Mason City Community Schools
Summer Math Activities
For Students Entering Grade 2

You have learned so much in MATH this year and we want you to continue practicing those skills over the summer! Here are many fun math activities that will help you practice your math skills and get you ready for second grade. In this packet you will find a chart of activities for June, July and August. You may do these in any order on any day you choose. Once an activity has been completed a parent or guardian should write his/her initials in the box. Activities are to be done in your math journal. Please use a new page for each activity (use both sides) and put the number of the activity at the top of the page. In this packet there is also a list of books you can find at the library that are great math thinking stories, and a list of websites appropriate for your grade. Remember to bring your journal, your initialed chart, and your Weather Tally Sheet on the first day of second grade. Your new teacher will be so proud of your summer math work!

Math Journal: Create a personal and fun Math Journal by stapling several pieces of paper together or use a spiral notebook or binder with paper. Be creative and decorate the cover with markers or crayons or other materials to show math in your world.

Have a safe and happy summer, and Happy Thinking!

June, July, and August!
(Parents, please remember to initial completed activities.)

#1 **Use the "Weather Tally Sheet" (attached)** Be a weather watcher. Check the weather every day, put a tally mark under the word which best describes the day's weather on the Weather Tally Sheet.	#2 Draw a round clock in your journal. Show 8:30. Write down something you would be doing at 8:30 a.m., and 8:30 p.m.	#3 Use the 120 chart to play "Missing Numbers". (Directions and chart attached)	#4 Find any number on your 120 chart and count up and back by 10. Write the numbers in your journal.	#5 A worm is 7 inches long. A caterpillar is 4 inches long. Which is longer? How much longer? Show your work in your journal.
#6 In your journal, draw a picture to represent the number sentence 6 + 6 = 12.	#7 Using a deck of cards play "Double Compare." Remember to use only number cards. Have Fun!		#8 Play "Five-in-a-Row with Three cards". (directions attached)	#9 Count up and back by 5's to 120. (Use your 120 chart), record the numbers in your journal.
	#10 Use the 120 chart (attached) to play "Missing Numbers".	#11 In your journal complete this pattern: 2, 4, 6 …. Stop at 30. Write if these numbers are odd, or even.	#12 Play "Ten Turns" (directions attached). Use either one die or number cards 1-6.	#13 Play "Make 10" and record in your math journal. (directions attached
#14 Find as many circles, squares, triangles, spheres, cubes, cylinders, and prisms as you can in your house. List the things you find and what shape they are in your journal.	#15 Count up by 2's to 120. (Use your 120 chart), write the numbers in your journal.	#16 Write the doubles facts (example 3 + 3, 6 + 6) to 20 in your journal. Say them from memory to someone.	#17 Which number comes before and after? _____ 1 _____ _____ 10 _____ _____ 17 _____ _____ 25 _____	

#18 In your journal, draw a picture to represent the number sentence 25 + 6 = 31.		#19 Flashcard Day!!! Practice your facts! (download from summer math website if you need flashcards)	#20 Find an object in your house that is 6 paperclips long and draw it in your journal. Is it more or less than 1 foot?	#21 "Today's #" is 15. Represent the number 15 as many ways as you can in your journal.
#22 Find any number on your 120 chart and count up and back by 10. Write the numbers in your journal.	#23 Flashcard Day!!! Practice your facts!	#24 Play "Make 10" and record in your math journal. (directions attached)		#25 Draw and write in your journal the time you got up, the time you go to bed, and how many hours you were up.
	#26 Go to the Public Library, take out and read 2 Math books from the Math book list (attached). Or write a math story.	#27 Show in your journal how to solve 20 – 10.	#28 Using a deck of cards play "Double Compare." Remember to use only number cards (directions attached). Have Fun!	#29 Look at your weather tally chart. In your journal, write 3 things you learned from the data.
#30 Play "Tens Go Fish" and record in your journal. (directions attached)	#31 Play "Five-in-a-Row with Three cards". (directions attached).	#32 Kim has 9 things. Some are blocks, some are marbles. How many of each could she have? How many blocks? How many marbles? Find as many combinations as you can and record them in your journal.	#33 Put your journal in your backpack! Get Ready for 2nd grade! Have a GREAT Year!!	

YOU'RE READY FOR SECOND GRADE!

