Get Ready for Grade 2

Mathseeds

SUMMER

FUN PACK

www.mathseeds.com

Mathseeds a 3P Learning product

Dear Parent or Guardian,

Your child has take-home access to Mathseeds, a highly interactive and personalized learning journey that will help your child build mathematic skills at their own pace. They simply sign in with their Mathseeds user-name and password using any compatible computer or mobile device. We have put together a few easy-to-follow support resources to make using Mathseeds at home this summer as simple as possible for both parents/guardians and your children.

What's included?

Student Console Map

Top 7 Tips on using Mathseeds at home

How Mathseeds Lessons Work

Mathseeds Summer Activity Pack

Mathseeds teaches kids core mathematics and problem solving skills needed to be successful with fun, highly interactive and rewarding lessons. Mathseeds combines highly structured lessons with fun motivational elements that keep children engaged and keen to learn.

Mathseeds Student Console Map

Mental Minute

The area is designed specifically to build mathematics fact fluency - the ability to recall basic mathematics facts accurately, quickly and with ease.

Driving Tests

More than 340 highly motivating tests assess students' skills and knowledge with a fun and rewarding game.

Awards

This is where the student certificates are located. Students can print their certificates to take home or display in the classroom.

Lessons

This is the heart of the program, the mathematics lessons. Students progress through lessons as their mathematics skills develop, earning Golden Acorns and pets as rewards!

Shop

Students can buy items from the shop using their Golden Acorns earned by completing lessons. These items can be used to decorate their Treehouse.

Arcade

Students can reward themselves by playing an arcade game. Each game costs 10 acorns.

Play

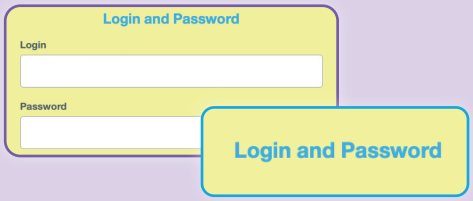
The Play area consists of seven sections with more than 120 activities. Students can access this area at any time by clicking on the Play icon.

Treehouse

Students can visit their Treehouse and find rewards earned or items bought from the shop. Students use these items to decorate their Treehouse.

Top 7 tips for using Mathseeds at home this summer

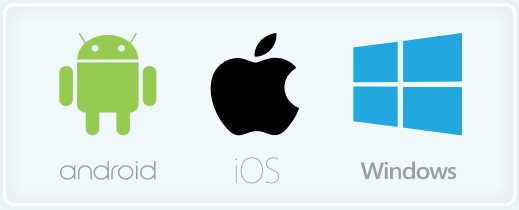
1



Make sure you have your child's Mathseeds username and password.

2

Mathseeds can be accessed on PC/Mac, iOS and Android devices as well as Windows tablets



3

Your child has the ability to explore independently. Each lesson contains engaging characters, songs, activities, and books to help them through each concept.

4

Encourage your child to earn acorns by completing their lessons. They can use their acorns to shop for their Treehouse or Avatar.

5

Mathseeds is full of great additional activities that make learning fun.
In the Play, Shop, Awards, Arcade, and Treehouse area, children will enjoy using their rewards for to shop and play!

6

Practicing mathematics off-line is important too! Don't forget to print off the worksheets at the end of this package.

7

Celebrate achievements and effort! Certificates can be found in 'My Awards'. If you have access to a printer, print them off and display throughout the house.

How Mathseeds Works

1

Mathseeds characters

The Mathseeds characters explain the concept and discuss how to solve a problem.

2

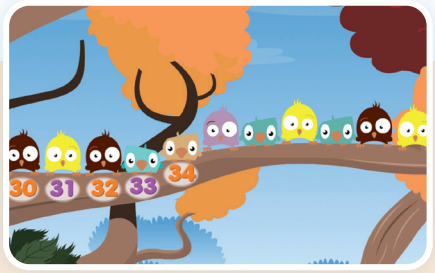
Student Practice

Interactive screens give students the opportunity to practice new skills.

3

Mathseeds Songs

Many lessons include a memorable song that reinforces the new concept.



4

Mathseeds Activities

Every Mathseeds lesson includes a set of nine interactive activities, with more than 350 different activities within the program.

5

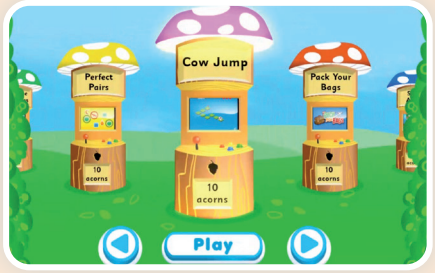
The E-book

Every lesson ends with a book that includes full audio support. These books restate the main lesson points and are designed to consolidate new concepts and skills.

6

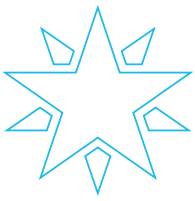
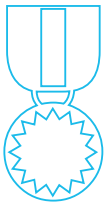
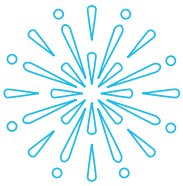
Earning a Reward

Students earn golden acorns for all activities completed. As a bonus, a cute pet hatches at the end of every lesson. This pet appears on their map, and they progress to the next lesson.



Incentive chart for:

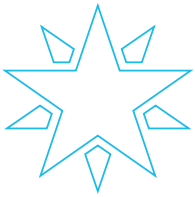
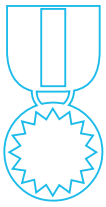
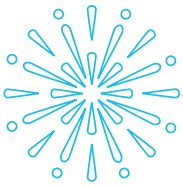
Color each one when you have completed work.

Week	Day 1	Day 2	Day 3	Day 4	Day 5
Online Lesson					
Worksheets					
Done!					

Notes/thoughts/ideas

Incentive chart for:

Color each one when you have completed that day's work.

Week	Day	Day	Day	Day	Day
Online Lesson					
Worksheets					
Done!					

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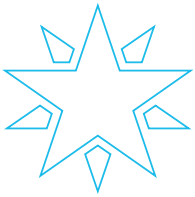
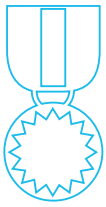
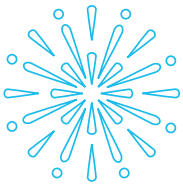
Worksheets					
Done!					

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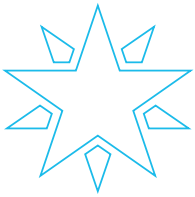
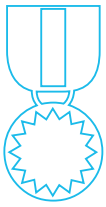
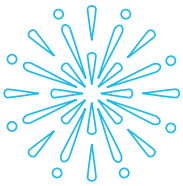
Done!					

Notes/thoughts/ideas

Congratulations

You're doing great!

www.mathseeds.com

Woohoo

Way to go!

Get Ready for Grade 2

Area
Online lesson: Lesson 59 – Area
Worksheets: Compare Areas, Area in Squares

Counting 20–20
Online lesson: Lesson 60 – Counting 20-30
Worksheets: Match and Count, Compare and Order

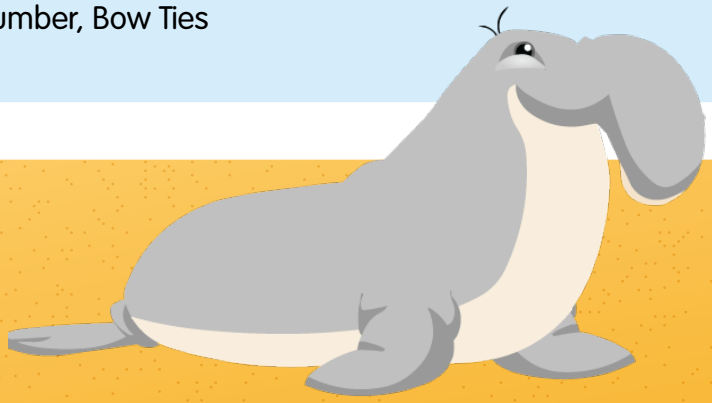
Halves
Online lesson: Lesson 61 – Wholes and Halves
Worksheets: Wholes and Halves, Make Halves

3D Objects
Online lesson: Lesson 62 – Sorting 3D Objects
Worksheets: Stack and Roll, Sort 3D Objects

Ordinal Numbers
Online lesson: Lesson 63 – Ordinal Numbers
Worksheets: 1st to 10th, Order the Numbers

Bonus

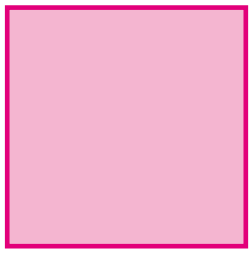
Poster: Sorting Shapes
Online: Mental Minute + – Badges 83–84, Driving Tests Grade 1 Number 1–3, Driving Tests Grade 1 Patterns and Fractions 1–6, Driving Tests Grade 1 Geometry 1–8
Sheets: 8 Squares, Dizzy's Secret Number, Bow Ties
Game: Area Grab



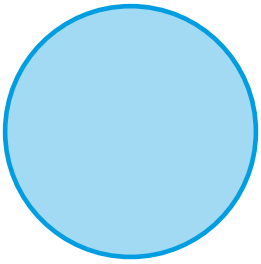
Poster

Sorting Shapes

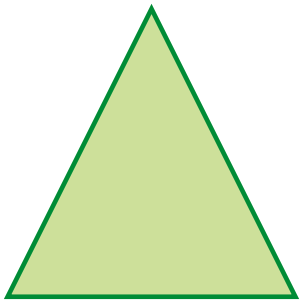
2D • Flat shapes



square



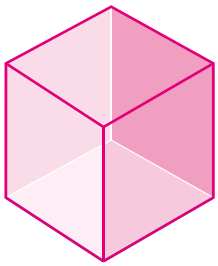
circle



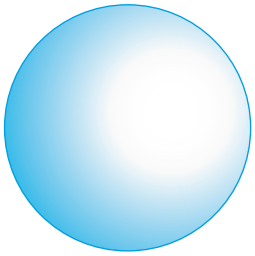
triangle

rectangle

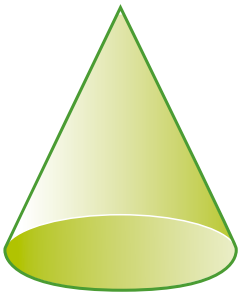
3D • Solid shapes



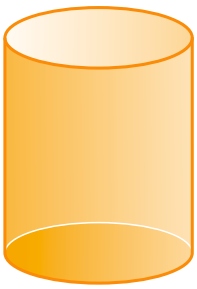
cube



sphere



cone

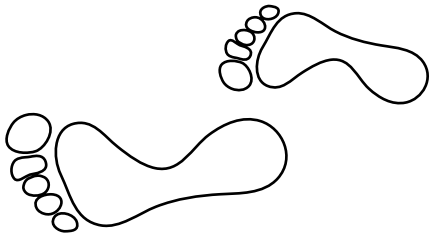


cylinder

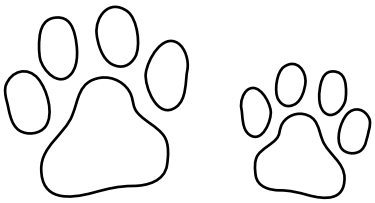
COMPARE AREAS

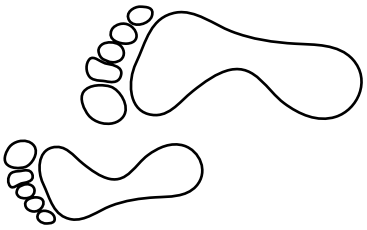
1 Color.

