Easy Peasy All-in-One Homeschool

A complete, free online Christian homeschool for your family and mine

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Please note that this is a copy and therefore has not been updated since its creation date. If you find a link issue or typo here, please check the website source before bringing it to our attention. Thank you.

Math — 3

PLEASE contact me if you find a problem with a link.

Course Description: Students will expand their understanding of graphing, measurement, fractions, geometry, place value, time and money. Students will be introduced to adding and subtracting large numbers, rounding and estimation, finding the perimeter, decimals, multiplication and division. Students will practice their skills and new math vocabulary using worksheets as well as online games, quizzes and activities. Note: My family has not used this page yet so the links are untested and it has not been edited.

Review

Day 1

1. Find the number.
2. Go on a math journey.
3. Watch the shape song. Draw each shape it sings about.

Day 2

1. Click on the numbers that add up to whatever number it shows you.
2. Play shark numbers. Count the tens and then count the ones and click on the number.
3. Play tangrams. Choose a picture to make. Click "lines on." Move and turn the shapes to get them to fill in the shape. This is tricky too.

Day 3

1. Put in the right number of coins.
2. Measure with a ruler and get the ant to his picnic. (Click on the next dot. Then click on the ruler to measure. You can turn the ruler sideways.)
3. Tell time. Choose level 2.

Day 4*

1. Use the tally mark chart to answer the questions, Print Page 18. When it says, Monday or Tuesday, you can think Monday and Tuesday. (While you have it open, you might want to print pages: (2, 6-9, 14-15, 19-22, 24, 26, 29) (answers: Friday, Tuesday, 6, 7, 13, 26)
2. Make the numbers using stacks of tens and blocks of ones. Use tens and ones to make numbers.
3. Take the test.

Day 5

1. *Label the even numbers according to the numbers on the line. (Print page 2 if you haven't from Day 4.)
2. Make the number. This time click on 100 off to the side. Did you notice what appeared? Drag one of those big squares of blocks onto the work mat. What number does it say?

100! There are 100 blocks in that square. It's 10 stacks of 10 blocks all put together. Now make the numbers that it tells you to. Now you are using hundreds, tens and ones.

3. Make numbers. You are using hundreds, tens and ones. Make a big number. Do you see the hundreds, tens and ones. Click on the button to see them all put together. Click on new and make another big number.

Day 6

xtramath — If you haven't yet, go to this site every day until you know all of your addition and subtraction facts fast! Stop when you get to multiplication. (Parents: If this isn't coming easily for your child, you can slow it down. Click on parent/teacher and log in. Choose the child's tab. Choose Change Program. Choose 6 second addition. When it's mastered, you can change to subtraction, etc.)

1. *Fill in the blanks on the page. What numbers come before and after? Which number is the hundreds? (Print page 8 if you haven't already from Day 4.)
2. Add 10. It will tell you a number. Add 10. Remember how? Add 1 to the ten's place. It's easy on the chart. Just look down one row because each row has ten numbers. When you find the right answer, click on next to get your next number to find. When this is easy for you, go on to number three (below).
3. Now add 11. That's adding 10 and adding 1. Now you will add 1 to the tens and 1 to the ones. What happens when you add 1 to 9? Do you remember? It's easy on the chart. Just move down one row to add 10 and over one spot to add 1.

Day 7*

xtramath

1. *Count by tens and label the dots. Answer the addition questions. Add by 10s. (Print page 19 if you haven't already on Day 4.)
2. Can you do it? You can check your answers on the 100s chart.

Day 8*

xtramath

1. You can watch the first part of this video to remind you about adding with carrying. Stop when the teacher says to do the problems on your worksheet (around 5:40).
2. When the ones add up to ten, you make them into a group of ten and add them to the tens.
3. *You can do your worksheet (Adding 1 digit regrouping). Remember, if there is no number in the tens place, that's just zero. You don't have to add anything to the other tens.

Day 9*

xtramath

1. If you can't remember how to do this, you can watch this presentation before you practice.
2. *Then you can do your worksheet (Adding 2 digits regrouping).

Day 10*

xtramath

1. *Answer the *addition* word problems.

Day 11

xtramath

1. Now let's subtract.
2. *Complete the worksheet by labeling the dots counting down by ten. Then write the answers to the problems. (Print page 14 if you haven't already from Day 4.)
3. If you can't remember how to do this, you can watch this presentation.

Day 12*

xtramath

1. *Print and complete this worksheet (subtraction 1 digit no regrouping).
2. If you want a reminder of how to do it, you can watch this presentation.

Day 13*

xtramath

1. *Print this worksheet and fill in the answers (Subtraction 2 digit no regrouping).

Subtraction with Regrouping

Day 14

xtramath

1. How do subtract 34 -7? You can't take 7 ones away from 4 ones. Watch this presentation to learn how to do it.
2. *Complete the worksheet, page 6. Label the dots on the line according to the pattern and then answer the problems. Only a few need you to borrow from the tens. (Print page 6 if you haven't from Day 4.)

Day 15*

xtramath

1. Watch the video on subtraction with borrowing.
2. *Then complete the worksheet (Subtraction 1 digit regrouping).

Day 16*

xtramath

1. Watch the video on subtraction with borrowing.
2. *Then complete the worksheet (Subtraction 2 digits regrouping)

Day 17*

xtramath

1. Watch the video on subtraction with borrowing (or regrouping)
2. * Complete these *subtraction* word problems (Word problems 2 digit subtraction).