"Missing Numbers"

You need:
120 chart
10 pennies
Recording sheet
Play with a partner.
1. Player 1 covers five numbers on the 120 chart with pennies.
2. Player 2 figures out which numbers are missing.
3. Record the missing numbers in your journal.
4. Remove the pennies. Check your work.
5. Play 4 rounds.
More Ways to Play
Cover 10 more numbers.

"Double Compare"

You need
Deck of Primary Number Cards (without Wild Cards)
Play with a partner.
1. Deal the cards facedown.
2. Both players turn over their top two cards.
3. The player with the larger total says "Me!" and takes the cards. If the totals are the same, both players turn over two more cards.
4. Keep turning over two cards. Each time, the player with the larger total says "Me!" and takes the cards.
5. The game is over when there are no more cards to turn over.
More Ways to Play
The player with the smaller total says "Me!"
Play with 3 players.
Play with the Wild Cards. A Wild Card can be any number.

Make 10

You need
Deck of Cards (without Face cards and Wild Cards)
Sheet of paper
Play with a partner.
1. Deal 4 rows of 5 cards, with the numbers showing.
2. Player 1 finds two cards that make 10. Player 1 takes the cards and records the combination of 10.
3. Replace the missing cards with 2 cards from the deck.
4. Player 2 finds two cards that make 10. Player 2 takes the cards and records the combination of 10.
5. Replace the missing cards.
6. Keep taking turns finding two cards that make 10 and recording.
7. The game is over when there are no more cards or there are no more cards that make 10.
More Ways to Play
Play with the Wild Cards. A Wild Card can be any number.
Replace the cards
only when there are no more pairs that make 10.
Find more than 2 cards that make 10.

"Tens Go Fish"

You need

Deck of Cards (without Face Cards and Wild Cards)

Sheet of paper

Play with a partner.

1. Each player is dealt 5 cards from the 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 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 players 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.

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"Five-in-a-Row with Three Cards"

You need

Deck of Primary Number Cards (without Wild Cards)

20 counters

Game board

Play with a partner. Work together.

1. Turn over the top 3 cards.

2. Player 1 chooses a sum to cover on the game board. Choose any sum you can make with 2 of the numbers.

$3 + 7 = 10$ $7 + 1 = 8$ $3 + 1 = 4$

3. Turn over three more cards.

4. Player 2 chooses a sum to cover on the game board.

5. Keep playing. If all of the sums are covered, pick 3 new cards.

6. The game is over when all of the numbers in one row are covered. The numbers can go across, down, or corner to corner.

More Ways to Play

Play with different game boards.

Play with the Wild Cards. A Wild Card can be any number.

Turn over 5 cards on each turn. Choose any sum you can make with 2 of the numbers.

Five in a Row Game Board

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

100's Chart

1	2	3	4	5	6	7	8	9	10
11	12	13	14	15	16	17	18	19	20
21	22	23	24	25	26	27	28	29	30
31	32	33	34	35	36	37	38	39	40
41	42	43	44	45	46	47	48	49	50
51	52	53	54	55	56	57	58	59	60
61	62	63	64	65	66	67	68	69	70
71	72	73	74	75	76	77	78	79	80
81	82	83	84	85	86	87	88	89	90
91	92	93	94	95	96	97	98	99	100
101	102	103	104	105	106	107	108	109	110
111	112	113	114	115	116	117	118	119	120

100's Chart

1	2	3	4	5	6	7	8	9	10
11	12	13	14	15	16	17	18	19	20
21	22	23	24	25	26	27	28	29	30
31	32	33	34	35	36	37	38	39	40
41	42	43	44	45	46	47	48	49	50
51	52	53	54	55	56	57	58	59	60
61	62	63	64	65	66	67	68	69	70
71	72	73	74	75	76	77	78	79	80
81	82	83	84	85	86	87	88	89	90
91	92	93	94	95	96	97	98	99	100
101	102	103	104	105	106	107	108	109	110
111	112	113	114	115	116	117	118	119	120