the bigger footprint in each pair

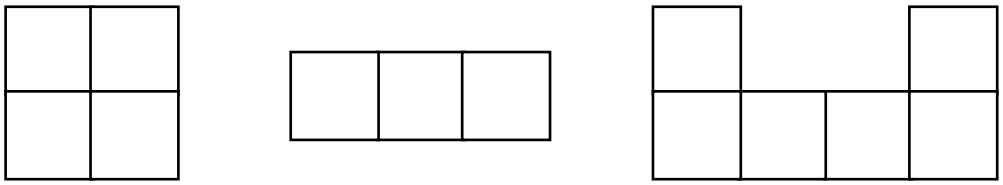


the smaller footprint in each pair

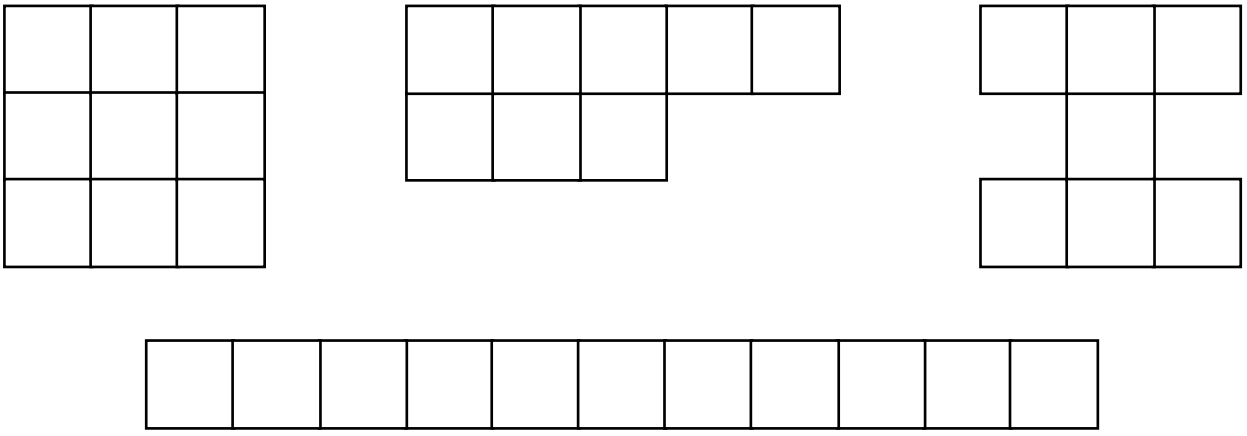




2 Color the shape with the **smallest** area.

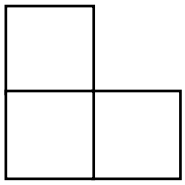


3 Color the shape with the **biggest** area.

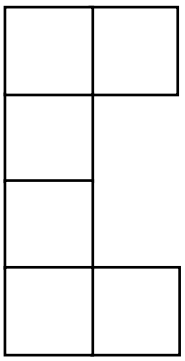


AREA IN SQUARES

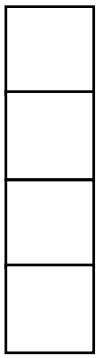
1 Count the squares. Write the total number.



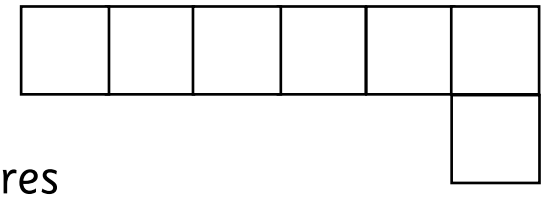
_____ squares



_____ squares



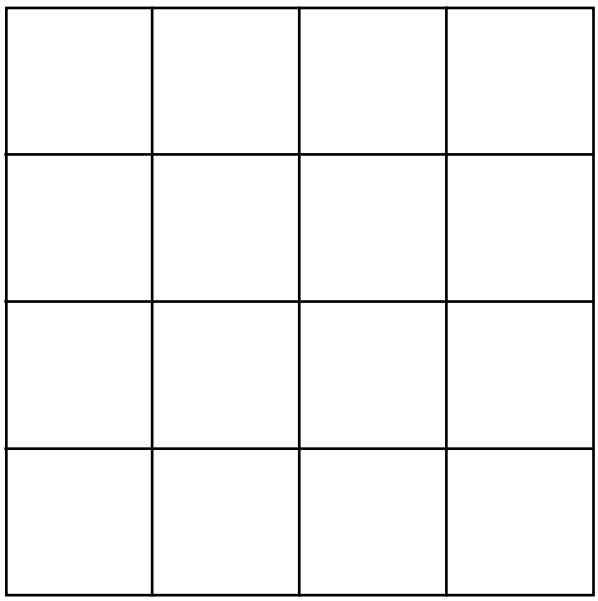
_____ squares



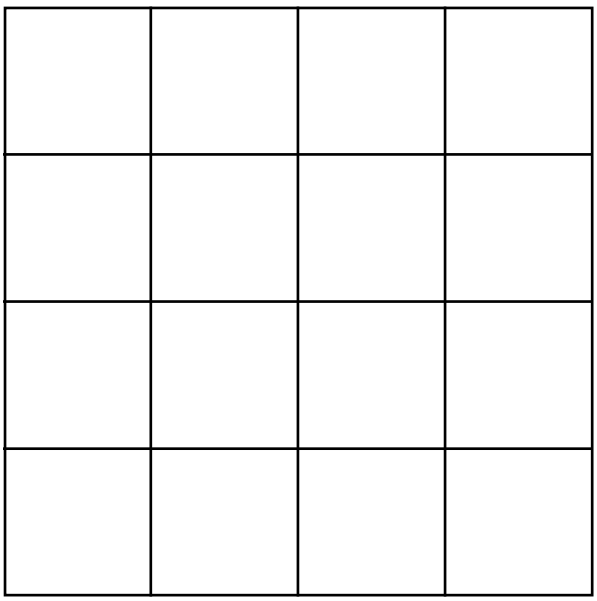
_____ squares

Circle the shape that has the largest area.

2 Draw and color.



a shape that covers
6 squares



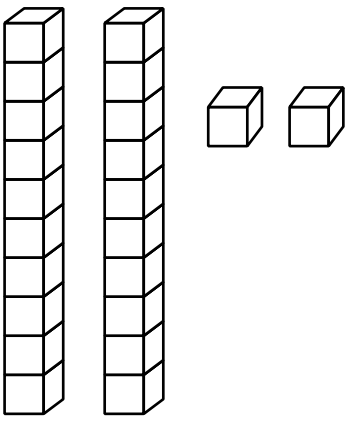
a shape that covers
12 squares

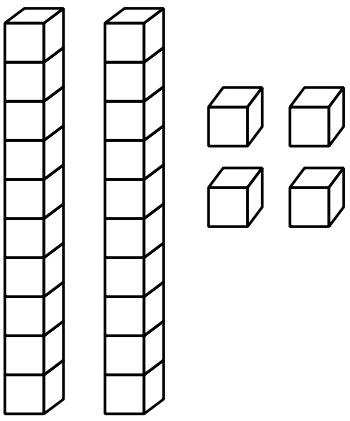
MATCH AND COUNT

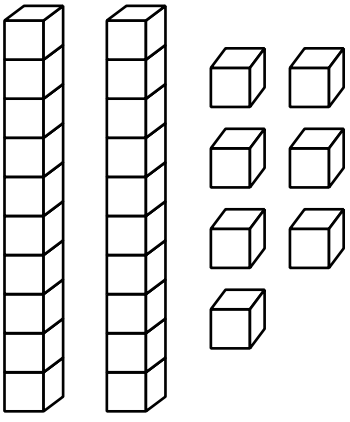
1 Match the number words and numerals.

thirty	**20**	
	21	twenty-three
twenty-five	**22**	
	23	twenty-six
twenty-nine	**24**	
	25	twenty-one
twenty	**26**	
	27	twenty-eight
twenty-two	**28**	
	29	twenty-four
twenty-seven	**30**	

2 Write the number.

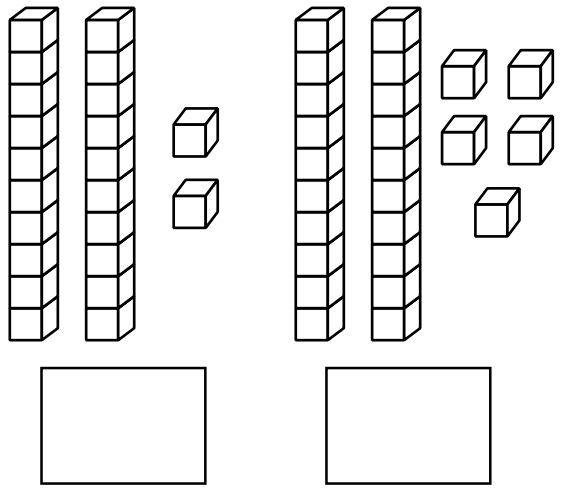


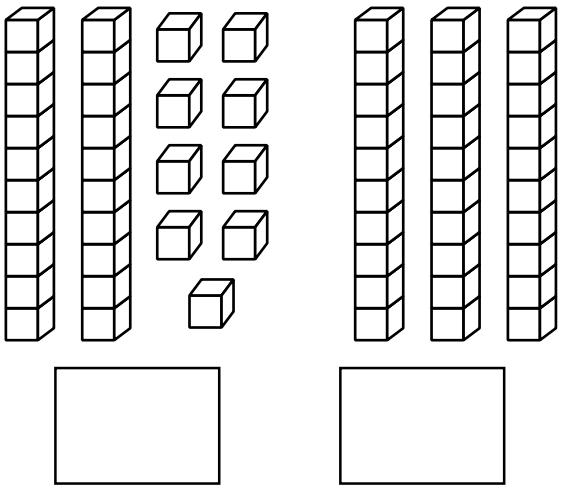


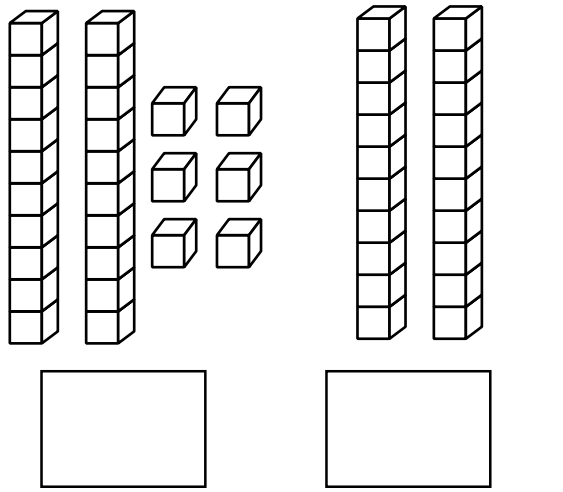


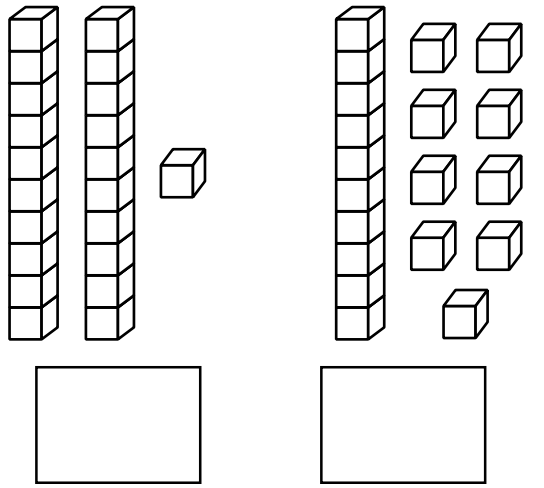
COMPARE AND ORDER

1 Write the numbers. Color the larger number.









2 Write

one more than

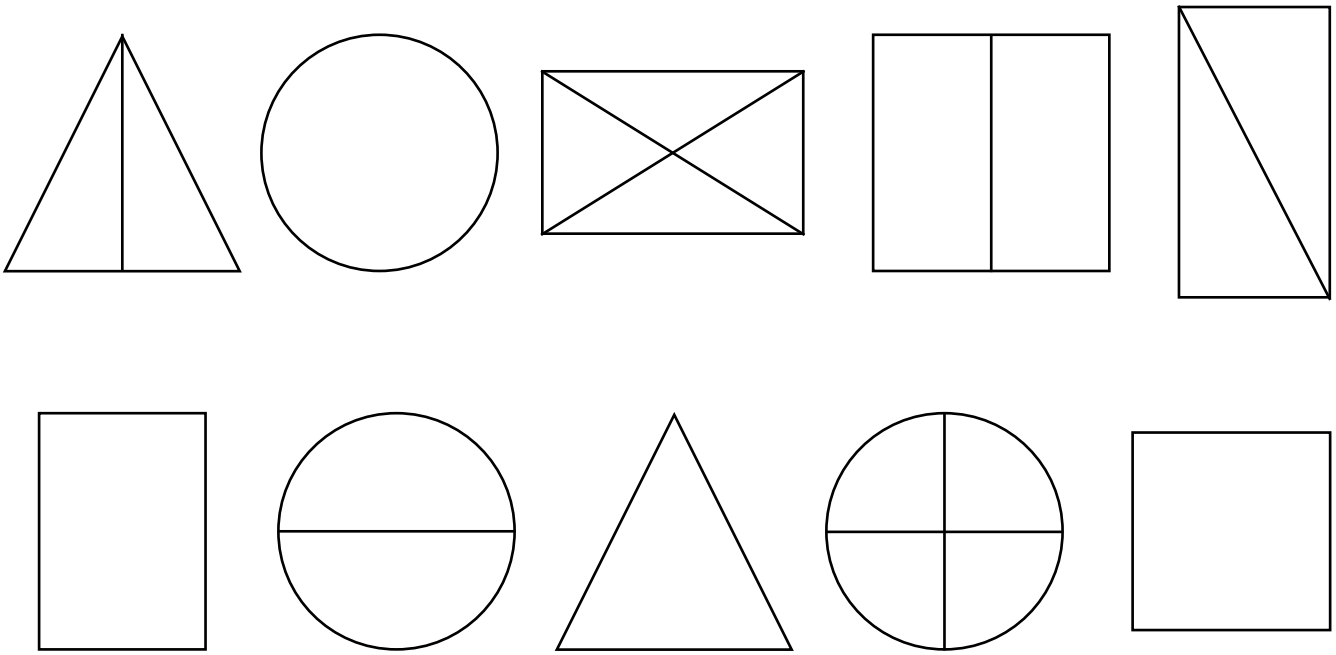
21 ____ **29** ____ **27** ____ **24** ____

