

NAME _____

DATE _____

Home Connection 7 ★ Activity



NOTE TO FAMILIES

50 or Bust! is a game designed to help your child understand numbers greater than 10. We've played it in class, and your child may enjoy showing you how to play. During the game, players take turns drawing cards from a stack and coloring in the amount shown on their side of the record sheet. The player who colors in closest to 50 boxes without going over wins.

The boxes on the record sheet and the game cards have been arranged in stacks of 10 to make counting easier and more efficient. Your child may already know that $10 + 4$ is 14 and be able to color in that amount on his or her record sheet by quickly shading in a stack of 10 and 4 more.

It's more common, though, for first graders to determine the card totals by counting on (10, 11, 12, 13, 14) or even starting at 1 and counting all the boxes in the stack of 10 and then the extra cubes. You can show your child how you quickly add such combinations as $10 + 4$ or $10 + 7$, and how you color in the amounts on your record sheet by coloring in a stack of 10 first and then filling in the extra ones. As your child sees you working so efficiently, he or she may imitate your methods or continue to count one by one each time. For now, either way is fine.

50 or Bust!

You'll need a record sheet to share and crayons in 4 or 5 different colors.

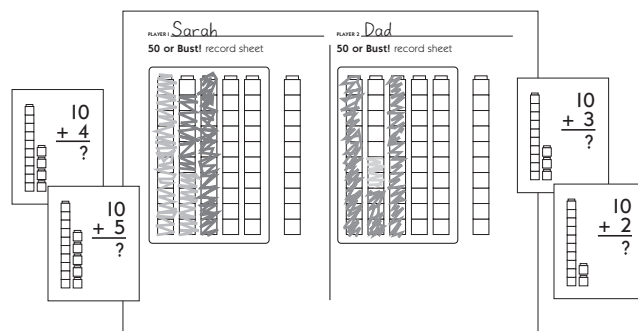
Game Rules

1 Cut out the cards on the accompanying sheet. Mix them thoroughly and place them in a stack, facedown.

2 Select a card, add the amount shown, and then color in that many small boxes on your side of the record sheet. Be sure to work from left to right and color from the bottom to the top of each stack. Have your partner do the same.

3 Each of you should take another card and color in the amount shown on your side of the record sheet. Be sure to use a new color so that you can see your score for each turn. (Color the 5 stacks inside the box first: the

single stack outside the box is used only if a player goes bust.) Who has more now? How many more do you each need to get to 50?



Dad Gee, Sarah, I only have 25, and you're already up to 29!

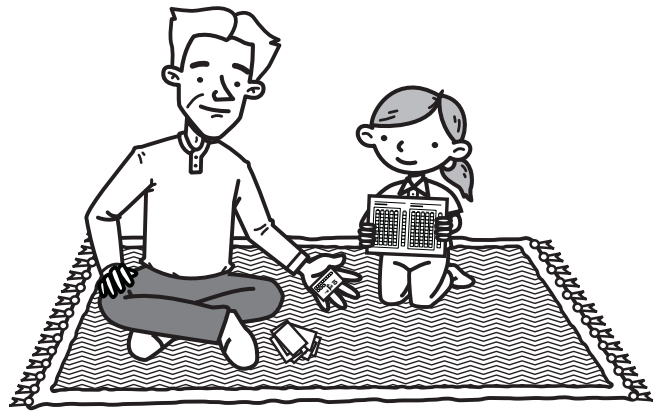
4 Do you dare to take another card or will you go beyond 50? Is there any

(Continued on back.)



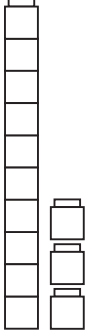
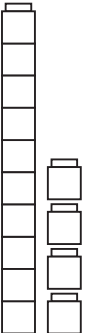
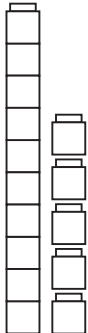
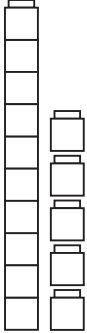
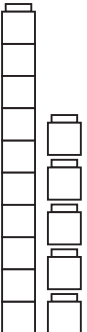
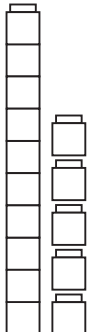
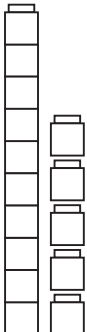
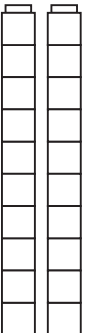

Home Connection 7 Activity (cont.)

card that would get you close to 50 without going over? You can stop taking cards whenever you choose. The winner is the person who colors in closest to 50 boxes without going over.