Day 18*

xtramath

1. *Complete this word problem worksheet. Some are addition and some are subtraction. (Word problems 1 digit addition and subtraction)

Day 19*

xtramath

1. Complete this word problem worksheet. Some are addition and some are subtraction. (Word problems 2 digit addition and subtraction)

Day 20

xtramath

1. Do this adding and subtracting activity. It will time you for one minute. Do it two times and see if you can more the second time around. (This is a Java activity. If you can't use it, here's an alternative which is just addition. Try it a few times and try to beat your speed.)
2. Click on "Enter the Mega Penny Project." Click next to count to a million, a billion and more!

Money

Day 21*

xtramath

1. Play level 1 Beginner and then play Expert.
    - Expert means using as few coins as possible. Start with the largest coin. Can you use it without having too much? Once you have as many as you can use, go to the next largest coin.
2. *Print page 95 (page 3 of the pdf) and complete the Keeping Skills Sharp page. (The answers are on the next page. Print page 7 as well.) You can skip the "solve this" section. Get a high five and/or hug if you try it, but be warned that the answer is wrong. Here's my answer, putting the red top before the orange one. (answer: (black, green) (green, orange) (red, blue) (orange, black) (blue, red))

Day 22

xtramath

1. *Complete the coin worksheet on page 7. (Print it if you haven't already on Day 4.)

Day 23

xtramath

1. Play level 2 Beginner and then play Expert.
2. *Label the dots by counting by fives. Then answer the problems. (Print page 21 if you haven't on Day 4.)

Day 24

xtramath

1. Play Count the Money.
2. *Complete the Keeping Skills Sharp worksheet on page 99. On the Keeping Skills Sharp worksheets there is a "Solve This" section. It is up to you if you want to try to figure it out. For some kids it's a lot of fun! Get a high five and/or hug if you try to figure it out. (Print page 7 of the pdf if you didn't on Day 21.)

Day 25*

xtramath

1. Play level 3 Beginner and then play Expert.
2. *Complete the worksheet (Subtraction with regrouping practice 1).

Day 26

xtramath

1. Add the costs of lunch.

Day 27

xtramath

1. Play Cash Out. Click on NO for Show Change Amount.
    - It will tell you how much the customer spent and how much money they gave you. It is the easy level, so they will give you $1.00.
    - How do you know how much change to give?
    - Count on from how much they spent.
    - If they spent 63 cents, $0.63, then you would click on the penny to put two pennies on the counter and count 64, 65. Then you could put a dime on the counter and count 75. Then you could put a quarter on the counter and count 100 or $1.00.
    - Check your amount by counting on from how much they spent. You can click on a coin to take it off the counter.
    - Give the change when you are ready.
2. *Complete the half page, page 9, by following the directions. (Print it if you didn't on Day 4.)

Day 28

xtramath

1. Go shopping and figure out your change.
    - You are going to write down the subtraction problems on a piece of paper. For instance you'll write 50 cents – 35 cents for the first problem. Then subtract to find the answer. Don't count on. Use subtraction this time.

Day 29*

xtramath

1. *Print out this worksheet and subtract the money, like you are making change. (You can ignore the decimal points. For example, the first one is 65 cents minus 21 cents. 65 – 21 = 44 That's 44 cents. You write that as **$0.44** . For all of your answers you will write **$0.** and then the answer to your subtraction problem. I already gave you the first answer, so you are already on your way!
2. Check your answers when you are done.

Day 30*

xtramath

1. *Complete the worksheet (Addition regrouping practice 1).

Rounding/Estimation

Day 31

xtramath

1. **Estimating** means making a good guess as to what the answer is.
2. **Rounding** is one trick we use to figure out what a good guess would be.

3. Use estimation to make a good guess as to which box has more.
4. Complete page 22 on comparing numbers. Use your noggin. (Print it if you didn't on Day 4.)

Day 32

xtramath

1. Watch this video on rounding.
2. Here are some examples of rounding to the nearest ten:
    - 13 -> the number on the right is four or less, so the number on the left stays the same
    - 10 is the nearest ten
    - Look at it on the number line. Click on go. Find 13. Is it closer to 10 or 20? That's what rounding is. Which number is closer? If it is right in the middle, we round up to the higher number.
    - 27 -> The number on the right is 5 or more, so the number on the left moves up one.
    - 30 is the nearest ten
    - Look at it on the number line. Click on go. Find 27. Is it closer to 20 or 30?
    - 2 -> Is it closer to 0 or 10?
3. Try rounding to the nearest ten.
4. *Answer the questions about the menu on page 24. (Print it out if you didn't on Day 4.)

Day 33*

xtramath

1. Scroll down and click on start. Round to the nearest ten.
2. *Print page 156 (7 of the pdf and page 13 for later) and complete the Keeping Skills Sharp worksheet. You can check answers on the next page.

Day 34

xtramath

1. When you **round** to the nearest hundred you do the same thing as with tens.
2. Here are some examples:
    - 461 -> We are rounding to the nearest hundred. Which number is in the hundreds spot? (answer: 4)
    - 461 -> When we round this to the nearest hundred we are asking, "Which is it closer to 400 or 500?"
    - We need to look at the number immediately to the right. Which number is to the right of 4? (answer: 6)
    - Is six, 5 or more? (answer: yes)
    - Then we need to change the number on the left to one more. The 4 becomes a 5.
    - 461 -> 500 Which is 461 closer to 40o or 500?
3. Watch this video again, just for the first 32 seconds.

4. Round to the nearest hundred.
5. *Complete page 26 about adding up names. Instead of finding a name over 50, add up your name. (Print page 26 if you didn't on Day 4.)