one less than

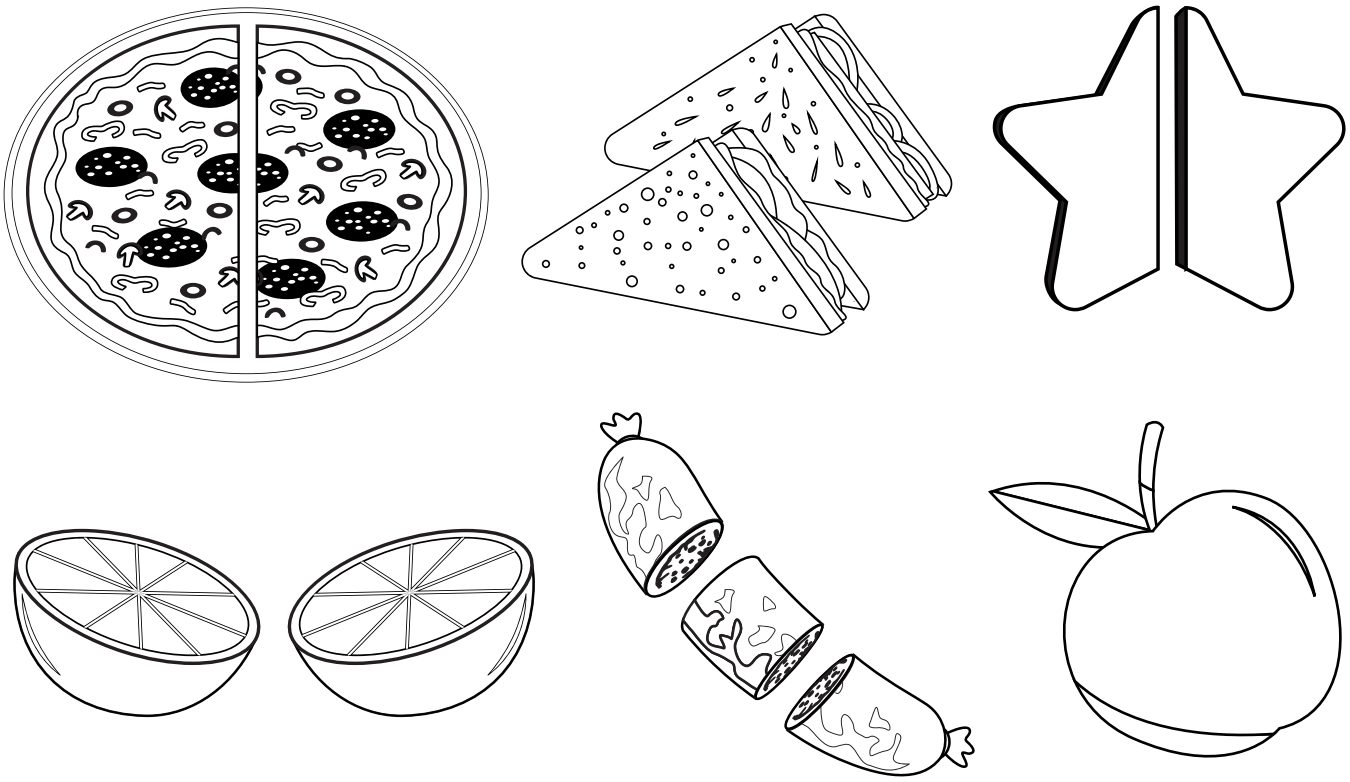
23 ____ **26** ____ **21** ____ **28** ____

WHOLES AND HALVES

1 Color the halves in red and the wholes in blue.

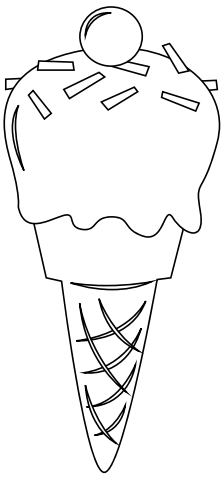
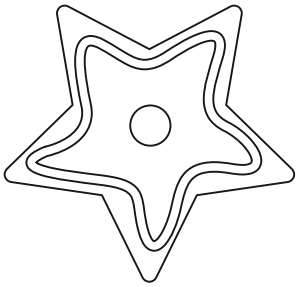
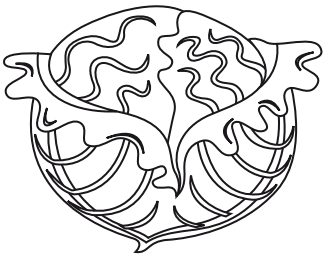
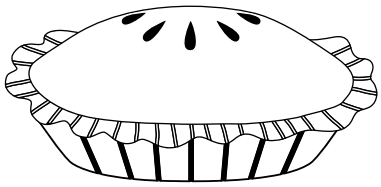
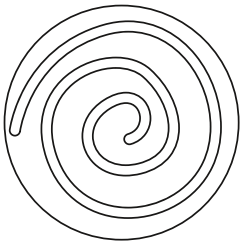
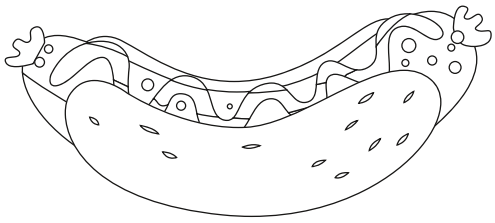
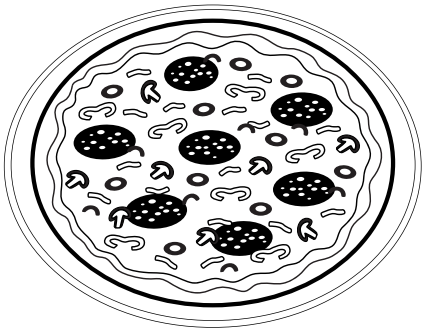


2 Circle the things cut into halves.

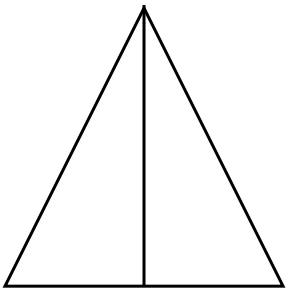
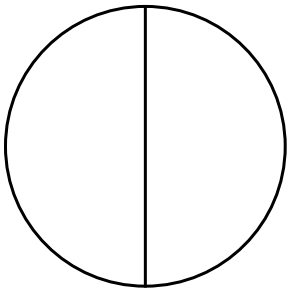
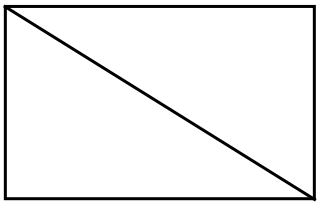
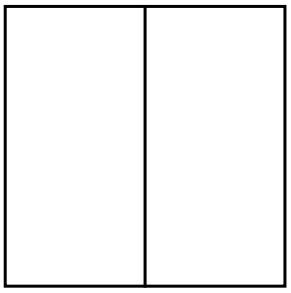
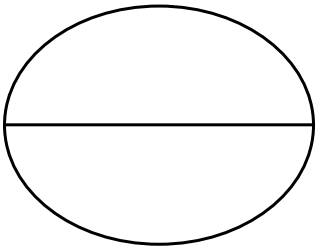
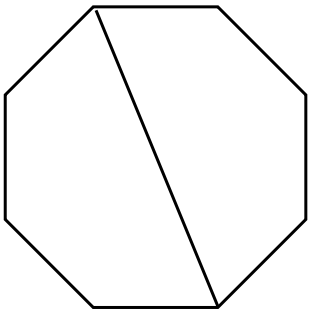
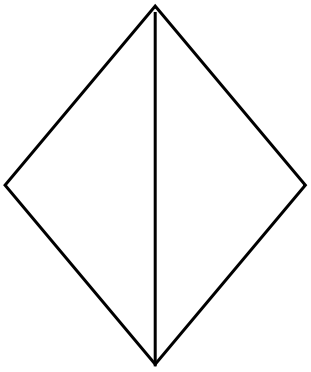
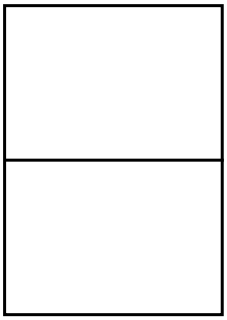


MAKE HALVES

1 Draw a line to cut these foods in half.

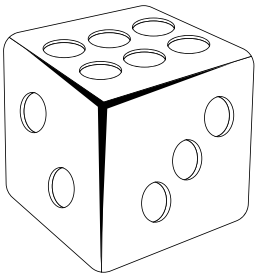








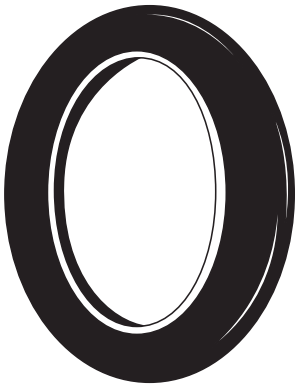
2 Color half of each shape.

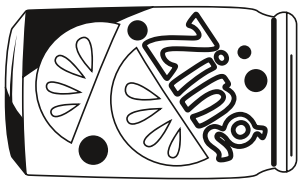









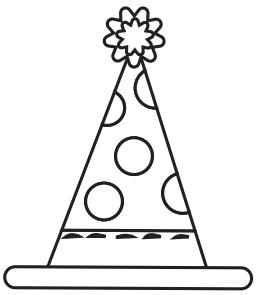
STACK AND ROLL

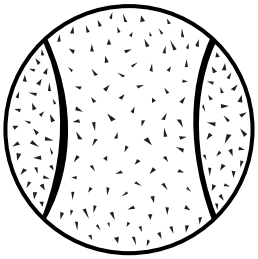
1 Circle the objects that roll when pushed.

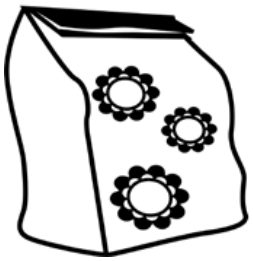


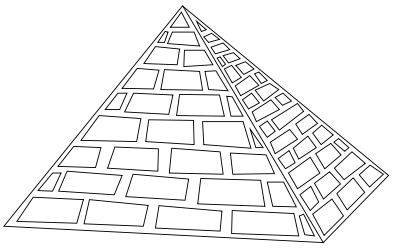












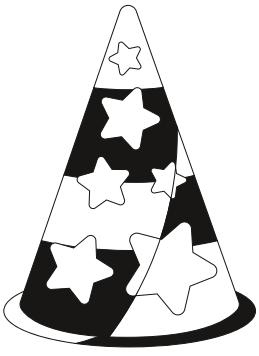
2 Finish each sentence.

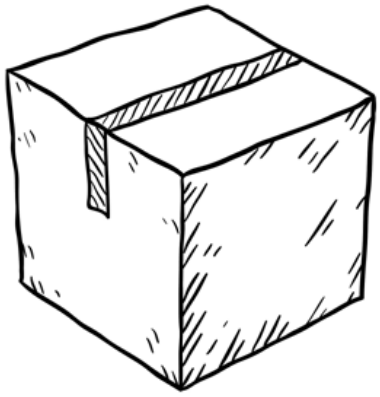
can	cannot	roll	stack

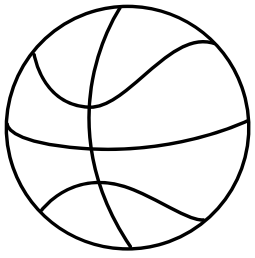
Objects with flat faces can _____ .

Objects with curved surfaces can _____ .

Objects with a point on top _____ stack.

