5-8
Summer Resources & Activities

CCSD 46 in partnership with the Grayslake Area Public Library
START

- go ahead 2 spaces

- lose a turn

- go back 1 space

- go back to start

FINISH
<table>
<thead>
<tr>
<th>Tweets</th>
<th>Following</th>
<th>Followers</th>
<th>Favorites</th>
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**username**

**location**

**website**

**Photos**

'Twitter Profile'
### ABOUT READING

**Tweet:**

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</tr>
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<td>○ Teacher</td>
<td>🔵</td>
</tr>
</tbody>
</table>

**Say it in 140 characters or less!**

---

*Literacy for Big Kids*
Travel Brochure

(name of place)

Fun Things To Do!

• ___________
• ___________
• ___________
• ___________

I would like to vacation here because...
Who's the Greatest?

Materials

one shuffled deck of cards with tens, jokers, and face cards removed

The Way to Play

1. One player deals the cards evenly between the players. Players place their cards in a stack facedown in front of them.
2. Each player turns over four cards.
3. Players arrange their cards to make the greatest possible four-digit number.
4. Players read their numbers aloud and decide which number is greater.
5. The player with the number with the greater value wins all the cards from that round and places them in a separate pile.
6. Play continues until all the cards have been used.
7. The player with more cards at the end of the game wins.

![Example:

Player 1 has 9,762

Player 2 has 8,421

Player 1's four-digit number is greater than Player 2's number.

Player 1 wins the cards.]

Variations

- Use five or more cards to create the number with the greatest value.
- Create the number with the least value instead.
Plus and Minus

Materials

one shuffled deck of cards with tens, jokers, and face cards removed
pencils and scrap paper

The Way to Play

1. Player 1 deals five cards to each player. Each player selects any four cards to create the greatest two double-digit numbers possible. Each player adds the two numbers together, records the sum, and places the cards in a discard pile.

2. Player 1 deals three cards to each player. Each player selects any two cards to create the smallest two-digit number possible. Each player subtracts this number from the number recorded in Step 1, records the difference, and places the cards in a discard pile.

3. Player 1 deals three cards to each player. Each player creates the greatest possible two-digit number. Each player adds this number to the number recorded in Step 2, records the sum, and places the cards in a discard pile. This number is the player’s score.

4. The player with the higher score wins the game. If at any point a player’s score is less than 0, the other player wins.

Example:

A player is dealt five cards. The player creates two numbers and adds them together.

\[
\begin{array}{ccc}
\spadesuit & \spadesuit & \spadesuit \\
\heartsuit & \heartsuit & \heartsuit \\
\spadesuit & \spadesuit & \spadesuit \\
\end{array}
\]

\[85 + 73 = 158\]

A player is dealt three cards. The player creates a number and subtracts it.

\[
\begin{array}{cc}
\heartsuit & \heartsuit \\
\heartsuit & \heartsuit \\
\spadesuit & \spadesuit \\
\end{array}
\]

\[158 - 35 = 123\]

A player is dealt three cards. The player creates a number and adds it.

\[
\begin{array}{ccc}
\heartsuit & \diamondsuit & \spadesuit \\
\heartsuit & \heartsuit & \heartsuit \\
\heartsuit & \heartsuit & \heartsuit \\
\end{array}
\]

\[123 + 87 = 210\]

The player’s final score is 210.
As Close as Possible

Materials

one shuffled deck of cards (including jokers for 0)
with tens and face cards removed
As Close as Possible Game Sheet, one per player (page 13)
pencils and erasers

The Way to Play

1. One player deals eight cards to each player and stacks the remaining cards facedown in a pile. Players look at their cards. The object is to create numbers that are as close as possible to the target numbers on the game sheet (5, 25, 50, and 100).

2. Player 1 chooses one of the eight cards and writes the value of the card in a box on the game sheet. The player places this card in a discard pile, draws a new card from the top of the pile, and the turn ends. Players must use one card on each turn. Players may not move the numbers written on the game sheet.

3. Player 2 takes a turn in the same way.

4. Players continue to take turns until they both have finished creating numbers. Players may choose not to fill in the hundreds place in the last line.

5. Players find the difference between the numbers they have written and the target numbers. Players record the differences and add them to find the total difference.

