Weekend Math Homework Menu – Class 344

Over the weekend, you have a choice from the menu below for your math homework. All you need to do is complete **one** menu option and have an adult sign off that you completed it. Of course, if you have the time, you can feel free to complete as many of the options as you want.

September 30 – October 2 Weekend Math Menu

Activity Options (Pick at least one)	Parent Signature
1) Addition Shark Attack Riddle: Practice addition with this riddle page.	
2) Play the game "Four Strikes and You're Out!" with members of your family or friends, and play several rounds together. To learn how to play, see the attached directions page. You simply need paper and a pencil for this game.	
3) On the computer play the game "Addition Connect Four" at www.mathslice.com/ol_connect4.php - This game is a great way to practice mental math of four numbers. You select the number range to decide how difficult the game will be. (10, 20, 50 or 99.) Click on the numbers to select game pieces. Try to get four in a row that add up to the target number by adding horizontally, vertically, or diagonally.	

Four Strikes and You're Out Game Directions

Number of players: 2 or more

Materials: Several pieces of paper and a pencil.

Objective: Solve the mystery number sentence (equation) before getting four strikes.

How to Play:

1) One player is the code maker; the other player(s) is the code breaker.

2) The code maker writes a mathematical equation onto a little strip of paper and keeps the equation hidden. (ex: 35 + 10 = 45)

3) The code maker then makes an appropriate number of dashes on the game paper to show the spaces for the addition number sentence. This part is like hangman. On the bottom of the paper, write the digits 0-9. (ex: __ __ + __ __ = __ __)

4) The code breaker starts to guess numbers for the equation. Each time she guesses, the code maker crosses the guessed number off the digit list on the bottom. If the guess is wrong, the code maker marks an "x" to stand for a strike on the paper. If the guess is part of the equation, the code maker writes the digit in the appropriate place on the equation. (ex: The code breaker guesses 4. There is one four in the equation, so the code maker writes the 4 in the correct spot for the equation. __ __ + __ __ = 4 __)

5) If the code breaker can solve the equation by guessing the correct numbers before accruing four strikes, she wins that round of the game. If the code breaker gets four strikes before guessing the mystery numbers, he/she did not win that round. Play several rounds of the game, switching roles as code maker and code breaker.

Note: This is a great portable math game that reinforces addition, as well as strategic thinking. You can play this game on road trips, at a restaurant, or anywhere you can use a piece of paper and a pencil. Players should try to use strategy to figure out what to "guess" as much as possible. The game can be played with two-digit or three-digit numbers.