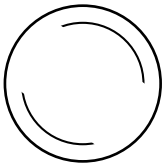
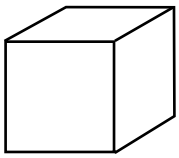
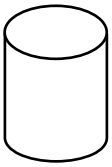
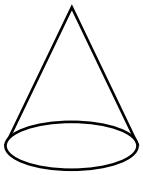




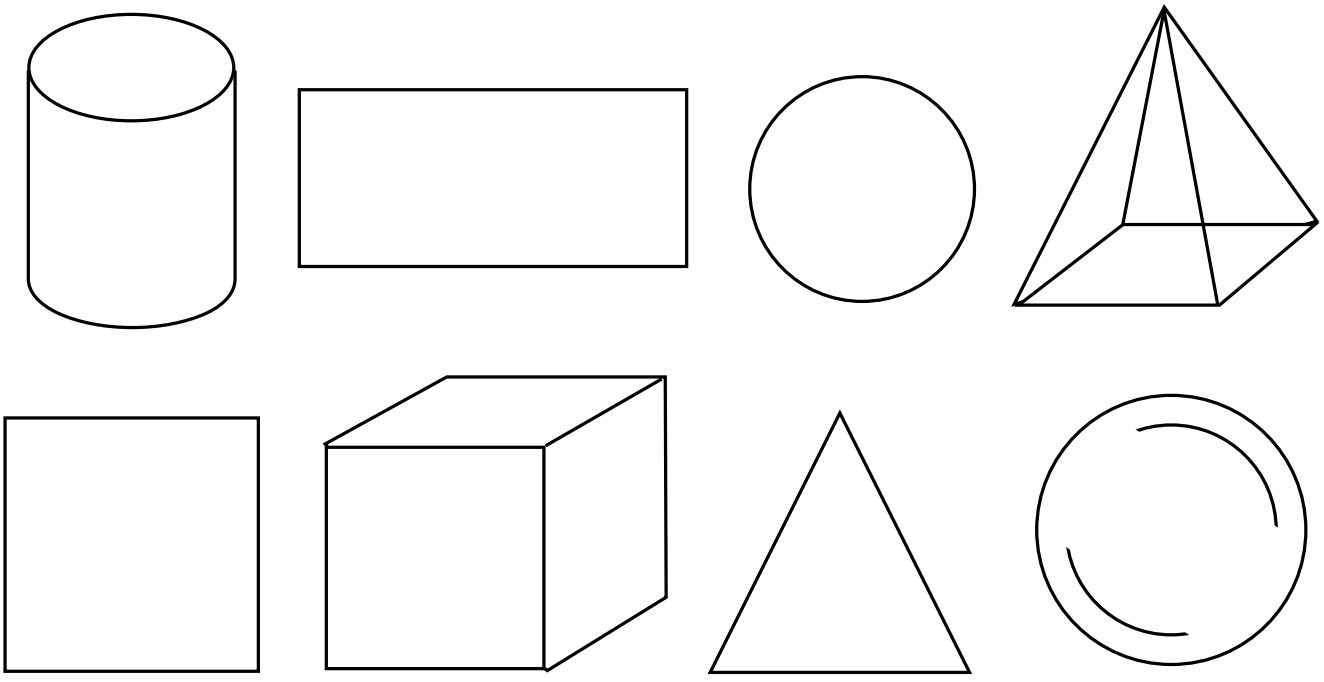


SORT 3D OBJECTS

1 Complete the table. ✓ for yes ✗ for no.

	can roll	can slide	can stack
			
			
			
			

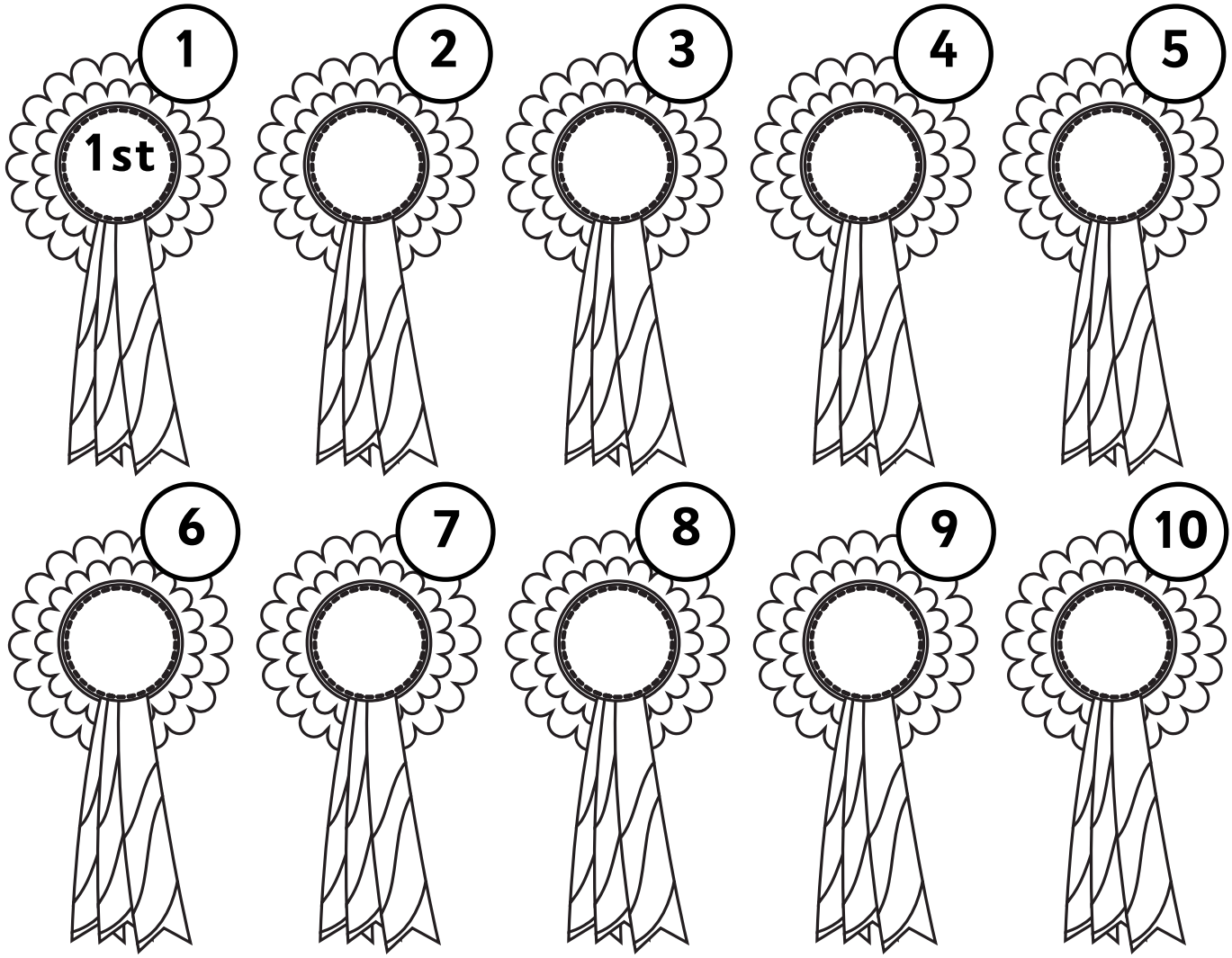
2 Color the 3D objects.



1 Match each word to its number.

first	second	third	fourth	fifth
3rd	**4th**	**1st**	**5th**	**2nd**
8th	**6th**	**10th**	**7th**	**9th**
sixth	seventh	eighth	ninth	tenth

