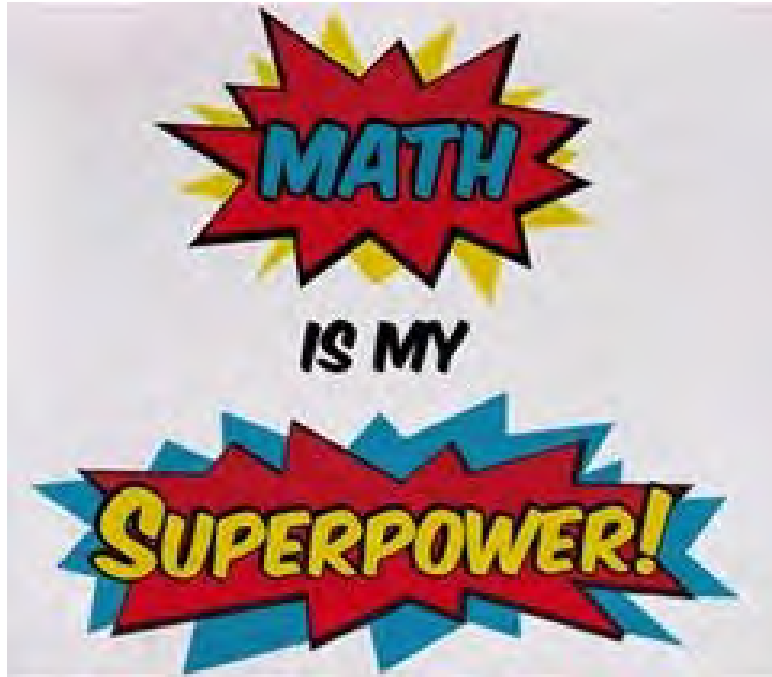


First Grade Math Intervention Packet

Minus 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 first 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 subtraction skills.

Ryan Ransom
Math Interventionist

Subtraction Action

Subtraction can be tricky for many first graders. Here are some ideas and strategies that might help.

Counting Back When students practice counting backward, they become better at subtraction. Counting back from 20 once or twice a day can really be helpful. Also starting at different numbers and counting back can help them get used to subtracting.

Finally, you can start asking students to start at a certain number and count back a certain number.

Example:

Start at 15. Count back 3. Where do you end up?
(15...then 14,13,12...I end at 12.)

Counting Up: You can also start at the smaller number and count up to the bigger number. By keeping track of how many you've counted up, you can get the answer to a subtraction problem. Many students like this method because you are really adding to find the answer.

Example:

15-9 can be solved by starting at 9 and counting up.
(10,11,12,13,14,15...I counted up 6)

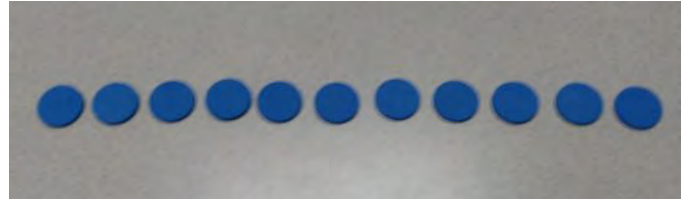
Use a Number Line with No Numbers: Draw a line. Put the number that the student is starting on the right side. Students can draw in dots to show how many they need to count back. They will then make hops back to each dot and count back as they do. This helps students keep track of their counting without giving them the numbers to count.

15-3

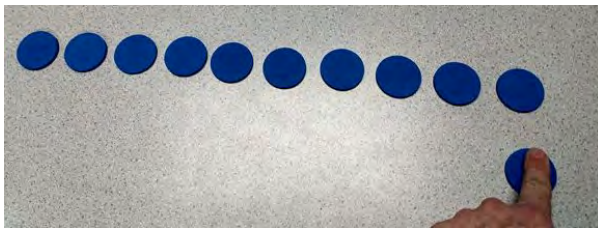


Use a Picture or Objects: Using these are great too. When using them, have students count back from the big number as they take away. They can also start with the small number and count up until they get to the answers and then check how many they added.

Here are 11 dots. Let's do $11-3$



If we take away one dot at a time, we get 10 dots



If we take away a second dot we now have 9 dots...



And finally we take away the third dot and now we have 8 dots.



NOTE: Students could also start with 3 and add dots until they get to 11. By counting the dots they added, they will get 8 for an answer.

Name: _____

WEEK 1

I can subtract two numbers.

