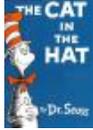
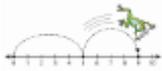


Cranston Public Schools
Summer Math Activities
Entering Grade 1

	Monday	Wednesday	Friday
Week 1	Count from 82 to 100 by ones. 	Play Addition with Cards*. 	Try a game like basketball. Help keep score. Who had the most points? 
Week 2	Hop on one foot and count from 0 to 100 by 10's. 	Play Subtraction with Cards*. 	Go food shopping. Count all of the fruit you buy. How many bananas? Apples? Oranges? How many pieces of fruit in all? 
Week 3	How long does it take you to write numbers from 0 to 20? 	Choose a book. Without opening it, estimate the number of pages. Open the book to check your estimate. Try it with 2 or 3 books. 	Put a penny in each pocket of everyone in your family. Collect them. Count the pennies. 
Week 4	Do jumping jacks as you count up by tens to 100. 	Play Addition with Cards. 	Go on a 3-D shape hunt! How many cones, spheres, cubes and cylinders can you find? 
Week 5	Count 100 beans or pieces of pasta. How many groups of 10 can you make? How many groups of 5? 	Measure the route from your bathroom to your bedroom. Walk heel to toe and count your steps. 	Count by ones from 43 to 82.
Week 6	Write a story problem for: $3 + 4 = X$ 	Make it half and half day! See how many things you can divide into 2 equal parts. Your sandwich at lunch? Your banana? 	Count from 23 to 70 by ones. 
Week 7	Find 2 kinds of flowers. Draw pictures to show 2 ways they are alike and 2 ways they are different. 	Write the numbers from 0 to 20 as fast as you can. 	Write a story problem for: $6 + 4 = X$ 
Week 8	Count and track how much mail you get for a week. What day was there the most mail? Which day was there the least mail? 	Go on a shape scavenger hunt. Find as many circles or spheres as you can. 	Start at 1 and see how high you can count in one minute.

*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.