2 Complete the prize ribbons.



ORDER THE NUMBERS

1 Color.

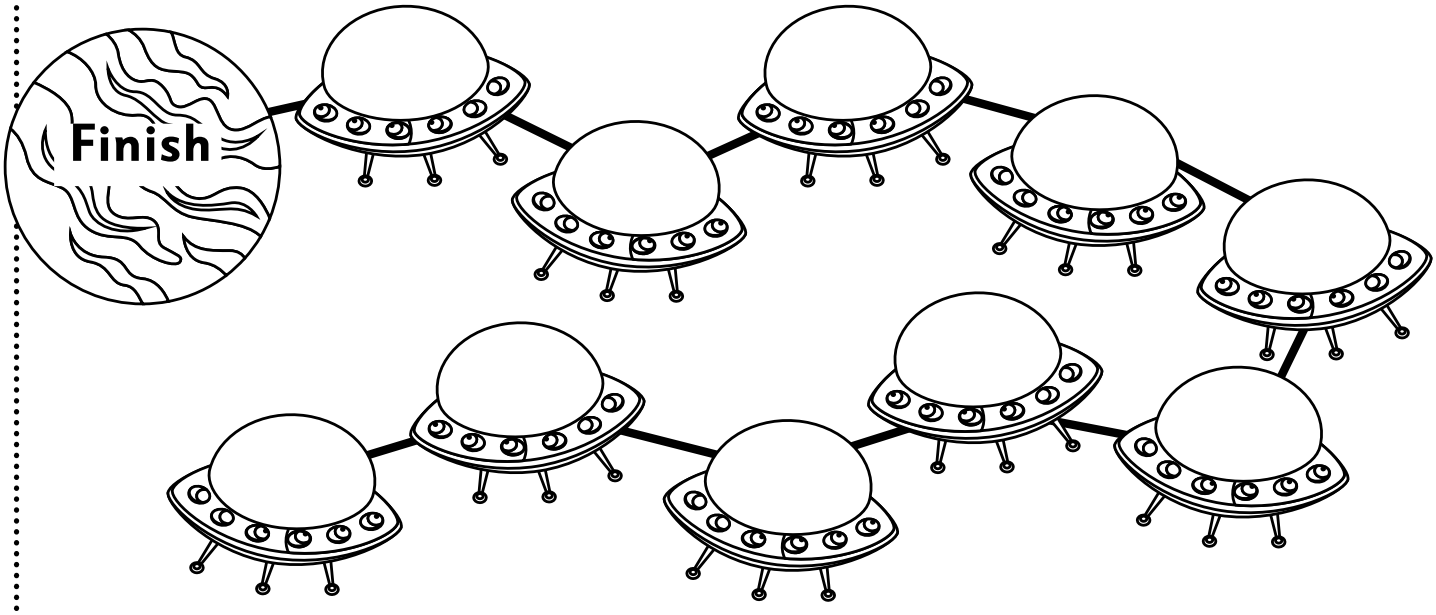
3rd and 6th green

2nd and 9th blue

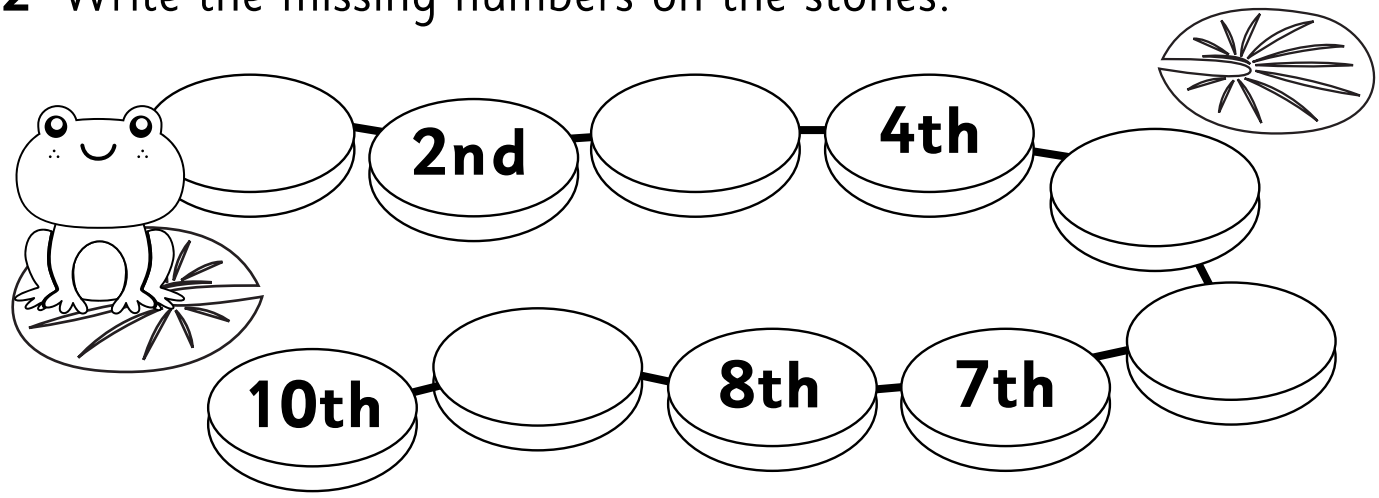
1st and 10th yellow

4th and 8th orange

5th and 7th red



2 Write the missing numbers on the stones.



3 Write the ordinal number words in order from 1st to 5th.

_____

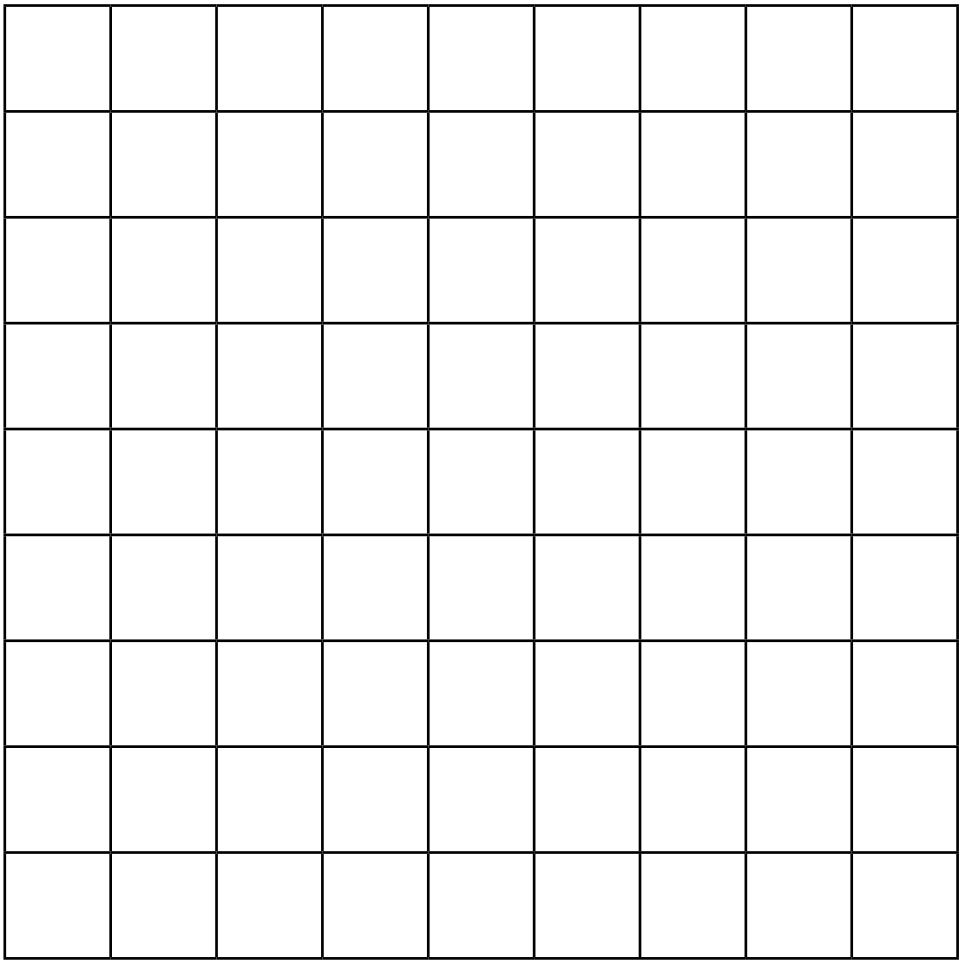
_____

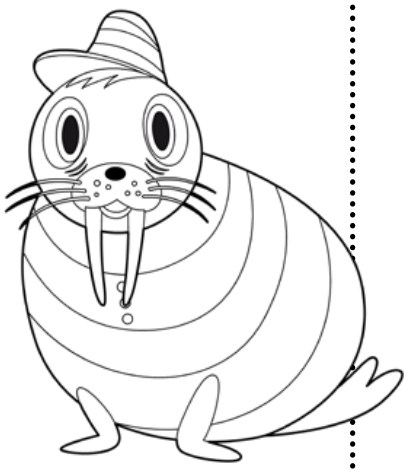
1 Read.

Waldo drew a shape that covered 8 squares.
Then he drew some more shapes that each covered 8 squares. What might the shapes be?

2 Underline the question. **3** Circle the facts.

4 Draw pictures to solve the problem.





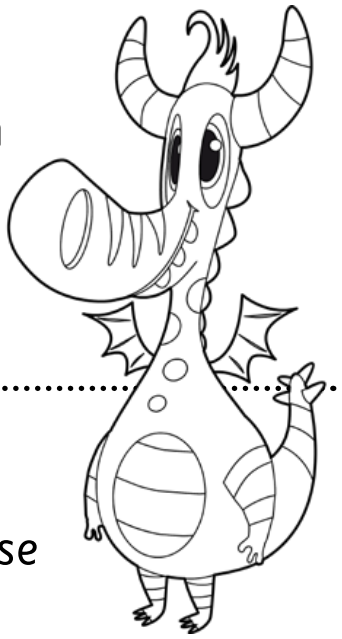
5 How many shapes did you draw? _____

6 Compare your shapes with a partner's.
Are any of your shapes the same?

DIZZY'S SECRET NUMBER

1 Read.

Dizzy is thinking of a number. It is between 1 and 30. It has two digits. It has a 0 in it. What number might it be?



2 Underline the question. **3** Circle the facts.

4 Make a list of numbers 1–30. Cross out those you don't need.

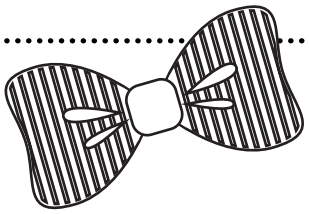
CLUE! Dizzy's is the smallest number. It is number _____

5 Share your answer with a partner. Talk about why making a list of numbers is a good strategy to solve this problem.

BOW TIES

1 Read.

Doc has a red tie, a yellow tie, and a green tie. On the 1st day he wore his red tie. On the 2nd day he wore his yellow tie. On the 3rd day he wore his green tie. Follow the pattern. What color tie will Doc wear on the 10th day?

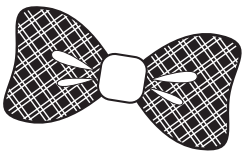


2 Underline the question. **3** Circle the facts.
4 Use the table to solve the problem.

1st day	2nd day	3rd day	4th day	5th day
6th day	**7th day**	**8th day**	**9th day**	**10th day**

Doc will wear a _____ tie on the 10th day.

5 Think of another way to solve this problem.



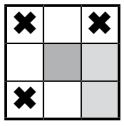
AREA GRAB

You will need a partner ☺, 2 colored pencils ✎✎, and this sheet.

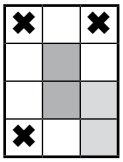
1. Color any one square on the grid in your color.
2. Your partner colors two squares, one of which must be next to yours.
3. You color three squares, starting from next to your first one.
4. They color four squares, starting from next to one of theirs.
5. Take turns coloring more and more squares until someone cannot go.
6. Each of you counts your color squares. The winner has the largest area.

After your first go, you can only color in squares that share a side with a square that is already in your color. For example:

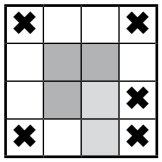
Turn 3 starts with 3 possible squares.



Color 1 square and there are 4 options for the 2nd square.

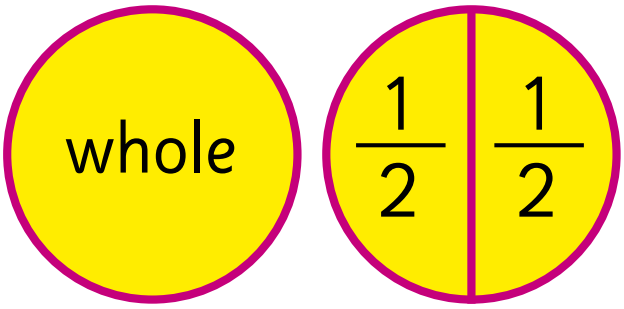


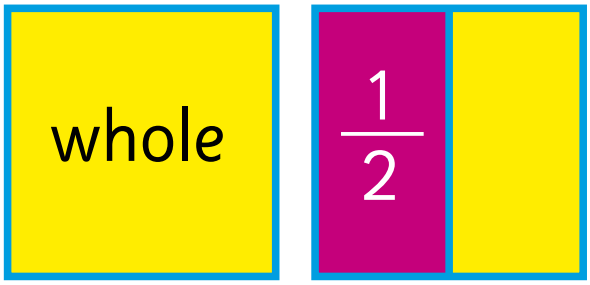
Color a 2nd square and there are 6 options for the 3rd square.

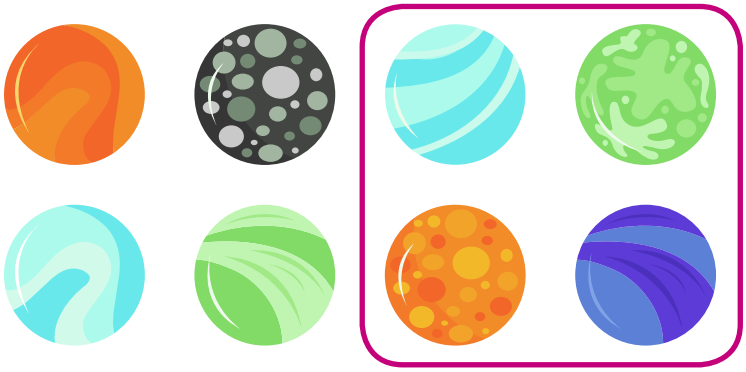


Poster

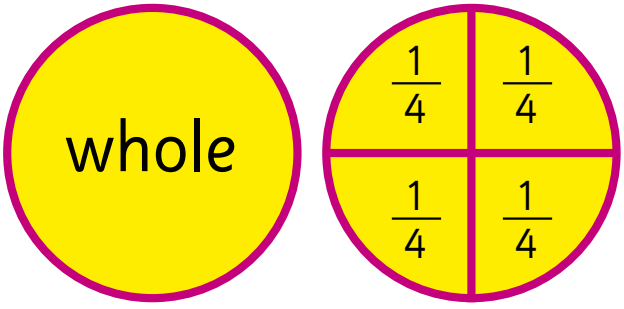
Halves and Fourths

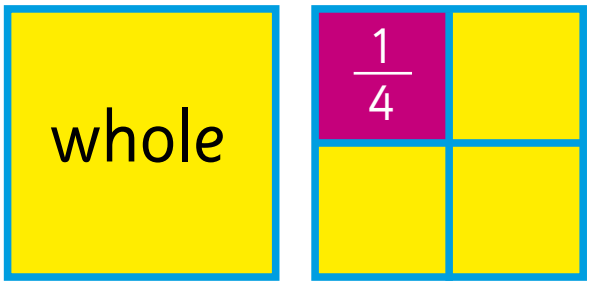


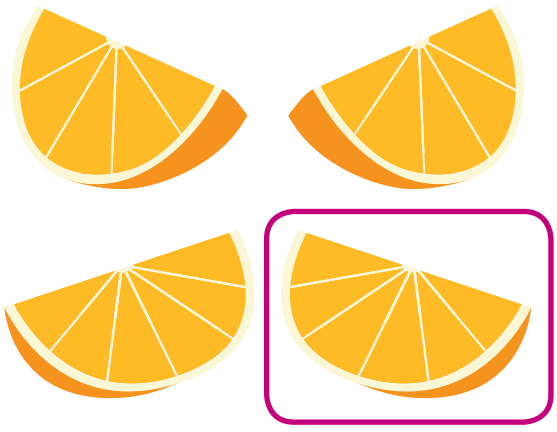




one half



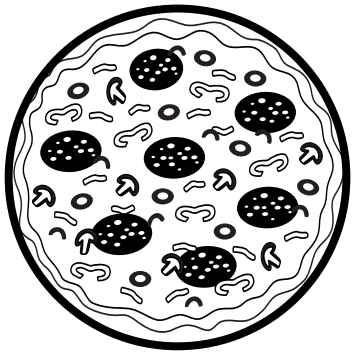


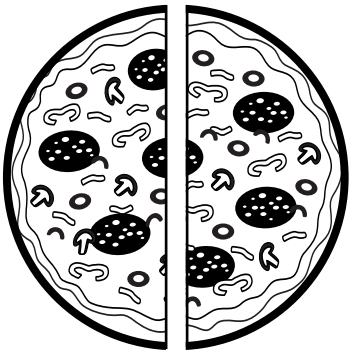


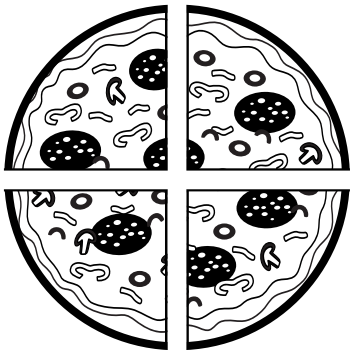
one fourth

IDENTIFY FRACTIONS

1 Match the words to the pictures.





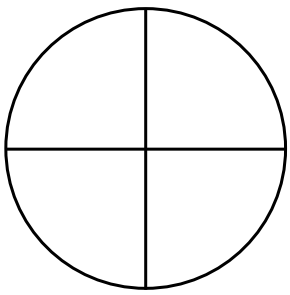


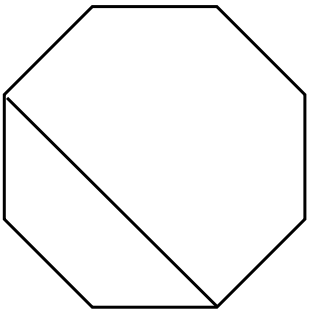
fourths

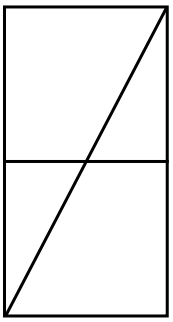
whole

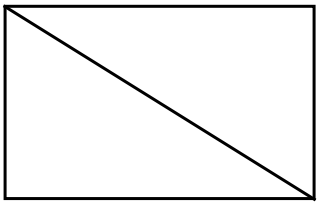
halves

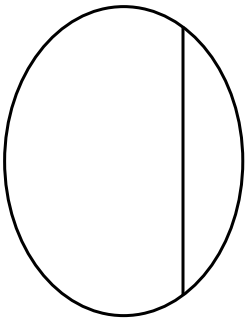
2 Color the fourths blue and the halves red.
Remember to look for <u>equal</u> parts.