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. :)

<p>Activity #1: Hide and Seek Choose 10 small objects. Have a partner hide them and tell you how many are hiding. You will have 30 seconds to find as many as you can. When time is up, count how many you found. Figure out how many are still hiding.</p> <p>Take a second turn. This time you hide the objects. When time is up, count how many your partner found and tell them how many are still hiding.</p> <p>Adult Initial: _____</p>	<p>Activity #2: Play Dough Smoosh Make 11-20 balls of playdough. Choose a number of balls to start with. Smoosh each ball and count back as you do.</p> <p>How many did you start with? _____</p> <p>When you were counting back, were there any numbers that gave you trouble? Which ones?</p> <p>_____</p> <p>Adult Initial _____</p>	<p>Activity #3: Subtraction Bowling You will need 10 paper or plastic cups and a ball. Set up cups like bowling pins.</p> <p>Roll the ball and see how many you knock down. How many do you have left? Roll again and see if you can get knock down the rest.</p> <p>Write down one of your subtraction facts of your first roll</p> <p>10-____=____.</p> <p>Adult Initial: _____</p>
<p>Activity #4: 20 Lego Build Build something cool out of 20 legos or blocks. Now take it apart one piece at a time. As you remove pieces count backward until you have no pieces left to take apart.</p> <p>Adult Initial: _____</p>	<p>Activity #5 Watch this YouTube Video on Subtraction. It shows lots of ways to solve a take away number story.</p> <p>https://www.youtube.com/watch?v=Cb iSXUNqPMw</p> <p>Adult Initial: _____</p>	<p>Activity #6: Do IXL</p> <p>First Grade H17 <u>Subtraction sentences: which is true?</u></p> <p>Adult Initial: _____</p>
<p>Activity #7: Math Games Play one of the included Math Games</p>	<p>Game: _____</p> <p>Adult Initial: _____</p>	<p>Game: _____</p> <p>Adult Initial: _____</p>



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

Name: _____

WEEK 2

I can subtract two numbers.

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. :)

<p>Activity #1: Car Garage Choose 11-15 of your favorite cars. Hide them under a box or bowl. This will be your garage. Drive out 3,4,5,or 6 cars out of your garage and count back one each time you drive one out. How many are still in the garage?</p> <p>Write down one of your subtraction facts.</p> <p>_____</p> <p>Adult Initial: _____</p>	<p>Activity #2: Paper Hoops Make 11-20 small paper balls. Use a box or big bowl as your hoop. Choose a number of balls to start with. (Make sure it's bigger than 10.) Shoot the paper into the hoop. Each time you shoot, count back one. Stop after you shoot 4,5,or 6. Record.</p> <p>How many did you start with? _____</p> <p>How many did you throw? _____</p> <p>How many do you have left? _____</p> <p>Adult Initial _____</p>	<p>Activity #3: Banker You will need 20 pennies and a bowl. You are the banker. Put 11-20 pennies under the bowl. Have a partner ask for 3,4,5,6 pennies. Pull out the pennies for them. As you pull them out count back. Tell them how much they have left in their bank account. Check your answer by looking under the bowl.</p> <p>Write down one of your subtraction facts.</p> <p>Adult Initial: _____</p>
<p>Activity #4: Number Hunt Find a number in the house. Read it to a partner. Tell your partner what number comes before the number that you found.</p> <p>What is one number you found? _____</p> <p>What is the number before it? _____</p> <p>Adult Initial: _____</p>	<p>Activity #5 COUNT BACK Start in one part of your home or yard. Choose a spot you want to walk to. Estimate how many steps it will take to get there. Start at that number and count backward until you get to the spot you picked. Did you make it before you got to 0?</p> <p>Adult Initial: _____</p>	<p>Activity #6: Do IXL</p> <p>First Grade H13 Subtraction word problems - up to 20</p> <p>Adult Initial: _____</p>
<p>Activity #7: Math Games Play one of the included Math Games</p>	<p>Game: _____</p> <p>Adult Initial: _____</p>	<p>Game: _____</p> <p>Adult Initial: _____</p>



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

Games

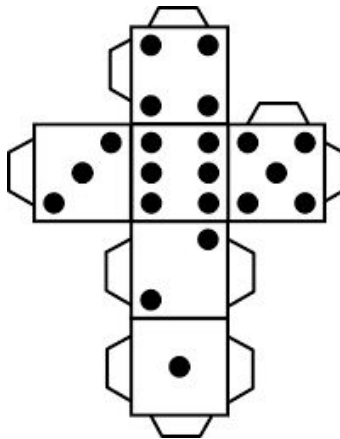
On the following pages, you will find some games that you can play as one of daily choices.

