



Hello Math Camp-In Families,

We are so excited to have you join us for a Virtual Family Game Night on November 19th, 2021 at 6pm EST.

Use the link above to register, so you can have s'more fun with mathematics! After registering, you will receive an email with the Zoom link for this event.

Enclosed you will find three gameboards labeled A, B and C. While students are in different places in their mathematical understanding and may benefit from all of these games, we do have recommended grade levels for each gameboard:

A: Kindergarten & First Grade

B: First & Second Grade

C: Third & Fourth Grade

We look forward to hiking the mathematical trail with you!

LET'S "GLOW" TO CAMP!

Help Ursus & Odo get back to Graham at the campsite! Every time you move to a lantern you light the way! The player to reach the campsite first is the winner.



Materials Needed:

2-4 Players

- 1 game marker for each player
- 1 "Let's Glow to Camp" gameboard
- 1 Spinner
- Paperclip
- Writing Utensil
- For Levels B & C you will need the recording sheet and math tools (optional: ten frames, unifix cubes, tiles, etc).

Directions:

- Each player puts their game marker on start
- Take turns
- Each level has a different way to use the spinners (see below)
 - Level A Game: Spin the spinner and determine the total number of dots.
 - Level B Game: Spin the spinner and subtract it from ten, showing your solution strategy to the other players.
 - Level C Game: Spin the spinner and double the number you land on, showing your solution strategy to the other players.

