

# Cedar Hills 2<sup>nd</sup> Grade Family Math Night



## Number Sense

- Spin & Add
- Moving on the 200 Chart
- 10 Frame Games
  - Ten Frame Flash
  - Ten Frame War



## Place Value

- Place Value Toss
- Spinning
- Places Please Dice Toss
- Places Please with Cards

## Computation

- Bumble Bee
- Sink or Swim
- Spill the Beans



## Money

- Volcanic Cash
- Guess My Coins
- Race to \$.50



# 200 Chart

1	2	3	4	5	6	7	8	9	10
11	12	13	14	15	16	17	18	19	20
21	22	23	24	25	26	27	28	29	30
31	32	33	34	35	36	37	38	39	40
41	42	43	44	45	46	47	48	49	50
51	52	53	54	55	56	57	58	59	60
61	62	63	64	65	66	67	68	69	70
71	72	73	74	75	76	77	78	79	80
81	82	83	84	85	86	87	88	89	90
91	92	93	94	95	96	97	98	99	100
101	102	103	104	105	106	107	108	109	110
111	112	113	114	115	116	117	118	119	120
121	122	123	124	125	126	127	128	129	130
131	132	133	134	135	136	137	138	139	140
141	142	143	144	145	146	147	148	149	150
151	152	153	154	155	156	157	158	159	160
161	162	163	164	165	166	167	168	169	170
171	172	173	174	175	176	177	178	179	180
181	182	183	184	185	186	187	188	189	190
191	192	193	194	195	196	197	198	199	200

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Name \_\_\_\_\_

Date \_\_\_\_\_

# Spin and Add Score Sheet

Each player records the sum of three spins for each round. Player 1 and 2 compare their sums. The player with the higher sum gets one point. If the sums are the same, both players get one point.

	Sums		Points	
	Player 1	Player 2	Player 1	Player 2
Round 1				
Round 2				
Round 3				
Round 4				
Round 5				
Round 6				
Round 7				

Total \_\_\_\_\_

# Moving on the 200 Chart Scorecard

Player 1 \_\_\_\_\_

Player 2 \_\_\_\_\_

Start with 50.

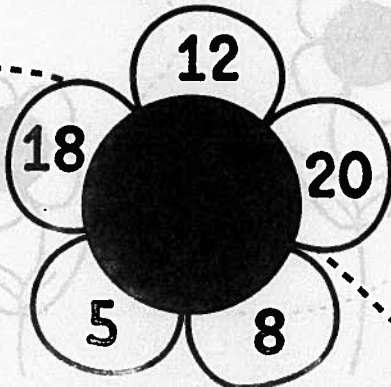
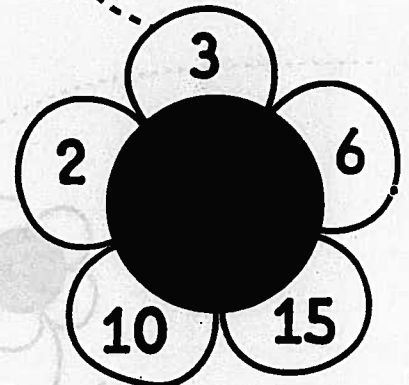
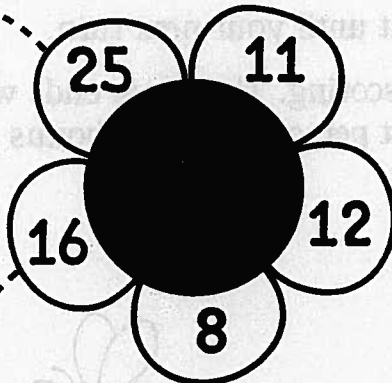
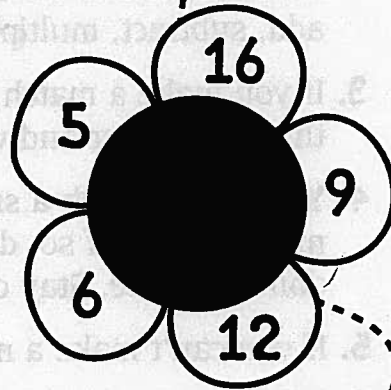
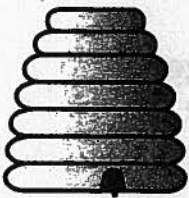
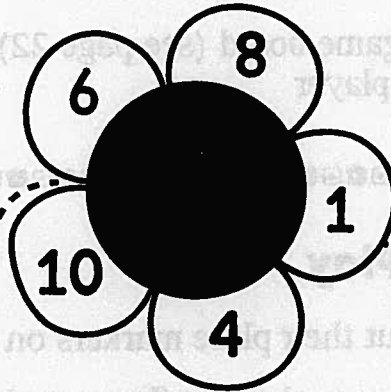
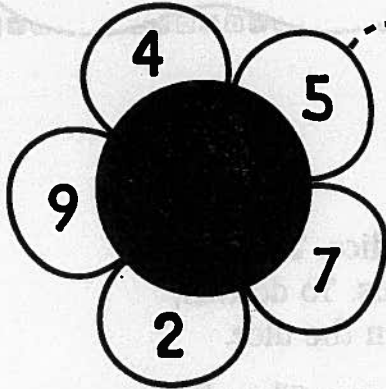
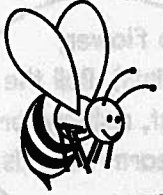
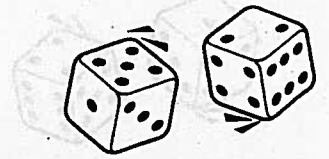
Start with 50.