Some of the games have Range 2 and Range 3 written on them.

Range 2 games have subtraction problems that have a big number which is 10 or less.

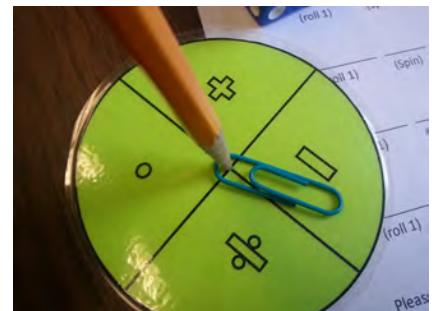
Range 3 games have subtraction problems that have a big number which is 11 or more.

Feel free to assemble this dice if you don't have one for math games.



Or Turn your Phone into a Dice Roller with simple apps you can download for free from GooglePlayStore or Apple Store.
There are tons of them :)

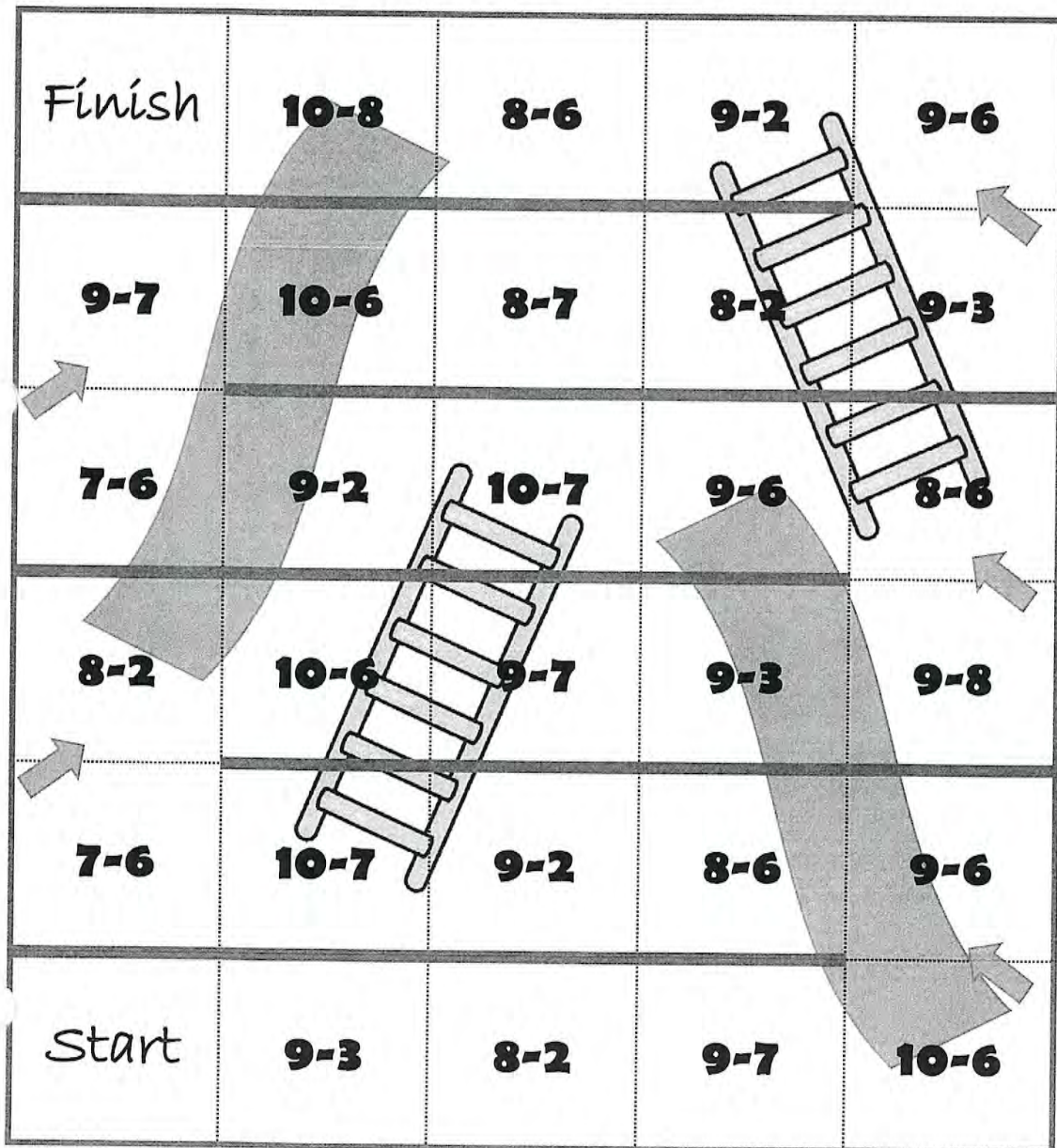
When a game calls for a spinner, you can use a pencil



