

Math at Home

Grade-Level Activities for Families

Make math meaningful with simple, everyday activities that support your child's learning!

You don't need to be a math expert to help your child succeed!

Here are 5 simple ways to support math learning at home:

- **Stay Positive**

Avoid saying, "I was never good at math." Instead, focus on effort:
"This is tricky, but we can figure it out together!"

- **Talk Math Every Day**

Use daily moments to explore math:
"What's half of that?"
"How many more do we need?"
"How could we split this evenly?"

- **Encourage Curiosity**

Follow your child's interests:
"How many animals fit in a zoo?"
"Can we graph your video game scores?"

- **Let Them Teach You**

Ask your child to explain their thinking. Teaching helps them learn!

- **Embrace New Methods**

Math looks different today—but the goal is understanding. Say:
"I haven't seen it this way—let's learn it together!"

One of the best ways to help is by sitting down together and going through examples from their homework or classwork. Ask your child to explain what they've been learning—this helps them better understand the material and builds their confidence. Take a look at their notes or check if their teacher has shared any online resources. Encourage your child to show their work and talk through each step so you can follow their thinking.

**Supporting math at home isn't
about having all the answers—it's
about being curious, staying
positive, and learning together!**

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Kindergarten

- Count snacks, toys, or steps while walking.
- Call out numbers while setting the table or cleaning up.
- Put 3 apples in a bowl, take 1 out—how many are left?
- Group 10 blocks, then add more to make 11–19.
- Line up shoes or books from shortest to tallest.

Grade 1

- Use buttons or cereal pieces to add and subtract.
- Play math fluency games (mastering addition facts resulting in a sum of 10)
- Measure items: Use a ruler or string to compare toy lengths.
- Track data: Use tally marks to count sunny vs. rainy days.
- Place value: Group coins or blocks into tens and ones.
- Time and money: Read clocks and count coins during daily routines.
- Shapes: Find and name shapes in food, signs, or toys.

Grade 2

- Add/subtract to 20: Solve problems like $17 - 9$ using mental math (in your head).
- Shape hunt: Spot patterns or shapes in tiles, windows, or art.
- Time/money practice: Read clocks and count change at the store.
- Measure lengths: Use a ruler to measure pencils or books.
- Begin multiplying: Group 3 rows of 4 items (crackers)—how many total?
- Number patterns: Skip count by 2s, 5s, or 10s and look for patterns.
- Graphing: Make a bar graph of favorite snacks or pets.

Grade 3

- Practice multiplication/division: Share 12 snacks equally among 4 people.
- Track the weather for a week and make a bar graph.
- Use place value: Add $243 + 156$ by breaking into hundreds, tens, and ones.
- Plan a party with a budget using addition, subtraction, multiplication and division
- Find number patterns: Skip count by 3s or 5s and look for patterns.
- Explore shapes: Draw triangles, rectangles, and label sides and angles.
- Fluency games: Use flashcards or apps to practice facts within 100.

Grade 4

- Real-world math: Calculate how many packs of 6 markers are needed for 24 students.
- List multiples of 4 and find common ones with 6.
- Cut a sandwich into halves, fourths, and eighths.
- Use measuring cups or money to compare values.
- Measure: Weigh items in the kitchen
- Classify shapes: Sort household items by number of sides or angles.
- Use a measuring cup to convert cups to pints.

Grade 5

- Plan a grocery list and total costs with decimals.
- Add/subtract fractions: Double a recipe and adjust ingredient amounts.
- Multiply/divide fractions: Share $\frac{3}{4}$ of a pizza among 3 people.
- Map your room and label furniture with coordinates.
- Volume: Fill boxes with cubes or measure water in containers.
- Symmetry hunt: Fold paper shapes or find symmetry in logos.
- Patterns and expressions: Create a pattern (e.g., $+3$ each time) and write a rule.