5 Play the game again, now or later. There are enough copies of the record sheet that you can play up to 4 times. Save the cards for practicing facts at home.



50 or Bust! cards

 $\begin{array}{r} 10 \\ + 1 \\ \hline ? \end{array}$	 $\begin{array}{r} 10 \\ + 2 \\ \hline ? \end{array}$	 $\begin{array}{r} 10 \\ + 3 \\ \hline ? \end{array}$
 $\begin{array}{r} 10 \\ + 4 \\ \hline ? \end{array}$	 $\begin{array}{r} 10 \\ + 5 \\ \hline ? \end{array}$	 $\begin{array}{r} 10 \\ + 6 \\ \hline ? \end{array}$
 $\begin{array}{r} 10 \\ + 7 \\ \hline ? \end{array}$	 $\begin{array}{r} 10 \\ + 8 \\ \hline ? \end{array}$	 $\begin{array}{r} 10 \\ + 9 \\ \hline ? \end{array}$
 $\begin{array}{r} 10 \\ + 10 \\ \hline ? \end{array}$	 $\begin{array}{r} 10 \\ + 0 \\ \hline ? \end{array}$	

PLAYER 2

50 or Bust! record sheet

PLAYER 1

50 or Bust! record sheet

NAME _____

DATE _____

Home Connection 8 ★ Activity



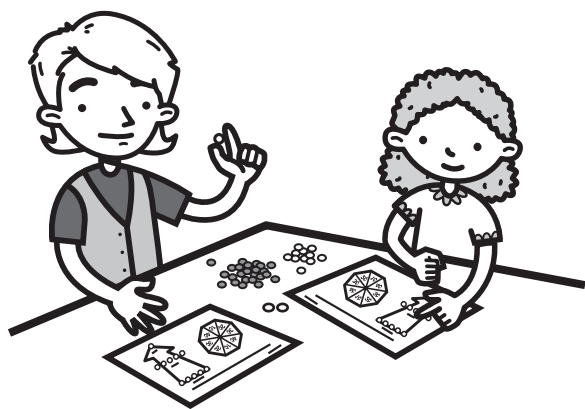
NOTE TO FAMILIES

The Home Connection activity this week is to play Race You to 25¢ several times. This is a game that involves counting and comparing money. It also gets at the idea of “regrouping”—you can trade 5 pennies in for a nickel and 5 nickels in for a quarter. The first person to “earn” 25¢ wins. Your child has been playing this game at school and will probably enjoy teaching you how to play.

Race You to 25¢

To play this game, you’ll need the 2 gameboards and also 30 pennies, 10 nickels, and 2 quarters.

Game Rules



4 Play the game several times over the next few days.

1 Take turns spinning and setting the appropriate number of pennies on your board.

2 Each time you have 5 or more pennies, you can trade 5 for a nickel. When you finally collect 5 nickels, you can exchange them for a quarter.

3 The first person to get a quarter wins the game. If you make a rule that the winner has to reach 25¢ exactly, without going over, it allows the other player to catch up and makes things a little more fun.