Slides and Ladders

Range 2 Subtraction


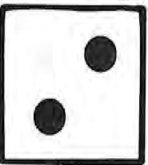
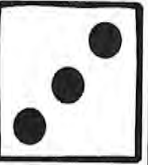
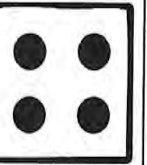

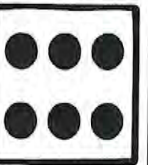
Directions: Roll a die. Move your marker that many spaces. Find the sum. If you land on a ladder, climb up. If you land on a slide, slide down. The first one to the end is the winner.



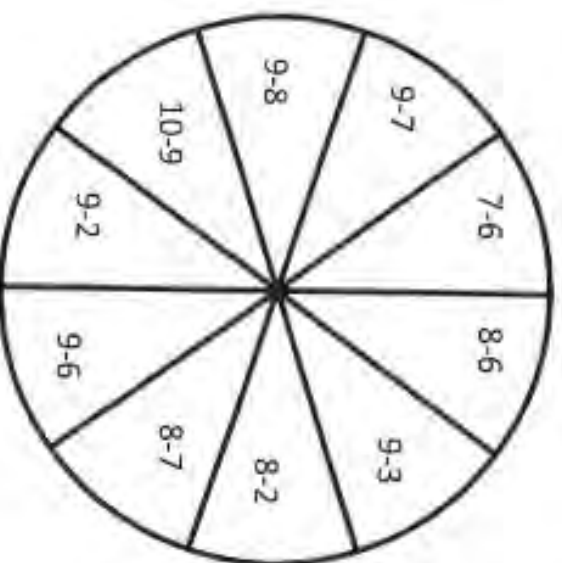
Roll and Race

Range 2
Subtraction

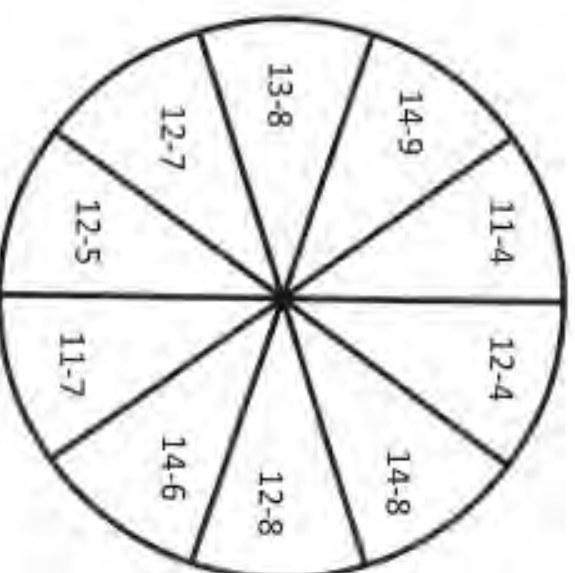
Roll a die. Subtract the two numbers in the first box in the row that matches the number you rolled. Cover that box. Continue until a whole row is filled.

	8-1	9-2	8-6	10-8	9-1
	10-2	8-6	9-7	8-7	10-6
	10-6	9-7	10-7	9-3	8-7
	9-6	8-2	7-6	9-2	9-8
	9-8	10-4	9-6	7-1	9-3
	9-6	8-2	10-3	9-2	10-4