Day 35

xtramath

1. Round to the nearest 10 to steer the boat. I know you have to think fast. Give it a try.
2. Round to the nearest 100 to steer the boat. Do your best.

Time

Day 36

xtramath

1. Do this lesson on telling time.
2. Take this simple hour and half hour quiz to refresh your memory. Remember: the hour is the number the hand has already passed.

Day 37

xtramath

1. Stay up late! Use your arrow keys to move under the time shown at the top LEFT. Push the spacebar to shine your flashlight at the right clock. Every time you get it right, your bed time gets later.
2. Play the beginner level. Click on hour and then click the number of the hour. Click on minute and then click on the number the minute hand should be one. Remember: the minutes count by fives around the big numbers. The 1 is 5 minutes; the 2 is 10 minutes; the 3 is 15 minutes.
3. *Complete page 139, Keeping Skills Sharp. (Print page 11 of the pdf) You can check answers on the next page.

Day 38

xtramath

1. Take the time quiz . The blue hand is the minutes. The hour is the number the red hand has passed. To find the minutes count by fives around the big numbers. 5, 10, 15, 20, 25, 30, 35, 40, 45, 50, 55
2. Play the medium level.
3. *Complete the length comparison activity on page 20. (Print page 20 if you didn't on Day 4.)

Day 39

xtramath

1. There are other ways to say time. Take this quick quiz with the times in words instead of numbers.
2. We can say "five minutes after six." What time do you think that would be? (answer 6:05)
3. How about "half past four." What time is that? What is half way around the clock? (answer 4:30)
4. Can you guess what "quarter past three" would be? What is a quarter of the way around the clock? Divide the clock into four pieces? (answer 3:15)

5. Play this matching game. Match the words to the times.
6. *Print page 162 and complete the Keeping Skills Sharp page. (Print page 13 if you didn't on Day 33.)

Day 40*

xtramath

1. Choose a level 2 game.
2. We can also say how many minutes there are until the next hour. We say it like this, "Five to eight." That means it is five minutes until eight.
3. Make this clock say "five minutes to eight." (Click Go to start.) When you found the right place, the clock will say 7:55.
4. Remember: the hour is not eight yet. It's still five minutes before the hour hand will reach the eight.
5. Do you see that there are just five minutes until eight o'clock?
6. When we talk about time until the hour, we count by fives backwards. At the 11 there are just five minutes until the hour. At the 10 there are ten minutes until the hour.
7. Make the clock say "ten minutes to nine." What does the digital clock say? (answer 8:50)
8. Remember: It's not nine o'clock yet. There are still ten minutes before the hour hand reaches the nine.
9. If you got it wrong, fix the clock hands.
10. Make the clock say "twenty minutes until ten." Count by fives backwards. The 11 is five, the 10 is ten, the 9 is 15… What does the digital clock say when you make the hands say "twenty minutes to ten?" (answer 9:40)
11. If you got it wrong, fix the clock hands.
12. What do you think the clock would look like at "quarter to three?" (answer 2:45)
13. *Print out these time and word cards. Cut them into rectangles. Place them face down. Find the matches.
14. What's another way to say, "15 minutes to 8?" (answer: quarter to eight)

Day 41*

xtramath

1. Play Bang on Time.
2. *Complete the worksheet, Addition regrouping practice 2. Work neatly and give this to a parent when you are finished to add to your portfolio.

Day 42*

xtramath

1. We count by fives around the numbers on the clock because each little line is 1. Look at the little lines on this clock. They are blue blocks really. There are four and then when you count five you are at the big number.
    - Count the minutes around the clock. You should count 60.
2. What level can you do? Start at an early level and keep moving up.

3. Match the clocks and times. (This is a shockwave activity. Use the troubleshooting guide if you are having trouble.)
4. *Complete the worksheet, Subtraction regrouping practice

Day 43*

xtramath

1. Play the advanced level.
2. *Complete the worksheet, Addition regrouping practice 3

Day 44*

xtramath

1. Play Beat the Clock.
2. *Complete the worksheet, Subtraction regrouping practice 2.

Day 45

xtramath

1. Match the times. (This is a Java activity. You can check our troubleshooting guide, or you could try thisworksheet as an alternative.)
2. *Complete the Venn Diagram worksheets on pages 29 and 15. (Print pages 29 and 15 if you didn't on Day 4.)
3. First answer the questions on page 29. If the letter is in the pink circle, like A and B are, then it is a number that is less than 10. If a letter is in the blue circle like B and C are, then it is an even number. If a letter is not in the pink circle and not in the blue circle, like D, then it is not even and it is not less than 10. It must be an odd number that is more than ten.
4. Check your answers when you are done. (answers: no, yes, yes, yes, no, yes, no, yes)
5. Now try the worksheet on page 15. Who belongs in which circle? Who doesn't belong in any circle?

Thousands

Day 46

xtramath

1. Read this page about numbers to 1000 and then click on the "More or Less" activity at the bottom and do it.
2. Do this adding and subtracting to 20 activity. (This is a Java activity. If you can't run it, you can play math triathlon instead.)

Day 47

xtramath

1. Make numbers. Now you are using thousands, hundreds, tens and ones. Make a big number. Read it in all the different ways. Do you see the thousands, hundreds, tens and ones? Do you see them all put together? Click on clear and make another big number.
2. Play a level 2 game.

Day 48

xtramath

1. Make numbers. Use thousands, hundreds, tens and ones.

2. Click on show a problem until it gives you a number with thousands. Make the number. Do it again. And again.
3. Do the activity, adding and subtracting to 20. (This is a Java activity. If you can't run it, you can playmath triathlon instead.)