Race You to 25¢ gameboard

5

10

15

20

25

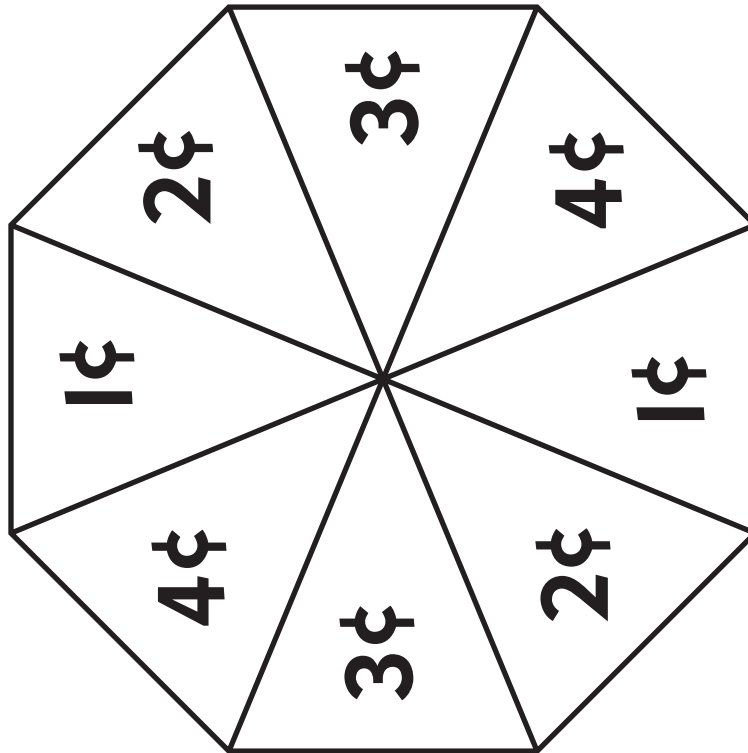
pennies



nickels



quarter



NAME _____

DATE _____

Home Connection 9 ★ Activity



NOTE TO FAMILIES

Ten or Bust! is a game designed to help your child become familiar with some of the combinations that make 10. The object of this game is to collect and add number cards until you're as close to 10 as possible without going over. We've played this game in class and your child may enjoy being the teacher as he or she shows you how things work.

Ten or Bust!

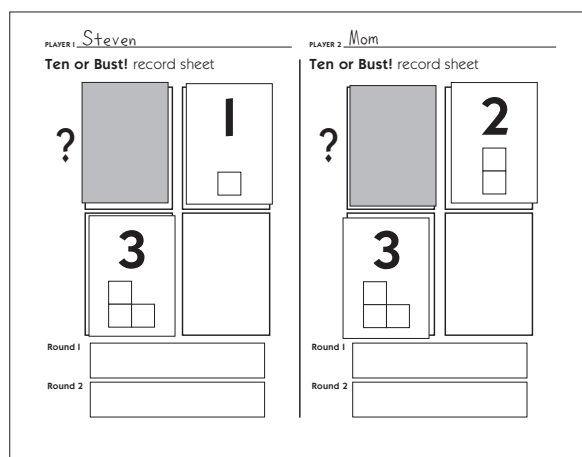
You'll need the cards, a record sheet to share, and 2 pencils.

Game Rules

1 Cut out the cards on the accompanying sheet. Mix them thoroughly and place them in a stack facedown.

2 Draw a card from the pile, take a peek at it, and place it facedown in the first space on your side of the record sheet so your partner cannot see it. Have your partner do the same.

3 After each of you have taken your first card, you each need to decide whether or not you want to draw any more cards. The goal is to reach 10 without going over. If you decide you want additional cards, take turns drawing. Remember, no one can have more than 4 total cards. Turn the cards you draw faceup so that both you and your partner can see them. (It's fair to peek at your own first card if you happen to forget what's on it!)



Steven (Thinking to himself) Ooohh! I have a 5 on the card that's turned face-down, and then 1 more, that's 6. And then 3 more—that's 9. I'm almost to 10. I'm not going to take any more cards!





Mom (Thinking to herself) I have a 1 on the card that's facing down, so my total is 6. I'd better take 1 more card.

4 After you've both taken all the cards you're going to take, you each need to turn your first card over and report the total to the other. The person who gets

(Continued on back.)







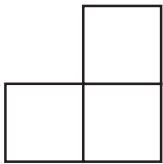
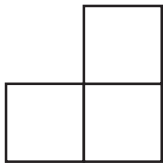
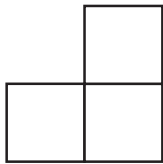
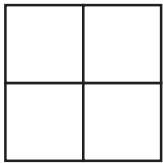
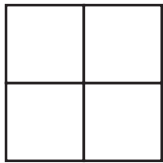
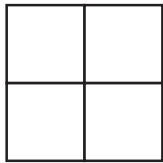
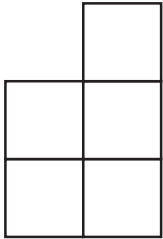
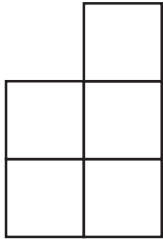
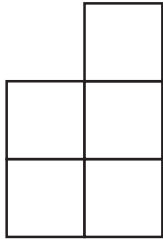
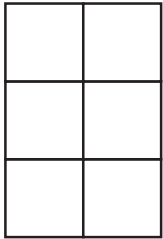
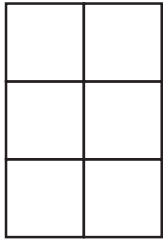
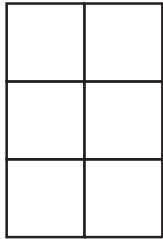
Home Connection 9 Activity (cont.)

