



## Math & Literacy

Math is all around, even for our youngest learners. Mathematical thinking and problem-solving skills are needed every day, and developing a solid foundation will prepare your child to be a lifelong learner.

### Number

There are many ways to provide your child with counting practice. “Let’s count the number of shoes in our shoe basket. How many oranges are in the bag?” Another way is to make and reuse a simple set of number cards. Write the numerals 1-10 on one set of cards. Place stickers on the other set - one sticker on one card, two stickers on another, three on the next, and so on. Help your child match the number of stickers with the written numeral. These number cards help develop the understanding that a written number represents something concrete.

### Size

Use socks, balls, pieces of string, or other objects of varying sizes. Have your child line the objects up across the floor. Next, ask your child to order them by size. Use important vocabulary words like “small, smaller, smallest” or “long, longer, longest.” Help your child to compare items: “This sock is bigger than that one. This string is longer than that one, but it’s shorter than the other one.”

### Volume

Find a plastic bin with dried beans. Add measuring cups, scoops, and paper cups of various sizes. Talk with your child as they work, using interesting words. “Can you *sprinkle* some beans over here? Let’s *scoop* the beans into this container.” Use words such as *more* and *less* to compare scoops. Ask questions, “Which one holds more? Which holds less? How many scoops do you think it will take to fill this container with beans?”

### Data Analysis

Help your preschooler learn to ask questions and gather information to help answer questions. Sorting and classifying objects is a great way to begin. Gather several objects of different shapes. Ask your child to sort those objects in different ways. “Can you put the smooth things over here? How about the blue objects, let’s put them here” and so on.

### Attribute Vocabulary

Introduce your children to lots of words! Below are some attribute words that you can teach your children. This will help them describe items, as well as to classify and sort them.

<ul style="list-style-type: none"><li>• Smooth</li><li>• Rough</li><li>• Soft</li><li>• Hard</li><li>• Flexible</li><li>• Rigid</li><li>• Malleable</li></ul>	<ul style="list-style-type: none"><li>• Light</li><li>• Heavy</li><li>• Dark</li><li>• Flat</li><li>• Round</li><li>• Oval</li><li>• Square</li></ul>	<ul style="list-style-type: none"><li>• Sharp</li><li>• Cold</li><li>• Warm</li><li>• Hot</li><li>• More</li><li>• Less</li><li>• Same</li></ul>
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### **Uno Instructions**

The object of the game is to be the first to get rid of all of your cards.

- Each player is dealt 7 cards with the remaining ones placed face down to form a DRAW pile.
- The top card of the DRAW pile is turned over to begin a DISCARD pile. The first player has to match the card in the DISCARD pile either by number, color or word. For example, if the card is a red 7, player must throw down a red card or any color 7. Or the player can throw down a Wild Card. If the player doesn't have anything to match, he must pick a card from the DRAW pile. If he can play what is drawn, great. Otherwise play moves to the next person.
- When you have one card left, you must yell "UNO". Failure to do this results in you having to pick two cards from the DRAW pile.
- Once a player has no cards left, the hand is over.
- Special cards:
  - Draw Two Cards - When this card is played, the next person to play must draw 2 cards and forfeit his turn.
  - Reverse Card - Simply reverse direction of play. Play left becomes play right, and vice versa.
  - Skip Card - The next player to play loses his turn and is "skipped."
  - Wild Card - This card can be played on any card. The person playing the card calls any color to continue play. A Wild card can be played at any time.
  - Wild Draw Four Card - Not only does the player get to call the next color played, but the next player has to pick 4 cards and forfeit his turn.