

Miss. Poole's Grade 2 Math		
Practice skip counting by 2's and 10's from 0-100 and down from 100-0	Play "Make 10 Memory" (1 or more players)	Play "Doubles Go Fish" or "Doubles + 1 Go Fish" (2 Players)
Find a calendar. Practice our daily calendar routine. Create questions to ask your family about the calendar.	Log-in and play Dreambox	Roll 2 dice. The first dice represents your tens and the second dice represents your ones. Draw the number on a sheet of paper using base ten blocks.
Play "Make 10 Go Fish" (2 Players)	Play "Doubles Memory" or "Doubles + 1 Memory" (1 or more players)	Look around the house. Count items by 2's. ex: Legos, Cereal, Candy, Toys, etc.

Doubles/Doubles + 1 Go Fish -

Doubles - Remove all face cards from deck of cards - With a partner shuffle and deal 5 cards to each player, all remaining cards go into middle pile. Players will remove all 'double' pairs and say the addition sentence (i.e. two 5 cards - "I know that 5 plus 5 equals 10"). Players will take turns asking their partner if they have the card they need to make a 'double', if not, they will 'go fish' collecting a new card. If their partner does have the card they are looking for, they get to ask again. Players are trying to get rid of all the cards in their hand. The person with the most 'double' pairs will win.

Doubles + 1 - Set-up and rules are the same as 'Doubles'. Except, instead of looking for two cards that are the same, they are looking for two cards that are number neighbors (two numbers that are only one in the difference). For instance, 1 and 2, 2 and 3, 3 and 4, 4 and 5, 5 and 6, 6 and 7, 7 and 8, 8 and 9 and 9 and 10. Here's an example; if I have a 4 and ask my partner for a 5, and they have it, I would say, "I know that 4 plus 4 equals 8, so 4 plus 5 would be 9."

Make 10 Go Fish -

Remove all 10's and face cards. Same game play as Doubles/Doubles + 1 Go Fish, except they are trying to match '10 Partner' numbers. '10 Partner' numbers are 2 numbers that when added together they give 10. For instance, 1 and 9, 2 and 8, 3 and 7, 4 and 6 and 5 and 5. Here's an example; if I have a 6 and ask my partner for a 4, and they have it, I would say, "I know that 4 plus 6 equals 10."

Doubles Memory, Doubles + 1 Memory and Make 10 Memory

Using the same deck of cards from the Go Fish games, respectfully, spread the cards out face down. With a partner or by yourself, flip 2 cards over at a time. If these 2 cards are a match, say the math sentence out loud, remove the pair and go again. If the cards do not match, flip them back over in their space. The person with the most matches when all the cards have been matched wins.

Doubles Memory Matches - 1 and 1, 2 and 2, 3 and 3, 4 and 4, 5 and 5, 6 and 6, 7 and 7, 8 and 8, 9 and 9 and 10 and 10.

Doubles + 1 Memory Matches - 1 and 2, 2 and 3, 3 and 4, 4 and 5, 5 and 6, 6 and 7, 7 and 8, 8 and 9 and 9 and 10.

Make 10 Memory Matches - 1 and 9, 2 and 8, 3 and 7, 4 and 6 and 5 and 5.