

Math Matters

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What's That Word?

A **FACT FAMILY** is a group of equations using the same set of numbers. It shows the relationships between the three numbers involved.

The total or the answer to an addition problem is called the **SUM**.

The word **PERCENT** means per 100 or for each 100. It is usually written symbolically like this: %

A fraction with the same value as another using different numbers is an **EQUIVALENT FRACTION** Ex: $\frac{1}{2}$ and $\frac{3}{6}$.

Reading for Understanding in Math

When most of us adults were in school, reading a word problem in math meant plucking out the numbers and performing whatever operation or procedure we had just learned in class without thinking about, or perhaps even reading, the rest of the words. As math has shifted towards educating students to be mathematical thinkers the approach to reading a word problem has changed.



When students read a text in reading class it often begins with the big idea, followed by more details, and ending with a conclusion. Reading in this way builds from the big idea, down to the details, and then on to the analysis. Students are able to have the big idea in their mind as they take in the details that are relevant and make sense of the conclusion. Math problems are written differently. They start with little details, end with the big idea, and then expect you to do the analysis. This means that a student reading the problem has to guess which details are relevant and what the big idea is until they get to the end. Their ideas can very easily take them in the wrong direction.

To support students in reading math problems for understanding, we use a strategy called **3 Reads**. This strategy helps them to develop understanding of a problem. They read the problem three times and each time they have a specific purpose for reading.

Read 1: What is the problem about? (The gist and the context, not the math)

Read 2: What is the problem asking? (This is the big idea)

Read 3: What information will help me solve it? (Now we can find the relevant details)

Try it out at home to support your child in problem solving!

Click It!

Check out these websites:

- ◆ i-Ready Student dashboards can be accessed through [Clever.com](https://www.clever.com/) for students in grades K-5.
- ◆ [Education.com/Games](https://www.education.com/games) has educational games for a variety of subjects and grade levels.
- ◆ [Splashlearn.com](https://www.splashlearn.com/) (formerly Splashmath) offers a free parent account for adaptive learning games.

Happy 100th Day of School!

The 100th day of school is quickly approaching! On February 10th (assuming there are no snow days), we will celebrate being 100 days smarter!

We are having our Annual 100th Day Contest at Black Rock School and Thomaston Center School!

100th Day Contest Details:

Your child will bring home a contest page of activities involving 100. Complete the activities and return the completed contest page to school by the 100th Day of School (Feb. 10th if there are no snow days). You can even work together and take on the challenge as a family.

Prizes will be awarded on the 100th Day of School!



Recommended Reading

Fractions (grades 3-6)

Fractions, Decimals, and Percents

by David Adler

Problem Solving (1-4):

Math Potatoes: Mind-stretching Brain Food

by Greg Tang

Problem Solving (grades 1-4):

Math Appeal: Mind-Stretching Math Riddles

by Greg Tang

Divisom (grades 3-6):

Cheetah Math

by Ann Whitehead Nagda

Math Jokes, Riddles and Tips!

What geometric figure is like a lost parrot?

Answer: A Polygon!

Why should you never talk to Pi?

Answer: Because he will go on and on forever!

Did you know?

If you are a 5th grade the 100th day of school is you 1,000th day of school! See if you can show how that is true mathematically.



Figure It Out Together!

Play It:

(K-4) First to 100

Materials: Deck of cards, paper, and pencil

Directions: Shuffle the pack and place it face down. Set a target score for the game, for example 100. The first player turns over the top card and continues turning over cards, adding together the value of each card, until he/she decides to stop. (Jacks = 11, Queens = 12.) When the player stops, the total is recorded as his/her score. However, if an Ace or King is turned over, no points are scored at all and the turn is finished. Now the second player starts turning over cards in the same way. Players continue having turns and building their scores until someone reaches the target score. This player is the winner. If the cards are all turned over before the target is reached, just reshuffle the pack and continue.

Modify the game by changing the target number and/or allowing for other operations to be used (subtraction, multiplication, or even division).

(K-6) Blokus

Materials: If you do not own the board game **Blokus**, [click this link for a free printable version](#).

Directions: Follow the directions that come with the board game or with the printable version.

As you play with your child, talk about strategies, how you visualize which piece will fit, how you figure out your scores, or any other math discussion that arises!

Try These Apps for Math on the Go!

K-3: Montessori Numbers Maze (free)

3-6: Lobster Diver HD (free)

4-6+: Twelve a Dozen (free)

K-6: Prodigy Math Game (free)

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Have a great math riddle, tip, trick, website or book to share? Have questions, comments, or concerns? Contact us by email at:



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