Day 49

xtramath

1. Watch this addition video on adding hundreds.
2. Add hundreds. Click on next problem until you get one with hundreds. Write down the problem.
3. Count up the ones. Move them together into one section. If there are more than ten, count ten and drag them into one pile on top of each other, so you know that there are ten and to count them that way.
4. Count up the tens. Drag them all into one section. If there are more than ten, pile 10 of them up on top of each other, so you can count them as 100.
5. Count up the hundreds.
6. Add the numbers on your paper. Carry over if you need to. Carry over to the hundreds just like you do with the tens.
7. When you are done, count up your answer on your work mat. Did you get the right answer?
8. Try it again.
9. One more time.

Day 50**

xtramath — This is just for addition and subtraction. Stop when you get to multiplication.

1. *Print out and complete this worksheet on adding hundreds. Make sure you check your answers and understand your mistakes.
    - I'm going to tell you two of the answers.
    - *Print out this worksheet 2 times and cut it into sections (base-ten -printout).
    - Build the problems with the pieces. (The big cubes are 1000 blocks put together.)
    - 875
    - + 314
    - 1189
    - ones 5 + 4 = 9
    - tens 7 + 1 = 8
    - hundreds 8 + 3 = 11 That's 1 in the hundreds spot and 1 in thousands spot.
    - thousands There are no other thousands to add, so there is only 1 thousand.
    - 976
    - + 122
    - 1098

- ones 6 + 2 = 8
- tens 7 + 2 = 9
- hundreds 9+1 = 10 That's 0 in the hundreds spot. Carry the one to the thousands.
- thousands 0+0+1 = 1 There were no thousands in either number and then the one we carried over.

Rounding/Estimation

Day 51*

xtramath

1. Round to the nearest ten.
2. *Complete this worksheet on adding hundreds (Addition 3 digit practice 1).
3. Check your answers. Redo any problem you got wrong.

Day 52*

xtramath

1. Round to the nearest hundred. You always need to pay attention to what you are supposed to round to.
2. *Complete this worksheet (Addition 3 digits practice 2). Check your answers and redo anything you got wrong. Make sure you understand. These worksheets are a lot easier if you know all of your math facts!

Day 53*

xtramath

1. Watch this presentation on estimating sums with rounding. At any time you can pause it or go back.
2. *Complete ONLY the first line (Addition 2 digit estimating sums). For the second and third line, **estimate** the sums. Round the numbers to nearest ten and then add them.
3. Check your answers for estimating here (Answers).
4. Make sure you understand your mistakes.

Day 54*

xtramath

1. Watch this presentation on estimating differences with rounding.
2. *Complete ONLY the first line (Subtraction 2 digit estimation). For the second and third line, **estimate** the differences. Round the numbers to nearest ten and then subtract them.
3. Check your answers for estimating here (Answers).
4. Make sure you understand your mistakes.

Day 55

xtramath

1. Try estimating golf. Play putt level. Play lots of rounds.
2. Play Bang on Time. Can you make the hand go faster?

Review/Practice

Day 56*

xtramath

1. Play trimathalon. The faster you answer, the better medal you'll receive. Remember: if a problem says 17 – 11, don't flip out! You can do it, easy. Subtract the ones. 7-1=6, subtract the tens, 1-1=0, 6 is the answer
2. *Complete ONLY the first line (Addition 2 digit estimation practice 1). For the second and third line, **estimate** the sums. Round the numbers to nearest ten and then add them.
3. Check your answers for estimating here (Answers).
4. Make sure you understand your mistakes.

Day 57*

xtramath

1. Play Garage Sale.
2. *Complete ONLY the first line (Subtraction 2 digit estimation practice 1). For the second and third line, **estimate** the differences. Round the numbers to nearest ten and then subtract them.
3. Check your answers for estimating here (Answers).
4. Make sure you understand your mistakes.

Day 58*

xtramath

1. Play Clockmaker.
2. *Complete ONLY the first line (Addition 2 digit estimation practice 2). For the second and third line, **estimate** the sums. Round the numbers to nearest ten and then add them.
3. Check your answers for estimating here (Answers).
4. Make sure you understand your mistakes.

Day 59*

xtramath

1. Play Genius Boxing. This gets harder with each level. Play as long as you can.
2. *Complete ONLY the first line (Subtraction 2 digit estimation practice 2). For the second and third line, **estimate** the differences. Round the numbers to nearest ten and then subtract them.
3. Check your answers for estimating here (Answers).
4. Make sure you understand your mistakes.

Day 60

xtramath

1. Play Shape Invaders. Use the space bar to blast every shape that's not written at the top of the screen. When the first round is finished, if there is no "next" button to get to the next round, try clicking above the shapes that show how many lives you have left.
2. Try Buffalo Math. This is hard because it goes fast. Relax and do your best.
3. Play Bingo.

Subtracting Hundreds

Day 61

xtramath

1. Watch this video on subtracting hundreds.

2. Watch this short video showing you how to subtract using the online manipulative.
3. Do five subtraction problems with hundreds. Click on next problem until it uses 100s. It can just have hundreds on top.
    - If there are more ones on the "floor," then go next door to the tens.
    - Write down the problem.
    - Do the problem and find the answer.
    - Drag the blocks to find the answer.
    - Make sure your answer is right.
    - Do five subtraction problems with 100s.

Day 62*

xtramath

1. *Complete this worksheet (Subtraction 3 digit practice 1).
2. Check your answers.
3. Fix your mistakes. Make sure you understand what you got wrong.

Day 63*

xtramath

1. *Complete this worksheet (Subtraction 3 digit practice 2).
2. Check your answers.
3. Fix your mistakes. Make sure you understand what you got wrong.