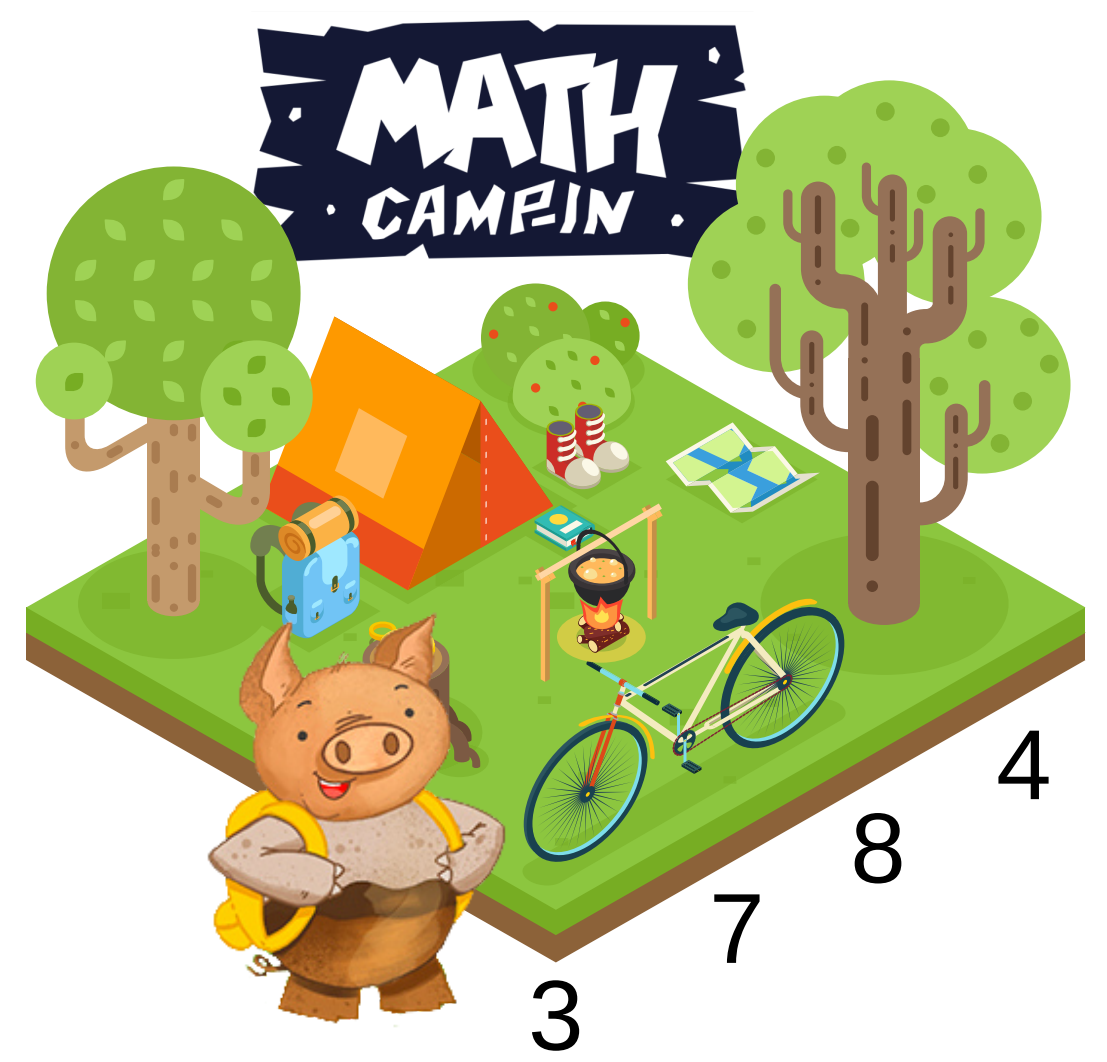
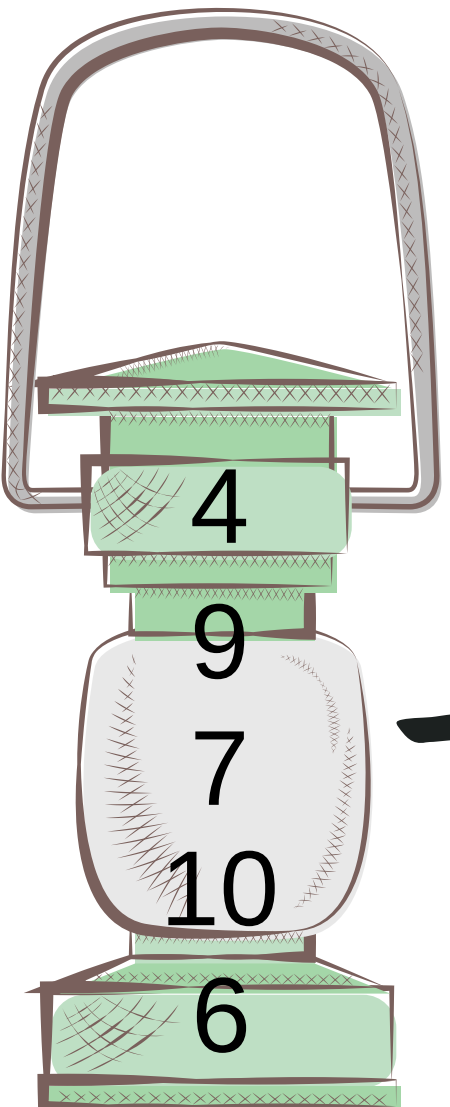
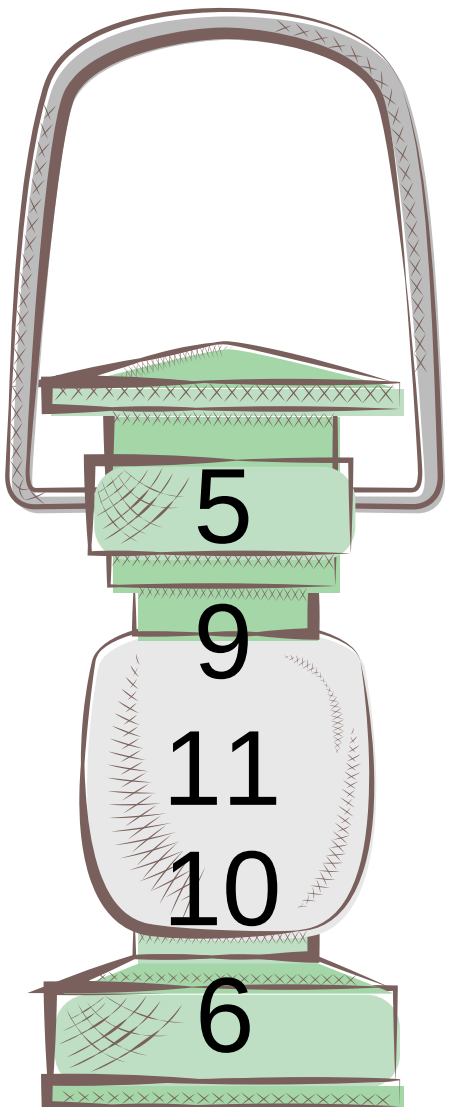
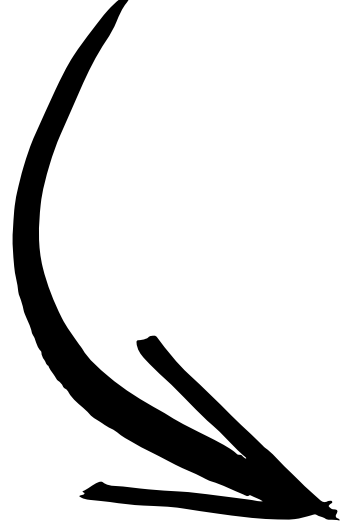
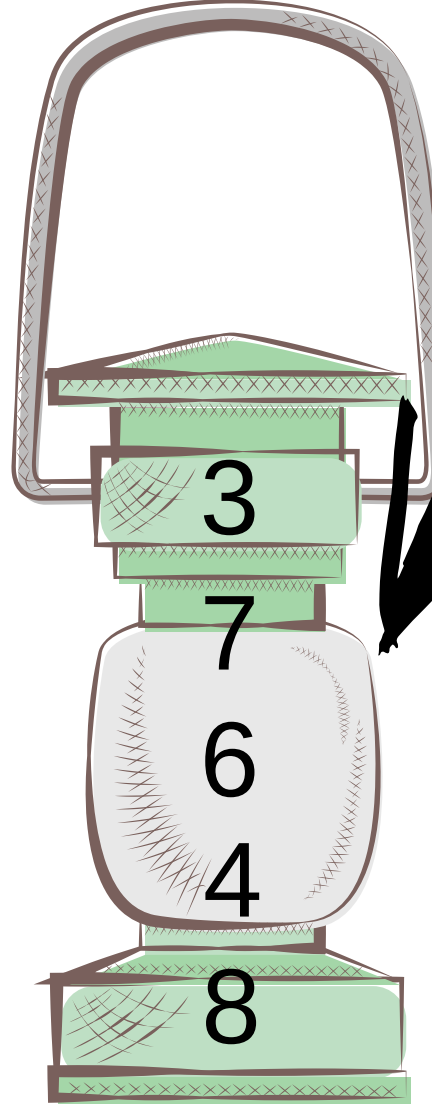
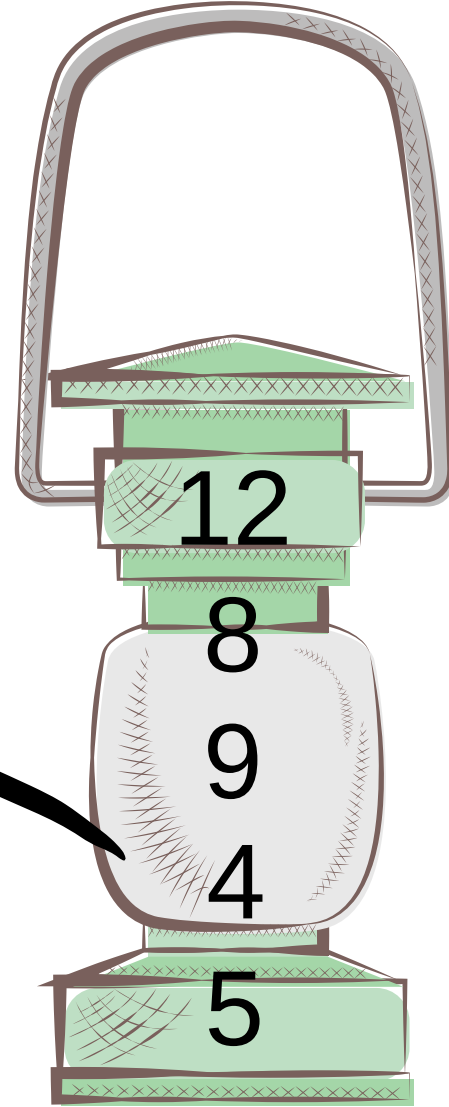