closest to 10 without going over is the winner of the first round. If you both get 10 on the nose, you both win; if you both go over the mark, neither of you wins. Finally, use the first small box at the bottom of the page on your side to record an addition sentence about the cards you got on the first round. If you were the winner, circle your addition sentence.

PLAYER 1: Steven		PLAYER 2: Mom	
Ten or Bust! record sheet		Ten or Bust! record sheet	
?	5 	1 	?
	3 		2 
Round 1	5 + 1 + 3 = 9		Round 1
Round 2			Round 2
			1 + 2 + 3 + 2 = 8

5 Once you've recorded the results of your first round, clear the sheet, setting the cards you've already used off to the side, and begin again. Continue playing until you've completed both rounds. Use the back of your sheet to play another 2 rounds, either now or later. If you really love the game, you can easily draw extra record sheets for yourselves.

Ten or Bust! cards

1		1		1	
2		2		2	
3		3		3	
4		4		4	
5		5		5	
6		6		6	

PLAYER 2

Ten or Bust! record sheet



Round 1

--

Round 2

--

PLAYER 1

Ten or Bust! record sheet



Round 1

--

Round 2

--

NAME _____

DATE _____

Home Connection 10 ★ Activity



NOTE TO FAMILIES

The game we're sending home is one that we've been playing all month during Number Corner. It has many of us quite intrigued. The object of Race You to 100 is to be the first to color in all 100 boxes on a grid. One player plays for the 5's side and one plays for the 10's. The 5's side player gets to color in 5 boxes on his or her grid each time the spinner lands on 5, no matter who's spinning. The 10's side player gets to color in 10 boxes on his or her grid each time the spinner lands on 10, no matter who's spinning. There are 3 different spinners from which to choose. Try playing the game at least 3 times, using a different spinner each time. Which of the three seems to give both players the fairest chance of winning? Is it the half-and-half spinner, or does one of the others seem to work better for both players?

Race You to 100

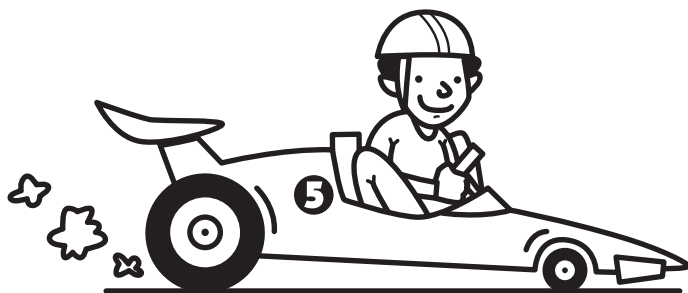
Game Rules

1 Decide which of the 3 spinners you're going to use for the first game. Circle your choice at the bottom of the game sheet and then choose sides. Who's going to play for the 5's this time? Who's going to play for the 10's? Write your name on the side you've chosen and have your partner do the same.

