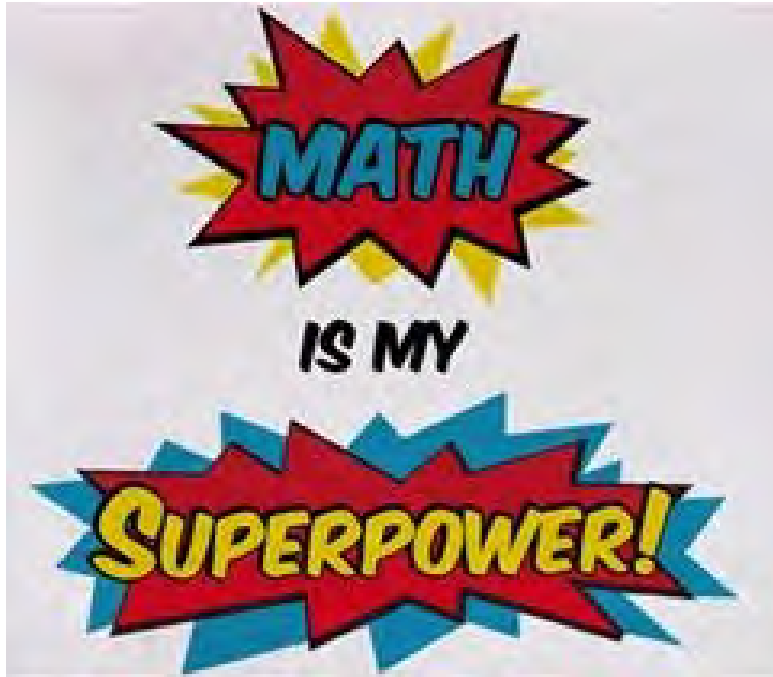# Second Grade Math Intervention Packet
Double Digit Math with Mr. Ransom

Week of May 4th and May 13th

Name: _____

If you see this image:

Take a picture of this finished page and send it to your teacher!

Please send a picture of the completed work via email, class dojo, seesaw, or another form of communication.

Parent Information Sheet

Dear Family,

I hope that you are doing well and staying safe. I am sending this packet to all of my second grade math intervention students. Math intervention students get math twice a day here at Pathfinder. This packet is filled with activities to give students that "double dip" of math for the next two weeks. Each activity takes about 10 minutes and are meant to give students some fun math experiences. Choose the activities that work best for you and your family. When you send pictures back, please send them to your child's regular teacher. They will get them to me. :)

My office hours during this time are Monday 10-12 and Wednesday 12-2. My number is 924-7234. These times will not work for everyone so I am always reachable through email (rransom@fremont.net). If you would like to talk with me and my office hours don't work for you, please email me or leave me a message and we can figure out a time that works for both of us to talk.

I hope that these activities are fun for your family and that they will help sharpen your child's double digit skills.

Ryan Ransom
Math Interventionist

Double Digit Addition and Subtraction
Double digit addition and subtraction can be tricky for many second graders.
Here are some ideas and strategies that might help.

Borrowing and Carrying Strategies:
Ah memories :) Borrowing and carrying to add and
subtract were how many of us learned to add and
subtract.

They are **GREAT** strategies and are quick ways to
solve a problem on pencil and paper. It is definitely
important for students to know how to do these
strategies.

The only downside is that for most students, it is harder to use these
strategies mentally, so here are some strategies that may help them when
they have to solve it in their head..

NOTE: These strategies take much longer to write down on paper than
borrowing and carrying. But remember, these strategies are meant to be done
in your head and writing them down on paper is just showing how they work.
When done mentally, many students find them easier than borrowing and
carrying.

Split Strategy Addition:
When using a split strategy,
students add the tens, then add the
ones. Finally, they add them
together.

Split Strategy Subtraction: Done
the same way as the addition split.
But it can be tough if you have to
borrow.

Jump Strategy Addition: When using a jump strategy, the first number stays together. You add the tens to the first number and then add the ones. It's called a jump strategy because you start at the first number, jump the tens and then the ones.