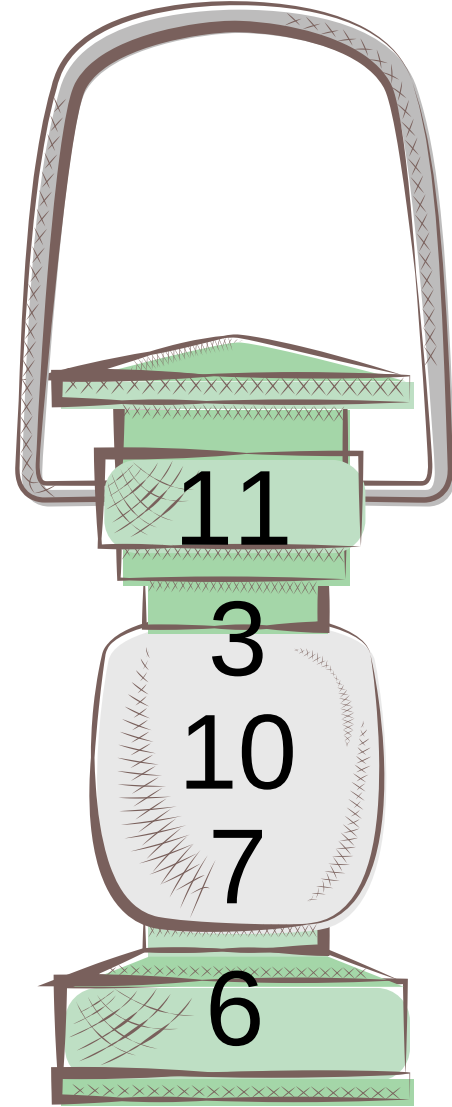
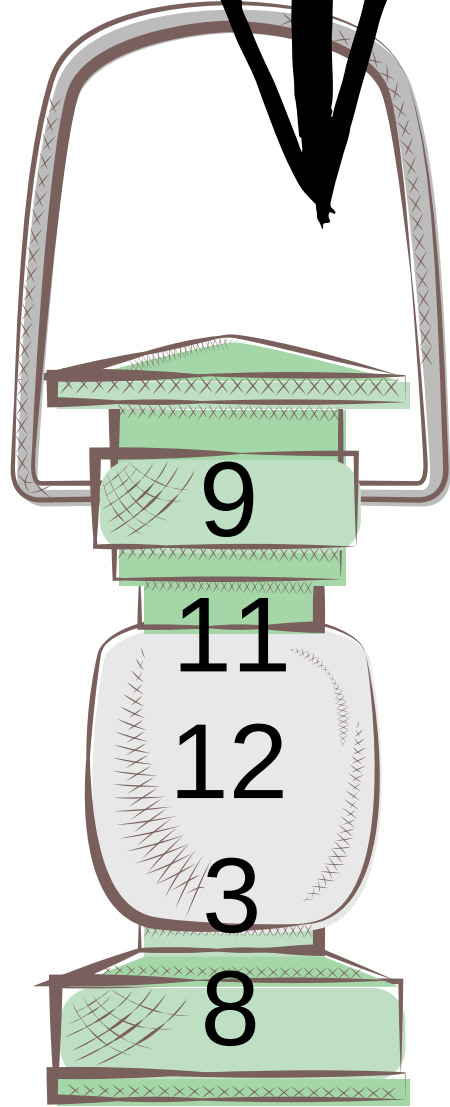
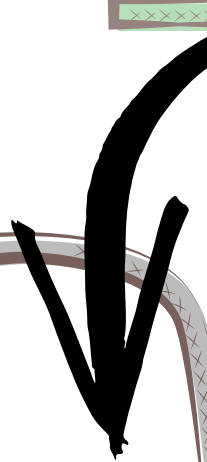
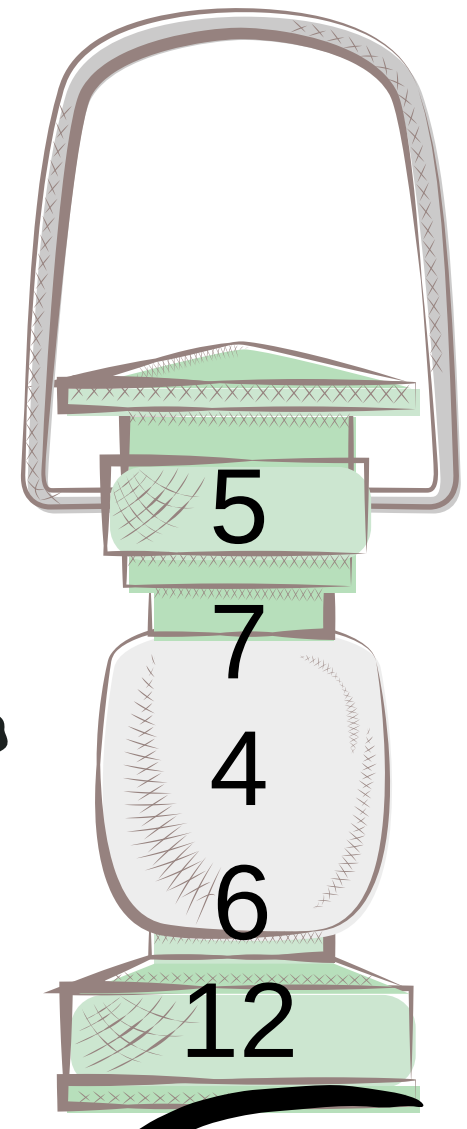
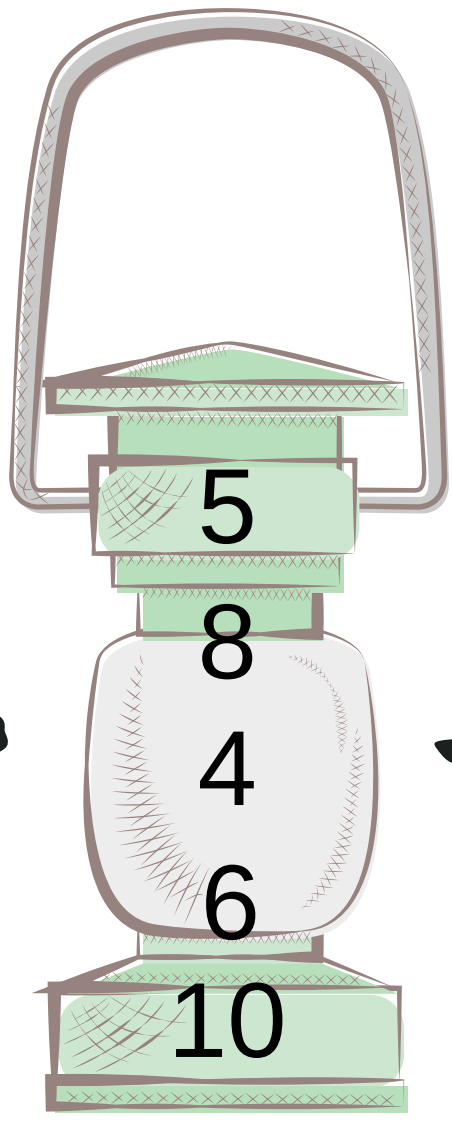
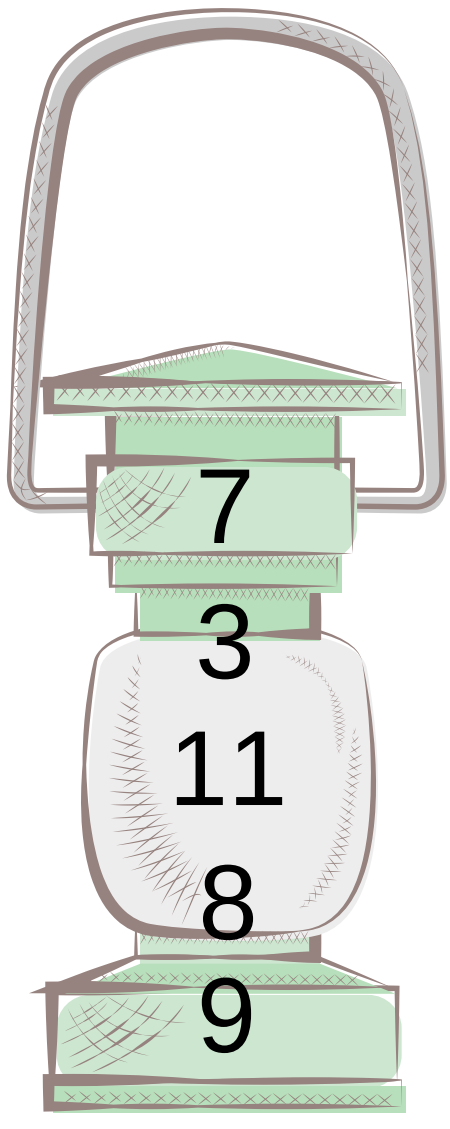
TO PLAY:

- Choose the game level you want to play and spin the spinner. Use the strategy described above to determine your solution.
 - If the answer is in the next lantern, move your game marker there. Congrats, you just lit a lantern!
 - If the answer is not on the next lantern, stay where you are and your turn is over.

LET'S "GLOW" TO CAMP!



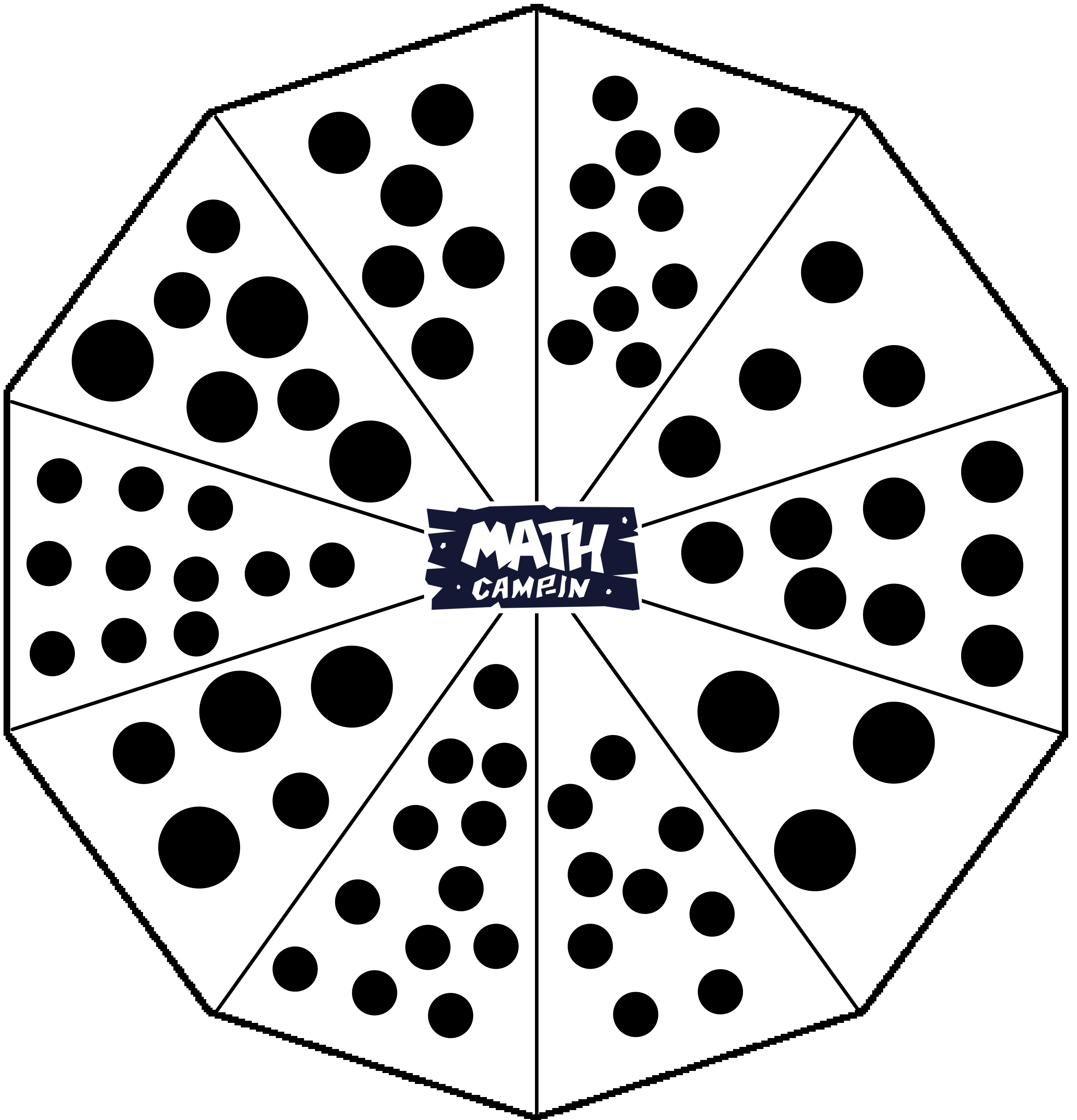
START



To use spinner, place the end of a paper clip flat on the "Math Camp In" sign.

Next, place the tip of a writing utensil inside of the paperclip.

