



Family Achievement Makes Excellence (F.A.M.E.)

Take-Home Strategies



Dice

-**Roll and Round That Number** (Give student a certain number of dice and tell them round them to the nearest place value that you give him/her.)

-**Addition and Subtraction Facts** (Student rolls 2 dice and solves an addition or subtraction fact.)

-**Multiplication Facts** (Student rolls 2 dice and solves a multiplication fact.) - $<$, $>$, $=$ (Have students compare numbers up to 6 or use more dice to compare bigger numbers.)

-**1:1 Correspondence** (Have students roll one or both dice and count out that number.)

-**Ten Frame Math** (Students roll dice and place that number of dots on the ten-frame.) *Can be used with shower curtain activities below.*



Deck of Cards

-**Addition and Subtraction Facts** (Student draws 2 cards and solves an addition or subtraction fact or creates a fact family.)

-**Multiplication Facts** (Student draws 2 cards and solves a multiplication fact or creates a fact family,) - $<$, $>$, $=$ (Have students compare numbers up to 6 or use more dice to compare bigger numbers. more dice to compare bigger numbers.)

-**1:1 Correspondence** (Have students roll one or both dice and count out that number.)



Learning Luggage/Sound Suitcase

Place objects in the suitcase. Have child give clues to help you identify the object (i.e.- It is a 3-D shape. It has 6 faces, 12 edges, and 8 vertices.)

- *build vocabulary through description
- *initial, medial, and final sound recognition
- *CVC words
- *artifacts



Shower Curtain Activities

Place flashcards upside down on the shower curtain grid.

Swat a card with the fly swatter or toss a bean bag.

Pick up the card to complete the desired activity.

The person with the most cards wins.

- Adjective, noun, or verb
- Antonyms/synonyms
- Letter/sound recognition
- Math facts
- Punctuation (Have students add the correct punctuation or find the punctuation error.)
- Vocabulary
- ten frames
 - *comparing numbers
 - *addition/subtraction
 - *word problems



Egg Carton

Place pictures, numbers, words, letters, etc. needed for desired learning objective inside each egg along with a penny. Student keeps the penny for each correct response.

- Math facts
- Letter/sound recognition
- Producing rhymes
- 1:1 correspondence
- Parts of speech
- Synonyms, antonyms
- Sight words
- Money
- Vocabulary
- Number recognition
- Counting on
- Place value



Skills Vocabulary Ball

With a permanent marker, write letters, words, numbers, key vocabulary, wh-questions, etc. on the beach ball. Toss the beach ball to the student. The catcher gives a response. For questions, the catcher has to answer whichever question their right thumb is touching (or nearest to.)



- Math skills** (Catcher reads creates a math fact with the numbers that their fingers are touching.)
- Parts of a story** (Catcher answers whichever question their right thumb is touching or is nearest to.)
- Letter/sound recognition** (Catcher reads the sight words that their fingers are touching.)
- Number recognition** (Catcher reads the numbers that their fingers are touching.)
- Wh- questions** (Catcher answers whichever question their right thumb is touching or is nearest to.)
- Rhyming Words** (Catcher reads the words whichever word their right thumb is touching and gives a word that rhymes with that word.)

Tin Can Math

-**Unknown addend** (Place ___ number of buttons in tin can. Take some out. Tell student I had _____ number of buttons and took out _____. How many buttons are still in the can?)



Snowball Fight

On a piece of paper write whatever skill you want to practice on it, crumple the paper up, and then throw it at each other. After you stop the snowball fight, student picks up one of the snowballs and is responsible for the skill on that sheet of paper.

- Sight words
- Letter/word recognition
- Word families
- Content vocabulary words or definitions
- Counting on
- Math facts
- Contractions
- Place value



Spinner Activities

Make a circle to create a spinner. Place a paper clip in the center of the spinner. Place the pencil point in the center of the spinner and push the end of the paper clip so it rests behind the pencil point and spin.

- Retelling a story
- 1:1 Correspondence
- Sight words
- Movement choices
- Letter/sound recognition
- Number recognition
- Vocabulary
- Composing and decomposing numbers