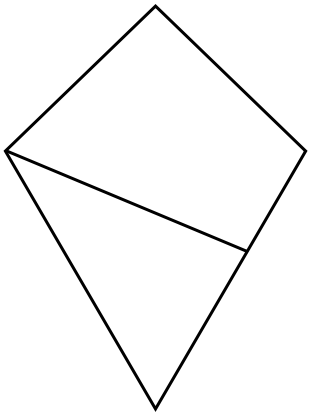


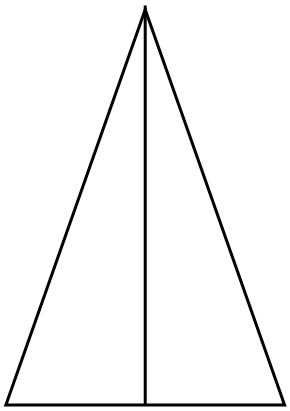


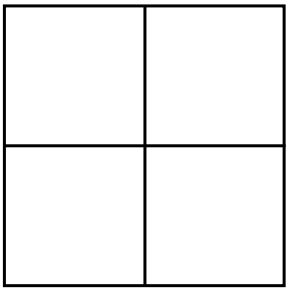






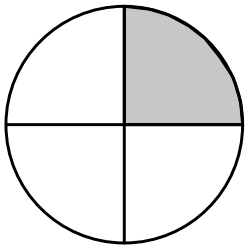


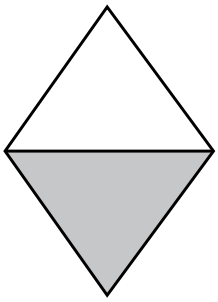


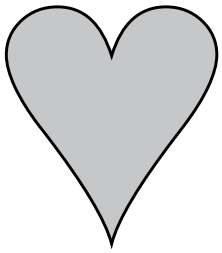


MATCH AND COLOR

1 Match each fraction to a word.



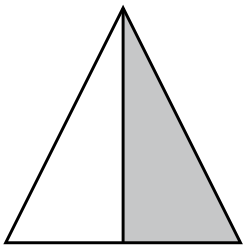


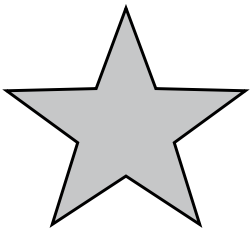


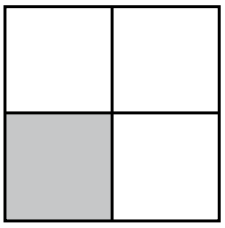
whole

half

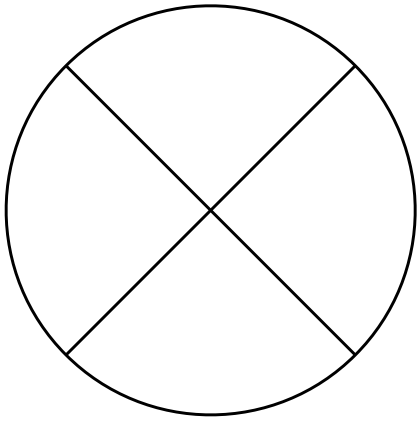
fourth

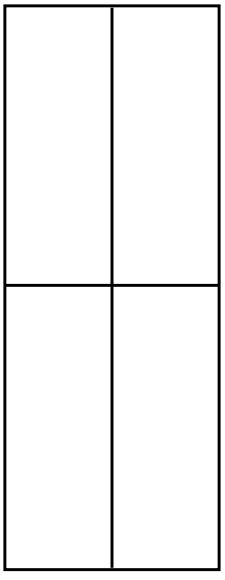


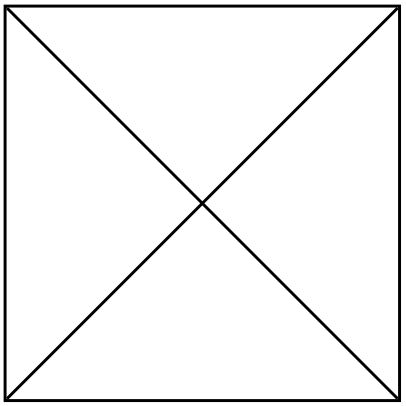




2 Color.





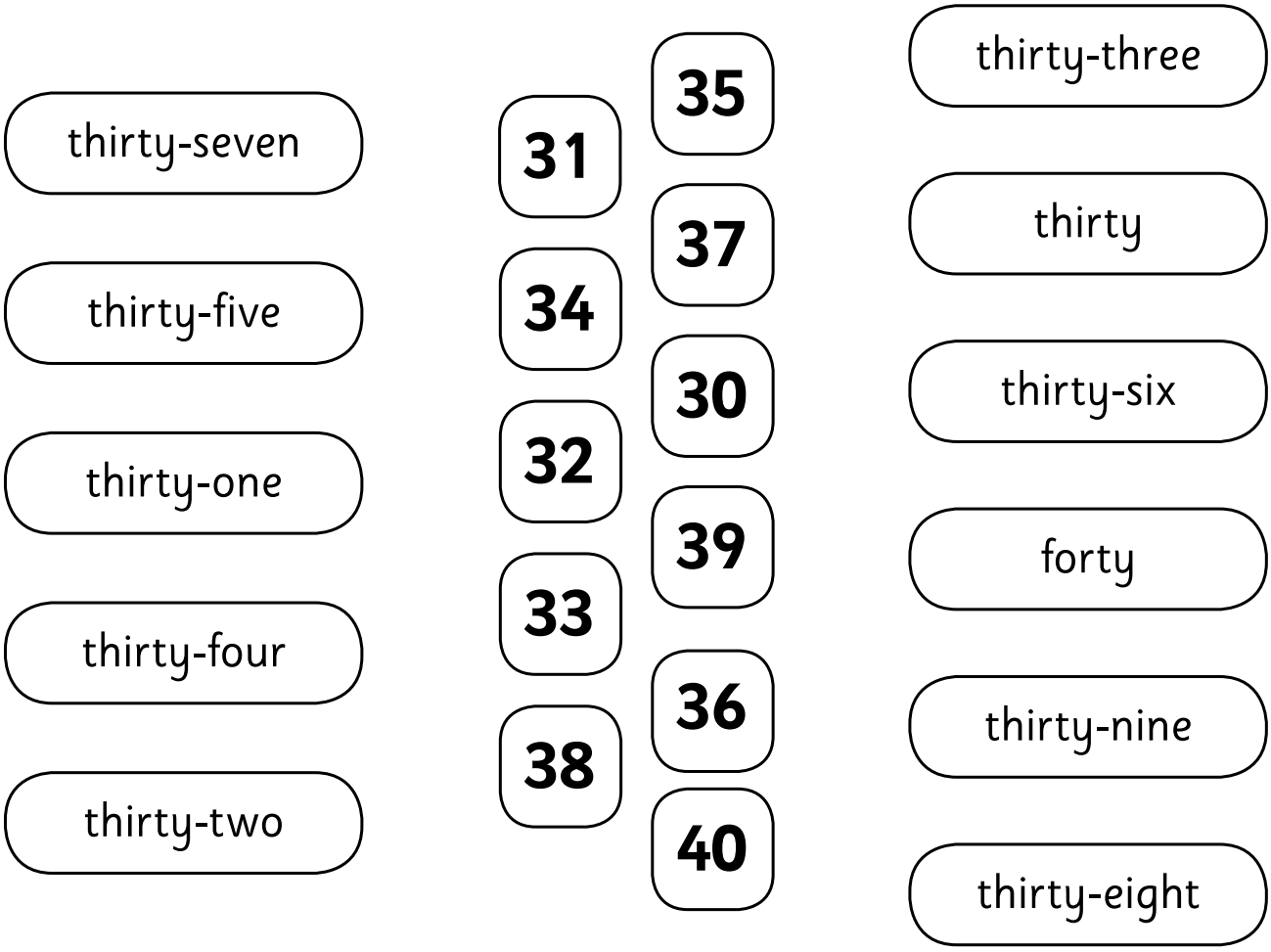


one fourth

one half

one whole

1 Match the number words and numerals.

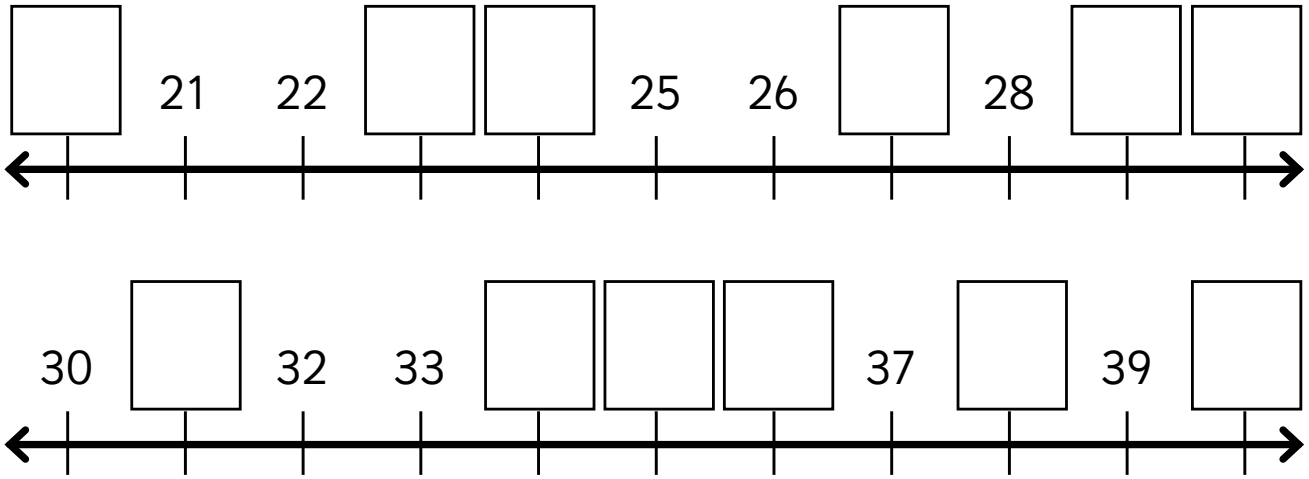


2 Write the numerals from 20 to 40 in order.

20,

COMPARE NUMBERS

1 Complete the number lines.



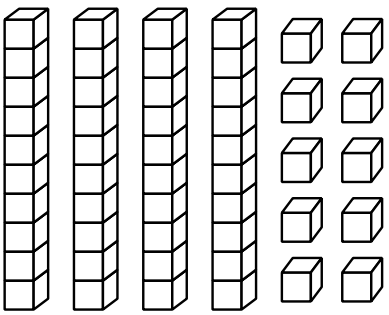
2 Write one more than.

30 ____ **34** ____ **37** ____ **39** ____

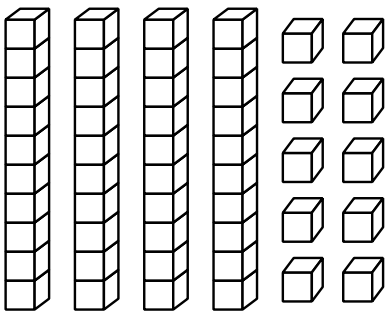
3 Write one less than.