Day 64*

xtramath

1. *Complete this worksheet (Subtraction 3 digit practice 3).
2. Check your answers.
3. Fix your mistakes. Make sure you understand what you got wrong.

Day 65

xtramath

1. Find the pattern.
2. Complete the subtraction puzzle. (Please note that you have to press Enter after each number entered.)

Rounding/Estimation with Hundreds

Day 66

xtramath

1. Watch this video again, just for the first 32 seconds.
2. Round to the nearest hundred.
3. Round to the nearest hundred. If it won't let you choose numbers, just click on play. Click on answer to check. Then click on next.
4. Round 467 and 720 to the nearest hundred. (answer: 500 and 700)
5. Add them. (answer: 5 hundred + 7 hundred = 12 hundred, 500 + 700 = 1200)
6. Round 820 and 389 to the nearest hundred. (answer: 800 and 400)

7. Subtract them. (answer: 8 hundred – 4 hundred = 4 hundred, 800 – 400 = 400)
8. Write these two problems. Solve them regular to find the exact answer. Then round to find the estimated answer.
    - 358 + 802 =
    - 634 – 379 =
9. (answers: 1160, 255, 1200, 200)

Day 67*

xtramath

1. *Complete ONLY the first line (Addition 3 digit estimation practice 1). For the second and third line, **estimate** the sums. Round the numbers to nearest hundred and then add them.
2. Use the link in #1 to check your first line.
3. Check your answers for estimating here (Answers).
4. Make sure you understand your mistakes.

Day 68*

xtramath

1. *Complete ONLY the first line (Subtraction 3 digit estimation practice 1). For the second and third line, **estimate** the differences. Round the numbers to nearest hundred and then subtract them.
2. Check your answers for estimating here (Answers).
3. Make sure you understand your mistakes.

Day 69*

xtramath

1. *Complete ONLY the first line (Addition 3 digit estimation practice 2). For the second and third line, **estimate** the sums. Round the numbers to nearest hundred and then add them.
2. Check your answers for estimating here (Answers).
3. Make sure you understand your mistakes.

Day 70*

xtramath

1. *Complete ONLY the first line (Subtraction 3 digit estimation practice 2). For the second and third line, **estimate** the differences. Round the numbers to nearest hundred and then subtract them.
2. Check your answers for estimating here (Answers).
3. Make sure you understand your mistakes.

Geometry

Day 71

xtramath

1. Read this lesson on polygons.
2. What is a polygon? (answer: a closed shape with straight sides and angles)
3. Draw four different types of polygons. Write how many sides and how many angles each have.

4. (answer: Sides and angles are the same number.)

Day 72

xtramath

1. Read this lesson on congruent shapes. Answer the questions.
2. Read this lesson on symmetry. Answer the questions.

Day 73

xtramath

1. Read this lesson congruent polygons.
2. Do this symmetry activity. The black line is the **line of symmetry**. Click on complete a pattern. Build the other half of the shape so that the shape is **symmetric**.

Day 74

xtramath

1. Read this lesson on perimeter, the measure around an object.
2. Count up the perimeter of the objects.

Day 75

xtramath — This is just for addition and subtraction. Stop at multiplication.

1. Read this lesson on perimeter and answer the questions.
2. Play this geometry vocabulary game. If you don't get them all right the first time, then keep trying until you do.

Rounding and Estimation with Thousands

Day 76

xtramath

1. Make numbers. Now you are using thousands, hundreds, tens and ones. Make a big number. Read it in all the different ways. Do you see the thousands, hundreds, tens and ones? Do you see them all put together? Click on clear and make another big number.
2. Watch this presentation on rounding with numbers in the thousands.
3. Do this shapes activity.

Day 77

xtramath

1. Round to the nearest ten. Do the first AND second activities. They are both rounding to the nearest ten. There is a numbers to 100 and numbers to 1000.
2. Now round to the nearest hundred with the sharks.
3. Play a level 2 subtraction game.

Day 78

xtramath

1. Now try estimation. Round and then estimate the sum. To **estimate** means to make an educated guess. Rounding gives you the knowledge to make a good guess that is close to the actual answer.
    - Example: 7713 + 5330 -> 7 becomes 8, 5 stays the same
    - 8 thousand + 5 thousand = 13 thousand =13,000
2. Play a level 2 addition game.

Day 79

xtramath

1. Play Home Run Derby. Choose addition. Round, add, type in your estimation, click on HIT. Then click on Next at Bat.
2. Play a level 2 subtraction game.

Day 80

xtramath

1. Play Junior Golf. Then play Pro Golf.
2. Do this activity, adding and subtracting to 20. (This is a Java activity. If you can't run it, you can play math triathlon instead.)

Estimating Sums and Differences with Thousands

Day 81*

xtramath

1. *Complete the first line of the worksheet (Addition 4 digit estimation practice).
2. On the second line, round each number to the nearest HUNDRED.
3. On the third line, round to the nearest THOUSAND and then add.
4. Check and fix your answers (Answers).

Day 82*

xtramath

1. *Complete the first line of the worksheet (Subtraction 4 digit estimation practice 1). Work neatly and give this to a parent when you are finished to add to your portfolio.
2. On the second line, round each number to the nearest HUNDRED.
3. On the third line and fourth lines, round to the nearest THOUSAND and then subtract.
4. Check and fix your answers (Answers).

Day 83*

xtramath

1. *Complete the first line of the worksheet (Addition 4 digit estimation practice 2).
2. On the second line, round each number to the nearest HUNDRED.
3. On the third line, round to the nearest THOUSAND and then add.
4. Check and fix your answers (Answers).

