

I N T E R B O R O

1ST & 2ND GRADE

M A T H

ACTIVITIES

FOR THE WHOLE FAMILY

As we dive into sunny days and fun adventures, let's keep those math skills shining too! Scan the QR code to access creative skill-building activities you can do right at home. From games to real-life challenges, there's something for everyone because math is everywhere, and summer is the perfect time to explore it together.



Our District's goal is to have all students master all addition and subtraction facts by the end of second grade.

ADDITION FACTS

Essential Facts to Know Automatically

Make Fives	Make Tens	Doubles	Near Doubles	Ten & More
$0 + 5 = 5$	$0 + 10 = 10$	$1 + 1 = 2$	$1 + 2 = 3$	$10 + 1 = 11$
$1 + 4 = 5$	$1 + 9 = 10$	$2 + 2 = 4$	$2 + 3 = 5$	$10 + 2 = 12$
$2 + 3 = 5$	$2 + 8 = 10$	$3 + 3 = 6$	$3 + 4 = 7$	$10 + 3 = 13$
	$3 + 7 = 10$	$4 + 4 = 8$	$4 + 5 = 9$	$10 + 4 = 14$
	$4 + 6 = 10$	$5 + 5 = 10$	$5 + 6 = 11$	$10 + 5 = 15$
	$5 + 5 = 10$	$6 + 6 = 12$	$6 + 7 = 13$	$10 + 6 = 16$
		$7 + 7 = 14$	$7 + 8 = 15$	$10 + 7 = 17$
		$8 + 8 = 16$	$8 + 9 = 17$	$10 + 8 = 18$
		$9 + 9 = 19$		$10 + 9 = 19$
		$10 + 10 = 20$		$10 + 10 = 20$

SUBTRACTION FACTS

Essential Facts to Know Automatically

Make Fives	Make Tens	Doubles	Near Doubles	Ten & More
$5 - 0 = 5$	$10 - 0 = 10$	$20 - 10 = 10$	$17 - 9 = 8$	$20 - 10 = 10$
$5 - 1 = 4$	$10 - 1 = 9$	$18 - 9 = 9$	$17 - 8 = 9$	$19 - 9 = 10$
$5 - 2 = 3$	$10 - 2 = 8$	$16 - 8 = 8$	$15 - 8 = 7$	$18 - 8 = 10$
$5 - 3 = 2$	$10 - 3 = 7$	$14 - 7 = 7$	$15 - 7 = 8$	$17 - 7 = 10$
$5 - 4 = 1$	$10 - 4 = 6$	$12 - 6 = 6$	$13 - 7 = 6$	$16 - 6 = 10$
$5 - 5 = 0$	$10 - 5 = 5$	$10 - 5 = 5$	$13 - 6 = 7$	$15 - 5 = 10$
	$10 - 6 = 4$	$8 - 4 = 4$	$11 - 6 = 5$	$14 - 4 = 10$
	$10 - 7 = 3$	$6 - 3 = 3$	$11 - 5 = 6$	$13 - 3 = 10$
	$10 - 8 = 2$	$4 - 2 = 2$	$9 - 5 = 4$	$12 - 2 = 10$
	$10 - 9 = 1$	$2 - 1 = 1$	$9 - 4 = 5$	$11 - 1 = 10$
	$10 - 10 = 0$		$7 - 4 = 3$	
			$7 - 3 = 4$	
			$5 - 3 = 2$	
			$5 - 2 = 3$	
			$3 - 2 = 1$	
			$3 - 1 = 2$	

Math Games

Make A Number



Materials: 5 dice, paper, and pencil to tally points

You may want a plate or tray to roll the dice into

Directions:

- Choose a target number from 5-9
- On a turn, the player rolls all five dice and scores points as follows
 - Makes the target with 1 die - 1 tally mark
 - Makes the target with 2 dice - 5 tally marks **||||**
- Play ten rounds and total the tallies to determine the winner

Make A 10



Materials: 5 dice, paper, and pencil to tally points

You may want a plate or tray to roll the dice into

Directions:

- On a turn, the player rolls all five dice and scores points as follows:
 - Makes 10 with 2 dice - 1 tally marks
 - Makes 10 with 3 dice - 5 tally marks **||||**
- Play ten rounds and total the tallies to determine the winner

Make a 10 (with cards)



Materials: A deck of playing cards, remove face cards

Directions:

- Shuffle the deck and place face down on the table. Place one card to the right of the pile.
- Player 1 takes the top card and determines if the number can be combined with the discarded card to make 10.
- If a 10 can be made the player takes the match, If not, the card is discarded next to the first card.
- Play continues until all cards have been used
- Player with the most cards wins

