

Road Trip

Grade Level: Kindergarten



You and your child can have a lot of fun practicing reading and identifying numerals 1-10. There is no limit on the number of players. You will select a game card, finding the correct vehicle on the game board and then reading/identifying the numerals located in that column as quickly as possible. To step up the competition, you might even want to set a timer to see which player can read the numerals in the fastest time. Repeat as many times as necessary to help your child identify the numerals more quickly and with more accuracy.

Materials:

Printable Road Trip game board
Vehicle game cards

Directions:

Each player will select a game card and find the matching vehicle on the Road Trip game board. Then, as quickly and accurately as possible, read the numerals that are listed in that column.

Math Connections:

There is a lot of math your child is learning in school that goes along with this game. It is important for your child to understand that the numeral is something we learn to read and write, and that it represents how much. It is very important for your child to know the number names and be able to apply them to quantities. This will help your child reach the goal of reading numerals and counting forward from one to ten.







Math Conversations:

Good news! We need not be math experts in order to help our children succeed in mathematics. Asking questions enables us to lead children to a deeper understanding of mathematical concepts. Good questions open paths to new ideas. This creates an interesting, nonthreatening environment that invites learning. Listen carefully to your child's responses. Encourage your child to think out aloud through activities, step by step. Be patient when your child is hesitant or confused. Let your child complete activities and make mistakes without making judgments. Praise your child's thinking. Be sensitive to when your child feels confident and is ready to move on. And, of course, last but not least - HAVE FUN



Adapted from activity by Cher Rosser,

MIT

					
7	2	1	10	6	8
4	9	8	6	1	5
9	1	7	9	5	6
5	3	4	2	8	10
1	8	2	3	10	9
6	4	9	7	2	3
2	10	3	5	7	1