Range 2 Subtraction Bump



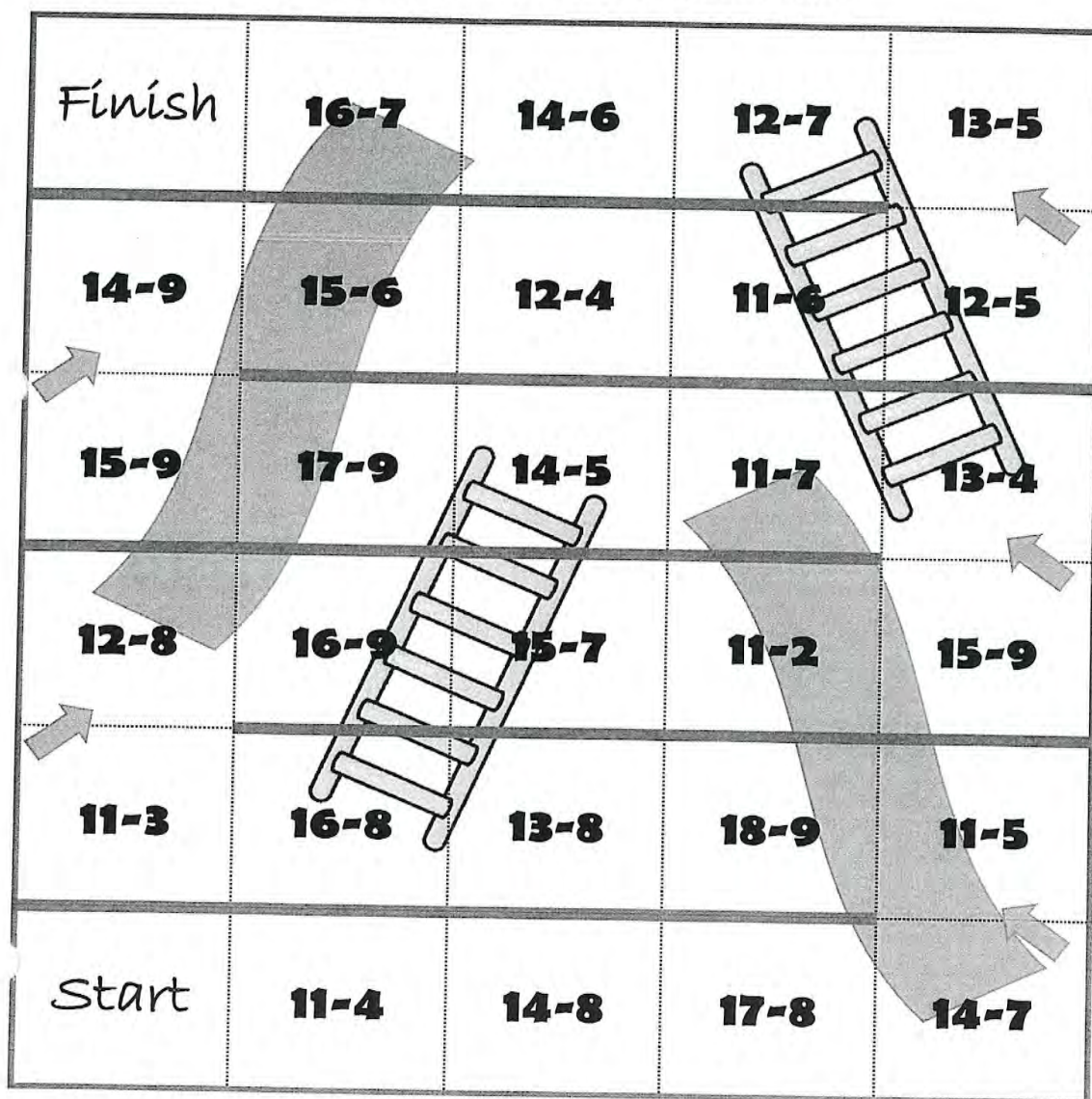
Range 3 Subtraction Bump



Slides and Ladders

Range 3 Subtraction


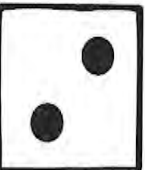
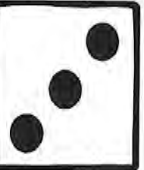
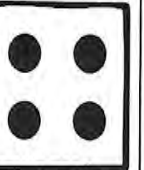

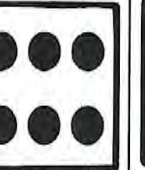
Directions: Roll a die. Move your marker that many spaces. Find the sum. If you land on a ladder, climb up. If you land on a slide, slide down. The first one to the end is the winner.



Roll and Race

Range 3
Subtraction

Roll a die. Subtract the two numbers in the first box in the row that matches the number you rolled. Cover that box. Continue until a whole row is filled.

	12-5	16-9	11-3	17-8	14-8
	15-7	13-8	11-5	14-7	11-8
	14-6	12-9	14-5	11-7	12-8
	11-4	12-4	15-6	16-8	12-7
	17-9	12-3	11-9	15-8	16-7
	13-5	11-2	14-9	11-6	15-9

Range 3 Subtraction Bump

How to play: Spin the spinner and solve the problem. Use a tool to build the problem. Cover the answer space with your marker. You can bump your partner's color and take their space! If you cover a space with two markers stacked on top of each other, you lock that space and it can't be bumped. If you put your piece on a dotted outline space, you get to go again. The player to use all ten of their markers first is the winner!