In this example, the 9 is broken into 4 and 5. By doing this, you can mentally jump to 60 and then add 5 to 60 which is 65.

Jump Strategy Subtraction: Done the same way as subtraction. Keep the first number together, then jump back the tens and jump back the ones. Instead of borrowing, you can jump back to a ten and then jump back the rest of the ones.

In this example, 7 is broken into 5 and 2. By doing this, 5 is taken away from 45 to make it 40 and then 2 is taken away to get 38.

Unique Strategies:
Students may have their own strategy on how to solve the problems. If the strategy works for them and it is accurate, then it is a useful strategy.

Here are two video links where you can watch me solve using these strategies.

Addition Strategies: https://youtu.be/WC1MgLS7B9U

Subtraction Strategies: https://youtu.be/vlEdq6wSTVw

Note: I did not show the split strategy for subtraction because it is a borrowing problem.

I can add or subtract some tens or ones to a double digit number. Choose one activity to do each day for 10 minutes. Have an adult initial the box you choose. At the end, take a picture of the grid and send it to your classroom teacher! **You can do the activities more than once. :)**

Activity #1: Hide and Seek
Have a partner hide 5 of the ten dot cards **(Materials following)**.
     Now pick a number from 25 to 55 and build it with tens and ones dot cards. At go, run and find the hidden ten cards.
     Each time you do run back and add it to your number. Say the new number out loud.
     Before playing again. Remove the tens one at a time and say the number until you get back to your original number.
 	
Challenge: Have your partner time you while you look for the tens. See if you can beat it the next time!
 	
Adult Initial: _____
	Activity #2: Double Digit Play Doh
	Using Play Doh, make a two digit number.
	Example: Make the number 3 and the number 7 to make 37.
	     Have a partner tell you to add or subtract 10,20,or 30. Change your number.
	     Have a partner tell you to add or subtract 3,4, or 5. Change your number.
	
	Discuss each time…
	Did you change the tens or the ones place. Why?
	
	Did you ever have to change both of your numbers? Why?
	
	Adult Initial _____
		Activity #3: Subtraction Bowling
		You will need 10 paper or plastic cups and a ball.
		Set up cups like bowling pins. Pretend each of the pins are worth 10 points. .
		     Roll the ball and see how many you knock down. What's your score? See if you can knock down some more. What is your score now?
		
		Challenge #1: Pretend that you have a score of 6 to start. Add tens to this as you bowl.
		
		Challenge #2: Start with a score of 100 and subtract 10 each time you knock down a pin.
		
		Challenge#3: Start with a score of 115 and subtract 10 each time you knock down a pin.
		                    Adult Initial: _____

Activity #4: Lego Build Build some cool objects that have 10 Legos a piece. Now build one object out of 8 Legos. Start with the 8 piece object. Somehow add one of the 10 piece objects to it. How many do you have now? Add another 10 piece object. How many do you have now? See if you can put all of your objects together into one giant project. Each time you add a ten object count by 10s to find the total. How many Legos did you use in all? _____ Adult Initial: _____	**Activity #5 Do IXL** Copy and Paste this into the browser or go to IXL. It is in 2nd grade, section G-4 and is listed as NEW https://www.ixl.com/math/grade-2/use-models-to-add-two-digit-numbers-with-regrouping Adult Initial: _____	**Activity #6: Play Games** Choose one of the games to play together. Game: _____ Game: _____ Adult Initial: _____

Name: _____ **Be a A math SUPERHERO WEEK 2**

I can add or subtract some tens or ones to a double digit number. Choose one activity to do each day for 10 minutes. Have an adult initial the box you choose. At the end, take a picture of the grid and send it to your classroom teacher! **You can do the activities more than once. :)**

