turn at any time and “bank” their points. If a player rolls a 1, they lose all their unbanked points and their turn is over. Record your points as you roll. If you decide to end your turn put those points in your “bank” – you cannot lose them. If you roll a one, you get no points to put in your bank for that turn.

#### Good questions for students:

*Do you have a strategy?*

*How do you know your strategy works? Is there a way to test it? Which player do you think has the best strategy?*

### Activity #5 (N4, SS4, SS5)

#### Unplugged Coding

**This is a partner activity.**

**Materials:** grid paper (if desired – see link on website)

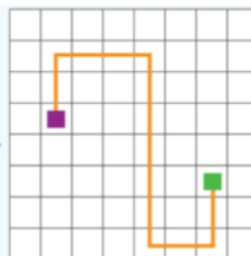
#### Objective:

With a partner and using direction words, create a path to get from one area to another. This could be from one object to another (i.e., on grid paper) or from one area of your home to another. This activity could also be completed outside.

#### How to play:

Students will need to put a plan in place to get from one area/object to another.

Describe the path from the purple block to the green block. Use direction words such as right, left, up, down. Now draw a new path from the purple block to the green block that does not cross over the first path. Describe your path using direction words.



Students must use directional words such as right, left, up, down as well as the required number of steps in each direction to get their partner to the end of the path. Students can choose to draw out their path (as shown above) or have their partner act out the directions they give. Students may wish to go from one area of the backyard to their treehouse or from the living room to a bedroom. Anything goes if they are having fun!

### 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.

## Stretch Learning Opportunities:

### Activity 5 Extension for Pig - Big Pig

This variation is played with two dice. It is like Pig: on your turn you can roll or hold. If you roll a 1, you lose your points for that turn and your turn ends. However, if you roll a pair of 1s, add 25 to your turn total. If other doubles are rolled, the player adds twice the value of the dice to the turn total. Play to 150.

### Activity #6 Extension for Unplugged Coding

Pick an area or object that you would like to get to using direction words. With a partner, you must explain where they need get to using your directional words and the number of steps required. They must try to get to the selected area/item in 10 or more steps.

### Additional Resources

Zorbis Math Adventure - <https://zorbismath.com/>

### Coding Websites

An Hour of Code - <https://code.org/hourofcode/overview>

Scratch - <https://scratch.mit.edu/> (There is also a scratch app).