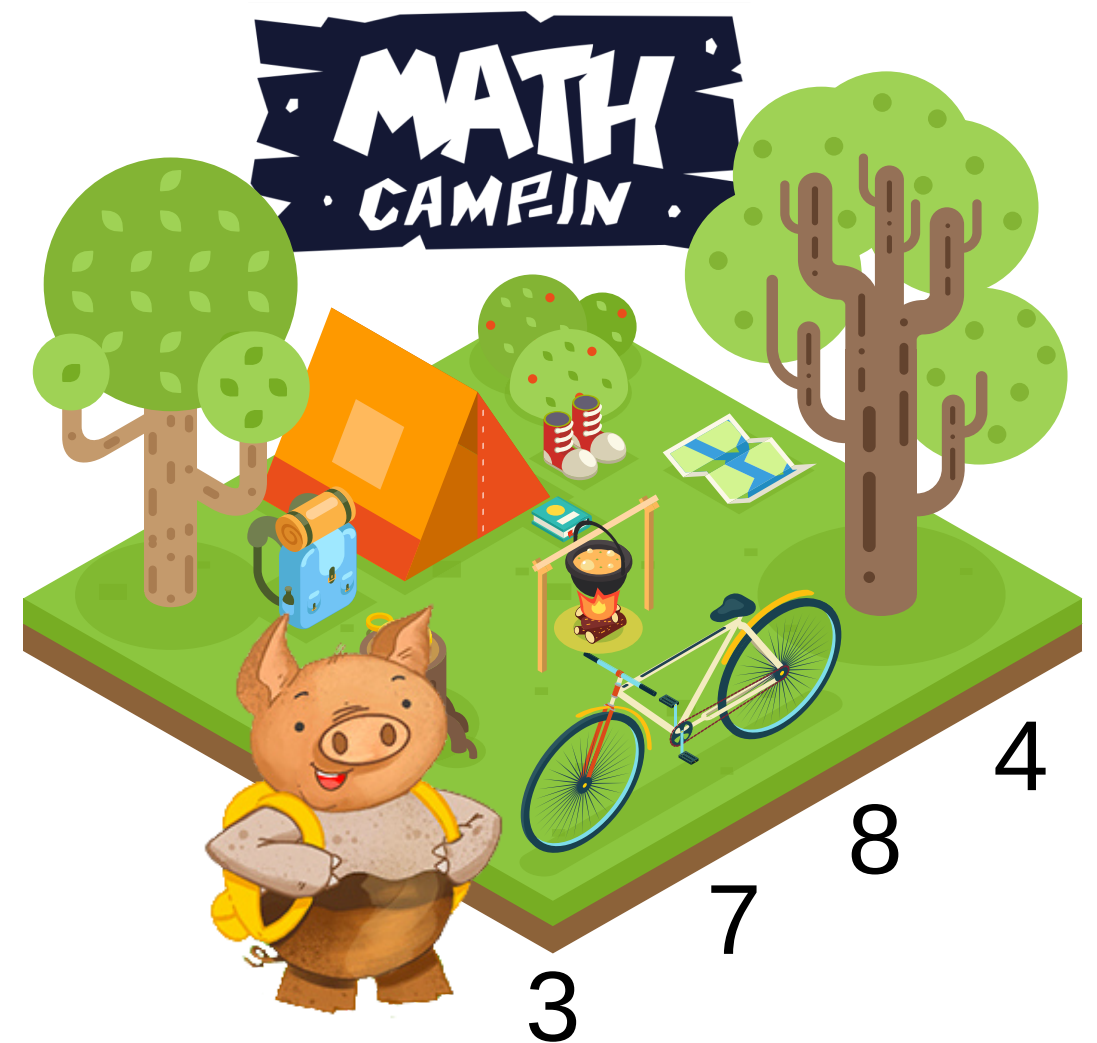
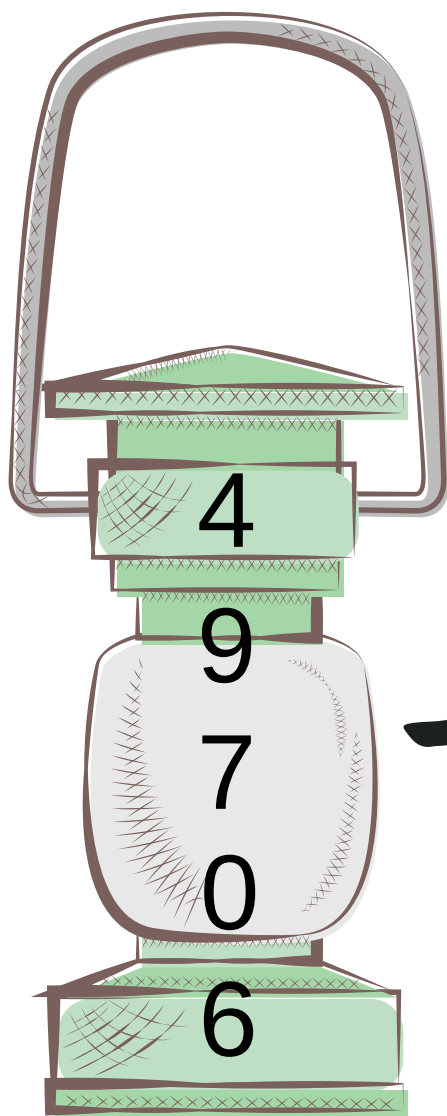
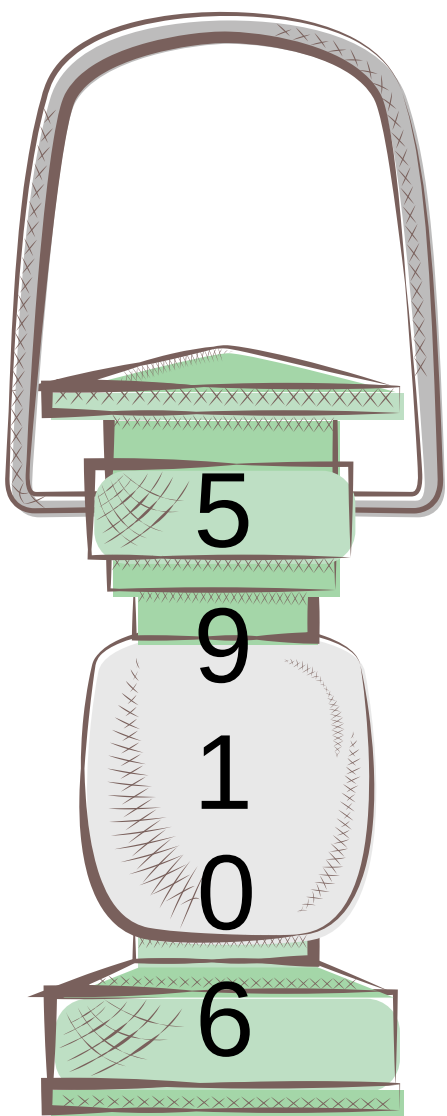
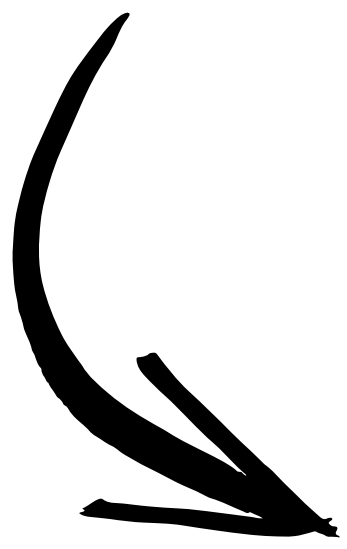
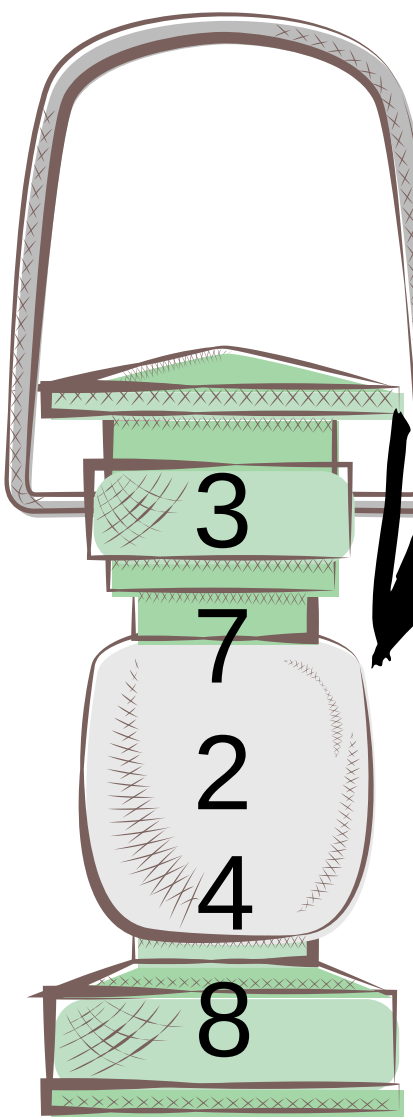
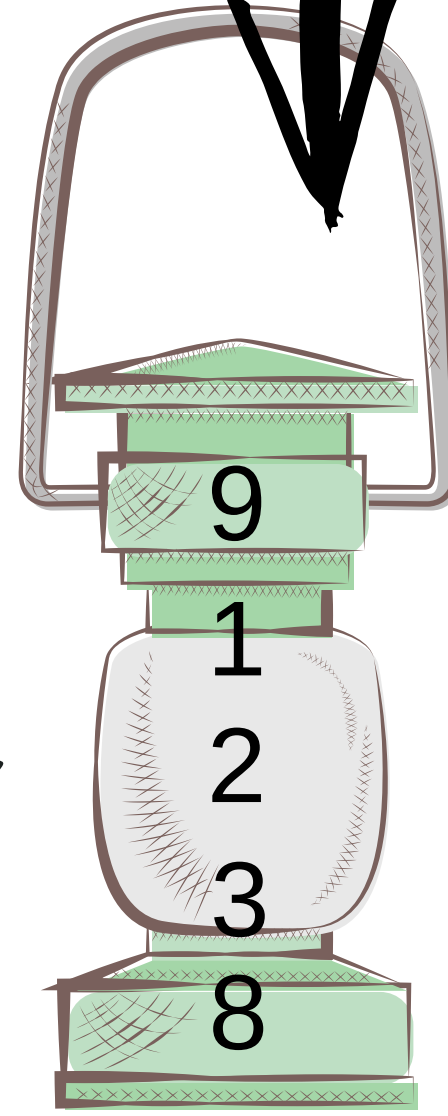
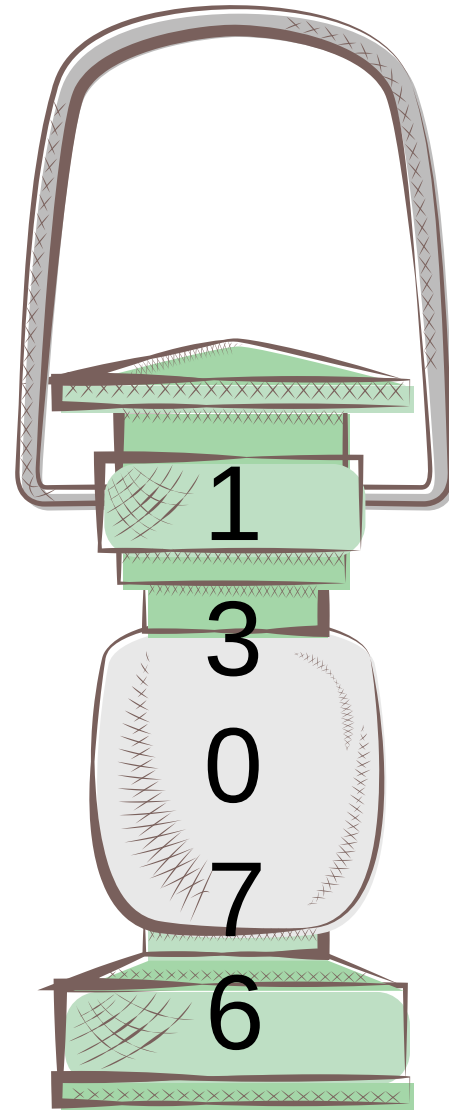
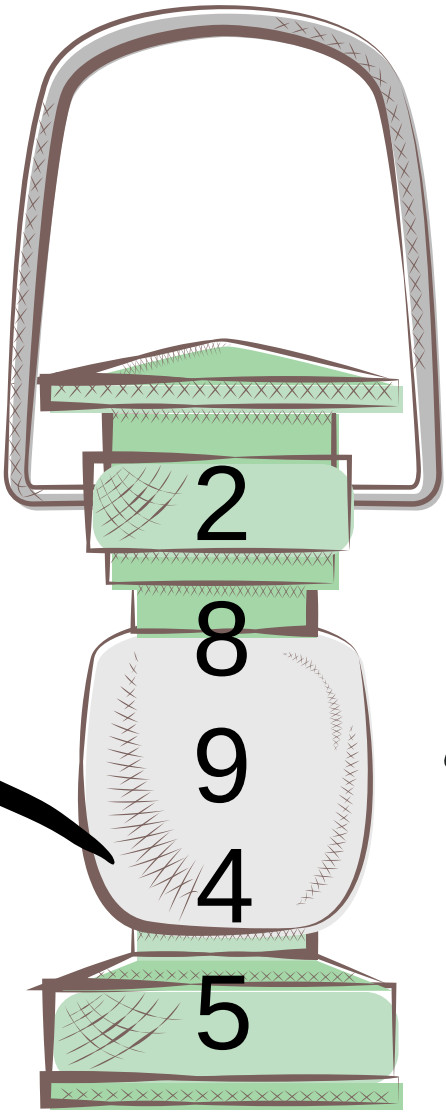
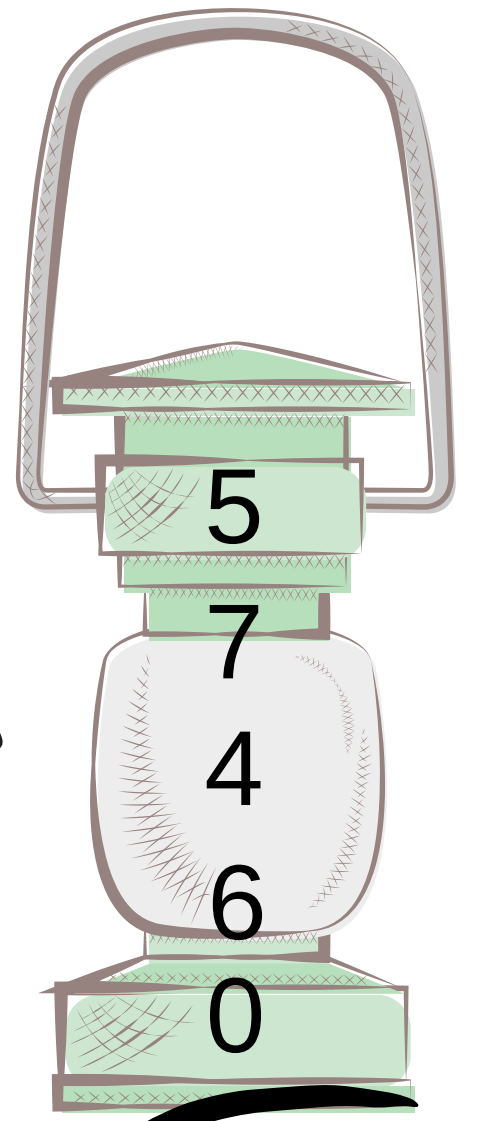
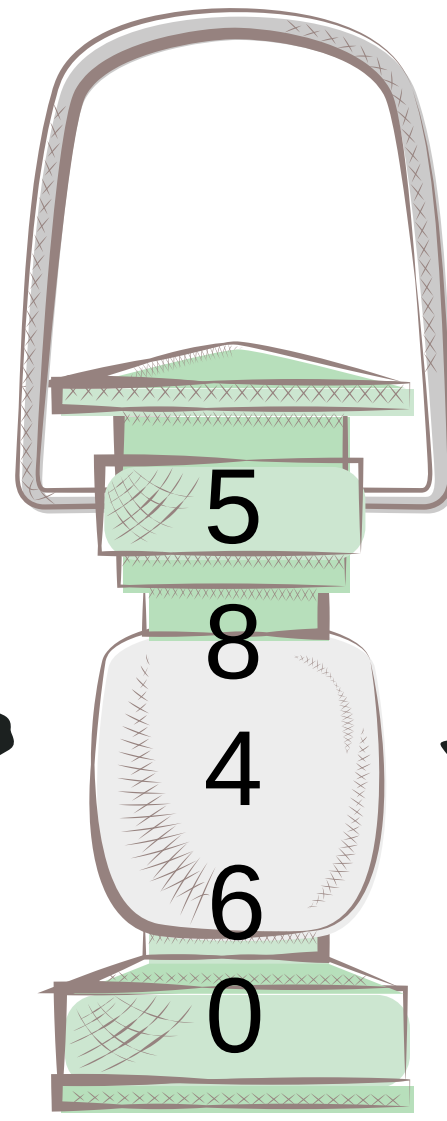
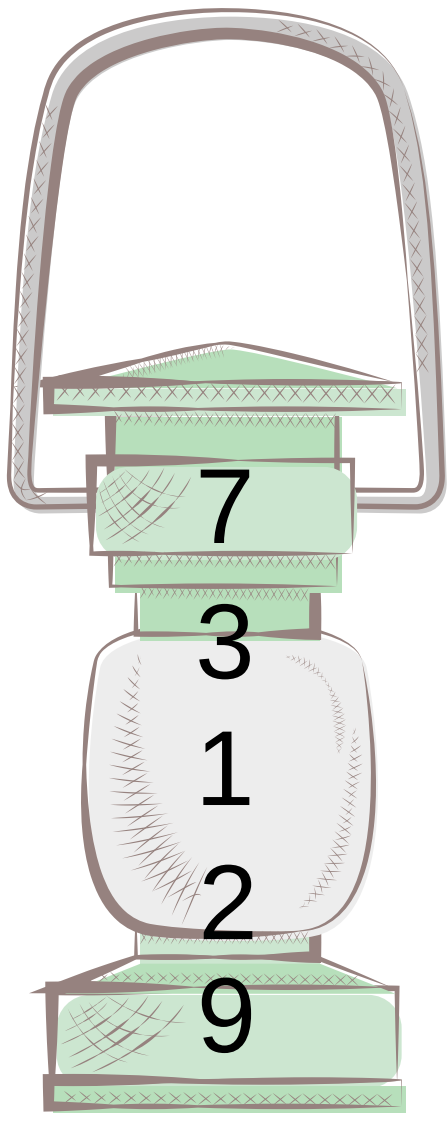
Flick the paperclip and see where it lands.