6. The player with the lower total wins.

7. Players may erase their answers and use the sheet again to play another round.
## As Close as Possible
### Game Sheet

<table>
<thead>
<tr>
<th>Your Card Value</th>
<th>Difference</th>
<th>Target Number</th>
</tr>
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<tbody>
<tr>
<td></td>
<td></td>
<td>5</td>
</tr>
<tr>
<td></td>
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<td>25</td>
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<tr>
<td></td>
<td></td>
<td>50</td>
</tr>
<tr>
<td></td>
<td></td>
<td>100</td>
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</tbody>
</table>

**Total Difference** _______
Popular Products

Materials

- One shuffled deck of cards, removing all cards except aces (1) through 6.
- Popular Products Game Sheet (page 16), one per player
- Small markers, such as pennies, beans, or buttons, 10 per player

The Way to Play

1. Players find the products for the factors 1 through 6 and complete the Multiplication Table on the game sheet.

2. Players place their markers on any numbers in the Products Grid. More than one marker may be placed on a number.

3. One player stacks the cards facedown in a pile. The player draws two cards, says the product of the cards, and places the cards in a discard pile.

4. If any player has a marker on that number on their grid, that player removes the marker. (Only one marker may be removed at a time.)

5. The next player draws two cards and play continues in the same way. When all the cards have been played, a player shuffles the discard pile, places them facedown in a pile, and play continues.

6. The first player to remove all 10 markers wins.
# Popular Products Game Sheet

## Multiplication Table

<table>
<thead>
<tr>
<th>x</th>
<th>1</th>
<th>2</th>
<th>3</th>
<th>4</th>
<th>5</th>
<th>6</th>
</tr>
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<tbody>
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<td>6</td>
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## Products Grid

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<th>3</th>
<th>4</th>
<th>5</th>
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<td>36</td>
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</tbody>
</table>
A Zero Balance

Materials

one shuffled deck of cards with jokers and face cards removed
Fraction Game Sheet, one per player (page 25)
pencils

The Way to Play

1. One player deals five cards to each player and stacks the remaining cards facedown in a pile. Each player takes a game sheet, writes a subtraction sign in the box, and writes 0 for the difference.

2. Players try to use four of their cards to form two fractions whose difference is 0. On their turn, players place the four cards on their game sheet to show the equation.

3. • Player 1 takes the first turn. If Player 1 is able to complete the subtraction equation, the player earns 1 point and places the four cards in a discard pile. The player draws four more cards and the turn ends.
   • If Player 1 is unable to complete the subtraction equation, Player 1 asks Player 2 for a needed card (for example, “Do you have a five?”). If Player 2 has the card, the player hands it over. If Player 2 does not have the card, the player says “Go Fish,” and Player 1 draws a card from the deck. If Player 1 is now able to complete the equation, the player does so, following the directions above. If not, the turn ends.

4. Player 2 takes a turn in the same way.

5. Players continue to take turns. When the draw pile runs out, a player shuffles the discard pile and this becomes the new draw pile.

6. The first player to earn 5 points wins.
Dueling Decimals

Materials

- one shuffled deck of cards with tens, jokers, and face cards removed
- Dueling Decimals Game Sheet, one per player (page 27)
- small round markers (about the size of a quarter), one per player

The Way to Play

1. Player 1 removes the following four cards of any suit from the playing deck: an ace (1), 2, 3, and 4. Player 1 shuffles these four "decimal point" cards and places them facedown in a row. These cards remain separate throughout the game.

2. Player 1 turns over one of the four cards and reads the number. Each player finds the box with the same number on the game sheet and places a marker in the box to represent the decimal point.

3. Player 1 shuffles the deck of cards and stacks it facedown. Player 1 draws the top card from the deck and places it in any empty box. The object is to create the greatest number. Cards may not be placed in the decimal point box. The other players take turns in the same way.

4. Player 1 draws another card and places it in any box. The other players take turns in the same way.

5. Players continue to draw cards and place them in boxes until each player's game sheet is filled. Players read their numbers. The player with the greatest number earns 1 point. The used cards are placed in a discard pile.

6. To begin the next round, Player 2 shuffles the decimal point cards and turns one over. The game continues in the same way until one player earns 10 points. When all the cards have been used, a player shuffles the discard pile and this becomes the draw pile.
Dueling Decimals
Game Sheet

1
2
3
4

Mega-Fun Card-Game Math Grades 3-5  Scholastic Teaching Resources, page 27
Operation
Rules

Materials

* * * * * * * * * *
one shuffled deck of cards with jokers and face cards removed
scrap paper and pencils

The Way to Play

1. One player stacks the cards in a pile
   and turns over one card. This is the
   start card. The player turns over a
   second card. This is the end card. The
   player deals five cards to each player.

2. Players use any or all of their cards to
   create a problem that begins with the
   number on the start card and equals
   the number on the end card. Players
   must follow the order of operations
   (see page 5) and may use each card
   only once.

