



Let's Be Math Explorers

Math is all around us!

Spend some time with your child exploring COUNTING around your home or neighborhood.

Let's see if we can count...	Write a few words to share what you COUNTED together.
how many small and large spoons we have.	How many large spoons? How many small spoons? Are there more large spoons or small spoons?
how many jumps your child can do in a minute. Now, try again. Did the child do MORE or FEWER jumps than last time?	How many jumps did your child do the first time? How many jumps did your child do the second time?

Did you and your child enjoy the activities on this page? Circle one:







Let's Talk About COUNTING

Finish
and Return
to Teacher

Spend 5-10 minutes telling your child about how you use COUNTING at home or at work.

I'll tell you about a time when I (the grown up)...	Write a few words to log the examples you shared with your child.
<p>counted something at home, at work, or on errands.</p>  <p>Example <i>I counted out change at the cash register.</i></p>	<p>What did you count and why?</p>
<p>added, or subtracted amounts at home, at work, or on errands.</p>  <p>Example <i>I had a coupon so I subtracted the coupon amount from the sticker price to see what I would need to pay.</i></p>	<p>What did you add or subtract? And why?</p>

Did you and your child enjoy the activities on this page? Circle one:



Count Jack is Highest



GOAL OF THE GAME

Compare numbers to see which one is larger and which one is smaller.

SETUP

- From a deck of regular playing cards, remove all face cards except the Jacks. Aces count as 1.
- Be sure to shuffle the cards.
- Pass out all the cards in the deck so each player has an equal number.



Watch video to learn how to play!

PLAY

How a Turn Begins:

- Players say “1, 2, 3, Jacks!” and then turn over one card from their deck.
- Each player aims to have the highest numbered card or a Jack.

Player 1's saved pile



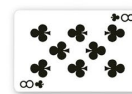
Player 2's saved pile



Player 1's deck



PLAYER 1 WINS!



Player 2's deck

Player 1 wins the round and puts the Jack and 8 in the saved pile.

How a Turn Ends:

- The player with the highest card wins all the cards that were played on that round and puts them in their own saved pile.
- If a player gets a Jack, that player wins no matter what number other players have.
- If two players tie for the highest card, they play another round.
- The person who wins that round gets all the cards.

How the Game Ends:

- Play until the players have no cards left.
- The winner is the one with the most cards in their own saved pile.

Count Jack is Highest



Read this mini story together to make playing even more fun!

Count Jack loves to compare which numbers are higher and which are lower. But sometimes he loves to just sneak in and win when he can. You will see how he does this when you play this card game with him.

LEARNING TIPS

- Your child may not be sure which number is higher. Suggest they count from 1 to 10. Point out which number comes later when counting. When counting from 1 to 10, this shows that the later number is also the higher number.
- To figure out which card is higher, you can also suggest looking at which card has more shapes (such as diamonds) on it.

ADJUST THE CHALLENGE

Make it Easier:

- Remove the Jacks from the deck and use just the number cards.
- Remove some of the cards with higher numbers from the deck. You can play the game using only cards with the numbers 1 through 5 or 1 through 7. When your child knows the lower numbers well, you can begin to put one or more of the higher numbers back in the deck for the games.

Mix Things Up:

- Designate as the winner the player with the lowest total on the cards (instead of the highest total).

Make it Harder:

- Each player puts out two cards, and the player with the highest number out of the four wins all four cards.

What to Play Next

If your child is still practicing the skills in this game, then continue having fun playing this game! Try the tips to support learning and ways to adjust the challenge. When your child is ready for a new game, play

Line Them Up (Game 2).



Line Them Up



GOAL OF THE GAME

Build a number line to put cards 1 to 10 in correct order.

SETUP

- From a deck of regular playing cards, remove all the face cards. Aces count as 1.
- Be sure to shuffle the cards.
- Pass out all the cards in the deck so each player has an equal number.
- The players should sit side by side.
- Imagine a number line going from left to right and from 1 to 10.



Watch video to learn how to play!

PLAY

How a Turn Begins:

- Players take turns. On each turn, they take a card from the top of their own deck and put it where it would belong on a line of numbers that goes from 1 to 10. The cards go in order, with the lowest number (1) on the left and the highest number (10) on the right.



Player 1's deck

Player 2's deck



After taking 3 turns, the 2 players have partly filled in the number line.

How a Turn Ends:

- Taking turns, each player places their card in the correct spot on the same number line. If they draw a card that is already in the line-up, they place it on top of the card that's already in the correct spot.

How the Game Ends:

- The game is over when the number line from 1 to 10 is completed, with at least one card for each number. The person who puts down the final card to finish the number line wins.

Line Them Up



Read this mini story together to make playing even more fun!

The King likes to line up the numbers from the lowest to the highest.

Do you want to see if you can do it as well?

LEARNING TIPS

- When your child is stuck, suggest counting from 1 to 10. This will help them remember the order of the numbers.
- To figure out which card is higher, you can also suggest looking at which card has more shapes (such as diamonds).
- Ask your child what numbers they are looking for. This helps them find the gaps in the order.
- You can also ask, “Are there any numbers missing?” or suggest “We already have that card in the number line. What are we missing?”
- Model for your child how you figured out where to place the number in the correct order.

ADJUST THE CHALLENGE

Make it Easier:

- Make a short number line using only numbers 1 to 5, removing cards with higher numbers from the deck.

What to Play Next

If your child is still practicing the skills in this game, then continue having fun playing this game! Try the tips to support learning and ways to adjust the challenge. When your child is ready for a new game, play **Sneeze Orders the Cards (Game 3)**.