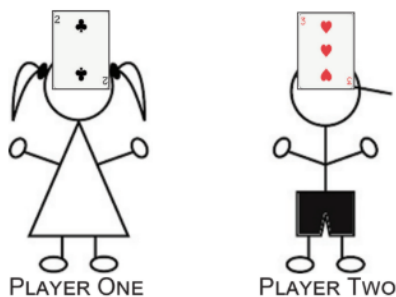
Salute

Materials: Deck of cards, Ace = 1, remove face cards

3-4 Players

Directions:

- One player will be the "General" and will provide the SALUTE signal and call the sums for the players.
- The General calls "SALUTE!" and both players take a card from the top of the deck and, without looking at it, place it on their foreheads so the other players can see it.
- The general must add the two cards and call the sum out loud. Each player will need to determine the value of their cards. The General lets them know if they are correct.
- Players take turns becoming the "General"



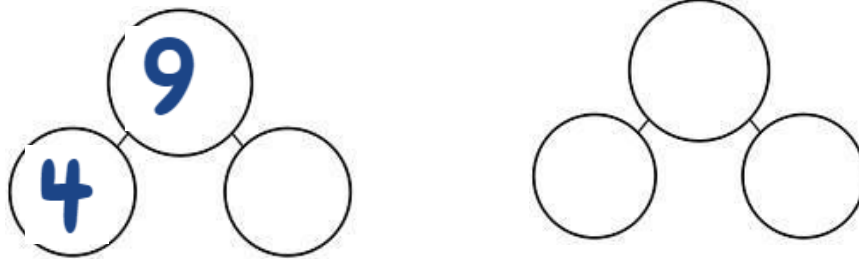
Number Bond Game

Skills: Basic addition and subtraction, fact families

Materials: Deck of Playing cards (Ace =1, you can remove the face cards or assign them values of 11, 12, 13) Draw bonds or use gameboard

How to Play:

