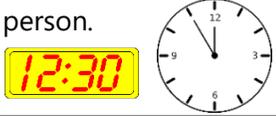


Math Choice Board

PreK-1st Grade
Summer

	COUNTING & CARDINALITY	OPERATIONS & ALGEBRAIC THINKING	MEASUREMENT & DATA	GEOMETRY
Level 1 (Preschool)	Roll a dice and count out the same number of blocks or coins. Use them to make a tower.	Write numbers and draw shapes with chalk on your driveway or sidewalk.	Line up stuffed animals or other toys from tallest to shortest	Make shapes with sticks you find outside. <i>You can also use silverware as sticks.</i> 
Level 2 (Pre-K)	Play a board game that uses dice or a spinner. Practice counting the spaces. 	Divide objects into equal groups. <i>Example: snack time if there are 9 apple slices and 3 people eating, how many slices does each person get?</i>	Measure the distance from your room to the bathroom using your feet. Make sure you walk heel-to-toe. 	Go on a shape walk. Find a shape, say what shape it is and describe the shape. <i>Optional shape templates:</i> https://www.mathanywhere.org/findshapes/
Level 3 (Kinder)	Sort the laundry, match the socks, then count them by 2's 	Game: Hold up any number of fingers. Ask a partner to hold up number of fingers need to "Make It Ten." When there are ten fingers forward, give each other a "high ten." <small>(Source: mathforlove.org)</small>	Keep track of the weather every day for one week. How many sunny, cloudy, and rainy days? Make a bar graph of the data. 	Have an adult make a shape pattern for you. <i>(such as the one below)</i> Draw the next three shapes in the pattern. 
Level 4 (1 st grade)	Take a bowl or basket outside and fill it with objects (such as rocks, leaves, flowers, etc.) Separate into groups of 5. Count the groups by 5's.	Game: Place 10 objects on a table. Pick up 1 or 2 items, then have your partner pick up 1-2 items. Take turns picking up 1 or 2 items. Whoever picks the last object wins. <small>(Source: mathforlove.org)</small>	Look at the two different kinds of clocks, an analog clock (with hands) and digital clock (only numbers). How are they the same? How are they different? Explain to another person. 	Build 3-D shapes using toothpicks and marshmallows.