Spin	New Number

Spin	New Number



# Bumblebee





# SINK OR SWIM

## Skills

Addition, subtraction, multiplication, recognizing odd and even numbers, mental math.

## Materials Needed

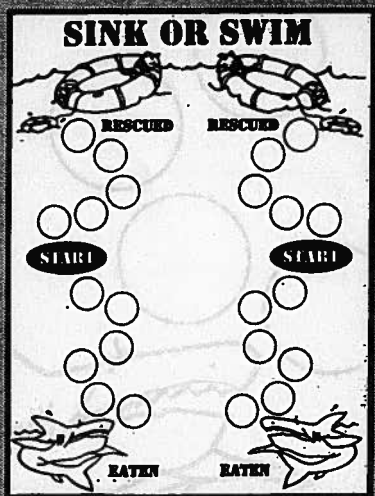
- Sink or Swim gameboard
- 1 marker for each player
- 1 pair of dice (page 97)
- Calculator (optional)

## Object of Game

To reach one of the ends.

## Number of Players

Two

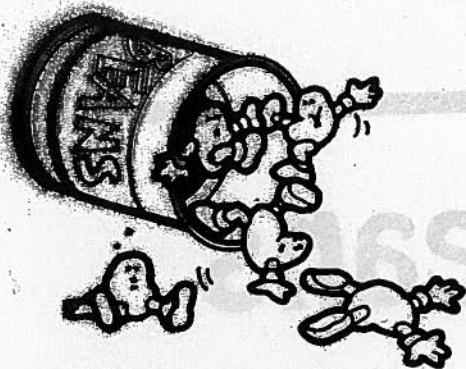


## The Game

Two divers are diving for buried treasure. Their tanks begin to run low on air. See which diver is the first to either sink and be eaten or swim and be rescued.

## How to Play:

1. Each player puts his/her marker on a START circle.
2. Player A rolls the dice and either adds, subtracts or multiplies the two numbers.
3. If the answer is an odd number, the player moves one space toward the shark.
4. If the answer is an even number, the player moves one space toward the life raft.
5. Player B takes his/her turn.
6. Players alternate turns until one player reaches either the life raft or the shark. Then points are scored:
  - A player reaching the life raft first earns 5 points.
  - A player reaching the shark first earns 3 points.
7. Play as many games as you can in 10 minutes. The player with the greatest number of points is the winner.