Day 84*

xtramath

1. *Complete the first line of the worksheet (Subtraction 4 digit estimation practice 2).
2. On the second line, round each number to the nearest HUNDRED.
3. On the third and fourth lines, round to the nearest THOUSAND and then subtract.
4. Check and fix your answers (Answers).

Day 85

xtramath

1. Play Maximum Capacity.
2. Play War Pretzels.

Elapsed Time

Day 86

xtramath

1. **Elapsed** time is how much time has passed. From the time my 1 year old wakes up in the morning at 8:30 to the time he takes his nap at 1:00, 4 and a half hours have elapsed, gone by.
    - 8:30-9:30 is one hour.
    - 9:30-10:30 is one hour. (That's 2 hours all together.)
    - 10:30-11:30 is one hour. (That's 3 hours.)
    - 11:30-12:30 is one hour. (That's 4 hours.)
    - 12:30-1:00 is half an hour. (That's 4 and a half hours.)
2. Read the directions. This is a simple activity, but you need to know how to use it.
3. Make the clock that says "current" be at the same time as the "end" clock. Make time pass by clicking on the time buttons at the bottom, like "1 hour." If you click on 1 hour, the "current" clock will move ahead 1 hour. It will read that 1 hour has **elapsed**, or passed. Keep clicking the time buttons until the current and end clocks match.
4. Pay attention to how much time has passed, or elapsed, to get from the first clock's time to the last clock's time.
5. Then change it to level 2. Then do level 3.
6. Play at least 4 levels of Addition Attack.

Day 87

xtramath

1. Follow the directions. Make the correct amount of time pass, or **elapse**.
2. Click on the subtraction tab. (If that isn't there, here is the same thing elsewhere.)

Day 88

xtramath

1. How much time has elapsed, gone by?
    - This may look harder but use your common sense.
    - Start with the hours on the first clock.
    - Count on hours (1, 2, 3…) until you get to the number the hour hand is at on the second clock.
    - Look at the answers. Can you already pick the right one without counting the minutes as well?
2. Play Addition Matho.

Day 89*

xtramath

1. *Print out this worksheet. Find the elapsed time. Count by fives around the clock and pay attention to how much the hour hand moved.
2. Use the answer key to check your answers.

3. Subtract as many numbers as you can.

Day 90

xtramath

1. Read the charts to answer the time questions.
2. Find a friend. Click on numbers to add to the target number. For example: 3 + 2 +4 = 9
3. Do all 15 addition and subtraction word problems.

Day 91

xtramath

1. Review fractions.
2. Do the addition problems.

Day 92

xtramath

1. Read one more review lesson.
2. Subtract and score.

Day 93

xtramath

1. Match the fractions.
2. Add and paddle.

Day 94

xtramath

1. Make fractions.
2. Do the subtraction problems. At the top of the yellow box you have to click on subtraction.

Day 95

xtramath

1. Do you remember your geometry vocabulary?
2. How much time has elapsed?

Day 96

xtramath

1. Match the fractions.
2. Add as many as you can. (This is a Java activity. If it's not running for you, use this activity. Scroll down. It's the yellow box.)

Day 97

xtramath

1. Find **equivalent** fractions, fractions that are the same amount.
    - The picture shows the fraction.
    - Click the arrow to add pieces to the circle.
    - Keep clicking until the new blue lines line up and cover the black lines of the first fraction.
    - Type the number of pieces on the bottom of the new fraction, the **denominator**.
    - Type the number of red pieces on the top of the new fraction, the **numerator**.

    - The two fractions are **equivalent**. If that was a pizza, and you ate either amount shown by the fractions, you would be eating the same amount. The one number is more pieces, but the pieces are smaller.
2. Subtract at least five problems. (This is a Java activity. If it's not running for you, use this activityinstead. At the top of the yellow box you have to click on subtraction.)

Day 98

xtramath

1. Try to find the **equivalent** fractions, the two pictures that look like the same amount of red.
2. Do five problems of adding hundreds. Choose addition, five problems, two rows, and three digits in each row.

Day 99

xtramath

1. Find the equivalent fractions.
2. Subtract at least five problems. (This is a Java activity. If it's not running for you, use this activityinstead. At the top of the yellow box you have to click on subtraction.)

Day 100

xtramath I am hoping that you are finishing up with addition and subtraction.

1. Play the math vocab game.
2. Make a symmetric pattern.
3. It's the hundredth day of school!

Day 101

xtramath

1. Compare fractions. Which one is bigger? Which is smaller? The fraction with the most red is the larger fraction.
2. Add double digits. Leave the settings as they are except the bottom two. Change them from four digits to two digits by clicking on the number 2s.

Day 102

xtramath

1. Compare the fractions. The fraction filling in the circle with the least amount of red is the smallest fraction.
2. Subtract double digits.

Day 103

xtramath

1. Compare the fractions.
2. Play rounding sharks.

Day 104

xtramath

1. Compare the fractions.
    - There are two fractions.

- You are going to divide them both into the same number of pieces. Then you will be able to see which has more pieces, which is the larger fraction.
- Start with the fraction with the greatest denominator, the bottom number. Click on the up arrow until the new lines cover up the original black lines.
- Use the up arrow on the smaller fraction to make the same number of new pieces as the other. If the new lines cover up the old lines, then you are done.
- Write the new fractions. Write how many pieces total on the bottom, the denominator. Write how many are colored in on the top, the numerator.
- Which is the greater fraction? You can tell by which numerator is greater.

