





# math & movement Summer Learning







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# **Multiplication Station**

## Learning Objective

Students will master skip counting, be able to fluently multiply and divide within 100, solve real-world problems involving multiplication and division, solve area real-world problems, multiply one-digit numbers by multiples of 10, find factor pairs and solve volume problems.

#### <u>Standards Met</u>

- Operations and Algebraic Thinking
- Number and Operation in Base Ten
- Measurement and Data

- Skip Counting Mat Set (3's, 4's, 6's, 7's, 8's, 9's)
- Skip Counting Wall Banner Set (3's, 4's, 6's, 7's, 8's, 9's)
- Multiplication Hopscotch
- Factor Fun







# **Clock Hop Station**

## Learning Objective

Students will learn how to skip count by fives, tell time to the nearest hour, half-hour, quarter-hour, and minute, comprehend elapsed time, solve real-world problems involving time, measure angles, and understand basic fractions. Students will understand time vocabulary (quarter after, quarter to, or half-past) and be cured of common misconceptions (e.g., quarter after 3 PM is equivalent to 3:25 PM).

#### <u>Standards Met</u>

- Measurement and Data
- Number and Operations Fractions

- 2 Clock Hops (5ft x 5ft) <u>OR</u> 1 Clock Hop (8ft x 8ft)
- Hour and Minute Clock Hands







# Learning Objective

Students will fully comprehend place values such as digits in a 4-digit number represent thousands, hundreds, tens, and ones or a bundle of ten tens is called 100. Students will practice comparing numbers and learn how to determine which numbers are greater or less than. They will enhance their skill with the expanded form of numbers, understand decimals for tenths, hundredths and thousands, learn how to write numbers with decimals, and how to solve real-world problems involving place value.

#### Standards Met

• Number and Operation in Base Ten

- Place Value Hop P2 (Millions) (includes place value cards and manipulatives)
- Place Value Hop P3 (Decimals) (includes place value cards and manipulatives)









# **Fraction and Decimal Station**

## Learning Objective

Students will understand unit fractions, fractions on a number line, equivalent fractions, whole numbers that are equivalent fractions, comparing fractions with different numerators and denominators, how to add and subtract fractions, how to decompose fractions, and more. Students will be able to solve real-world problems involving fractions and add and subtract fractions with unlike denominators (including mixed numbers).

#### **Standards Met**

- Geometry
- Number and Operations Fractions

- Fraction Walk (Halves & Quarters)
- Fraction Walk (Thirds & Sixths)
- Equivalent Fraction Hop
- Dollar Hop





Suzy Koontz's	Dollar Hop	MATH MOVEMENT
I	one dollar	
2	half- dollars	
<u>Ą</u>	quarters	
10	dimes	00000
20	nickels	99999 99999 99999 99999
100	pennies	
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# **Hundred Number Grid Station**

## Learning Objective

Students will be able to develop number sense and fluently add and subtract within 100. They will learn how to use addition and subtraction within 100 to solve multi-step real-world problems. Students will develop pattern recognition skills, learn prime and composite numbers, determine numbers that add to the next 10, how to make change for one dollar, solve rounding problems, skip count by fives and tens, understand the relationship between fractions, decimals, and percents, and develop money skills.

#### <u>Standards Met</u>

- Operations and Algebraic Thinking
- Number and Operation in Base Ten
- Number and Operations Fractions
- Measurement and Data

- Add/Subtract (includes two foam 20-sided dice)
- Positive/Negative Number Hop
- Operations Hop





# **Geometry and Graphing Station**

## Learning Objective

Students will learn to identify shapes and their attributes. They will learn to measure the length of objects, estimate lengths, compare the size of objects, and create and understand graphs. Students will learn perimeter, area, volume, and develop the confidence to solve real-world problems related to these concepts.

#### <u>Standards Met</u>

- Measurement and Data
- Geometry

#### Mats Included

- My First Shapes Hop
- Angle Hop
- Geometric Shapes Hop
- Cartesian Coordinate Hop







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# **Foundational Skills**

## Learning Objective

Students will develop number sense and the ability to solve multi-step real-world problems. They will develop the ability to add and subtract fluently within 20 and skip count by tens. Students will develop an understanding of ordinal numbers, attributes, odd and even numbers, and number buddies (numbers that add to ten). Students will use the ten frame to develop number sense.

#### <u>Standards Met</u>

- Operations and Algebraic Thinking
- Number and Operation in Base Ten

- Ordinal Numbers Hop
- Attribute Words Hop
- Ten Frame
- Hop by Tens
- Number Line to 10
- Hopscotch for 3's
- Skip Counting by 2's