31 ____ **33** ____ **36** ____ **38** ____

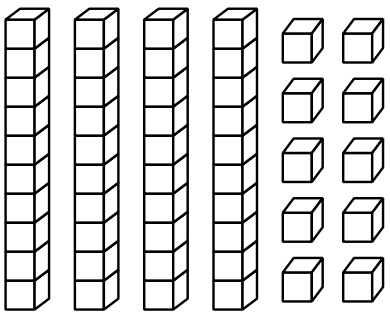
4 Color the correct number of blocks.



33

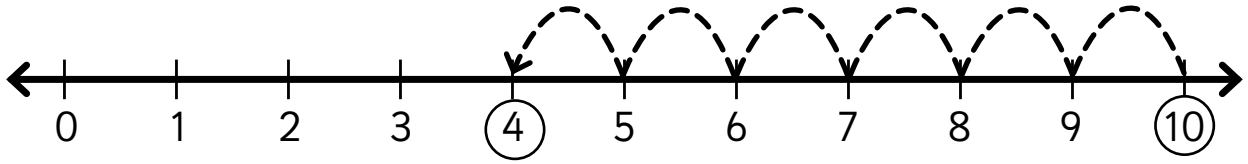


40

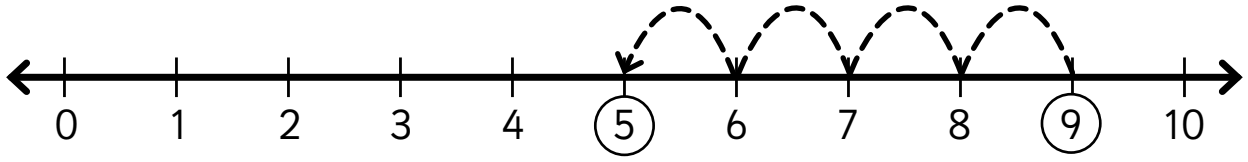


38

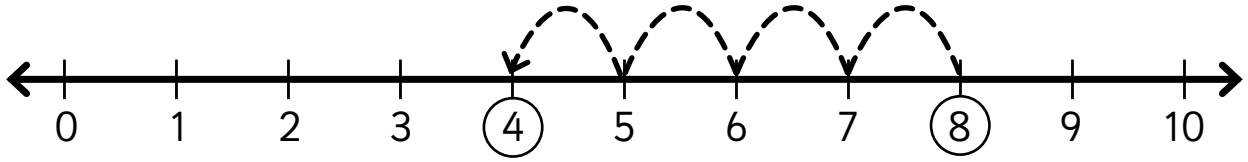
Count the jumps to find the difference.



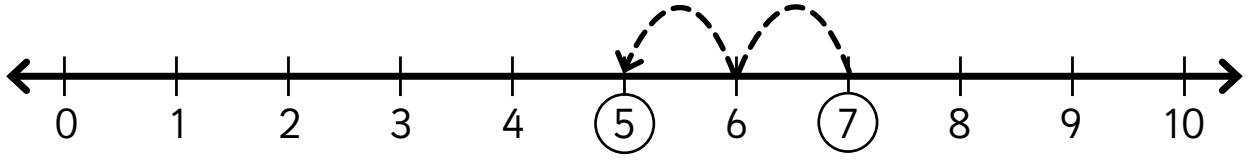
The difference between 10 and 4 is ☐.



The difference between 9 and 5 is ☐.



$8 - 4 =$ ☐

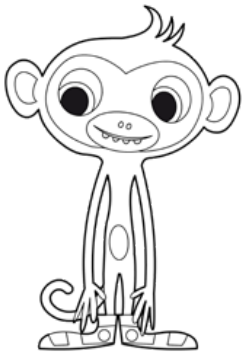


$7 - 2 =$ ☐

DIFFERENCE PROBLEMS

Draw the problems and find the answers.

1 Mango has 10 pink marbles. Dizzy has 8 blue marbles.
How many more pink marbles are there?



There are ☐ more pink marbles.

2 Ruby has 9 green bows. Doc has 3 red bows.
How many more green bows are there?

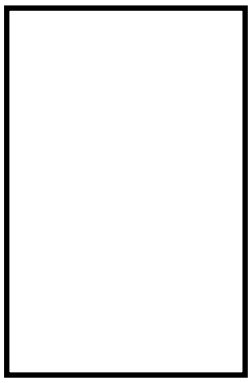
There are ☐ more green bows.

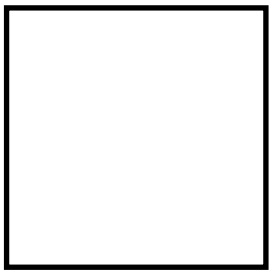
MAKING SMALLER SHAPES

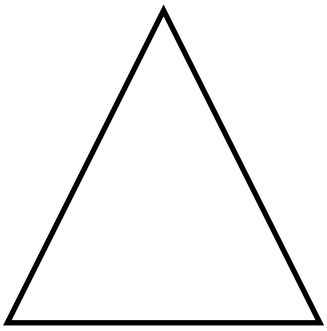
1 Draw.

a triangle	a rectangle	a square

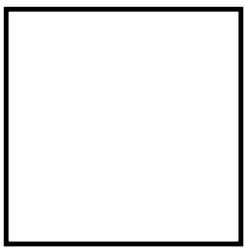
2 Draw one line to change each shape into 2 triangles.

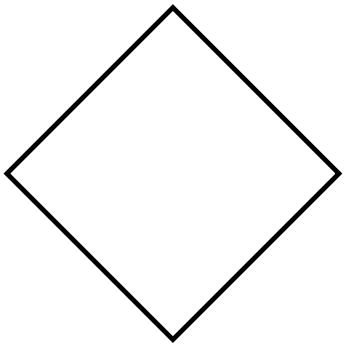






3 Draw 2 lines on each shape to make 4 smaller 2D shapes. Name the shapes you have made.





_____ _____ _____

MAKING LARGER SHAPES

1 Draw

2 rectangles making a square.

4 squares making a rectangle.

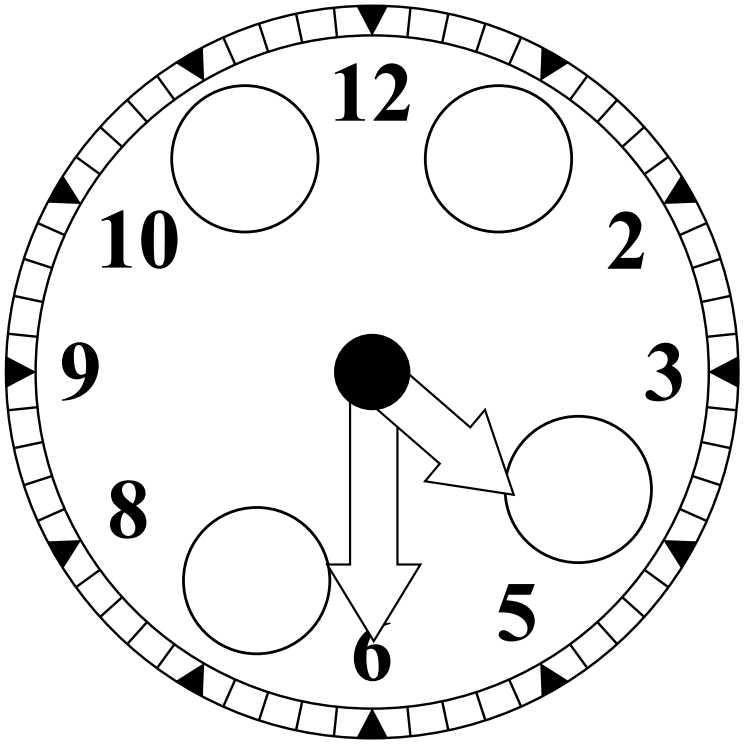
2 Put together 2 half circles.

What shape did you make? _____

3 Put together 4 triangles.

What shape did you make? _____

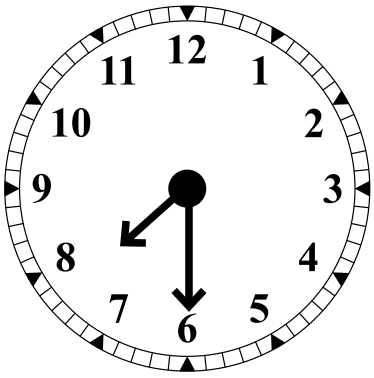
1 Write the missing numbers.
Color the big hand **red**. Color the small hand **green**.

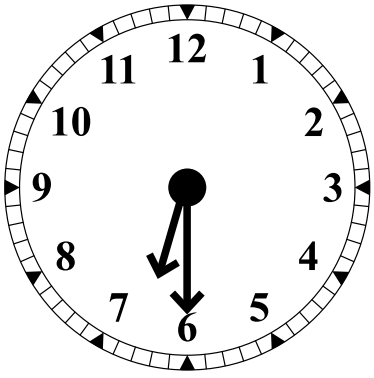


What time is it?

It's half-past ☐.

2 Draw lines to match.



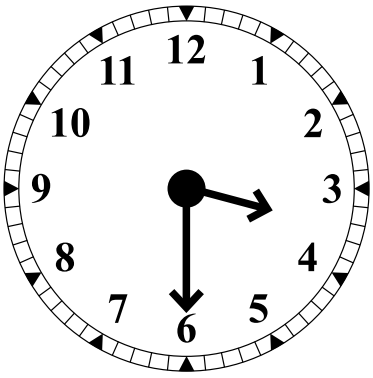


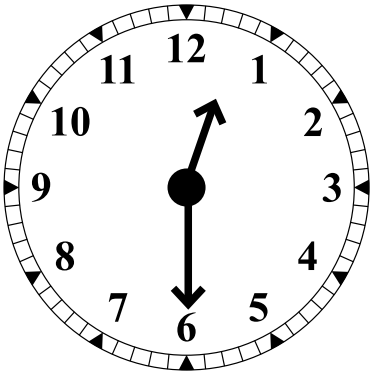
half-past 7

half-past 12

half-past 6

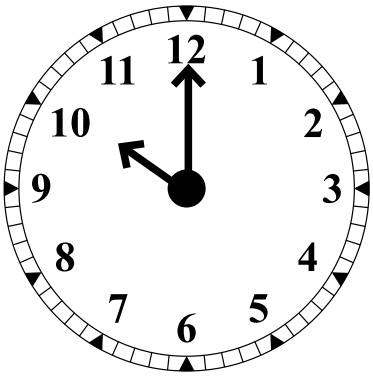
half-past 3

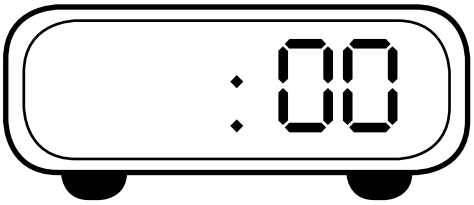




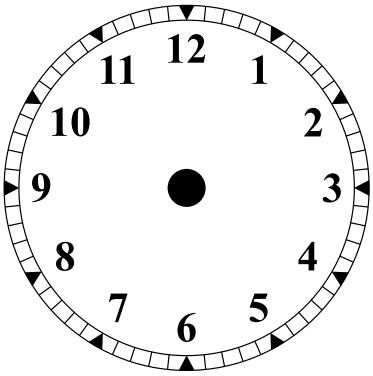
DIGITAL TIMES

1 What time is it?





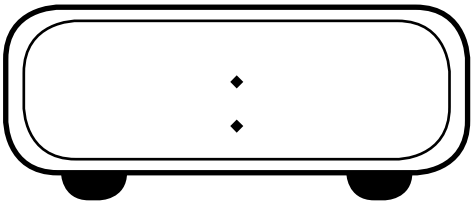
_____ o'clock



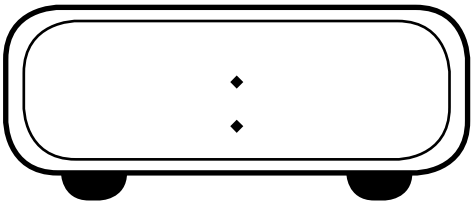
_____

2 Write the time for:

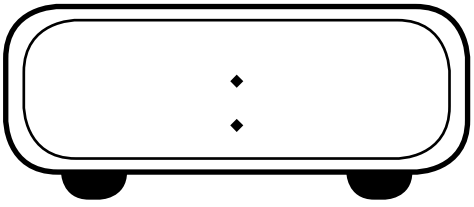
the start of school.

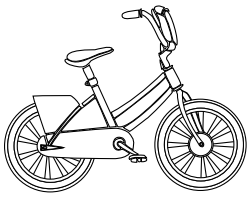


lunch.

