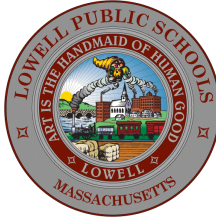

*Lowell Public Schools
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Henry J. Mroz Administration Office
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Lowell, Massachusetts 01852*



Get Ready for School! Summer Mathematics Activities 2020

Dear Guardian and Student,

Just like reading, regular practice over the summer with math will help your child prepare for entering the next grade. Please use the math activity list to have fun talking and doing mathematics together! Remember to always ask your child, "How did you figure it out?"

To use the math activity list:

- This summer try to complete the number of activities recommended for your grade level.
 - When you do one, cross it off. Write down on the log on the back of this sheet which activity you did.
 - Bring the log back to your new teacher in September for a school reward and a chance to be selected to attend a fall televised school committee meeting for a "Spotlight on Excellence!"
- 
- When you see this symbol, choose 1 or more activities from page 2.
 - Some helpful materials to have around:
 - A folder for these papers
 - Blank paper
 - A pencil
 - A deck of playing cards with the kings, queens, and jacks taken out
 - A pair of dice
 - Crayons
 - Coins

Have a great summer vacation!

Sincerely,

**Chief Academic Officer
Lowell Public Schools**

Summer Math Activity Log

Activity log for student entering grade _____. Record the dates and descriptions of the math activities you complete. Bring this log back to your new teacher in August.

Activity #	Date Completed	Description of Activity
Example	7/2/20	The Math Problem about drawing 2 dogs. <i>OR</i> choice activity, like Candy Land...
#1		
#2		
#3		
#4		
#5		
#6		
#7		
#8		
#9		
#10		
#11		
#12		
#13		
#14		
#15		
#16		
#17		
#18		
#19		
#20		

Student's Name: _____

Parent Signature: _____

Get Ready for PK – K: Math Activities

Complete at least 12 math activities this summer. Each time, choose an activity from the boxes below - or from the back. Cross off a box when you do it and record the activity on your math log.

Write the digits from 0 to 9.	Choose from the back! 	Draw, label, and color shapes to make a Fourth of July picture.	Choose from the back! 	Choose from the back! 
Choose from the back! 	Do counting jumps. Count to 10 and back again. 0 1 2 3 4 5 6 7 8 9 10	Choose from the back! 	Solve $0 + 3$. Draw a picture to show your thinking.	Choose from the back! 
Write numbers from 0 to as high as you can in no more than one minute	Choose from the back! 	Measure a table with spoons and then with forks. Which did you need more of? Why?	Choose from the back! 	Do jumping jacks as you count up by tens to 50 and back down to 0.
Choose from the back! 	Go on a shape scavenger hunt. Find as many rectangles or rectangular prisms as you can.	Choose from the back! 	Use lines to draw the value of 5 and 4. Circle the greater number.	Choose from the back! 
Count aloud from 10 to 0 and back. 0 1 2 3 4 5 6 7 8 9 10	Choose from the back! 	Measure the route from your bathroom to your bed. Walk heel to toe, and count your steps.	Draw to Solve. Add 4 to 1. Then Add 1 more. What number did you find?	Choose from the back! 
Choose from the back! 	Draw lines to show the numeral 5.	Choose from the back! 	Go on a shape scavenger hunt. Find as many triangles as you can.	Choose from the back! 

Get Ready for PK - K



Choice Activities



1. Read a Cool Mathematics Book:

A Chair for My Mother by Vera B. Williams
Benny's Pennies by Pat Brisson
Brown Bear, Brown Bear, What do you See? by Eric Carle
Chick Chicka 1-2-3 by Bill Martin
Emeka's Gift by Ifeoma Onyefulu
Inch by Inch by Leo Leonni
My Painted House, My Friendly Chicken, and Me by Maya Angelou

Out for the Count by Kathryn Cox
Pattern Fish by Trudy Harris
Rooster's Off to See the World by Eric Carle
Ten Flashing Fireflies by Hilemon Sturges
The Greedy Triangle by Marilyn Burns
The Very Hungry Caterpillar by Eric Carle
This is the Way We go to School by Edith Baer

Find Mathematics Books to Read Online at Epic!: <https://www.getepic.com/>
Parents can sign up for free!

2. Use a cool mathematics website!

<http://www.gregtangmath.com/games>
http://www.abcya.com/preschool_games.htm
www.aaamath.com
www.coolmath4kids.com

www.mathplayground.com
www.primarygames.com/curriculum/math.htm
www.funbrain.com
<http://pbskids.org/curiousgeorge/busyday/ten/>

Play ST Math Games Online: <https://www.stmath.com/>

If your school already uses ST Math, you can login through your Clever account. If not, parents can sign their children up for free using the link above.

3. Do a counting activity or game:

Guess How Many – Count with your child up to 10 objects. Hide some under a blanket, in a bag, cup, or container that you can't see through. Leave the rest for the child to see. Have your child guess how many objects are hidden. Then remove the objects and have your child count how many objects there are. Have your child hide objects for you to count.

Compare – Deal all the cards out. Put the set of cards facedown. Both players turn over the top card. The player with the larger number gets both cards. If they are the same number both players turn over another card. The game is over when there are no more cards to turn over. Whoever has the most cards, wins. (Like "War.")

Race and Roll Addition - Start at 0. Partners take turns rolling a die, saying a number sentence, and adding the number rolled to the total. For example, Partner A rolls 6 and says, " $0 + 6 = 6$," then Partner B rolls 3 and says, " $6 + 3 = 9$." They continue rapidly rolling and saying number sentences until they get to 20, without going over. For example, if the partners are at 18 and roll 5, they take turns rolling until one of them rolls a 2 or rolls 1 twice. The winner is the partner who makes the final roll to make 20. **Extension: Play with two dice and roll to 50.**

Race and Roll Subtraction - Start at 20. Partners take turns rolling a die, saying a number sentence, and subtracting the number rolled from the total. For example, Partner A rolls 6 and says, " $20 - 6 = 14$," then Partner B rolls 3 and says, " $14 - 3 = 11$." They continue rapidly rolling and saying number sentences until they get to 0. The winner is the partner who makes the final roll to make 0. **Extension: Play with two dice and start at 50**

Play a board game such as: Checkers, Memory, Chutes and Ladders, jigsaw puzzles, Parcheesi, Fish, Crazy Eights, Candy Land, Connect Four, Legos, K'Nex.