LET'S "GLOW" TO CAMP!



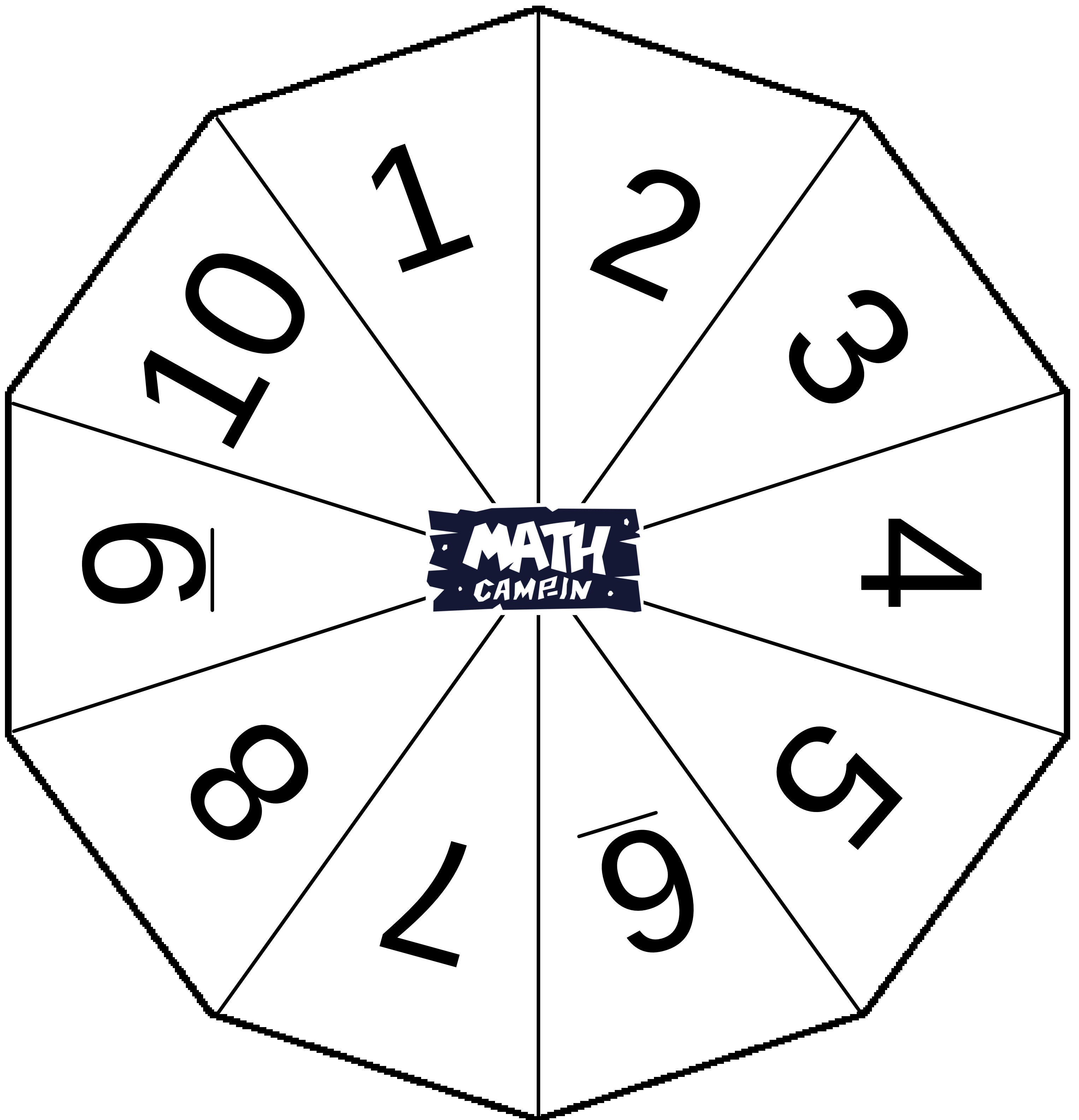
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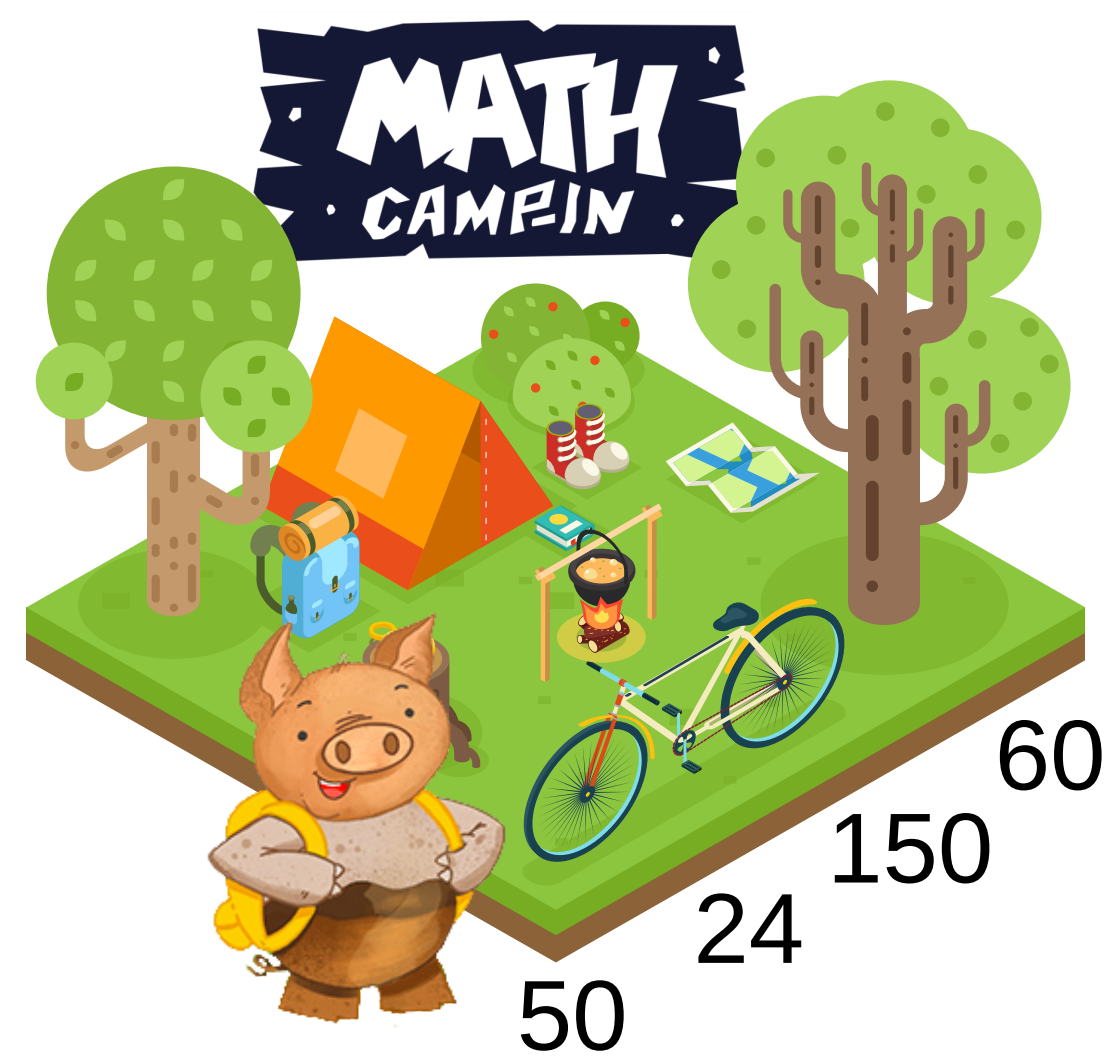
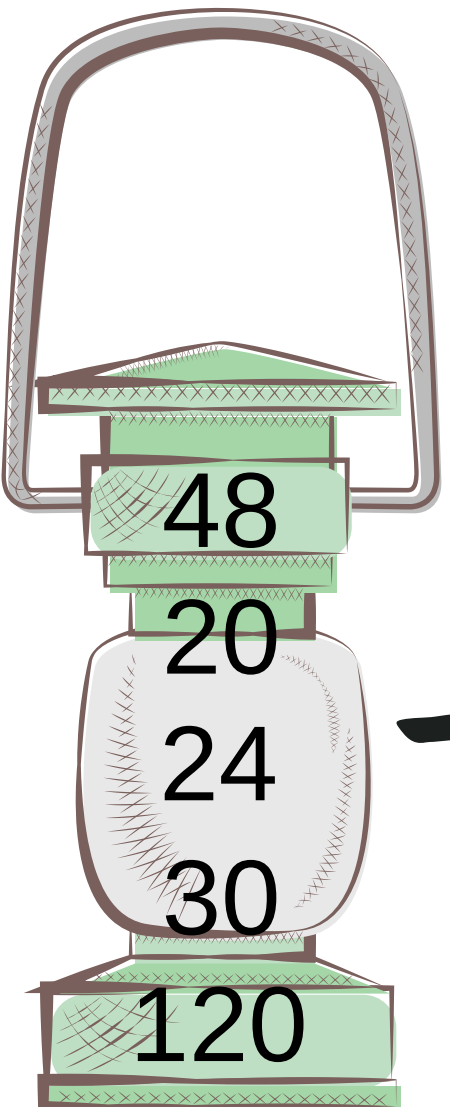
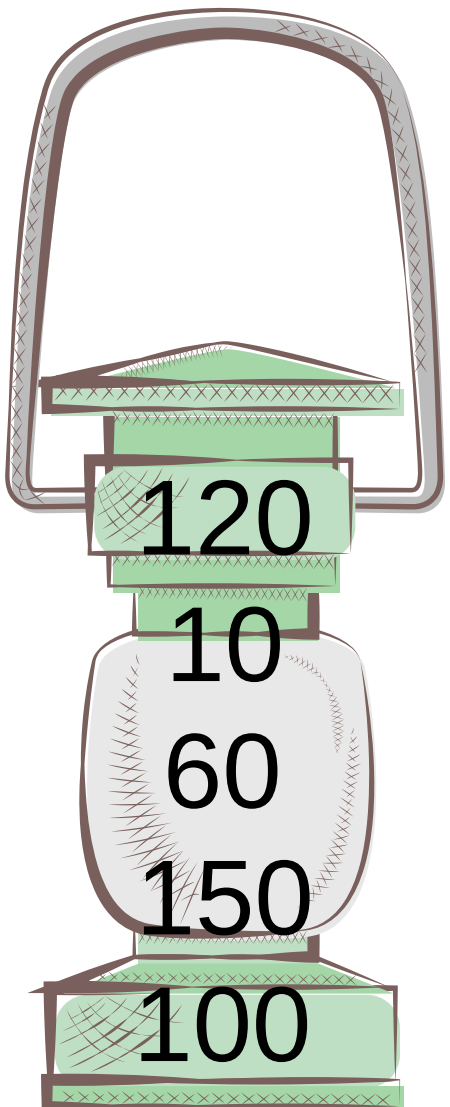
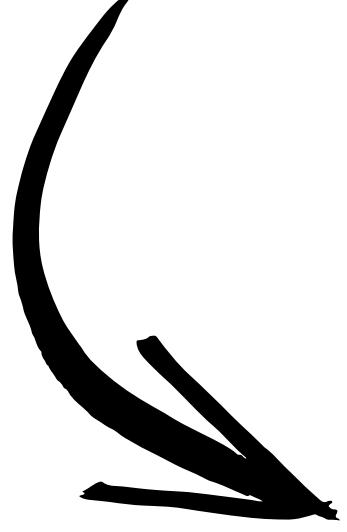
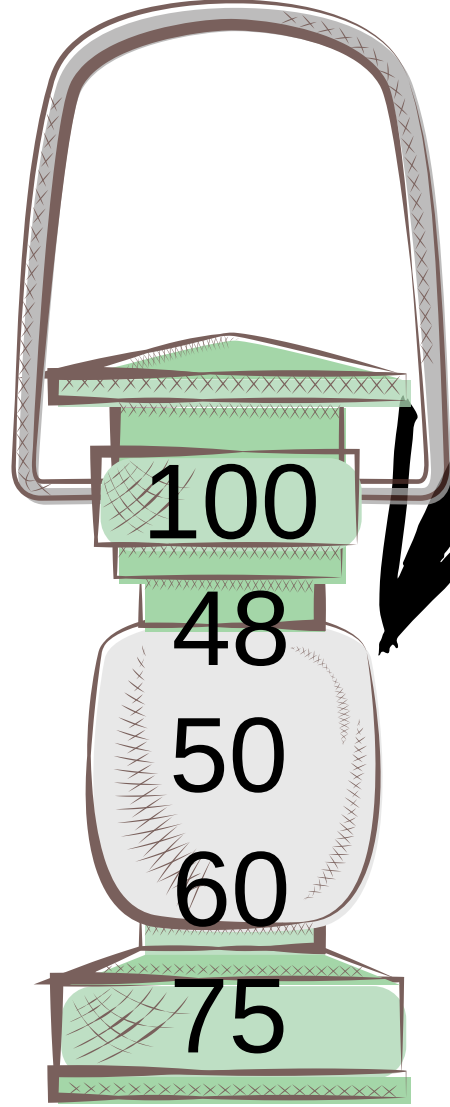
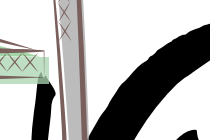
