

SUMMER MATH REVIEW - RISING 1ST GRADE



Key Skills and Standards to Review

- Count, read, write, and compare numbers to 20
- Compose and decompose numbers to 20 (i.e- 10 and 8 make 18)
- Add and Subtract within 10
- **Count to 100 by ones, fives, tens, and combinations of these**
- Identify numbers and patterns that are one more/one less (up to 100)
- Solve real-world problems using addition and subtraction to 10

Websites and Games

[Greg Tang Math - Summer Review Game](#)

[Figure This! Math Challenges for Families](#)

[NCTM - Illuminations](#)

[Math Playground](#)

[Greg Tang](#)

[Education.com \(Number Sense\)](#)

[Sheppard Software](#)

[Bedtime Math](#)

[Games for Young Minds](#)

[Toy Theater](#)

Workbook

[K Review Math](#)

Books to Read Aloud

Millions to Measure by David Schwartz

How Big is a Foot? by Rolf Myller

Two of Everything by Lily Toy Hong

Grandfather Tang's Story by Ann Tompert

Ten Black Dots by Donald Crews

The Greedy Triangle by Marilyn Burns

Inch by Inch by Leo Leonni

Two Ways to Count to Ten by Ruby Dee

Betcha by Stuart Murphy

Spaghetti & Meatballs for All by Marilyn Burns

The Doorbell Rang by Pat Hutchins

One Hundred Hungry Ants by Elinor Pinczes

Math for All Seasons: Mind- Stretching Math Riddles Greg Tang

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DIRECTIONS FOR GAMES TO PLAY WITH FRIENDS OR FAMILY

Compare:

Materials: Deck of Number Cards 0-10 (or playing cards with face cards removed)

Object: Decide which number is largest.

How to Play: Divide all the cards evenly among the players. Each player puts out one card. The player with the largest number takes all the cards.

Variations: •The player with the smallest number gets all the cards.

- The players all keep their own cards but the one with the largest (or smallest) number says "Me".
- Add wild cards to the deck. The player putting out a wild card can make it any digit (0-9).

Double Compare:

Materials: Deck of Number Cards 0-10 (or playing cards with face cards removed)

Object: Decide which total is greatest.

How to Play: Divide all the cards evenly among the players. Each player puts out **two** cards simultaneously. Each player announces his/her total.

The player with the greatest total takes all the cards.

Variations: •The player with the smallest total gets all the cards.

- The players all keep their own cards but the one with the largest (or smallest) total says "Me".
- Add wild cards to the deck. The player putting out a wild card can make it any digit (0-9).
- Triple compare: Players each turn over 3 cards on a turn and add all 3 to find the total.

Collect 20¢:

Materials: Coins (pennies, nickels dimes), one die.

Object: Add on to your coin totals until you get to the decided amount.

How to Play: Decide on an amount of money to collect (15¢, 20¢, 25¢, 50¢). Players take turns rolling the die. The player announces the number rolled and takes that number of pennies. The next player rolls and adds his/her pennies to the collection. You can trade in pennies for nickels or dimes as you go along. The game is over when the collection equals the decided amount.

Turn Over 10

(This game is a variation of Memory or Concentration)

Materials: Deck of Number Cards 0-10 (or playing cards with face cards removed)

Object: Find as many combinations of two cards that equal 10.

How to Play: Place all the cards face down on a table in a rectangular arrangement (an array). Players take turns turning over two cards. If the two cards add together to make 10, the player keeps the pair. If the cards do not make 10, the player turns them back over. The game ends when all possible combinations have been taken.

Variations: •Turn Over 6 – Use only 0-6 cards and turn over pairs of cards that total 6.

- Use more than 2 cards to get to 10. If the first two cards turned over equal a number smaller than 10, the player continues to turn over cards until s/he reaches 10 or goes over. Note: This variation usually results in cards left behind which do not make combinations to 10.



Race to the Top

Directions:

Roll two (1-6) dice. Add the numbers to find the sum. Color in a box in the column above the sum. Continue rolling the dice and coloring in a box above the sum until a sum reaches the FINISH LINE at the top. The sum that reaches the top first is the winner.

Variations:

You can play this alone or play with a partner on the same game board. Take turns rolling the dice and coloring in a box above the sum. Game is over when a sum reaches the finish line. Winner is the person who colors in the box that touches the Finish Line.

Before playing, make a prediction:

Which number do you think may be the winner? _____

FINISH LINE										
2	3	4	5	6	7	8	9	10	11	12

Which number was the winner? _____

What combinations can you roll to get the winning number? _____



Counters in a Cup

Materials: Counters (5–10)
Counters in a Cup game grid
Paper cup

Players: 2

Object: Figure out how many of a set of counters are hidden.

How to Play

1. Decide how many counters to use each time. Write this total number on the game grid.
2. Player A hides a secret number of counters under the cup and leaves the rest out.
3. Player B figures out how many are hidden and says the number. Lift the cup to check.
4. On the game grid, write the number hidden in the cup and the number left out.
5. Players switch roles. Hide a different number of counters. (It's OK to hide the same number of counters more than once in a game.)
6. Repeat steps 2–5 until you have filled the game grid. (Hide the counters eight times.)

Optional

Your filled game grid shows different ways to break the total number into two parts. Can you find a way that is not shown?

Note to Families

For counters, you can use buttons, pennies, paper clips, beans, or toothpicks. Hide them under any container that you cannot see through. If you do not have a copy of the game grid, write the numbers in two columns on any paper.



Tens Go Fish

You need

- deck of Primary Number Cards (without Wild Cards)
- sheet of paper

Play with a partner.

- 1** Each player is dealt 5 cards from the Primary Number Card deck.
- 2** Each player looks for pairs from his or her cards that make 10. Players put down the pairs of cards that make 10, and they draw new cards to replace them from the Primary Number Card deck.
- 3** Players take turns asking each other for a card that will make 10 with a card in their own hands.
If a player gets the card, he or she puts the pair down and picks a new card from the deck.
If a player does not get the card, the player must "Go fish" and pick a new card from the deck.
If the new card from the deck makes 10 with a card in the player's hand, he or she puts the pair of cards down and takes another card.
If a player runs out of cards, the player picks two new cards.
A player's turn is over when no more pairs can be made that make 10.
- 4** The game is over when there are no more cards.
- 5** At the end of the game, players record their combinations of 10.