



Grade 1 Newsletter – Our First Math Unit

Unit 1: Establishing Routines

PURPOSE:

One purpose of this first unit is to help children become comfortable with a cooperative-learning environment in which they work together to build mathematical concepts. Another purpose is to introduce and establish routines that will be used this year and in grades to come. This unit also reviews various mathematical concepts introduced in Kindergarten.

In Unit 1, children will review counting by 1s, 2s, 5s, and 10s. They will have opportunities to count and record numbers of various objects, such as hands, fingers, eyes and ears. In addition, they will use pennies to count money, practice writing numbers and begin to use a thermometer.

VOCABULARY:

Tally: A mark used in a count. Tallies let children represent numbers they can count and say, but cannot yet write.

Temperature: How hot or cold something is relative to another object or as measured on a standardized scale such as degrees Celsius or degrees Fahrenheit.

SUGGESTIONS FOR ACTIVITIES AT HOME THAT WILL SUPPORT OUR UNIT:

- Count orally by 2s, 5s, and 10s when doing chores or riding in the car. Occasionally count down, or back; for example: 90, 80, 70, 60, ...
- Take inventories around the house and while shopping. Have your child keep track of each count using tally marks. For example, count food items and nonfood items bought at the grocery store.
- Listen to and discuss weather reports with your child.

GAMES TO PLAY:

With each new unit, I will be sending you some games that you can play at home as a family. These are related to concepts taught in Grade One, but they may not yet have been taught in class. They are simple in terms of instructions and materials required and allow your daughter to further develop her mathematical skills. This month I am including instructions for *Before and After* and *Dice Facts*.

Before and After

1. Shuffle the deck.
2. Deal 6 cards to each player.
3. Put 2 cards number side up on the table.
4. Put the rest of the cards number-side down in a pile.
5. Take turns. When it is your turn:
 - a. Look for any number in your hand that comes just before or just after one of the face-up numbers. Put it on top of the number. Play as many cards as you can.
 - b. Take as many cards as you need from the deck so that you have 6 cards again.
 - c. If you can't play any cards when it is your turn, take 2 cards from the deck. Place them number-side up on top of the 2 cards on the table. Try to play cards from your hand again. If you still can't play, your turn is over.
6. The game is over when:
 - a. All cards have been taken from the deck.
 - b. No one can play any more cards.
7. The player holding fewer cards wins.



Dice Facts

This game can be played with 2 players or in a small group.

Materials: 2 dice and a bunch of coins



Directions:

1. Players take turns. The first player rolls 2 dice and finds the total. The second player rolls the dice and finds the total.
2. The player with the higher sum takes a coin.
3. If there is a tie between players, each player takes a coin.
4. The player with the most coins at the end of the game wins. Alternatively, the player to collect 20 coins first wins.

Challenge...if you are ready for a challenge, add a third or fourth dice to the game.