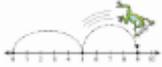


Cranston Public Schools  
Summer Math Activities  
**Entering Grade 2**

	<b>Monday</b>	<b>Wednesday</b>	<b>Friday</b>
<b>Week 1</b>	Count from 87 to 120 and back. 	Play Addition with Cards*. 	<b>Today's Number</b> Today's number is 34. Write <b>10</b> equations that total 34.
<b>Week 2</b>	Count from 45 to 60 and back again.	Play Subtraction with Cards*.	Make a graph of the types of fruits in your kitchen. What did you find out from your graph? 
<b>Week 3</b>	Write numbers from 37 to as high as you can in one minute. 	Put a bottle cap on a table. Blow on it once. Measure how far it went using inches. Try it with a marble and a pencil. Which went the farthest? By how much? Why?	Do jumping jacks as you count up by tens to 120 and back down to 0. 
<b>Week 4</b>	Go on a 3-D shape hunt! Find cones, spheres, cubes and cylinders. Make a chart or graph to show how many you find of each. 	Play Addition with Cards.	Count 120 beans or pieces of pasta. How many groups of 10 can you make? How many groups of 5? How many groups of 25? 
<b>Week 5</b>	Add 5 tens to 23. Add 2. What number did you find?	Count by ones from 112 to 82. Then, count from 82 to 112.	Write a story problem for: $9 + 4 = X$
<b>Week 6</b>	Solve $\$64 + \$38 = X$ . Draw a picture to show your thinking.	Count down from 99 to 75.	Write the numbers from 116 to as low as you can in one minute.
<b>Week 7</b>	Write a story problem for $7 + X = 12$ . 	Do jumping jacks as you count up by 9 tens from 9 to 119 and back down to 0. 	Write numbers from 82 to as high as you can in one minute. 
<b>Week 8</b>	Measure the steps from your bedroom to the kitchen, walking heel to toe, and then have a family member do the same thing. Compare.	Solve $47 + 24 = X$ . Draw a picture to show your thinking.	Use Quick Tens to draw 89 and 84. Circle the number that is less. 

\*Shuffle the cards and place them face down between two players. Each player flips over two cards and adds them together or subtracts the smaller number from the larger number. The player with the largest sum or smallest difference keeps the cards played by both players in that round. If the sums or differences are equal, the cards are set aside, and the winner of the next round keeps the cards from both rounds. When all cards have been used, the player with the most cards wins.