

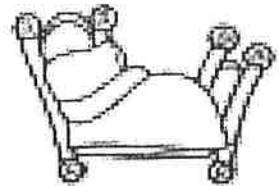
What you can do to help your child develop "Number Sense"

Council Rock School District Elementary Math Specialists (November, 2018)

- What is this thing called, "Number Sense?" Number sense essentially means the ability to use numbers flexibly. For example, 7 is the same as $6+1$, $5+2$, and $4+3$. This is helpful when asked to solve $9 + 7$. How? $9+7$ can become $9+1+6$, which is the same as $10+6$.
- Have a "Number of the Day." For example, 18. Ask, "What are some different ways you can make 18?" (Sample answers: 1 ten and 8 ones, 18 ones, $17+1$, $15+3$, $10+8$, $9+9$, $20-2$, 9×2 , etc.)
- Ask your child how they solve problems. This will help reveal their thinking.
- Share how you think about and solve the same problem. Talk about different ways you can use to get to the same answer.
- Ask your child to do mental math frequently. Asking questions involving doubles (ex. $6+6$), doubles +1 (ex. $6+7$), making 10 (ex. $8+7 = 8+2+5 = 10+5 = 15$), and adding or subtracting from a ten (ex. $10+4$, $40+9$, $50-2$, $20-3$).
- Have your child make estimates before doing arithmetic. How close was your estimate? Estimation 180 (www.estimated180.com) is a good resource for estimation questions.
- Have informal "Number Talks." For example, ask how they could find the answer to $9 + 8$ or $12 - 7$ mentally.
- Pose problems that have more than one answer. See www.WODB.ca for visuals that ask the question, "Which one doesn't belong?"
- Highlight the math in your daily experiences when possible.
- Have your child draw problems and their solutions so they can visualize their thinking.
- Allow the use of manipulatives or objects to model and solve problems.
- Some different apps or video games you may want to consider to help with math, in addition to your child's *enVision* or *ConnectEd* account:
 - Pic-A-Path* (NCTM, gr. 3-8)
 - Deep Sea Duel* (NCTM, gr. 3-5)
 - Mathbreakers* (mathbreakers.com)
 - Motion Math* (motionmathgames.com)
 - Dragon Box* (dragonbox.com)
 - Wuzzit Trouble* (brainquake.com)
 - First in Math* (firstinmath.com)
 - Reflex Math* (reflexmath.com)
 - Math Moments* (<http://www.crsd.org/mathmoments>)
- Use a 120 Chart (see attached) with your child and ask questions such as, "What is 1 more than ___? What is 1 less than ___? What is 2 more than ___? What is 2 less than ___? What is 10 more than ___? What is 10 less than ___?" You can also skip count by 2's, 5's, and 10's on the 120 Chart. The 120 Chart provides a visual for children to see patterns in our number system.
- Play games with your child that help develop mathematical understanding, such as "Tens Go Fish" and "Turn Over Ten". Directions are attached.



120 Chart



1	2	3	4	5	6	7	8	9	10
11	12	13	14	15	16	17	18	19	20
21	22	23	24	25	26	27	28	29	30
31	32	33	34	35	36	37	38	39	40
41	42	43	44	45	46	47	48	49	50
51	52	53	54	55	56	57	58	59	60
61	62	63	64	65	66	67	68	69	70
71	72	73	74	75	76	77	78	79	80
81	82	83	84	85	86	87	88	89	90
91	92	93	94	95	96	97	98	99	100
101	102	103	104	105	106	107	108	109	110
111	112	113	114	115	116	117	118	119	120