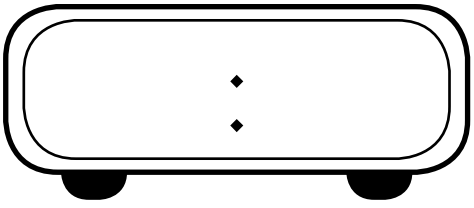


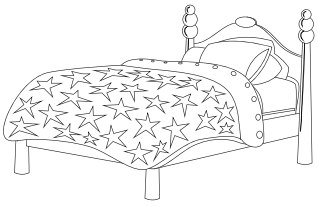
going home.





bed.





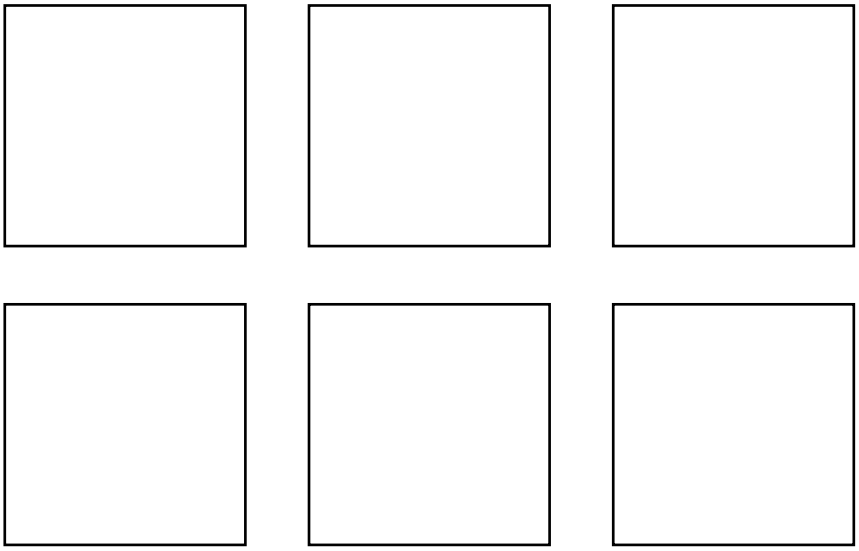
1 Read.

Waldo cut a square into fourths.

How could he have cut it?

2 Underline the question. **3** Circle the facts.

4 Solve the problem by drawing lines on these squares.



I found _____ ways to cut the square into fourths.

5 What other shapes can be cut into equal fourths? Explore different shapes to see which ones work and which ones don't.

FIND THE DIFFERENCE

1 Read.

The difference between Doc's two numbers is 4.

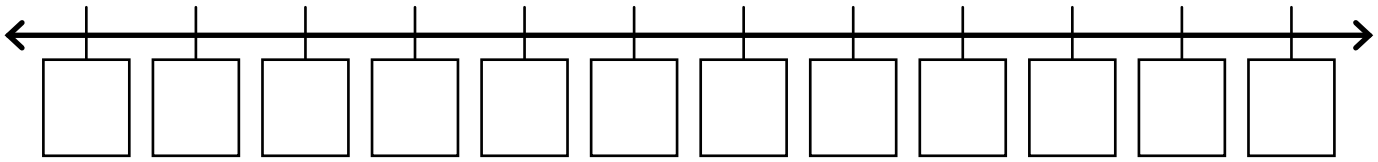
What could his numbers be?

2 Underline the question. **3** Circle the facts.

4 Have a guess! _____ and _____

5 Now check using a number line.
Count to find the difference.

Remember! Try different numbers until your answer is correct.

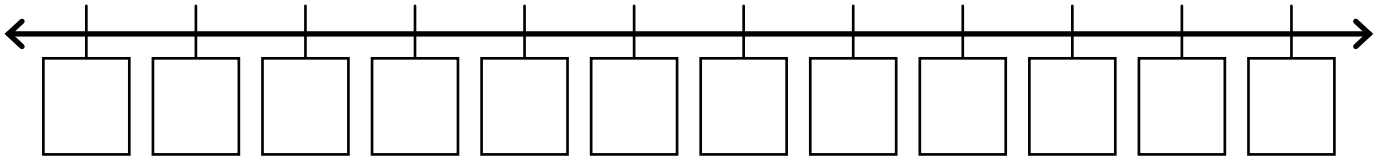


Doc's numbers could be _____ and _____ .

Or _____ and _____ . Or _____ and _____ .

Or _____ and _____ . Or _____ and _____ .

6 Fill this number line with different numbers.



Doc's numbers could be _____ and _____ .

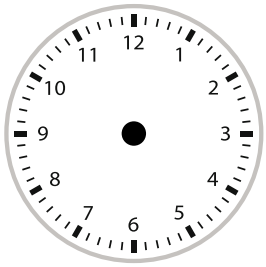
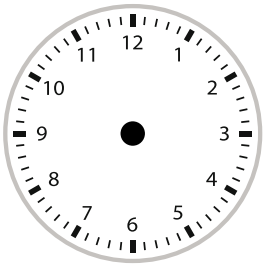
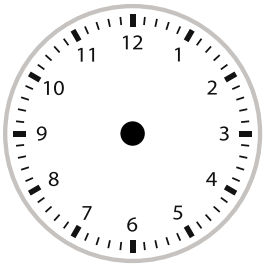
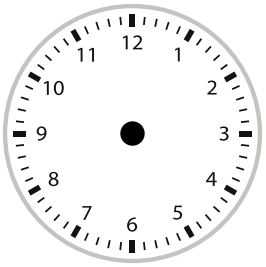
Or _____ and _____ . Or _____ and _____ .

1 Read.

A train arrives at every hour, and every half-past the hour. If the first train arrives at 6 o'clock in the morning, what time will Dizzy arrive if he is on the 4th train?

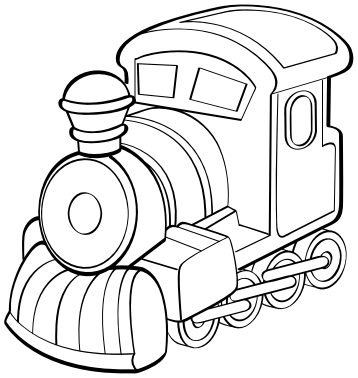
2 Underline the question. **3** Circle the facts.

4 Complete the table to help you solve the problem.

1st train	2nd train	3rd train	4th train
			

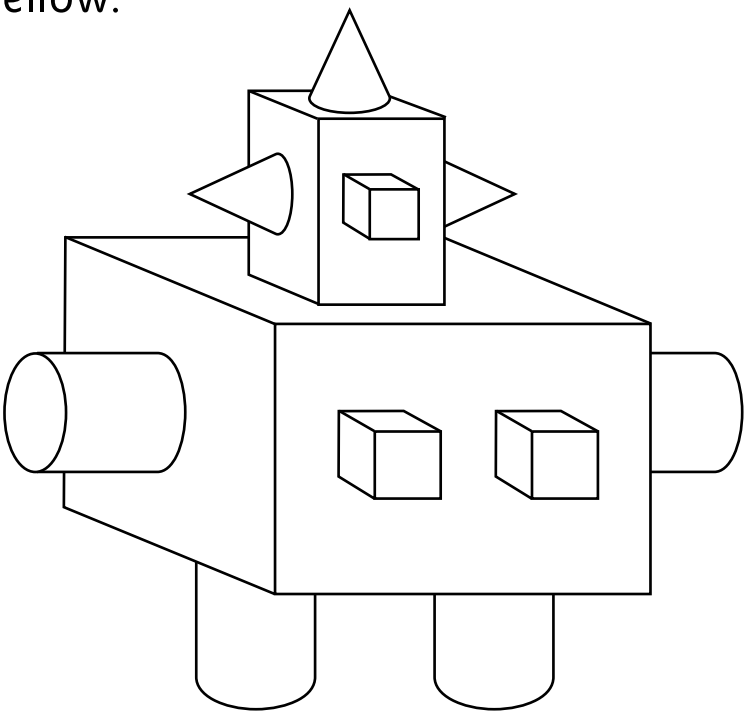
Dizzy will arrive at _____

5 Is there another strategy you could use to solve the problem?



COMPOSE 3D OBJECTS

1 Color the cones red, the cubes blue, the cylinders green and the rectangular prisms yellow.



2 Compose a 3D object from boxes, cardboard rolls, balls, or any other objects you can find. Draw your constructed object here.

3 Color the cones red, the cubes blue, the cylinders green and the rectangular prisms yellow.

Dear Parent or Guardian,

Your child has take-home access to Mathseeds, a highly interactive and personalized learning journey that will help your child build mathematic skillls at their own pace. They simply sign in with their Mathseeds user-name and password using any compatible computer or mobile device. We have put together a few easy to follow support resources to make using Mathseeds at home as simple as possible for both parents/guardians and your children.

Sign into mathseeds.com with your child to start exploring.

1. Student Console Map
2. Top 7 tips on using Mathseeds at home
3. How Mathseeds Lessons Work

Mathseeds teaches kids core mathematics and problem solving skills needed to be successful with fun, highly interactive and rewarding lessons. Mathseeds combines highly structured lessons with fun motivational elements that keep children engaged and keen to learn.

Student Mathseeds Login:
Fill out your child's login details sent by their teacher.

Username: _____

Password: _____

Sign in at: mathseeds.com

A 3P Learning product

Mathseeds Student Console Map

Mental Minute

The area is designed specifically to build math fact fluency - the ability to recall basic math facts accurately, quickly and with ease.

Lessons

This is the heart of the program, the Math lessons. Students progress through lessons as their math skills increase, earning golden acorns and pets as rewards!

Driving Tests

More than 340 highly motivating tests assess students' skills and knowledge with a fun reward game!

Play

The Playroom consists of seven sections with more than 120 activities. Students can access the playroom at any time simply by clicking on the Playroom icon.

Arcade

Students can reward themselves by playing an arcade game. Each game costs 10 acorns.

Shop

Students can buy items from the shop using their golden acorns earned by completing lessons. These items can be used to decorate their Treehouse.

Treehouse

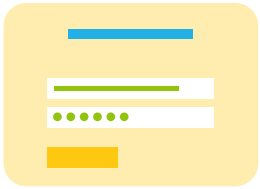
Each student can visit their Treehouse and find rewards earned or items bought from the shop. Students use these items to decorate thir Treehouse.

Awards

This is where the student certificates are located. Students can print their certificates to take home or display in the classroom.

Top 7 Tips for using Mathseeds to support your child's learning at home.

1 Make sure you have your child's Mathseeds username and password.

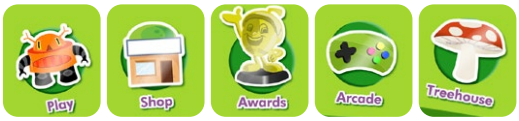


2 Mathseeds can be accessed on PC / Mac, iOS and Android devices as well as Windows tablets and Chromebooks.

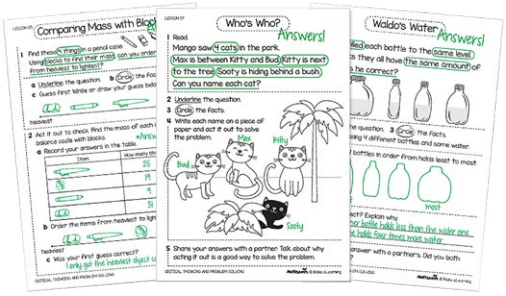
3 Your child's teacher has set them up with the correct curriculum content allowing your child the ability to explore independently, as well as completing any assigned work.

4 Encourage your child to earn acorns by completing their lessons. They can use their acorns to shop for their **Treehouse** or **Avatar**.

5 Mathseeds is full of great additional activities that make learning fun. In the **Play, Shop, Awards, Arcade**, and **Treehouse** area, children will enjoy using their rewards for to shop and play!



6 Practicing mathematics off-line is important too! Look for an email from your child's teacher with printable worksheets.



7 Celebrate achievements and effort!

Certificates can be found in '**My Awards**'. If you have access to a printer, print them off and display throughout the house.

If not, login with your child to view certificates and Acorns earned each week!

How Mathseeds Lessons Work

1 Mental Minute

The Mathseeds characters explain the concept and discuss how to solve a problem.

2 Student Practice

Interactive screens give students the opportunity to practice new skills..

3 Mathseeds Songs

Many lessons include a memorable song that reinforces the new concept.

4 Mathseeds Activities

Every Mathseeds lesson includes a set of nine interactive activities, with more than 350 different activities within the program.

5 The E-book

Every lesson ends with a book that includes full audio support. These books restate the main lesson points and are designed to consolidate new concepts and skills.

6 Earning a Reward

Students earn golden acorns for all activities completed. As a bonus, a cute pet hatches at the end of every lesson. This pet appears on their map and they progress to the next lesson.