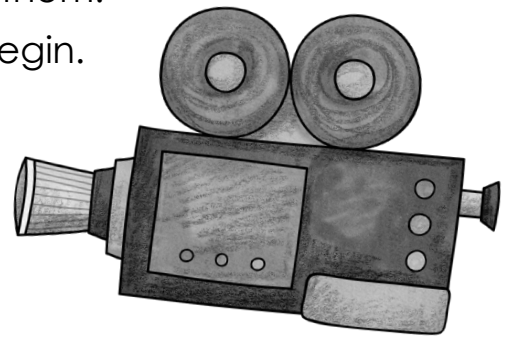


Helping Your Child With **MATH** at Home

1. Take an Interest in Their Homework

- ✓ Read word problems together and discuss them.
- ✓ Reach out to the teacher when struggles begin.
- ✓ Use different words to explain a problem.

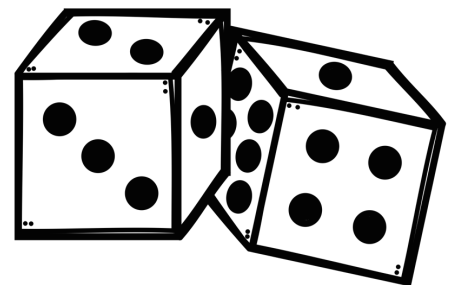


2. Watch Videos with Them

- ✓ Khan Academy is a great option.
- ✓ Search on YouTube or TeacherTube.

3. Be Positive and Supportive

- ✓ Try not to show negative opinions of math.
- ✓ Have an enthusiastic attitude.
- ✓ Believe in your child's success.

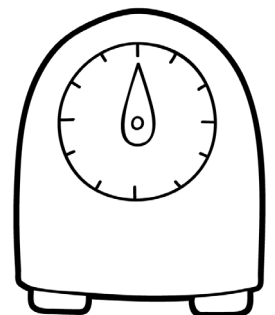


4. Play Games

- ✓ Monopoly, Yahtzee, and UNO are great choices.
- ✓ Add a family game night to your weekly routine if you can.

5. Set a Timer

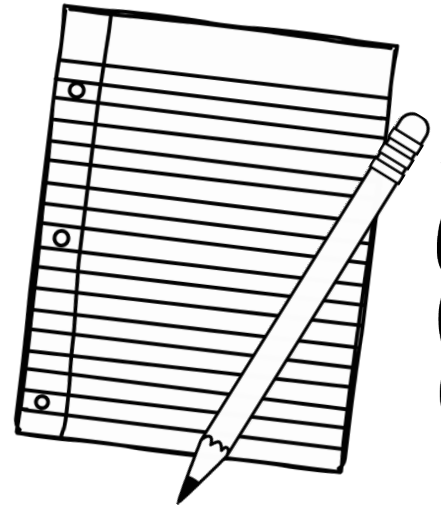
- ✓ Ask the teacher how long the homework should take to complete to make sure your child is not spending too long.



6. Skills Practice

- ✓ Let your child practice math skills on the computer or tablet.

IF YOUR CHILD NEEDS HELP ...



If your child needs help with his or her math homework, use these guiding questions or statements to help.

- Do you have notes from class that can help you solve the problem?
- What do you think is the first step?
- What do you remember about this type of problem from class?
- Tell me what you know about this type of problem.
- What has you stuck?
- Explain the problem to me in your own words.
- What is the problem asking you to do?
- Talk me through the steps you are taking to solve the problem.
- Tell me what you think you should do to solve the problem.

