

## Mathematics Learning Activities Grades 7-9

### Key Stage 3 (Grades 7 - 9) Choice Board

Choose from these tasks, for a total of 30 minutes a day.

Learning Activity	Time	Instructions/Elaboration	Considerations
<b>5 minute Frenzy</b>	<b>5 - 10 min</b>	<p>Online link below. Start a timer on a device in your home and see how many responses your child gets correct. Over the next few days look for improvement.</p> <p>Take time to correct and identify errors, on one question per day</p> <p><a href="https://tinyurl.com/5frenzies">https://tinyurl.com/5frenzies</a></p>	<p>A solid understanding of multiplication tables is essential for multiplication and division operations. As well, students who struggle in high school also struggle with instant recall of the multiplication tables.</p> <p>Pay special attention to the errors from the Frenzy. Pay close attention to the 6/7/8 multiplied by any other digit. For example 7 x 8.</p>
<b>Addition and Subtraction</b>	<b>10 - 15 min</b>	<p>Khan Academy: Negative numbers Addition and subtraction.</p> <p><a href="https://tinyurl.com/grade7integers">https://tinyurl.com/grade7integers</a></p>	<p>Integers play an important role in our daily activities. "Integers" is not just an outcome in math class, it appears in real life situations. It is recommended to finish this section before moving on. Each section also comes with a video.</p>
<b>Fractions, Decimals, Percentages</b>	<b>10 - 15 min</b>	<p>Khan Academy: Fractions, decimals, percentages.</p> <p><a href="https://tinyurl.com/grade7frac-dec-percent">https://tinyurl.com/grade7frac-dec-percent</a></p>	<p>The lessons are organized and easy to follow. It is recommended to finish the Addition and Subtraction section above before moving on. Each section also comes with a video.</p>

<b>Math and money</b>	<b>10 - 15 min</b>	You can help your child <b>manage money</b> by working together on a <b>budget</b> or by <b>saving</b> for a particular purchase. You can also discuss and <b>estimate</b> the amount of a purchase, calculate <b>taxes / discounts</b> and check the <b>currency</b> .	Financial mathematics is an essential part of everyday life. It is important to develop this skill both in and out of the classroom.
<b>Cribbage (cards)</b>	<b>20 – 30 min</b>	The rules for crib can be found in the following link. This game is great as it can be played with many people at the same time.  <a href="https://tinyurl.com/learn-crib">https://tinyurl.com/learn-crib</a>	Gives children the opportunity to add, look for patterns, and to strategize.
<b>Common Multiple Flash cards</b>	<b>10 - 15 min</b>	Create recipe cards with pairs of numbers that are potential denominators. For example 6 and 9. Do not exceed 12 when creating your flash cards. It is recommended to make as many different combinations as possible. Some children might say that 54 is the common multiple for the above flash card while others might see 18 right away. That is the goal.	This is also a great time to reinforce prime and composite numbers.
<b>Less than one, more than one, or exactly one.</b>	<b>5 - 10 min</b>	This can be done on recipe cards or a white board. Get your children to answer fraction operation problems and decide whether the answer is above, below, or equal to one. You are not looking for the correct response. (That would be a different activity.) $\frac{3}{4} + \frac{1}{8}$ . This would be an example of close to one. Use the same activity using subtraction	Here you are not looking for the correct response just your child's ability to estimate. As time goes on you can move towards doing it with speed.
<b>Skip counting.</b>	<b>5 min</b>	Skip counting is something that has many benefits in the intermediate classroom. Many students have mastered skip counting by 2,5,10, but can struggle with the others (3, 4, 6...). It works really well, and can be done anywhere at any time.	It is important to remember that students need to be able to count up and down, and not always starting at zero. For example starting at 90 count down by 9s stopping at 54. This makes the activity more difficult.

Coding	30 min	<a href="https://hourofcode.com/fr/en/learn">https://hourofcode.com/fr/en/learn</a>	Hour of Code activities are self-guided. There are options for every age and experience-level, from kindergarten and up.
Mental Math	5 min	<p>Start with a number such as 72. Do as many mathematical operations to it as you would like, in order to end up at a different number.</p> <p>For example take <b>72</b> and <b>step 1</b>: cut in half. <b>Step 2</b>: divide it by six <b>Step 3</b>: multiply that by nine <b>Step 4</b>: double that number</p> <p><b>Step 5</b>: ask for the answer.(108)</p>	For this activity it is important to use as many different math terms as possible to keep the students engaged.