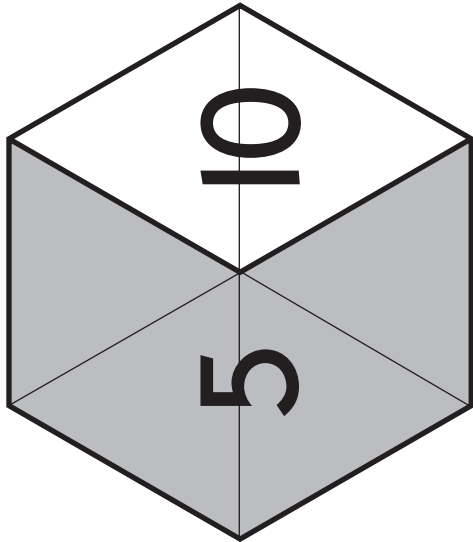
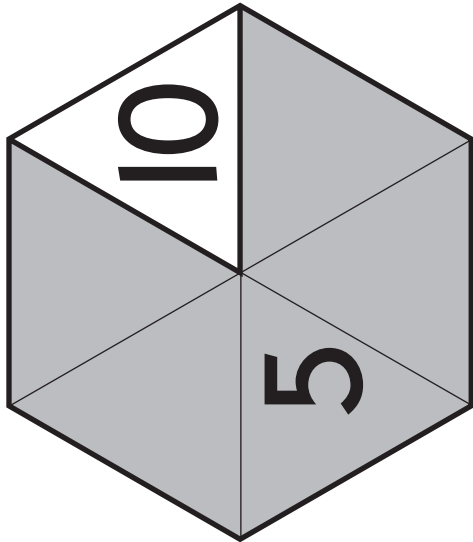
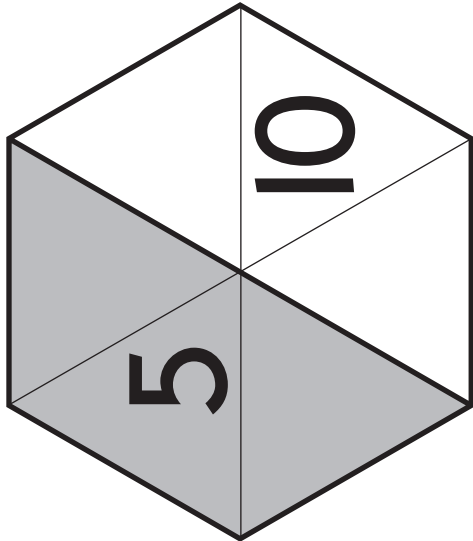
2 Take turns spinning the spinner you've chosen. You have to stay with the same spinner for this game, but you can switch and use a different spinner next time. Each time your number comes up, no matter who's spinning, you get to color in that many boxes on your side of the record sheet. If you're playing for the 5's side, for instance, and your partner spins a 5, you get to color in 5 boxes on the 5's grid. If, on the other hand, you spin a

10 and your partner is playing for the 10's side, he or she gets to color in 10 boxes on the 10's grid.

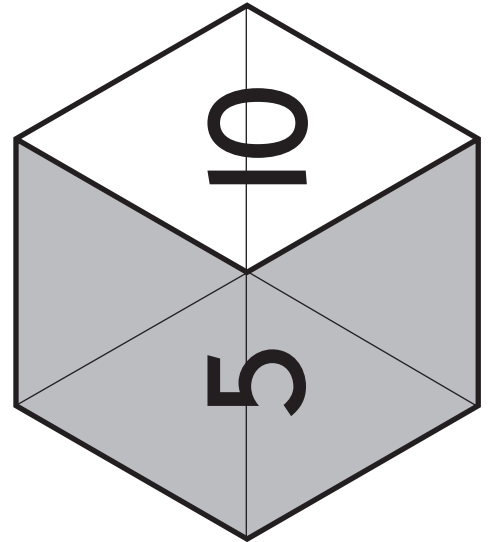
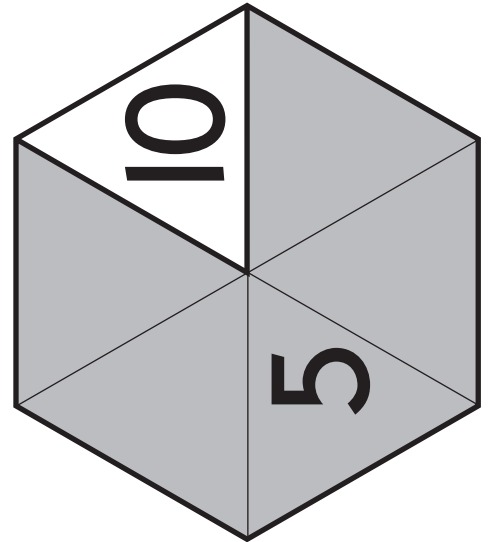
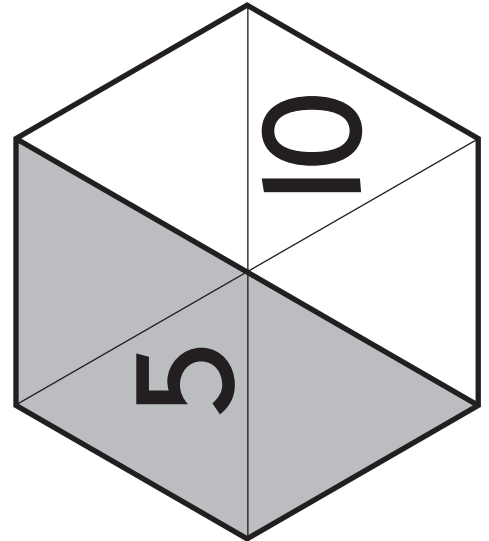
3 Continue in this fashion until one of you has colored in all 100 boxes on your grid. Turn the sheet over and play the game again. Use a different spinner this time if you like. Be sure to circle the spinner you've chosen at the bottom of the sheet! Over the next day or two, play the game twice more—it's a wonderful opportunity to practice counting by 5's and 10's to 100, and a chance to think about which spinner is most fair.