Activity #1: Car Garage Choose some of your favorite cars and trucks and find a box that you can hide them under. The box is your garage. (You can also use the 10s and 1s dot cards) Cars=1 Trucks=10 As you drive your car or truck into the garage, add that many. What was your final number in the garage? _____ Now drive them out one at a time and subtract that many. Challenge: Drive in/out more than one at a time and add or subtract them. Adult Initial: _____	**Activity #2: Paper Hoops** Make 10 small paper balls and 10 bigger paper balls. Use a box or big bowl as your hoop. Small ball=1 Big ball=10 Round 1: Every time you get one in the hoop, add your score. Round 2: Start at 100. Everytime you get one in the hoop, subtract from your score. Highest score adding: _____ Lowest score subtracting: _____ Which was tough adding or subtracting? Adult Initial _____	**Activity #3: Banker** You will need 10 dimes and 20 pennies. You are the banker. (You can also use the 10s and 1s dot cards) Make an amount with dimes and no more than 9 pennies. Tell your partner how much it is. Partner will ask to "withdraw" or take out some of the money. Subtract that amount and give it to your partner. How much do they have left in the bank? What happens if you don't have enough pennies to give them? What did you start with? _____ How much was withdrawn? _____ How much was left? _____ Adult Initial: _____
Activity #4: Number Hunt Find a two digit number. Add 20 to it. Now add 5. What number do you get? Find another two digit number. Subtract 20. Now subtract 5. What number do you get? Find some more and add or subtract Adult Initial: _____	**Activity #5 Giant Steps Tiny Steps** Start in one part of your home or yard. Choose a spot you want to walk to. **Round 1:** Estimate how many steps it will take to get there. Everytime you take a giant step count by 10s. Everytime you take a tiny step count by ones. **Round 2:** Start at 100. Count back by 10s and 1s until you get to 0. Adult Initial: _____	**Activity #6: Play Games** Choose one of the games to play together. Game: _____ Game: _____ Adult Initial: _____

Take a picture of this finished page and send it to your teacher!

Games

On the following pages, you will find some games to play as one of your daily choices. There is also a page with ten and one dot cards that can be used to help students solve addition and subtraction problems if they need a visual.

You will find...
1. Two versions of Slides and Ladders

2. A set of playing cards with two copies of the numbers 21-39 and two FREE Cards.

Games to Play with Cards:

Addition Top It: Put cards in a stack face down. Each player takes two cards and adds the numbers up. Whoever has the highest gets both sets of cards. Whoever has the MOST cards at the end wins.

Subtraction Top It: Put cards in a stack face down. Each player takes two cards and subtracts them. Whoever has the highest number gets both sets of cards. Whoever has the LEAST cards at the end wins.

Making 60: Players each get 5 cards. When it is their turn, they will lay down any numbers that equal 60 when you add them together. If they can't make 60, they draw a card. If they can make 60 using the card they drew, they will lay it down, if not then their turn is over. First to lay down 3 pairs that make 60 wins. Free card can be used as any number to make 60, but players must say what the number is to make 60.

NOTE: When playing this game, each match (Except 30 and 30) will have a number in the 30s and a number in the 20s. If a student knows their combinations of 10, they will be able to tell quickly if numbers make 60.

Example:
28+32   30+20 is 50   8+2 is 10   50+10 is 60.

