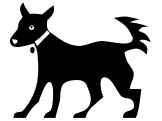


Summer Math

Student Packet/
Paquete de alumno

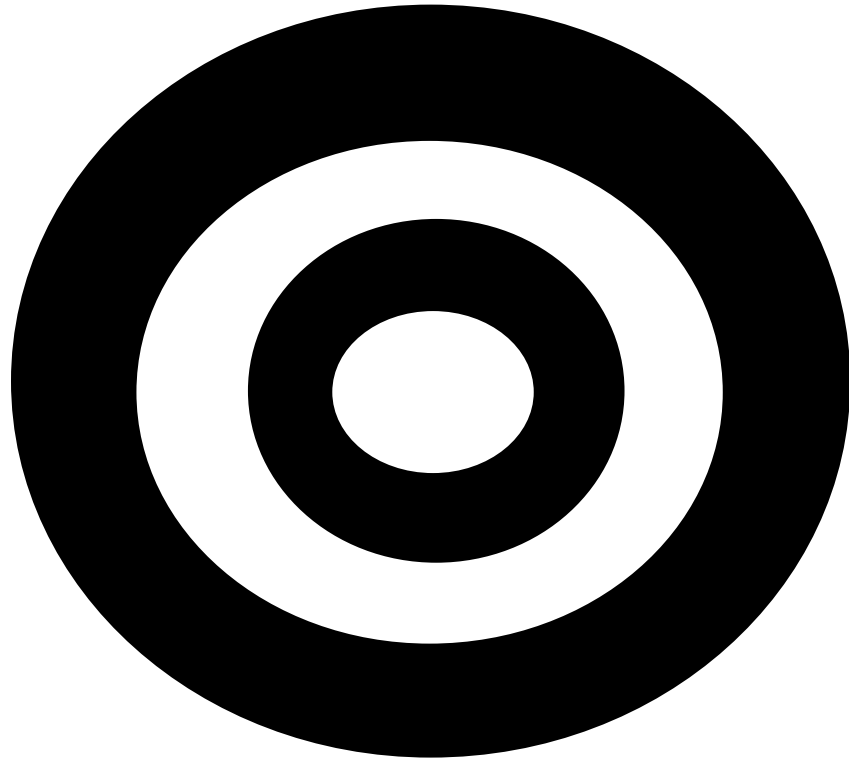


Unit 5/Unidad 5



English/Español





Target Number



Printed on Pink –One set per partners for Follow-up; one set per student for home.
(There are two pages of these cards.)

A. (*Show player 15 beans, then say:*)

Count the beans.

Show me the number card that tells how many there are.

Cuenta los frijoles.

Muéstrame la tarjeta de número que muestra cuántos hay.

B. (*Put 15 counters on the table, then say:*)

Show me a set of 9 counters.

Now show me the number card that tells how many there are.

Muéstrame un grupo de 9 fichas.

Ahora, muéstrame la tarjeta de número que muestra cuántos hay.

C. (*Put 20 counters on the table, then say:*)

Show me a set of 10 counters.

Now show me the number card that tells how many there are.

Muéstrame un grupo de 10 fichas.

Ahora, muéstrame la tarjeta de número que muestra cuántos hay.

D.

There were 10 cicadas in a tree. 8 of them were singing. How many cicadas were not singing?

Había 10 cicadas en un árbol. 8 de ellas cantaban. ¿Cuántas cicadas no cantaban?



Printed on Pink –One set per partners for Follow-up; one set per student for home.
(There are two pages of these cards.)

E.

5 mice were playing in the kitchen. 3 mice were playing in the den. How many mice were playing?

*5 ratones jugaban en la cocina. 3 ratones jugaban en la sala.
¿Cuántos ratones jugaban?*

F.

An ant carried 6 leaves to the ant hill. Then he carried 3 leaves to the ant hill. How many leaves did the ant carry to the ant hill?

Una hormiga llevó 6 hojas al hormiguero. Después llevó 3 hojas al hormiguero. ¿Cuántas hojas llevó la hormiga al hormiguero?

G

Show player a penny, then say:

Tell me the name of this coin.

Dime el nombre de esta moneda.

H.

Show player a nickel, then say:

Tell me the name of this coin.

Dime el nombre de esta moneda.

I.

Show player a penny, then say:

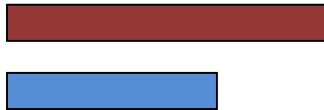
Tell me the name of this coin.