# SPILL THE BEANS

## Skills

Addition, subtraction, multiplication, mental math

## Materials Needed

- Spill the Beans gameboard
- 1 cup
- 2 beans
- Scratch paper and pencil

## Object of Game

To be the first player to reach zero

## Number of Players

Two or more

### Spill the Beans

5	3	2	4
6	4	0	1
2	3	1	8
8	2	3	4
9	1	4	7



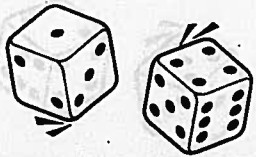
## How to Play

1. Put the two beans in a cup.
  2. The first player spills the beans onto the gameboard.
  3. The player either **adds** or multiplies (teacher's choice) the numbers the beans landed on. If a bean lands on a line, it can be thrown again.
  4. Using scratch paper (if necessary), the player subtracts the answer from ~~50~~ (100)
- For example:** The player spills the beans onto a 2 and a 5. If multiplying, the player says the product, 10, and then subtracts that number from 50.

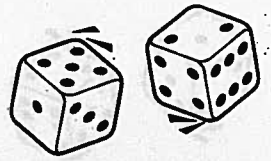
$$50 - 10 = 40.$$
5. After each player spills the beans, his or her answer is subtracted from their last number on the score sheet.
  6. Players take turns spilling the beans and subtracting until one player reaches zero.

## Variations on Spill the Beans

Play 100-point *Spill the Beans*. Begin the game by subtracting from 100. Or how about a 3-bean game? Throw 3 beans and add the numbers together, then subtract from 100.



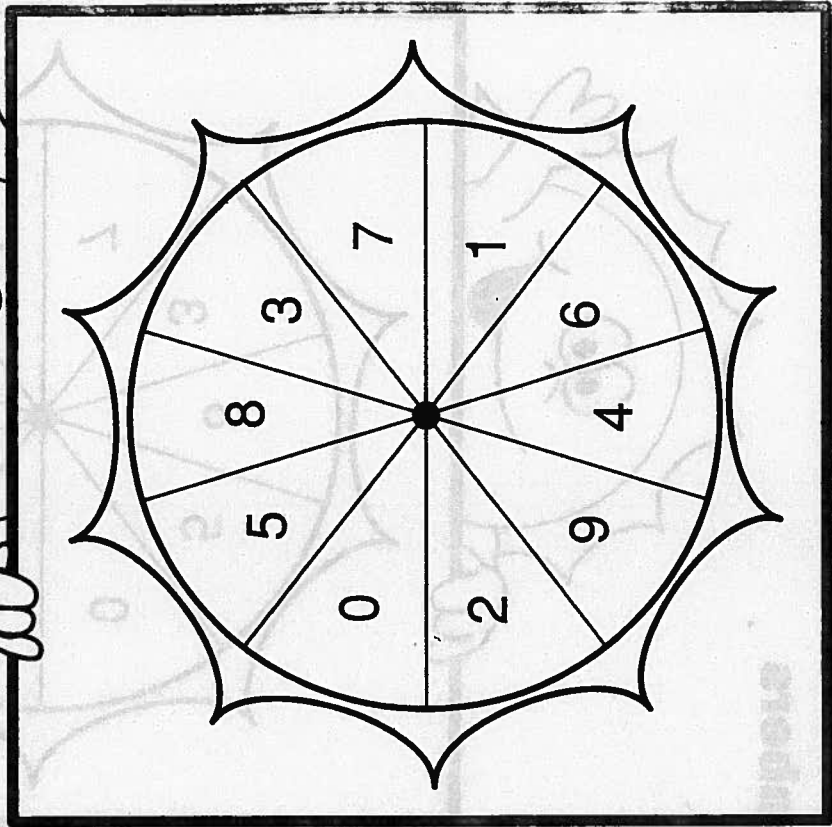
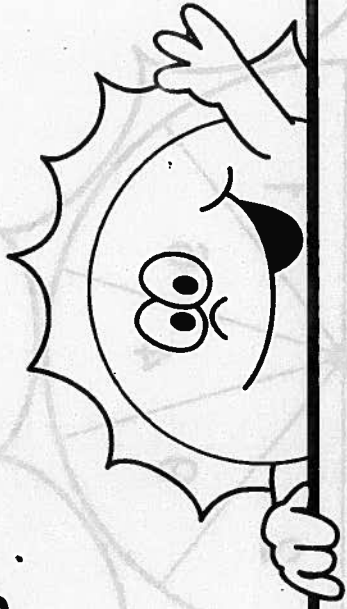
# Places, Please



Thousands	Hundreds	Tens	Ones	Garbage	Thousands	Hundreds	Tens	Ones	Garbage
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# Spinning Numbers



Spin the spinner.  
Record each digit to make the largest possible number.