3. Players write their equations on scrap
   paper and check each other's work.

4. If an equation is correct, a player
   earns 1 point for each card used and
   2 points for each operation used.
   A player earns 5 bonus points for
   using all five cards.

5. At the end of the round, players
   return their cards, shuffle the cards,
   and begin a new round.

6. At the end of three rounds, the player
   with the most points wins.

Example:

<table>
<thead>
<tr>
<th>Start Card</th>
<th>End Card</th>
</tr>
</thead>
<tbody>
<tr>
<td>![Card Image]</td>
<td>![Card Image]</td>
</tr>
</tbody>
</table>

A player draws five cards.

The player uses five cards to create a problem
that begins with 4 and equals 8:

\[ 4 \times 2 + 9 - 7 - 2 = 8 \]

The player scores the following points:
1 point for each card used = 4 points
2 points for each operation used
(multiplication, addition, subtraction) = 6 points
Total score for the round = 10 points
Equation Challenge

Materials

* * * * * * *
one shuffled deck of cards with jokers and face cards removed
scrap paper and pencils
calculator (optional)

The Way to Play

1) Player 1 chooses any number from 20 to 100 as the challenge number.
   Player 1 deals seven cards to each player. Player 1 challenges the players to
   use their cards to write an expression equal to the challenge number, following
   these guidelines:
   • Players may use any of their cards and any operation, following the order
     of operations (see page 5). Players may use grouping symbols (parentheses).
   • Players may use each card only once.

2) Players check each other’s work. Players score 1 point for each card used.
   If a player cannot make an expression that equals the challenge number, the
   player does not earn any points. Players return their cards to pile.

3) Player 2 shuffles the cards,
   chooses a challenge
   number, and deals seven
   cards to each player.

4) The player with the most
   points after five (or more)
   rounds wins the game.

![Example]

Player 1 chooses 59 as the challenge number.
The player has the following cards:

The player creates the following equation, using all seven cards.

\[
35 \times 2 - 6 - 6 + 8 - 7 = 59
\]
Magic Card Squares

Materials
----------------------------------------
Magic Card Squares Game Sheet, one per player (page 40)

For a magic square with sums of
12—four of each: joker (0), ace (1), 2, 3, 4, 5, 6, 7, 8
15—four of each: ace (1), 2, 3, 4, 5, 6, 7, 8, 9
18—four of each: 2, 3, 4, 5, 6, 7, 8, 9, 10
21—four of each: 3, 4, 5, 6, 7, 8, 9, 10, 11 (jack)
24—four of each: 4, 5, 6, 7, 8, 9, 10, 11 (jack), 12 (queen)

Before playing, explain that a magic square is made up of
nine numbers. The sum of each side—horizontal, vertical,
and diagonal—is the same. Review the steps at right for
creating magic squares.

The Way to Play
----------------------------------------

1. Players decide which Magic Square sum they will use:
12, 15, 18, 21, or 24. Players select the cards needed
(see above), shuffle them, and stack them facedown.

2. Player 1 draws the top card. If the player wishes to use
the card anywhere in the magic square, the player places
the card in a box on the game sheet and the turn ends.
If the player does not want to use the card, the player
places the card in a discard pile and the turn ends. The
other players take turns in the same way.

3. Players continue to take turns. To move a card, a
player must use a turn without drawing a card. Players
shuffle and use the discard pile as needed. The first
player to complete the magic square successfully wins.

How to Create a Magic Square:
These steps work for any magic square.
The example uses the magic square for 15.

1. Divide the sum of the Magic Square by 3 to
find the center number. For example: to find
the center number of a Magic Square of 15,
divide 15 by 3 (5). Write 5 in the center
square.

2. Add 1 to the center square (5 + 1) and write
the sum (6) in the top right corner. Subtract
1 from the center square (5 – 1) and write
the difference (4) in bottom left corner.

3. Add 2 to the center square (5 + 2) and write
the sum (7) to the right of the center square.
Subtract 2 from the center square (5 – 2)
and write the difference (3) to the left of the
center square.

4. Add 3 to the center square (5 + 3) and write
the sum (8) in the top left corner. Subtract 3
from the center square (5 – 3) and write the difference (2)
in the bottom right corner.

5. Add 4 to the center square (5 + 4) and write
the sum (9) directly under the 5. Subtract 4
from (5 – 4) and write the difference (1)
directly above the 5.
<p>| | | |</p>
<table>
<thead>
<tr>
<th></th>
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<td><strong>Game Sheet</strong></td>
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