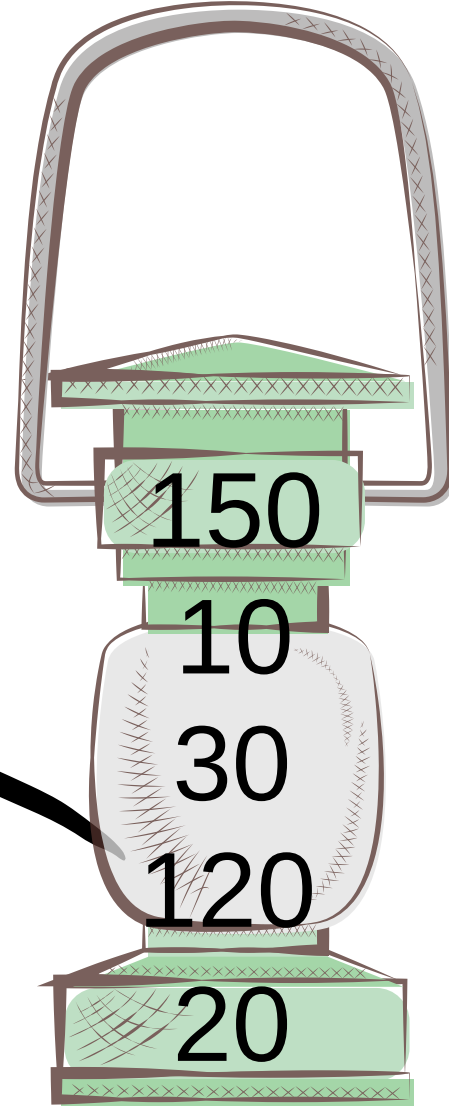
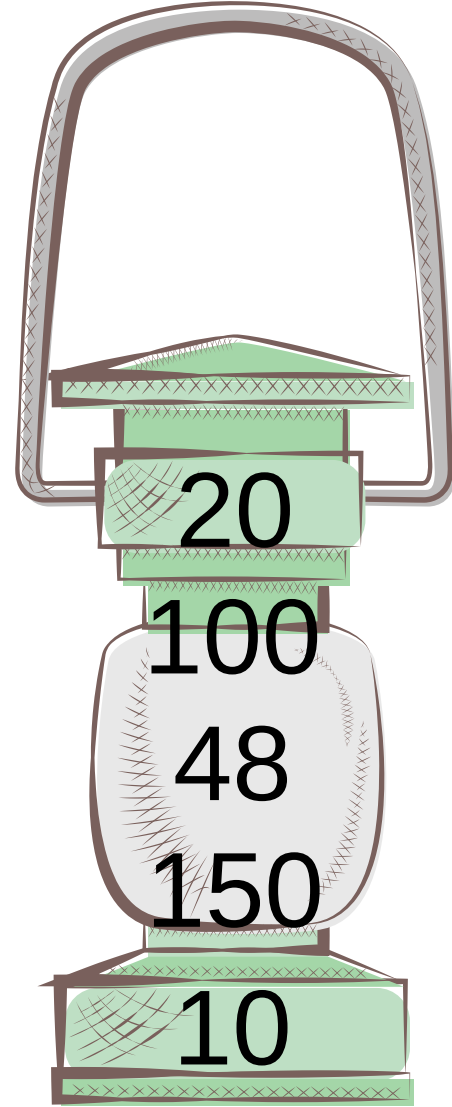
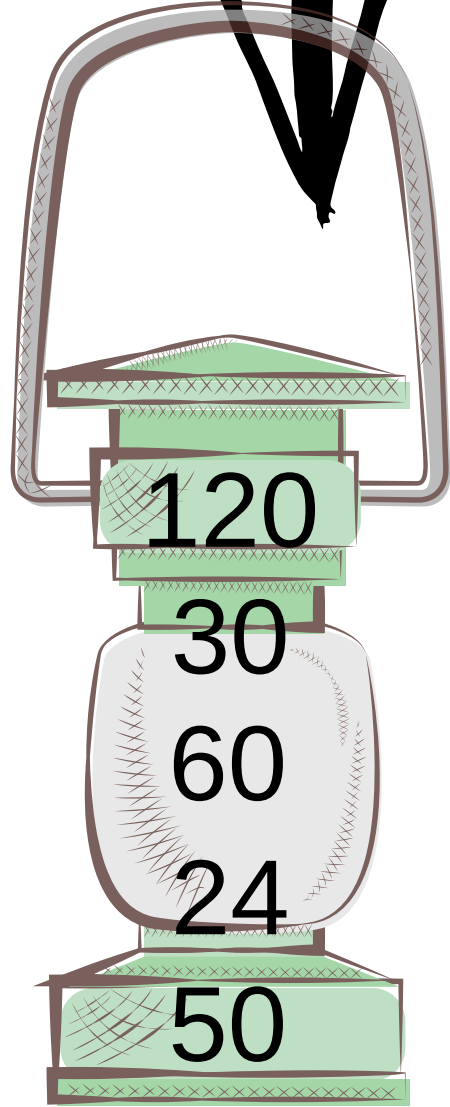
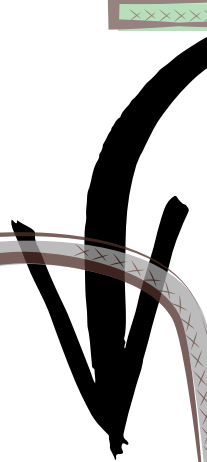
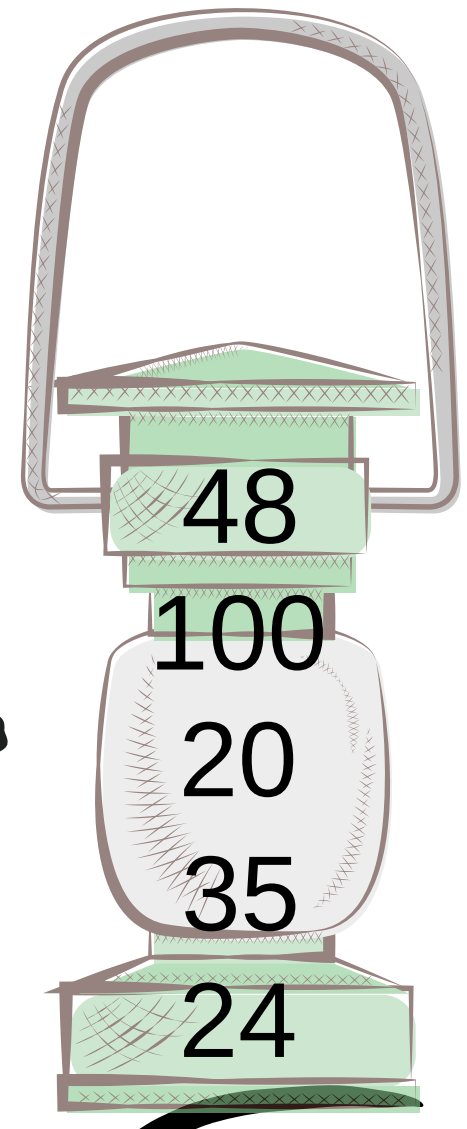
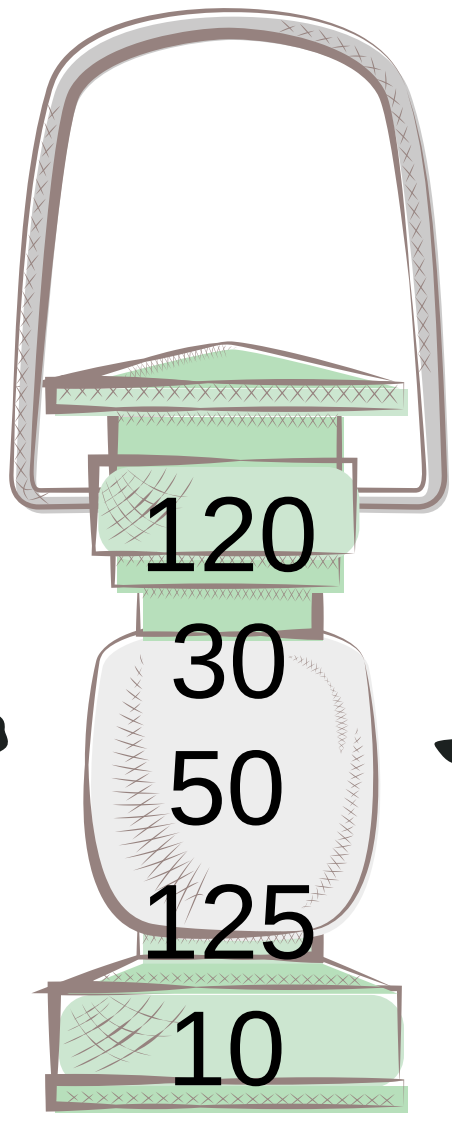
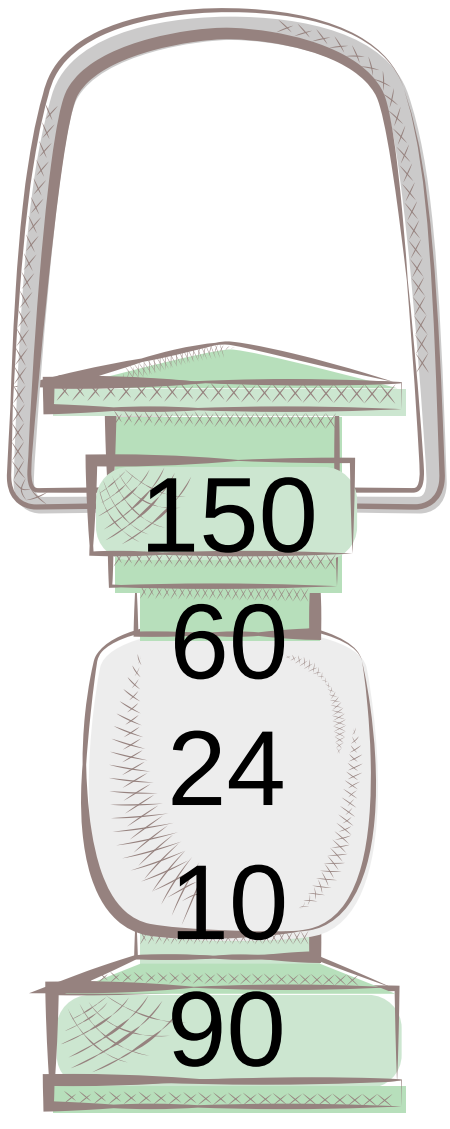
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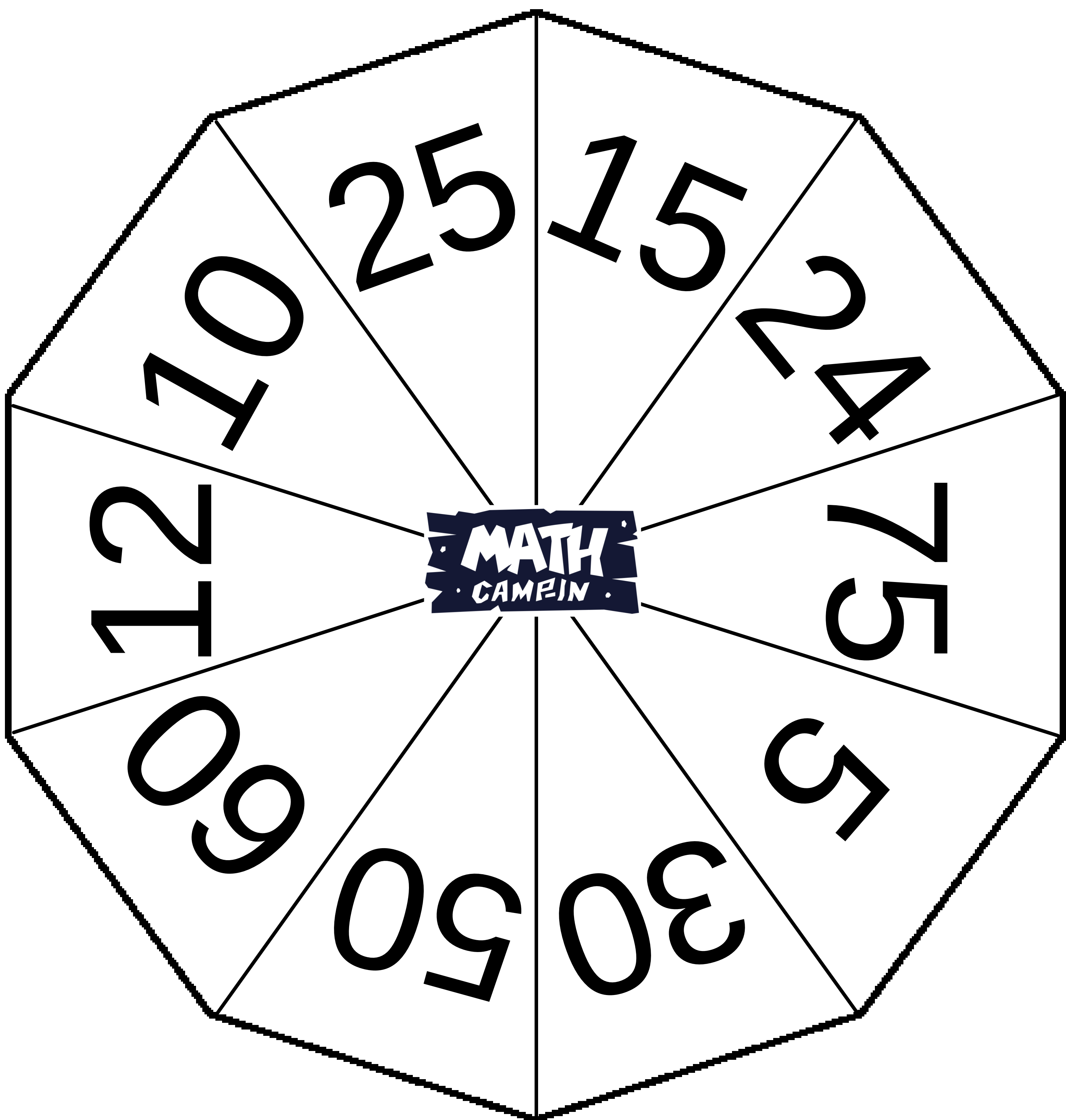
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LET'S "GLOW" TO CAMP!

Recording Sheet

Spin 1: _____

Spin 11: _____

Spin 2: _____

Spin 12: _____

Spin 3: _____

Spin 13: _____

Spin 4: _____

Spin 14: _____

Spin 5: _____

Spin 15: _____

Spin 6: _____

Spin 16: _____

Spin 7: _____

Spin 17: _____

Spin 8: _____

Spin 18: _____

Spin 9: _____

Spin 19: _____

Spin 10: _____

Spin 20: _____