Race You to 100 spinners



Race You to 100 spinners

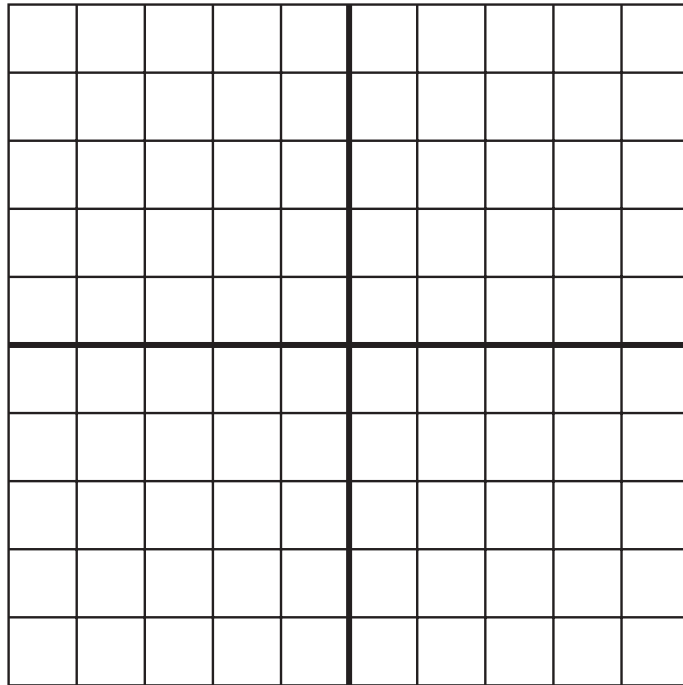


PLAYER 1 _____

Race You to 100 record sheet

This player gets to color in 5 boxes on his or her grid every time a 5 is spun, no matter which player spins it.

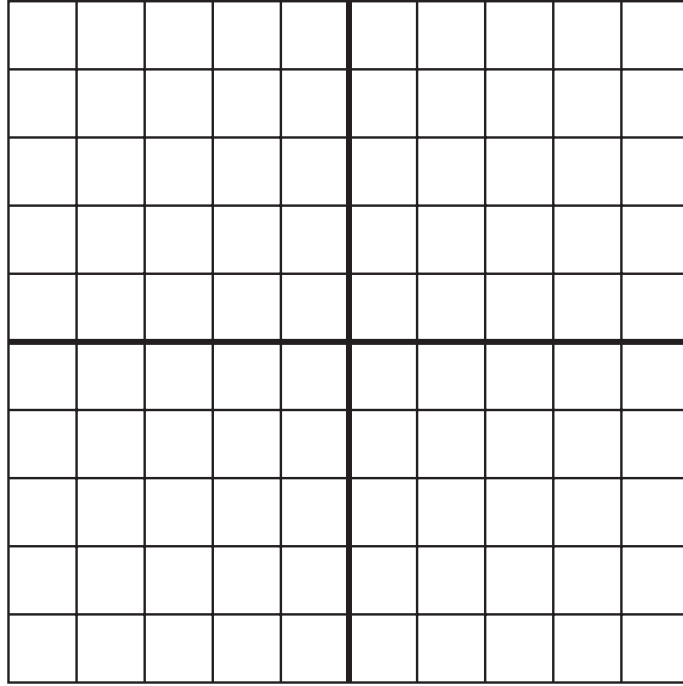
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PLAYER 2 _____

This player gets to color in 10 boxes on his or her grid every time a 10 is spun, no matter which player spins it.

10



Circle the spinner that you chose to use for this game.