Weather Tally sheet
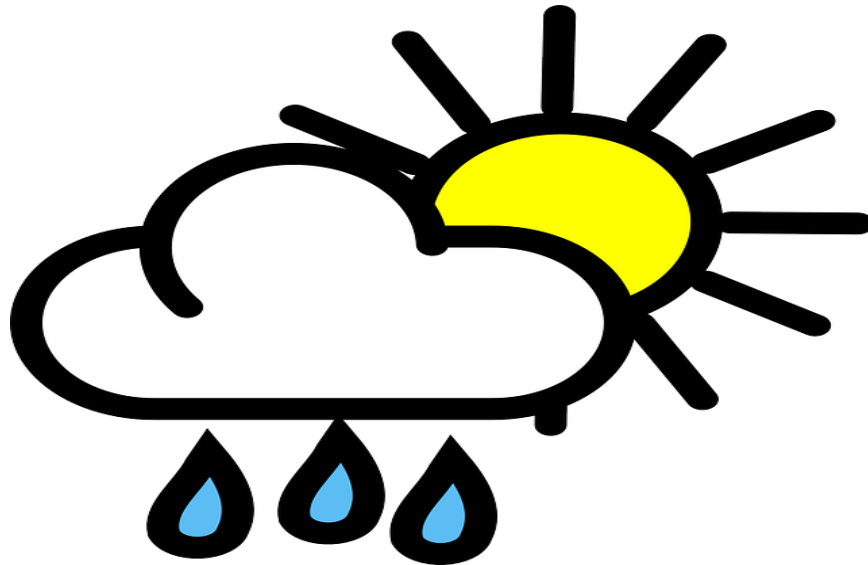
Sunny	Rainy	Cloudy	Windy

Summer Math Books for 2nd Graders

Subject	Title	Author
Patterns	The Lost Button The Button Box Frog and Toad are Friends Some Birthday Tops and bottoms	Margaret S. Reid Arnold Lobel Patricia Polacco Janet Stevens
Number Sense	Fish Eyes-A Book You Can Count On Icky Bug Counting book From One to Hundred One Hundred Hungry Ants What Comes in 2's, 3's, 4's?	Lois Elhert Jerry Pallotta Terri Sloat Elinor J. Pinczes Suzanne Aker
Estimation and Approximation	Keepin' Count Overdues How Many, How Much (A Light in the Attic) A Chair for My Mother Counting on Frank Popcorn Popcorn Book	Shel Silverstein Vera B. Williams Rod Clement Frank Asch Tommy DePaola
Operations	The Napping House The Doorbell Rang Each Orange Had 8 Slices Two of Everything 17 Kings and 42 Elephants 12 Ways to Get to 11	Audrey Woods Pat Hutchins Paul Giganti Hong Margaret Mahy Eve Merriman
Ratios, Proportions and Percents	Gator Pie Eating Fractions Fraction Action The Doorbell Rang Ed Emberley's Picture Pie	Louise Mathews Bruce McMillan Loreen Leedy Pat Hutchins Ed Emberley
Spatial Relationships and Geometry	The Greedy Triangle A Cloak for the Dreamer The Bedspread	Marilyn Burns Aileen Greeman Sylvia Fair

Spatial Relationships and Geometry (continued)	Grandfather Tang's Story So Many Circles, So Many Squares Secret Birthday Message Changes, Changes	Ann Tompert Tana Hoban Eric Carle Pat Hutchins
Measurement	Strega Nonna Isn't It Time? Inch by Inch The Grouchy Ladybug Clocks & More Clocks Benny's Pennies	Tomie dePaola Jill Murphy Leo Lionni Eric Carle Pat Hutchins Pat Brisson
Probability and Statistics	The M & M Counting Book Harriet's Halloween Candy Hats! Hats! Hats! Bread! Bread! Bread! Alligator Shoes Chrysanthemum	McGrath Nancy Carlson Ann Morris Arthur Dorros Kevin Henkes

Here are some fun and exciting websites to visit over the summer for practice.

At the time this was created, the websites listed were checked by teachers and deemed child appropriate. However, parents should always monitor their child's use of any Internet site.

"IXL" - skills are organized into categories by grade.
http://www.ixl.com/math/grade-2

"MathABC" includes numbers, addition, subtraction, money, time, and miscellaneous.
http://www.mathabc.com/math-2nd-grade

"Learning Games for Kids" educational math games.
http://www.learninggamesforkids.com/2nd-grade-math.html

"ABCYA" educational games and apps.
http://www.abcya.com/second_grade_computers.htm