Helping with MATH

If a student is stuck on a problem...	If a student wants you to check their work...
<ul style="list-style-type: none">• What have you done in class that could help you solve this?• Do you have any notes or references that you can use?• What do you think your first step should be?• What is the problem asking you to do?• What does this problem remind you of?• What do you want to try first?• What would you do if the numbers were smaller?• Let me read the problem and you retell it in your own words.	<p>If the Answer is Correct:</p> <ul style="list-style-type: none">• Can you show me another way to solve this?• How can we double-check your answer?• Does your answer make sense? <p>If the Answer is Not Correct:</p> <ul style="list-style-type: none">• Talk me through the steps that you took to get your answer.• Explain to me how you got your answer.• Does this make sense?• How can we check this? <p>*The purpose of asking the above questions is to get the students to reflect on their work and hopefully realize their own mistakes.</p> <p>*If the students still don't catch their mistakes, point out a specific section for the student to double-check.</p> <p>*If they are still stuck, say "Let's work on this together." The students must be involved in the corrections. Do not take their pencils and make the corrections. Work it out together on a marker board, and then have them copy the collaborative work on their paper.</p>

Helping with MATH

If your child is stuck on a problem...	If your child wants you to check their work...
<ul style="list-style-type: none">• What have you done in class that could help you solve this?• Do you have any notes or references that you can use?• What do you think your first step should be?• What is the problem asking you to do?• What does this problem remind you of?• What do you want to try first?• What would you do if the numbers were smaller?• Let me read the problem and you retell it in your own words.	<p><u>If the Answer is Correct:</u></p> <ul style="list-style-type: none">• Can you show me another way to solve this?• How can we double-check your answer?• Does your answer make sense? <p><u>If the Answer is Not Correct:</u></p> <ul style="list-style-type: none">• Talk me through the steps that you took to get your answer.• Explain to me how you got your answer.• Does this make sense?• How can we check this? <p>*The purpose of asking the above questions is to get your child to reflect on his/her work and hopefully realize his/her own mistakes.</p> <p>*If your child still doesn't catch his/her mistakes, point out a specific section for him/her to double-check.</p> <p>*If he/she is still stuck, say "Let's work on this together." The child must be involved in the corrections. <u>Do not</u> take his/her pencil and make the corrections. Work it out together on a marker board/piece of paper, and then have your child copy the collaborative work on his/her paper.</p>

PARTNER GAMES

Note: Either remove the face cards (Jack, Queen, King, and Ace) or assign them the following values: Jack, Queen, King = 10 and Ace = 11 or 1 (player's choice).

Fraction War:

Deal the entire deck out evenly to each player. Each player turns over 2 cards at once and tries to make the largest fraction. For example, if your cards are 5 and 3, you could make $\frac{3}{5}$ or $\frac{5}{3}$. The player with the largest fraction wins the round and gets a point.

Multiplication War:

Deal the entire deck out evenly to each player. Each player turns over 2 cards at once and multiplies them together. The player with the largest product wins the round and gets a point.

Advanced Multiplication War:

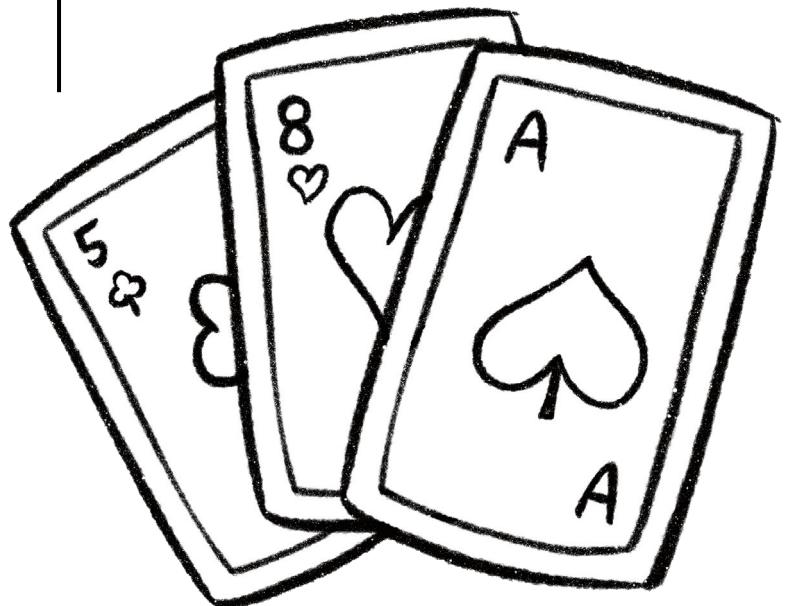
Deal the entire deck out evenly to each player. Each player turns over 3 cards at once and multiplies all three together. The player with the largest product wins the round and gets a point.

