DICKSON COUNTY SCHOOL DISTRICT

Every Student Every Day

Preparing for 3rd Grade Math
May 2020

Dickson County math teachers have indicated key skills that would help students be prepared for 3rd grade math. These skills can be practiced at home in a variety of ways – through skills practice, games, and online resources.

District Packets will remain on the Dickson County Schools website through the summer. These packets contain skills practice pages with answers attached that students could practice. Students can download these and work on their paper without the need for the internet or printing. Go to www.dcstn.org, choose Parents and Students tab, then select Online Learning, Instruction, and Technology Resources. Choose 2nd grade, Math, and select from the 3 printable District Packets which include foundation skills needed for success in 3rd grade. Students can work on practice pages based on the skills listed below.

Additional options to prepare your rising 3rd grader to be successful in math class next year, here are skills that can be practiced from home along with games or online ideas to get you started:

- Addition and Subtraction Facts: Fluently add & subtract within 30. Know from memory all sums of two one-digit numbers and related subtraction facts.
    - Addition (or Subtraction) War: Use a deck of cards. Jacks = 11, Queens = 12, Kings = 13, Ace = 1, Jokers = 0. To play, each player draws 2 cards and add (or subtract) the numbers together. Player with the largest sum (or smallest difference) wins the cards. Player with most cards at the end wins.
    - https://www.mathplayground.com/index_addition_subtraction.html

- Place Value: Read and write numbers to 1000 using standard form, word form, and expanded form.
    - Triple Digit Dare: Use a standard deck of playing cards with the 10s, Jacks, Queens, and Kings removed. Aces count as 1. [Note: You could play with Queens as zeros and the Jokers as Wild cards that can be used for any digit.] Deal each player 3 cards. Players use the cards to create the largest 3-digit number possible. Players should write their number, then write the number in expanded form (ex. 632 = 600 + 30 + 2) and finally, write their number in word form (six hundred thirty two). Players show their written work, and the player with the greatest 3-digit number takes all the cards. Play continues with 3 more cards for each player. VARIATION: After each player looks at their cards and determines their greatest 3-digit number, the fun starts! Taking turns, each player has the option to… 1. Stick–keep their 3 cards. 2. Swap–remove one card from their hand and take a new card from the pile in the middle of the table. Or 3. Steal–trade a card from their hand for a card from any other player's hand (without looking at what card they are picking). After all players have had a turn to adjust their cards, players show their cards and the greatest 3-digit number wins.
    - https://www.splashlearn.com/place-value-games-for-2nd-graders
    - https://www.education.com/games/number-sense/

- Add and subtract within 100
    - Subtraction Game: Use decks of cards, but remove the face cards (king, queen, etc.) and the 10's. Aces are 1 and jokers are zero. Shuffle the deck. Round 1: Each player takes five cards and arranges them into a subtraction problem. Tell players that the object is to arrange the cards so that the problem has the smallest difference (answer). Each player should write their problem down and solve it on paper. Trade and check, and the player whose answer is the smallest get a point. Round 2: Each player takes 6 cards and follows same instructions. Round 3: Each player

takes 7 cards and follows same instructions. Rounds 4: Each player takes 8 cards and follows the same instructions. The first player to get 10 points wins!

- Addition Game: Use decks of cards, but remove the face cards and 10's. Aces are 1 and jokers are zero. Shuffle the deck. Round 1: Each player takes five cards and arranges them into an addition problem of 3 digits + 2 digits. Arrange the cards to create a problem that has the highest sum (answer). Each player should write their problem down and solve it on paper. Trade and check, and the player with the highest sum (answer) gets a point. Round 2: Each player takes 6 cards and follows the same directions to create a 3 digit + 3 digit problem. Round 3: Each player takes 7 cards and follows the same directions to create a 4 digit + 3 digit problem. Round 4: Each player takes 8 cards and follows the same directions to create a 4 digit + 4 digit problem. The first player to get 10 points wins!
- https://www.splashlearn.com/math-skills/second-grade/add-within-100/2-digit-1-digit
- https://www.splashlearn.com/subtraction-games-for-2nd-graders

For students who enjoy online practice and would like to challenge themselves by attempting 3rd grade content or reviewing 2nd grade skills, here are a few websites that will allow you to pick and choose topics.

- Prodigy (Gr1-8) – offers a unique, adaptive learning platform that keeps students highly engaged with math. If your student doesn't already have an account, go to https://www.prodigygame.com/ and click on "Get your free account."
- Khan Academy (K-12) – offers free lessons where students can use exercises, quizzes, and instructional videos to learn and master skills. Students will get immediate feedback and encouragement. https://www.khanacademy.org/
- Dreambox Learning (K-8) – offers an adaptive learning platform that keeps students engaged and adapts based on student needs. Go to www.dreambox.com/at-home to register for a free, 30 day trial.
- SplashLearn (K-5) – practice and game opportunities that are engaging and can adapt based on student needs. Go to https://www.splashlearn.com/math-skills/fourth-grade/place-value/read-and-write-numbers Parents can sign up for free.

Preparing for 3rd Grade Science

Elementary science is designed to build on the natural curiosity of children. Asking questions about why something happens (phenomena) then exploring the idea through hands-on activities while building problem-solving and thinking skills are keys to understanding the world around us.

Topics for Exploration include:

* Magnets – How do they work?

* Planets of the Universe: Which ones are the inner planets? Which are the outer planets? What are the physical properties of each?

* Why do some animals benefit from forming groups?

This is a very short list from the numerous topics students will explore next year. To see the complete list of standards (topics), visit: TN Academic Standards for Science