SAN DIEGO CITY SCHOOLS

Instructional Supplement to Enhance the Teaching of

HARCOURT

Math

California Edition

Second Grade

Games and Activities for Home

WORK IN PROGRESS

8/31/05

Grade 2

Squares to 1,000

Module 1-Addition and Subtraction Strategies and Facts, Place Value, and Graphing

Your child is learning to solve addition and subtraction problems that involve an understanding of our number system as groups of tens and ones. Knowing the structure of numbers as tens and ones (place value) helps students to add and subtract 2 and 3-digit numbers. Use this activity to help your child order and compare 3-digit numbers.

Materials:

- Digit Cards- two sets (both sets will need to be cut prior to playing) and a container for them (such as a paper bag or plastic cup)
- *Squares to 1,000* game board
- *Squares to 1,000 Recording* Slips (cut into individual squares)

Note: This is a game of strategy. Numbers are placed in a location on the game board so that all numbers before are less than the number and all numbers after are greater than the number.

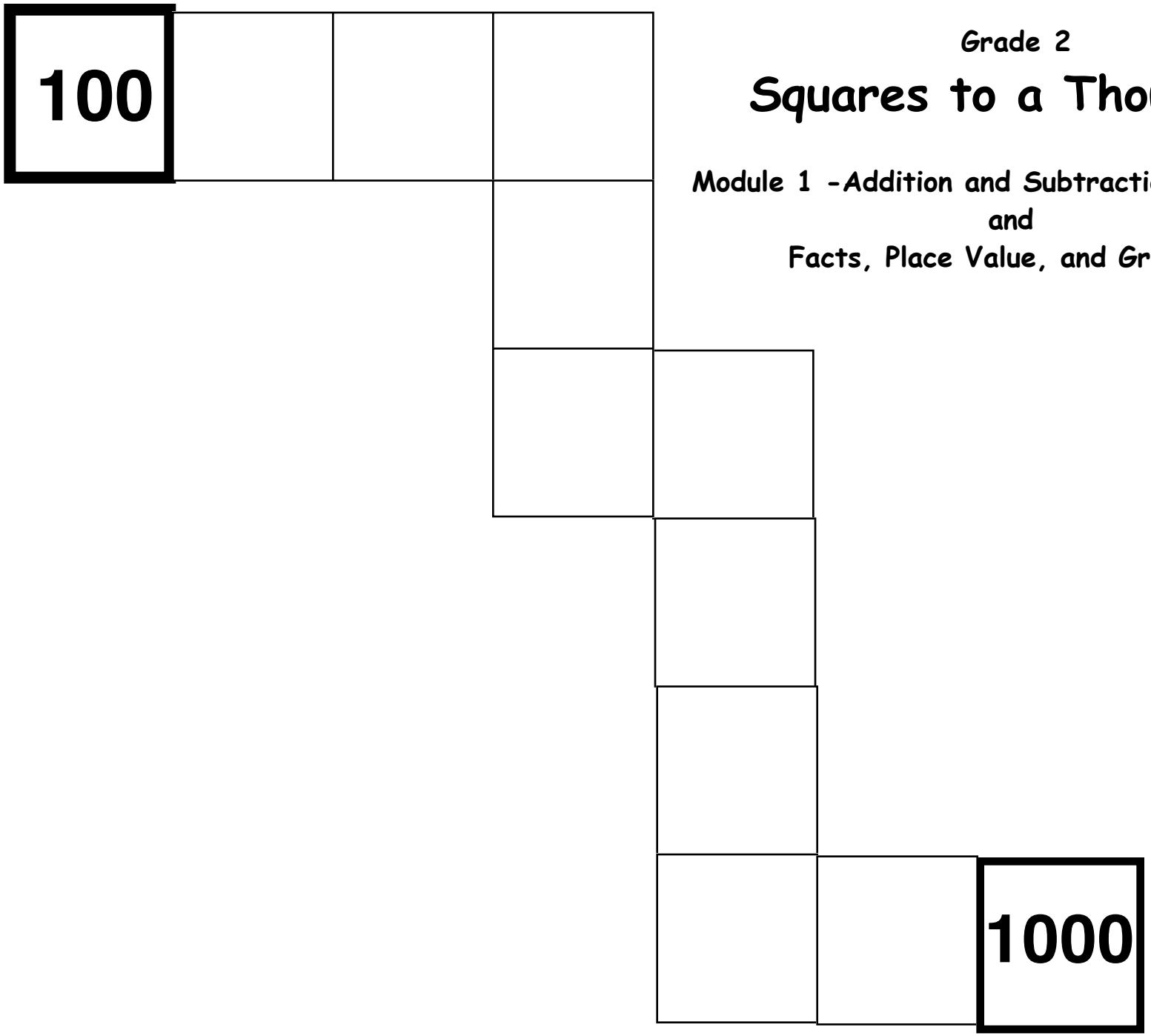
Directions:

1. Put digit cards into a container.
2. Player 1 draws three digit cards and uses his or her cards to create any 3-digit number (For example: 127, 721, 712, 172, 271, 217).
3. Player 1 writes the number created on one of recording slip squares.

4. Player 1 decides where to place the number on the game board. For example, if player 1 creates the number 127 and chooses to place it in the fourth box, all boxes before must be numbers less than 127 and all numbers after must be numbers greater than 127.
5. Player 1 returns the digit cards to the container for the next player.
6. Player 2 selects three digit cards, makes a 3-digit number and writes his/her created number on a recording slip.
7. Player 2 decides where to place his/her number on the game board. For example, player 2 creates the number 357. This number is greater than 127 and must be placed in any square after 127.
8. Players discuss their decisions with each other and continue taking turns.
9. If a player cannot make a number that can be placed on the game board, that player loses his/her turn.
10. The player who covers the last square on the game board wins the game.

Questions to ask your child while playing:

- What possible numbers can you make from your 3 digit cards?
- How do you know which number is larger?
- How many tens could your number have? How many ones? (For example, the number 146 could have 4 tens or 14 tens)



Grade 2

Squares to a Thousand

Module 1 -Addition and Subtraction Strategies
and
Facts, Place Value, and Graphing

Grade 2

Squares to 1,000

Module 1-Addition and Subtraction Strategies and Facts, Place Value, and Graphing

Digit Cards

0	1	2	3
4	5	6	7
8	9	0	1
2	3	4	5

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Digit Cards

0	1	2	3
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Recording Slips