

Mathematics at Home Guide Grades K-8

This guide will help you assist your child with practicing and strengthening math fact fluency, problem solving, and grade-level concepts. Each section includes links to websites for practice. Just click on the boxes or use the typed links!

FACT FLUENCY

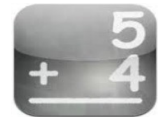
Math facts should be practiced 5-10 minutes per day, with small sets of facts at a time. Parents can use the websites and apps below, or play dice and card games.



Reflex Math helps students practice basic facts in a game-like environment. **Find out if your school has a license.** If not, parents can purchase a home license for \$39.95 per student per year or use one of the free sites on this page.
www.reflexmath.com



Xtra Math is a **FREE WEBSITE** that keeps track of which facts your child knows and helps them practice new facts. It doesn't have the games and motivation tools that are in Reflex math, but parent reports and practice at home look easy. Check out the videos for more information: <https://xtramath.org>



Math Drills Lite is a **FREE APP** for android or IOS. Search for it in the App Store or Play Store.

Easy Card Games

Addition or Multiplication War

Remove the face cards, and divide a standard deck of playing cards evenly among the players. Each player has a stack facedown. At the same time, each player turns over the top two cards and finds the sum or product of their own two cards. The player with the largest sum or product wins all the cards. Continue until one player has all the cards, or for a certain amount of time. **DON'T** make it a race – the player with the largest sum or product wins the round, even if it takes them longer to find the answer.

Place Value War

Use only cards 2-9, and divide the cards evenly as above. **For younger students**, ask each player to turn over one card and identify which number is greatest. Or, have students count out that many buttons or pieces of cereal, or clap that many times. **For older students**, draw two or three cards to build a two- or three-digit number. Make the largest (or smallest) number possible, and say it out loud. The player with the largest (or smallest) number wins the round.

PROBLEM SOLVING

Each of the websites below is **FREE**.



Bedtime Math features daily math problems and games for preschool and elementary age children. Play online or use the mobile apps – use MiniMath for ages 4-5, and Bedtime Math for ages 3-9.
<http://bedtimemath.org/>

Thinking Blocks from Math Playground leads students through solving math story problems with visual models. Problems are available for Junior, Addition, Multiplication, Fractions, and Ratios. Scroll down the page for demonstration videos.
<https://www.mathplayground.com/thinkingblocks.html>

TOPICS AND CONCEPTS

Both websites below are **FREE**. While there is a premium account option for Prodigy, it is not necessary. Sign up for a free account from the homepage, or choose “Play Prodigy” in the upper right-hand corner.



PBS Kids has games and apps for a variety of preschool and early elementary topics (math, science, reading, and more!) Parents can also sign up for a **newsletter** with daily ideas for what to do while school is closed.

<https://pbskids.org/>



Prodigy Math is math homework disguised as a video game, adapted to each student's needs at Grades 1-8. Parents can create a free account to set goals, track your child's progress, and receive monthly report cards.

<https://www.prodigygame.com/>

Building Conceptual Understanding and Fluency Through Games from North Carolina are printable board and card games to provide K-5 students with opportunities to explore fundamental number concepts. Each grade level is organized the same – a summary of content standards, then directions for all of the games, then the boards or cards for each game. Don't worry about content standards; just pick games that look fun for your child!

The easiest way for parents to use this resource is to look through the directions (usually starting around page 5) to find a game that looks interesting. **THEN, PRINT ONLY THE PAGES FOR THAT GAME** (not back to back). If you introduce a new game every few days, or even once a week, you can keep students engaged at home.

Don't have access to a printer? Focus on games that use numeral cards or dice; regular playing cards can work for numbers 2-10 (1-10 for students old enough to use A as 1). In some cases, you might be able to re-purpose a regular game board like *Sorry*, *Life*, or cribbage to keep score, or even draw the board by hand. Use dominoes instead of domino cards, or create game cards on the backs of old recipe cards. Creating the games can be a good way to keep older children engaged.

Kindergarten	First Grade	Second Grade
Third Grade	Fourth Grade	Fifth Grade

<https://tools4ncteachers.com/resources/district-leaders/documents/Kgrade-GAMES.pdf>

<https://tools4ncteachers.com/resources/district-leaders/documents/1stgrade-GAMES.pdf>

<https://tools4ncteachers.com/resources/district-leaders/documents/2ndgrade-GAMES.pdf>

<https://tools4ncteachers.com/resources/district-leaders/documents/3rdgrade-GAMES.pdf>

<https://tools4ncteachers.com/resources/district-leaders/documents/4thgrade-GAMES.pdf>

<https://tools4ncteachers.com/resources/district-leaders/documents/5thgrade-GAMES.pdf>

MORE MATH SITES AND APPS

Although this post is a year old, the apps and programs are still worth exploring:

<https://teach.com/blog/10-free-math-apps-for-students-that-teachers-swear-by/>