2. Play the first three activities.

Day 105

xtramath

1. Play estimation golf. Play all three levels. On the pro level, it may give you a multiplication problem. You can just type in any crazy answer for those. :) I want you to keep playing to practice the four digit addition and subtraction estimation problems.

Day 106

1. Click on Play Video.
   - You don't need to know the names of all of those properties, but it's good to know these things. Read below.
   - Multiplication is adding over and over again. 5 times 2 is 5 + 5, 5 times 3 is 5 + 5 + 5, 5 times 4 is 5 + 5 + 5 + 5, That's like counting by fives 4 times.
   - If I put five books on each shelf and there were four shelves, I would have 5 + 5 + 5 + 5 books. 5 x 4 = 20
   - Anything zero times is zero. A million times zero is zero. If I gave you a million dollars zero times, you would have zero dollars.
   - Anything one time is itself. 8 times 1 is 8. If I give you eight pieces of candy one time, you would have eight pieces of candy.
   - 3 times 2 is the same as 2 times 3 (just like addition). If I gave you 3 M&Ms two times, you would have 6. If I gave you 2 M&Ms three times, you would have 6. If you don't believe me, go ask for some chocolate chips to practice with. Give 3 two times and 2 three times and see if it's the same amount. 2 x 3 = 3 x 2 = 6
2. Learn that any number times zero is zero.
3. Learn that any number times one is itself.

Day 107*

xtramath This is only if you still need it for addition and subtraction.

1. *Print out this worksheet and follow the examples to fill in the chart, Multiplication Pictures. You will make little pictures of the problem.
2. Learn a fact. two times two equals four In fact, any number times two is just that number doubled. 3 x 2 = 3 + 3 = 6

3. Do numbers 1 and 3 along the top, "learn with pictures" and "understand the basics." If you want to do more, you can use the other tabs too.

Day 108*

xtramath – only for addition and subtraction

1. Learn a fact. 2 x 3 = 6. Do numbers 1 and 3 along the top, "learn with pictures" and "understand the basics."
2. Watch this video about multiplying by 6.
3. Draw a picture of the 3 groups of 6 balloons. How many balloons? Write 3 x 6 = the answer on your paper.
4. Do another picture of six cartons of six eggs in each carton. Write the **equation** with the answer on the paper.
5. *Print out pages 1-6 of these multiplication tricks worksheets.
6. Complete pages 1-4. Save the other pages for Day 110.

Day 109*

xtramath – I'm not going to keep writing it each day, but this is just for addition and subtraction if you still need it.

1. Learn a fact. 2 x 4 = 8. Do numbers 1 and 3 along the top, "learn with pictures" and "understand the basics."
2. *Do this multiplication worksheet. Circle each group of little stars. Use those pictures of groups to find the answers.
3. Do the money matching game.

Day 110

xtramath

1. Learn a fact. 2 x 5 = 10. Do numbers 1 and 3 along the top, "learn with pictures" and "understand the basics."
2. Then take the quick quiz.
3. Complete pages 5 and 6 of the multiplication worksheets (printed on Day 108).
4. How much time has elapsed?

Day 111*

xtramath

1. Learn a fact. 2 x 6 = 12. Do numbers 1 and 3 along the top, "learn with pictures" and "understand the basics."
2. *Print pages 1-5 of this division lapbook, but look at the last page to see what it should look like.
3. Do the cake baking side.

Day 112

xtramath

1. Learn a fact. 2 x 7 = 14. Do numbers 1 and 3 along the top, "learn with pictures" and "understand the basics."
2. Do the cake eating side of the lapbook.

Day 113

xtramath

1. Learn a fact. 2 x 8 = 16. Do numbers 1 and 3 along the top, "learn with pictures" and "understand the basics."
2. Play a game to review. Remember: multiplying by two is just doubling the number. 4 times 2 is the same as 4 plus 4.
3. Do the dividing by 2 page of the lapbook . Dividing by two is cutting in half. It's doing the opposite of doubling or multiplying by two.

Day 114*

xtramath

1. Learn a fact. 2 x 9 = 18. Do numbers 1 and 3 along the top, "learn with pictures" and "understand the basics."
2. Watch this video on dividing into groups.
3. When we multiplied, we took the groups and added them all together. Now we do the opposite. Multiplication and division are opposites like addition and subtraction are opposites. We are going to take the total and divide it into groups.
4. If I had 4 pieces of paper and I wanted them in 1 group, how many pieces of paper would be in that group? Four. If you don't believe me, take four pieces of paper and put them in one pile, one group. There are 4.
5. 4 divided by 1 = 4
6. If you had 0 pieces of candy and put that candy into 5 groups, how much candy would be in each group? ZERO! There is no candy.
7. *Complete this worksheet on dividing with 0 and 1, Day 114 Division.
8. Find the perimeter. The perimeter is the measure around. Opposite sides are the same length.

Day 115

xtramath

1. Do the quick quiz. Whatever you got wrong, go find the right answer by clicking on the problem. If you didn't get any wrong, go and get a high five and/or a hug.
2. Subtract double digits.
3. Click on each shape to see the lines of symmetry. Then click on the number 2 tab and answer the questions.

Decimals

Day 116

xtramath

1. Learn a fact. 3 x 3 = 9. Do numbers 1, 3 and 4 along the top, "learn with pictures," "understand the basics," and "play a game."
2. Did you notice that I want you to play the game?
3. Our next lesson is on **decimals**. It's a way of writing numbers. You've seen decimals before. $4.25 is 4 dollars and 25 cents. That dot is called a **decimal point**. It tells us that

the number that comes after it are parts of 1. It's not 425 dollars. There are only 4 dollars. Then there are 25 parts of a dollar. How many cents are in a dollar? (answer: 100) The decimal point tells us that 25 means cents, or parts of a dollar.

