

Planning to host a family math night in your home, classroom, learning commons or gym?

Here is a collection of resources that you will require.

## Recommended Setup for a Family Math Night

For an engaging math night, start with a warm welcome. Discuss how games support math learning at home, then let families explore activities at their pace. Set up tables for each activity, and participants can choose what interests them. Each puzzle piece contains underlined clickable links for your family math night!

## **Activity 1**

#### **Dominating Doubles within 12**

Grades: 3 - 8

Materials: one dice, playing chip, different colour counters, and game board.

For this activity you will need one 6-sided die, one playing chip, and two different colour counters along with the game board attached. This activity is about getting four counters in a row by doubling or halving the die!

# **Activity 3**

\*Activity from Building Fact Fluency Kits

## MathUP Brain Benders

Grades: K - 8

**Materials:** Printable brain bender activities, assortment of manipulatives

MathUp Brain Benders offer creative thinking opportunities for grades 1 to 8. Find them on the MathUp dashboard under "Activities." Contact educators for more engaging activities to boost your math skills at home. We've attached some examples for reference.

## **Activity 5**

#### Micro:bits

Grades: K - 8

Materials: microbits and computers
Introduce Microbits for coding at your family
math night! Use these pocket-sized computers
with makecode.microbit.org to get parents and
kids coding. Check the attached instructions for
setup.

## **Activity 2**

# Sky Scrappers <u>Beginner</u> and <u>Advanced</u>

**Grades: 3 - 8** 

**Materials**: linking cubes, playing boards (beginner and advanced)

The goal of this activity is to build towers in each of the squares that are 1 to 4 linking cubes tall. Each row and column on the game board has one skyscraper of each size with no duplicates. The playing board tells you how many skyscrapers you can see from that direction.

## **Activity 4**

MathUP Games and Puzzles Game 1, 2, 3

Grades: K - 8

Materials: MathUp digital game link and digital device or printable game

MathUp provides games and puzzles for grades K to 8, including hands-on and digital options. Educators can click "Show Digital Games Only" in the games and puzzles tab to access digital games via links or QR codes. There are multiple hands-on activities attached for your enjoyment. Explore these resources!

# **Activity 6**

#### Tangrams or Pattern Blocks

Grades: K - 8

Materials: Tangrams or pattern blocks along with printable images

Children can explore geometric shapes, enhance spatial reasoning, and have fun with tangrams or pattern blocks. Try the attached activity of recreating or creating animals.

Algonquin & Lakeshore
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# **Activity 7**

## **Poster Activity**

Grades: K - 8

Materials: Printable poster and colour

markers, pencil crayons, etc.

Print out the activity sheet of "I am good at math because..." for students to colour and fill in with parental support.

# Activity 9

#### **Fraction Wars**

**Grades: 4 - 8** 

Materials: two pencils and a deck

of cards

Players use playing cards and pencils to play "war." Pencils represent the fraction line in each fraction. Players determine the larger fraction based on their cards, and the player with the higher fraction wins the hand and collects the cards. The player with the most cards wins the game.



#### **Activity 8**

#### Where's the Math?

Grades: K - 8

**Materials**: Educator or parent created photos of how they do math.

In this activity, share photos of how our school's staff "does math." For instance, a picture of a birthday cake with candles can have a statement like "Mrs. Johnston does math: 1+1+1+1 = ?" (adding the candles). Ask, "What other math do you see?"

## **Activity 10**

#### The Place Value Game

Grade: 3 - 8

Materials: two pencils, two dice,

score cards.

This game helps students practice place value to compare numbers. Players roll dice and record their numbers in any place value position. The player with the smallest or largest number at the end of each round scores a point!



Consider contacting your parent council for possible assistance with this event!

# **Activity 11**

#### **Grocery Shopping**

Grades: K - 2

Materials: Activity posted

Provided with different items, students and parents will decide what they would like to purchase given a specific amount. They will also have to figure out how much they would need to purchase all the items.

\*Activity from TVOLearn

# **Activity 12**

#### Ways to Pay

**Grades: 6 - 8** 

Materials: Activity posted

Students and parents will discuss different ways that people can pay for things. Imagine a \$500 budget for family expenses over two weeks. Think of how they might spend part or all of that \$500. Describe a plan that includes at least four different payment methods.

\*Activity from MathUp

