FAMILY MATH FUN
Handouts and Directions

Family Math Fun
Family Math Packet

Number Crunch/Top It
1st Grade, 1st Quarter

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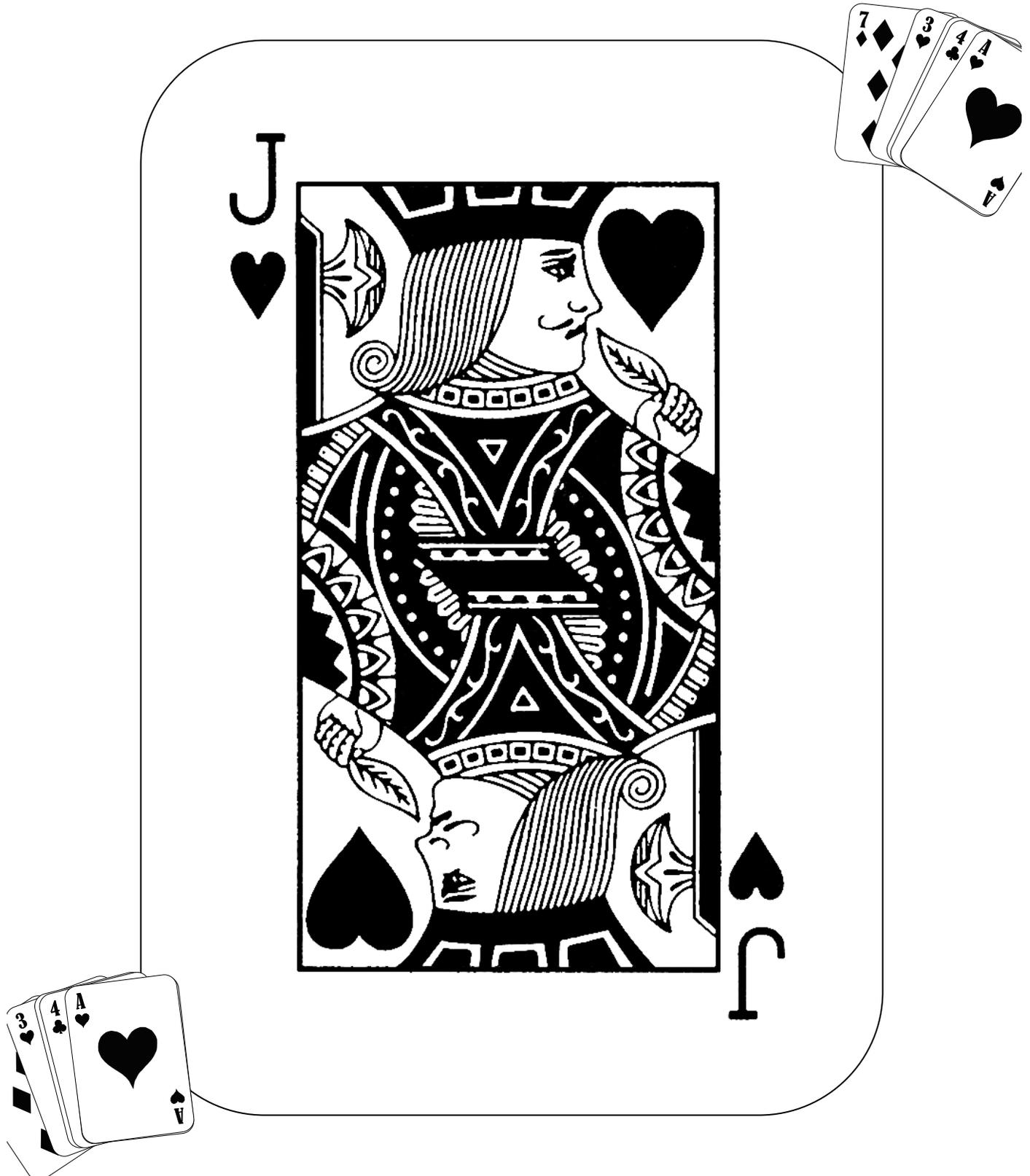
HOW TO PLAY **Number Crunch**

Note to Families: This game is an adoption of a game played in class called 'Monster Squeeze.' The purpose of this game is to review the concepts of 'greater than' and 'less than.' Use this sheet to review the directions with your child. Please keep both the game directions and the number cards in a safe place at home for continued use.

Materials: Deck of Cards *(Begin by removing face cards. Aces count as 1. It may be easier for your child to use all numbers from the same suit.)*

Players: 2

Object: Determine the chosen number by asking more-or-less-than questions and eliminating those numbers that do not fit the rule.

How to Play
1.   Each player lays out their cards in order from ace (1) through 10.
2.   Player A secretly chooses one of the numbers seen and writes it down on a piece of paper.
3.   Player B asks questions to determine the secret number. (For example: 'Is your 7?).
4.   As Player A answers each question (My number is *less than 7*) Player B turns over those cards that no longer fit the rule. Questioning continues until the secret number is the only one left showing.

Variations: *(use only if needed)*
As your child becomes comfortable with the numbers 1-10, add the face cards. (Jack =11, Queen =12, King =14, Joker =15)

Use 2 suits of cards to make each number a double digit number. For example, the aces of hearts and diamonds would represent the number 11; the twos of hearts and diamonds would represent 22; the threes of hearts and diamonds would represent 33……..the two tens would represent 100.

HOW TO PLAY **Top-It**

Note to Families: This is one of the number games we play in class. The purpose of this game is to review the concepts of 'greater than' and 'less than.' Use this sheet to review the directions with your child. Please keep both the game directions and the number cards in a safe place at home for continued use.

Materials: Deck of Cards *(Aces count as 1. Jacks count as 11. Queens count as 12. Kings count as 13.)*

Players: 2

Object: Determine which player has the greater number.

How to Play
1. Shuffle cards and lay deck in the center of the table.
2. Each player takes a card from the top of the pile, turns it over and says the number on the card.
3. The player who has the larger number takes both cards.
4. If the two cards show the same number, each player takes another card from the top of the pile. The player with the larger number then takes all the cards facing up.
5. The game is over when all of the cards have been taken. The player with more cards wins.
6. When the game is over have your student predict who has more cards before you begin counting them to determine the winner.

Variations:
The smaller number wins.
To determine the winner flip a penny.
    Heads: The player with more cards wins.

    Tails: The player with fewer cards wins.