1. \_\_\_\_\_
2. \_\_\_\_\_
3. \_\_\_\_\_
4. \_\_\_\_\_
5. \_\_\_\_\_
6. \_\_\_\_\_
7. \_\_\_\_\_
8. \_\_\_\_\_

# Take Your Places, Please Game Rules

1. Agree with your partner to make the largest or the smallest number.
2. Draw the top card from your digit card deck.
3. Place the card in a frame on the digit mat.
4. Repeat steps 2 and 3.
5. Record the number on the Place Value Chart.
6. Compare your number with your opponent's number.
7. The winner records a tally point on the Place Value Chart.
8. Play ten rounds and add up tally points.
9. The person with the most tallies wins!

(You may use the discard frame if you draw four cards and throw one away. But, once a card is on the mat, it cannot be moved.)



# Volcanic Cash

\$1.00

## Key

- 1 = 1¢
- 2 = 5¢
- 3 = 10¢
- 4 = 25¢
- 5 = 50¢
- 6 = coin of choice



# Race to 50¢

**Topic:** Exchanging and Adding Pennies, Nickels, Dimes, and Quarters

**Object:** Reach 50¢.

**Groups:** 2 players or pair players

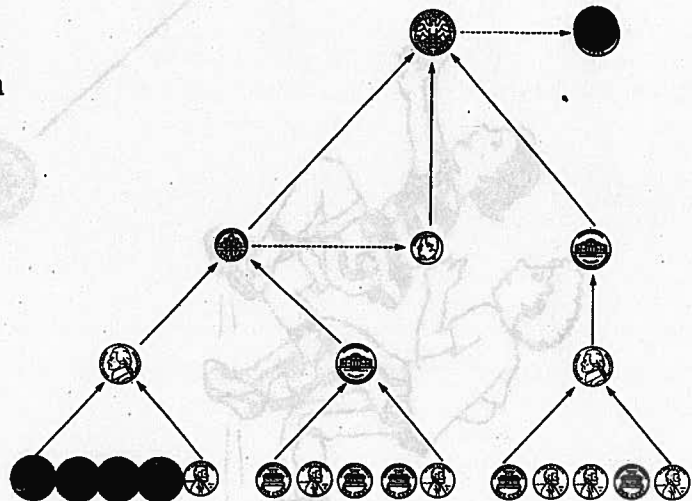
## Materials for each group

- Race to 50¢ gameboard for each player, p. 66
- 2 Number Cubes (1–6), p. 151
- 20 markers
- play coins: pennies, nickels, dimes, and quarters (optional)

## Directions

1. The first player rolls two number cubes. The number rolled indicates the number of pennies awarded for that turn. The player covers the rolled amount on his or her gameboard and states the accumulated value. After accumulating 5 pennies, a player must exchange them for a nickel.
2. The second player rolls the number cubes, indicates the value of the roll on his or her gameboard, and states the accumulated value.
3. Players continue to alternate turns and follow the same procedure. Players must exchange coins when appropriate (five pennies for a nickel, two nickels for a dime, two dimes and a nickel for a quarter). After accumulating a quarter, a player places a marker on the quarter; that player is halfway to a winning round. Players win when they have accumulated two quarters. If players have the same number of turns, it is possible both players could win.
4. Since exchanging coins is worthwhile practice, players are encouraged to play additional rounds.

*Tips Reinforce subtraction and making change by reversing the rules. Begin with 50¢ (two quarters) and "Race to Zero." Some children might find it helpful to record their turns and keep track of their totals.*



## Making Connections

Promote reflection and make mathematical connections by asking:

- If you were to redesign the number cube, how would you change it? Why?