Number War:

Use only the 1-9 cards for this game. Deal out seven cards to each player. Each player will arrange the cards to create the largest number possible. The player with the largest number wins the round and gets a point.

Operation War:

Each player turns over 3 cards and may do whichever operations they wish with the three numbers. The player with the greatest answer wins the round and gets a point.



Math Websites and Apps

Type	Name/Link	Notes
<input type="checkbox"/> Website <input type="checkbox"/> App <input type="checkbox"/> Both		
<input type="checkbox"/> Website <input type="checkbox"/> App <input type="checkbox"/> Both		
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**Versiones en
Español**

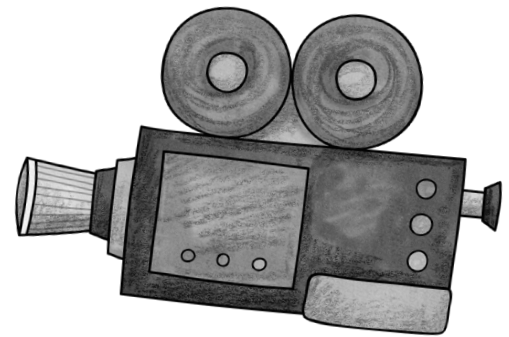
AYDANDO A SU HIJO CON MATEMÁTICAS EN CASA

1. TÓMESE UN INTERÉS EN SU TAREA

- ✓ Lee los problemas de palabras juntos y discútalos.
- ✓ Acércate al maestro cuando comiencen las luchas.
- ✓ Use palabras diferentes para explicar un problema.

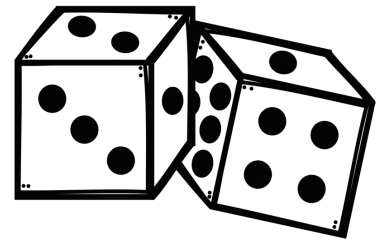
2. VERVIDEOS CON ELLOS

- ✓ Khan Academy es una gran opción.
- ✓ Busque en YouTube o TeacherTube.



3. SÉ POSITIVO Y APOYANTE

- ✓ Try not to show negative opinions of math.
- ✓ Trata de no mostrar opiniones negativas de las matemáticas.
- ✓ Ten una actitud entusiasta.
- ✓ Cree en el éxito de tu hijo.

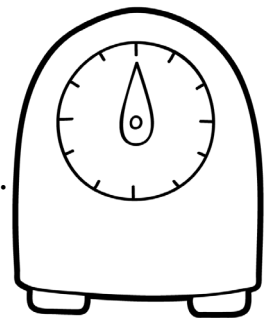


4. PON EL TEMPORIZADOR

- ✓ Pregúntele al maestro cuánto tiempo debe tomar completar la tarea para asegurarse de que su hijo no pase demasiado tiempo.

5. Set a Timer

- ✓ Ask the teacher how long the homework should take to complete to make sure your child is not spending too long.

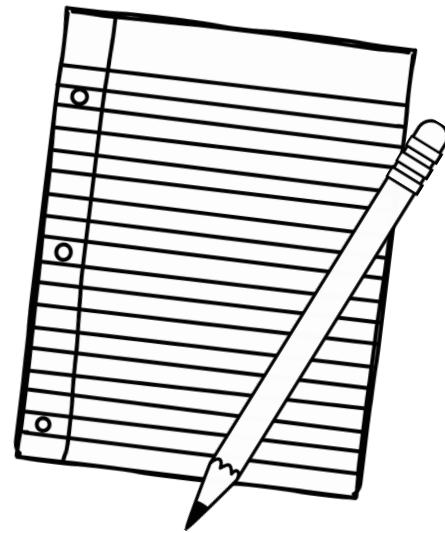


6. PRÁCTICA DE HABILIDADES

- ✓ Deje que su hijo practique las habilidades matemáticas en la computadora o tableta.

Si su niño necesita ayuda...