Dot Cards

Dot cards are a great way for students to see tens and ones. Feel free to cut these out and use them. Cut 2 of the 10 strips into 1s.
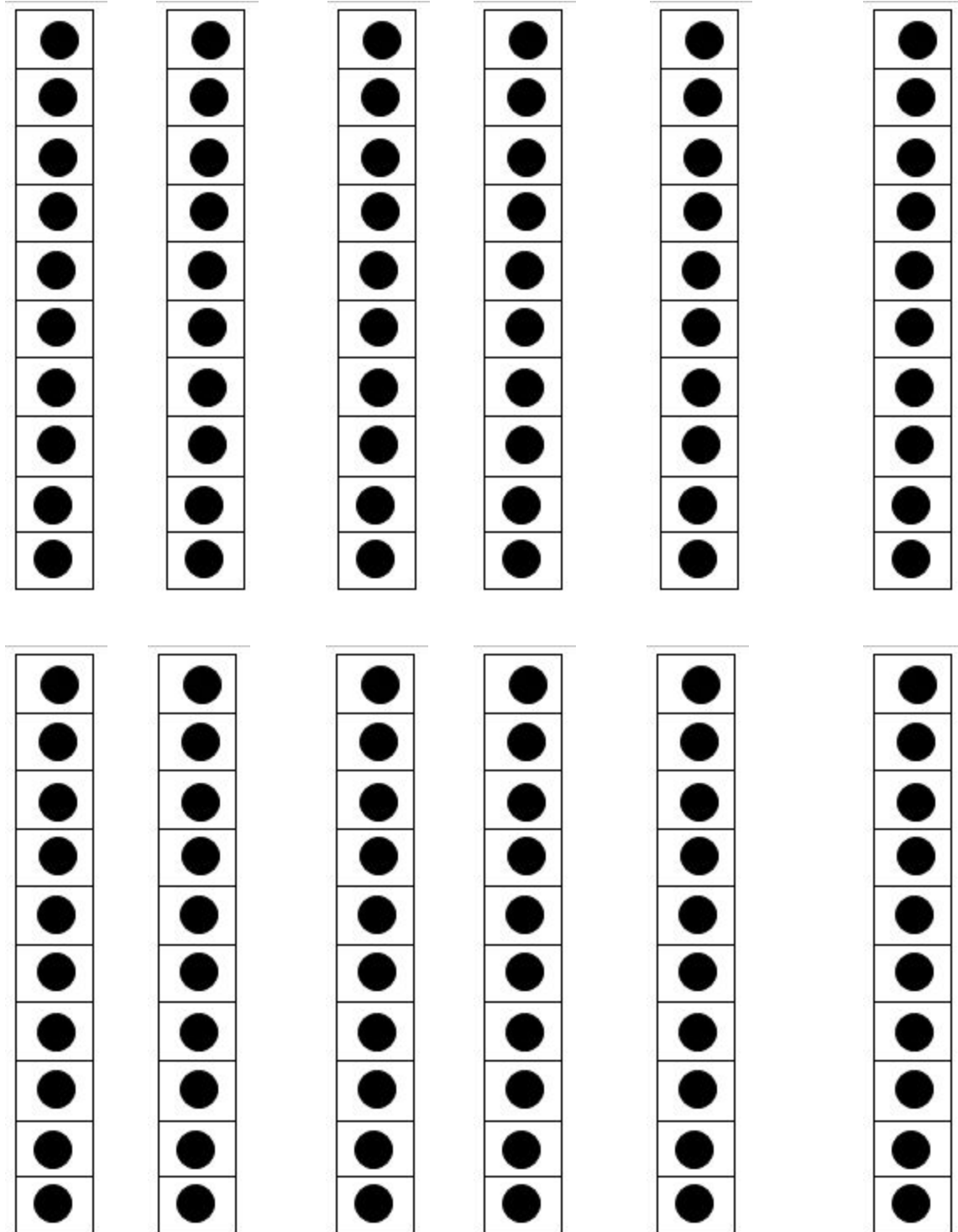
Slides and Ladders
Adding Decuples off Decade

Directions: Roll a die. Move your marker that many spaces. Find the sum. If you land on a ladder, climb up. If you land on a slide, slide down. The first one to the end is the winner.

Finish	56+20	67+30	38+40	89+10
44+30	45+20	59+30	68+20	57+40
32+60	36+20	34+50	76+20	28+40
42+30	66+20	47+40	77+10	44+30
45+50	63+10	54+40	26+70	56+30
Start	66+30	35+30	43+20	57+20

Slides and Ladders

Subtracting Decuples off Decade

Directions: Roll a die. Move your marker that many spaces. Find the difference. If you land on a ladder, climb up. If you land on a slide, slide down. The first one to the end is the winner.

Finish	54-30	93-50	87-40	67-50
72-50	22-10	34-20	43-20	108-50
57-20	83-40	72-20	47-30	26-10
68-30	108-80	36-10	58-30	98-70
48-20	75-50	81-20	63-40	98-60
Start	92-20	34-10	27-10	103-30

21	22	23	24
25	26	27	28
29	30	31	32
33	34	35	36
37	38	39	FREE

21	22	23	24
25	26	27	28
29	30	31	32
33	34	35	36
37	38	39	FREE