Dime el nombre de esta moneda.

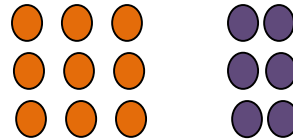


Printed on Pink –One set per partners for Follow-up; one set per student for home.
(There are two pages of these cards.)

J.
Which set has more?
¿Qué grupo tiene más?



K.
Which set has more?
¿Qué grupo tiene más?



L.
Which set has more?
¿Qué grupo tiene más?



M.
(Give the player a 3 x 5 card, then say:)
Share this card with me in fair shares.

Comparte esta tarjeta conmigo en partes iguales.



Printed on Pink –One set per partners for Follow-up; one set per student for home.
(There are two pages of these cards.)

N.

Show the player a 3 x 5 card, divided into halves, then say:

What do we call these fair shares?

¿Cómo llamamos a estas partes iguales?

O.

Show the player a 3 x 5 card, divided into halves, then say:

How do you know this card has been divided into halves?

¿Cómo sabes que esta tarjeta está dividida en mitades?

P.

Mary had 5 flowers.

Carla had 2 flowers.

How many flowers did they have together?

María tenía 5 flores.

Carla tenía 2 flores.

¿Cuántas flores tenían juntas?

Q.

There were 10 flowers on a bush.

Cathy picked 6 of them. How many flowers were still on the bush?

Había 10 flores en un arbusto. Cathy recogió 6 de ellas. ¿Cuántas flores quedaban en el arbusto?

R

David counted 9 frogs on a log. 9 of them jumped off the log into the water. How many frogs were still on the log?

David contó 9 ranas en un tronco. 9 de ellas saltaron al agua. ¿Cuántas ranas quedaban en el tronco?



Duplicate on cardstock. Give one set to each student.

1	2	3	4	5
6	7	8	9	10
11	12	13	14	15
16	17	18	19	20
0				

Word Problem Work Space

Snack Fraction

Use to draw plan about how to share the snack and then use this piece of paper to fold into fair shares.



Generic Family Fun Game Board

Materials Generic to All Units:

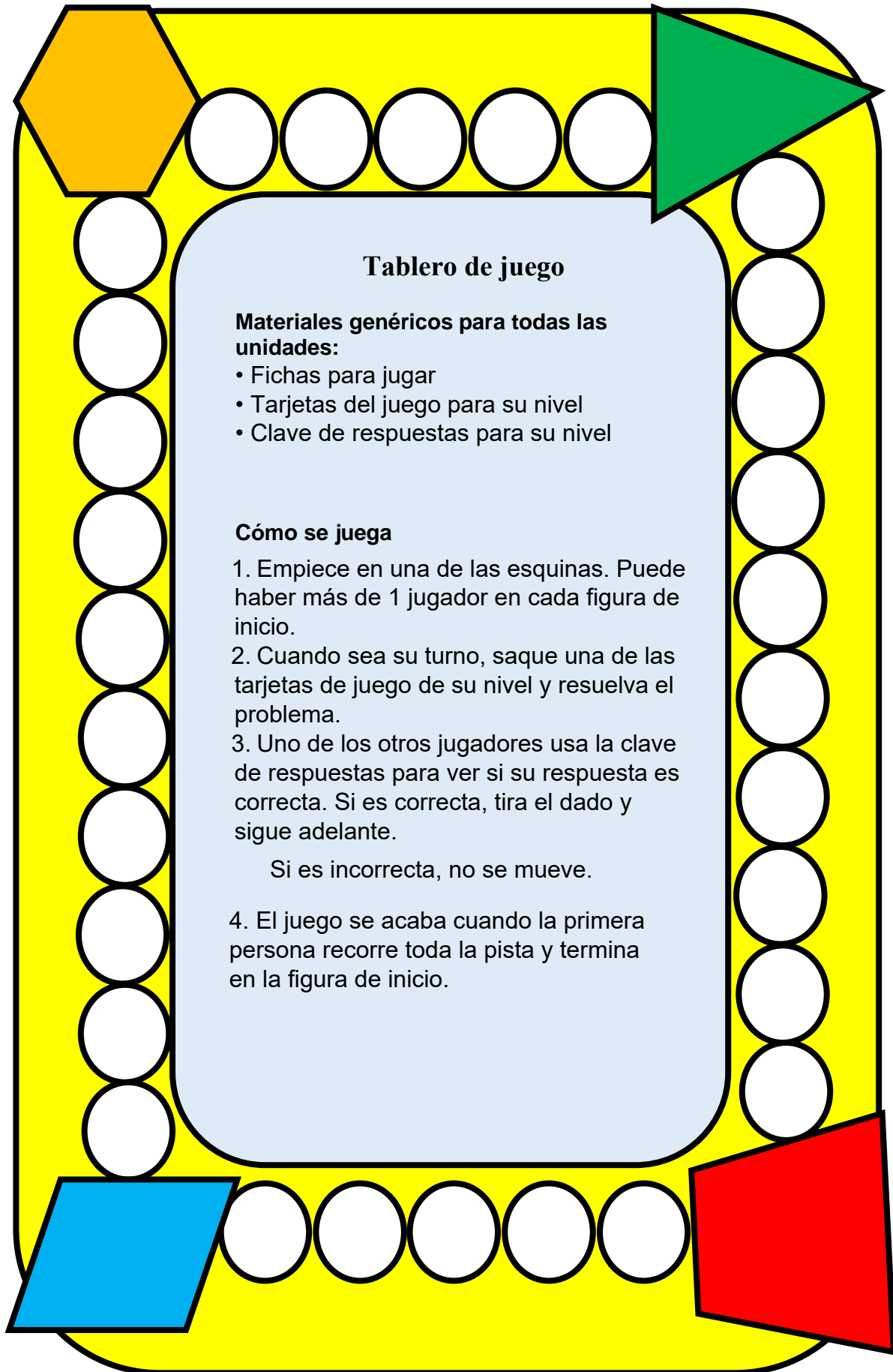
- Game Markers
- Game Cards for your Level
- Answer Key for your Level