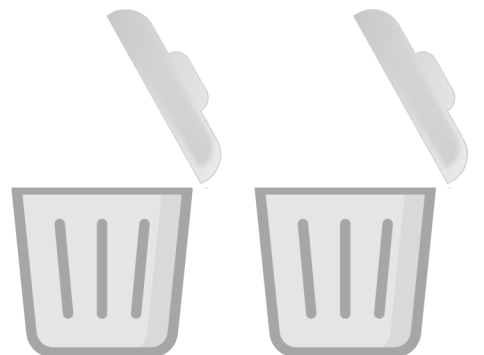
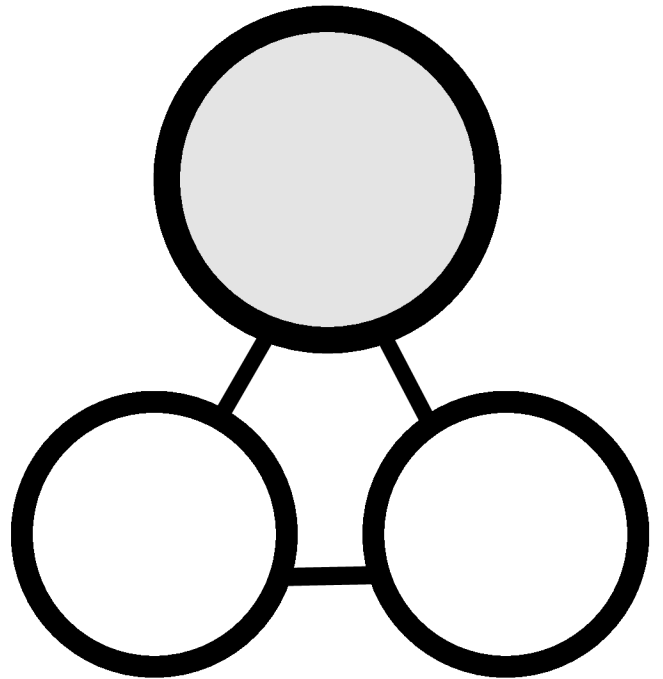
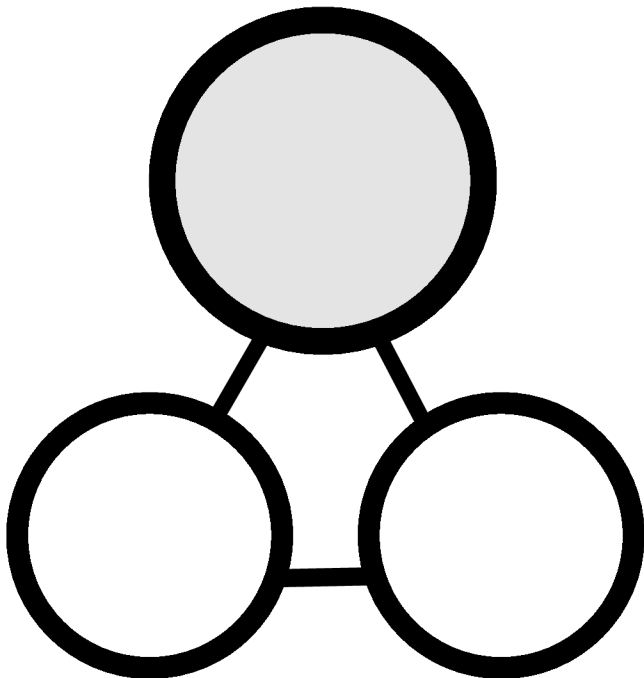
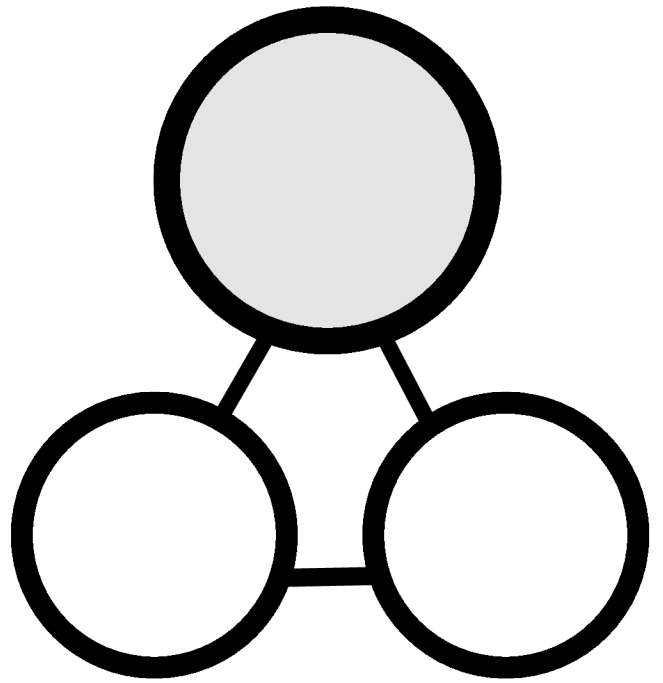
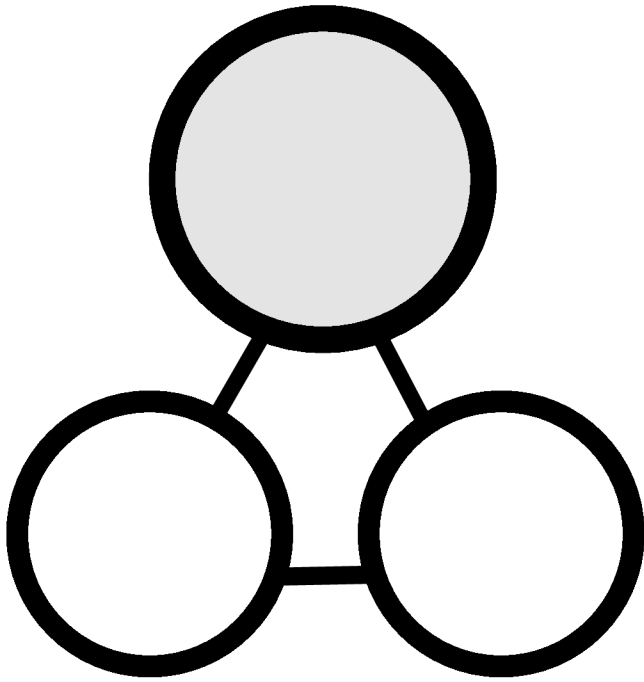
- o Flip a card from the deck.
- o Write the number in one of the number bond circles
- o Continue flipping cards to complete your number bond correctly.



- o Trash cans: use for numbers that do not fit in your bonds (only 2)
- o Strategy note : place larger numbers in the top Circle (sum)
- o Continue playing until all your bonds are complete or you can no longer place a number in an open circle.

Game Board on the next page.

Math Bonds



Cover It

Materials: Game board for each player, 2 dice, 12 game pieces per player (can be coins, paper clips, pasta noodles, skittles, whatever you have around the house)

Directions:

- Players take turns rolling 2 dice
 - Players can add or subtract the rolled amounts to make a number on the game board and cover that number with a game piece.
 - When an uncovered number cannot be made, the turn is over
 - Play until one player has covered all the numbers
- *Game Board on the next page.*

Tropical leaves, including a large green leaf and a palm frond, are positioned in the top right and bottom right corners of the page.

Cover It

1

2

3

4

5

6

7

8

9

10

11

12

Tropical leaves, including a large green leaf and a palm frond, are positioned in the top right corner of the image.

Cover It

1

2

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12