**MATH**

**Easy Activities to Do with Your Child to Get Ready for Math**

* Count objects with your child (buttons, cookies, stop signs, stop lights, red cars, etc.)
* Play sorting games with macaroni, beans, buttons, coins, etc. Sort by size, color, shape, special details
* j0232107Find shapes in your home and around the community (rectangles and squares in doors and windows, triangles in pies, circles in plates and glasses, etc.)
* Find numbers in print (magazines, billboards, license plates, road signs)
* Compare and put objects in order by size, weight or length (ribbon, pencils, paper, belts, etc.)
* Have a calendar where your child can see it. Let your child mark special days and events on the calendar. Check the calendar together and talk about today’s date, yesterday and tomorrow
* Help your child learn about time. Use a timer or stop watch to structure play and work times. Set a timer for the length of play or quiet time. Time how quickly a child can put away their toys

**Shapes and Space**

Playing with toys that can be taken apart, put back together or made into something new help children understand space and shapes. This can include dolls, paper dolls, models, blocks, Legos, and puzzles. Folding and cutting activities, such as making snowflakes, are also helpful.

Children are naturally creative and can find many ways to make shapes. You could make common shapes with your child using play dough, string, toothpicks and marshmallows, cookie dough, and/or sponges. As you do this, talk about the shapes using words like round, flat, corners, curved, and sides.

***See Colors and Shapes page – in “I’m Getting Ready for Kindergarten – Student Booklet”***

**Writing Numerals**

Included in your parent booklet is a page that shows how children will be forming numbers and letters when they begin school. Everett Public Schools uses the “Handwriting Without Tears” program which has been found to be very effective. One important thing to encourage is to have your child start writing all letters and numbers at the top. In fact, we’ve included the song “Where Do You Start Your Letters?” in your booklet so you can use it with your child. This is sung to the tune of “If You’re Happy and You Know It”.

In the student booklet, we have included a page for writing numerals and counting. You can help your child by practicing one number at a time and then adding as needed. It’s better to space practice out over time than to make it into something that a child doesn’t want to do.

**Number Dot Cards**

This kit includes sets of cards related to numbers and letters. You can play a variety of activities and games with each set. Here are just a few:

Read the Cards: “Read” the cards to your child. Then show them the cards one at a time and have him/her read it to you. If your child doesn’t remember the name of the number, letter, or picture, simply give them the name. As the child correctly names the card, you can give them the card to hold until they end up with all the cards. If your child can’t yet name numbers, begin with just a few and add one or two more as they master the first group.

Match: Put a set of cards out on a table or other flat surface face up. Ask your child to find all the cards that are the same and put them in piles. Ask them to name each pile. Ask your child to find those that match. Start with just one of each number from each set of cards. You may want to start with only the numbers 0 to 5 and then add the numbers up to ten. When your child feels confident, you can add more cards.

Numbers in Order: Put a set of cards 1 – 10 face up on a table or other flat surface. Show your child how to put them in order from 1 to 10. Then do it with your child. Eventually, ask your child to do this without your assistance.

Count and Match: Choose a few of the Number Dot Cards and put them out on the table. Put out small items that are easy to count. Ask your child to count out the number of objects that goes with each number. You can use objects you have around your house – pennies, spoons, rocks, paper clips, tooth picks, etc.

Go Fish (with a deck of cards): Deal 5 cards to all players. Place the rest of the stack of cards face down in the middle of the table. The object of the game is to be the first one to get 4 of a kind. The player who goes first asks any player for a card and any player having that card must give the other player all the cards (of that type). If no one has the desired card, the player who asked must draw a card from the pile. Continue playing until one person gets 4 of a kind and lays them down.

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**“Name It!” Board Game**

1. Gather items to use as game pieces.

2. Place game pieces on START.

3. Roll dice to see who goes first. Largest number begins the game.

4. Alternate rolling dice and moving game piece the number of squares rolled.

5. Name the letter, number or shape on each square you land on.

6. The first person to reach FINISH wins.