Playing the Game

1. Begin in one of the corner shapes. There may be more than 1 player in each starting shape. Remember where you started.
2. On your turn, draw one of your level game cards and work the problem.
3. One of the other players uses the Answer Key to check your answer. If correct, roll the die and move ahead.

If incorrect, do not move.

4. Game is over when the first person runs the entire track, ending back on the starting shape.



Tablero de juego

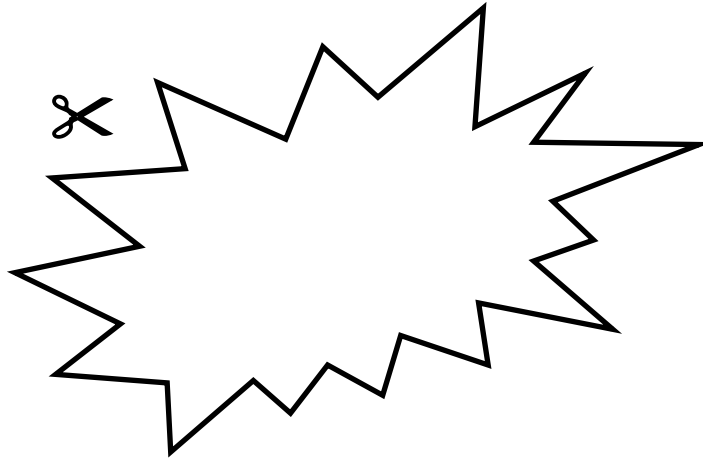
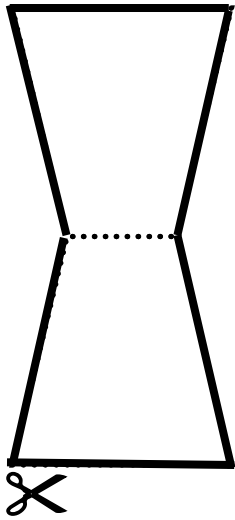
Materiales genéricos para todas las unidades:

- Fichas para jugar
- Tarjetas del juego para su nivel
- Clave de respuestas para su nivel

Cómo se juega

1. Empiece en una de las esquinas. Puede haber más de 1 jugador en cada figura de inicio.
2. Cuando sea su turno, saque una de las tarjetas de juego de su nivel y resuelva el problema.
3. Uno de los otros jugadores usa la clave de respuestas para ver si su respuesta es correcta. Si es correcta, tira el dado y sigue adelante.
Si es incorrecta, no se mueve.
4. El juego se acaba cuando la primera persona recorre toda la pista y termina en la figura de inicio.

Family Fun Game Pieces



1	2	3	4	5	6
6	5	4	3	2	1
4	5	6	1	2	3