Si su niño necesita ayuda con su tarea de matemáticas, use estas preguntas orientadoras o declaraciones para ayudar.



- ¿Tienes apuntes de la clase que pueden ayudarte a resolver el problema?
- ¿Cuál crees que es el primer paso?
- ¿Qué recuerdas sobre este tipo de problema de la clase?
- Dime lo que sabes sobre este tipo de problema.
- ¿Qué te tiene bloqueado?
- Explícame el problema con tus propias palabras.
- ¿Que te pide el problema que hagas?
- Háblame sobre los pasos que estás tomando para resolver el problema.
- Dime qué piensas que deberías hacer para resolver el problema.

JUEGOS DE PAREJA

Nota: Elimine las cartas de cara (La Jota, La Reina, El Rey, La Ace) o asígneles los siguientes valores: La Jota, La Reina, El Rey = 10 y La Ace = 11 o 1 (decide del jugador).

Guerra de Fracciones:

Reparte la pila de cartas de manera uniforme a cada jugador. Cada jugador entrega 2 cartas a la vez e intenta hacer la fracción más grande. Por ejemplo, si tus cartas son 5 y 3, puedes hacer $3/5$ o $5/3$. El jugador con la fracción más grande gana la ronda y obtiene un punto.

Guerra de Multiplicación:

Reparte la pila de cartas de manera uniforme a cada jugador. Cada jugador entrega 2 cartas a la vez y las multiplica. El jugador con el producto más grande gana la ronda y obtiene un punto.

Guerra de Multiplicación Avanzada:

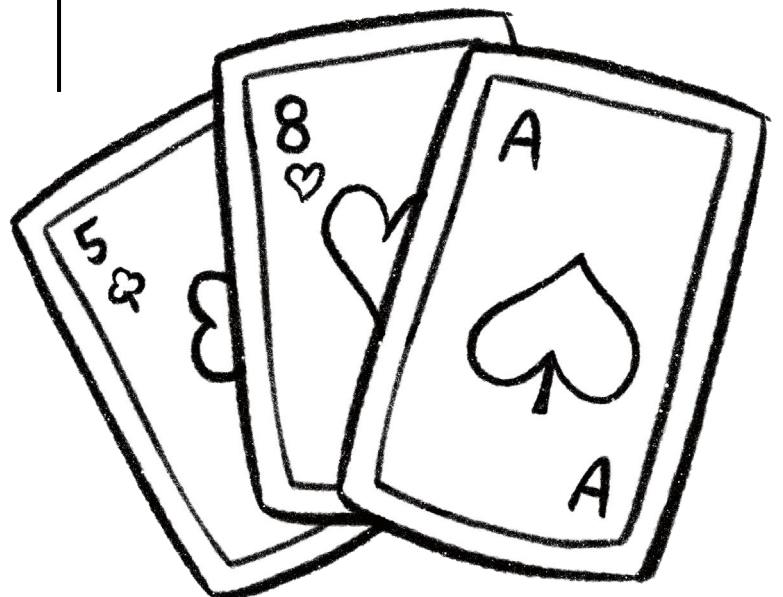
Reparte la pila de cartas de manera uniforme a cada jugador. Cada jugador entrega 3 cartas a la vez y multiplica las tres juntas. El jugador con el producto más grande gana la ronda y obtiene un punto.

Guerra Numérica:

Usa solo las cartas del 1-9 para este juego. Reparte siete cartas a cada jugador. Cada jugador organizará las cartas para crear el mayor número posible. El jugador con el número más grande gana la ronda y obtiene un punto.

Guerra de Operaciones:

Cada jugador gira 3 cartas y puede hacer las operaciones que desee con los tres números. El jugador con la mejor respuesta gana la ronda y obtiene un punto.



Sitios web y aplicaciones de matemáticas

Tipo	Nombre/Enlace	Notas
<input type="checkbox"/> Sitio web <input type="checkbox"/> App <input type="checkbox"/> Ambos		
<input type="checkbox"/> Sitio web <input type="checkbox"/> App <input type="checkbox"/> Ambos		
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Jennifer Findley