4. Read this lesson on decimals and then click on practice. If you find the fraction part confusing, just look at writing money as a decimal and do those practice problems. Write the answer and then click on answer to check it.

Day 117

xtramath

1. Learn a fact. 3 x 4 = 12. Do numbers 1, 3 and 4 along the top, "learn with pictures," "understand the basics," and "play a game."
2. What decimal is shown? How many blocks out of 100?

Day 118*

xtramath

1. Learn a fact. 3 x 5 = 15. Do numbers 1, 3 and 4 along the top, "learn with pictures," "understand the basics," and "play a game."
2. *Write money as decimal. You will write a dollar sign, then the number of dollars, then a **decimal point**, then the number of cents.

Day 119*

xtramath

1. Learn a fact. 3 x 6 = 18. Do numbers 1, 3 and 4 along the top, "learn with pictures," "understand the basics," and "play a game."
2. *Add the decimals. Read the directions! Look at the example!
3. Check you answers when you are finished. (There's a mistake on the answer key. 6.42 should be 6.32. Did you get it right?)

Day 120*

xtramath

1. Practice a fact. Do numbers 2 and 5 along the top, "Review to Remember," "Take a Quiz."
2. *Subtracting decimals. Read the directions!
3. Check your answers.

Day 121

xtramath

1. Learn a fact. 3 x 7 = 21. Do numbers 1, 3 and 4 along the top, "learn with pictures," "understand the basics," and "play a game."
2. Do this lesson on adding money as decimals.
3. Play the sand dollar fraction game.

Day 122*

xtramath

1. Learn a fact. 3 x 8 = 24. Do numbers 1, 3 and 4 along the top, "learn with pictures," "understand the basics," and "play a game."
2. *Add up your money by adding decimals. Draw a dollar sign in front of each number. Adding money is just adding decimals.
3. Check your answers.

Day 123*

xtramath

1. Learn a fact. 3 x 9 = 27. Do numbers 1, 3 and 4 along the top, "learn with pictures," "understand the basics," and "play a game."
2. *Do the money word problems. Work neatly and give this to a parent when you are finished to add to your portfolio.
3. Check your answers (Money Word Problems Answers).

Day 124*

xtramath

1. Do the quick quiz. Whatever you got wrong, go find the right answer by clicking on the problem. If you didn't get any wrong, go and get a high five and/or a hug.
2. *Do numbers 1-3. Add. (Save your worksheet for Day 125.) (If you want worksheets with pounds or euros or yen, then you can use this link.)
3. Check your answers.

Day 125

xtramath

1. Learn a fact. 4 x 4 = 16. Do numbers 1, 3 and 4 along the top, "learn with pictures," "understand the basics," and "play a game."
2. Do numbers 4-6. Subtract. (From the worksheet on Day 124)
3. Check your answers.

Word Problems

Day 126

xtramath

1. Learn a fact. 4 x 5 = 20. Do numbers 1, 3 and 4 along the top, "learn with pictures," "understand the basics," and "play a game."
2. Read the multiplication rhymes. (NOTE! Number 15 is wrong! Get a high five and/or hug if you can make up a rhyme that says 8 x 4 = 32.)
3. Solve the word problems.

Day 127

xtramath

1. Learn a fact. 4 x 6 = 24. Do numbers 1, 3 and 4 along the top, "learn with pictures," "understand the basics," and "play a game."
2. Read the multiplication rhymes. (NOTE! Number 15 is wrong! Get a high five and/or hug if you can make up a rhyme that says 8 x 4 = 32.)
3. Solve the word problems.

Day 128*

xtramath

1. Learn a fact. 4 x 7 = 28. Do numbers 1, 3 and 4 along the top, "learn with pictures," "understand the basics," and "play a game."
2. Read the multiplication rhymes. (NOTE! Number 15 is wrong! Get a high five and/or hug if you can make up a rhyme that says 8 x 4 = 32.)

3. *Subtract the money (Day 128 subtract money).

Day 129

xtramath

1. Learn a fact. 4 x 8 = 32. Do numbers 1, 3 and 4 along the top, "learn with pictures," "understand the basics" and "play a game."
2. Read the multiplication rhymes. (NOTE! Number 15 is wrong! Get a high five and/or hug if you can make up a rhyme that says 8 x 4 = 32.)
3. Solve the word problems.

Day 130*

xtramath

1. Learn a fact. 4 x 9 = 36. Do numbers 1 and 3 along the top, "learn with pictures," "understand the basics."
2. *Follow the directions to complete one column of the estimation worksheet.
3. What time is it?
4. vocabulary review

Review

Day 131*

xtramath

1. Do the quick quiz. Whatever you got wrong, go find the right answer by clicking on the problem. If you didn't get any wrong, go and get a high five and/or a hug.
2. Do Seeing Math on page 1. *Use this 100 grid to color in.
    - Every number you colored in is an answer to a multiplication problem. Two, one time, is two. The first one you colored in. Two, two times, is four. Two three times is what? Look at the third number colored in for two. What about five? What is 5 times four? Skip count by five four times. Look at your chart. What is the answer?
3. Do Seeing Math on page 9. (answer: 758)
4. Do Fun with Multiplication on page 13. (answer: triangle)

Day 132*

xtramath

1. Learn a fact. 5 x 5 = 25. Do numbers 1, 3 and 4 along the top, "learn with pictures," "understand the basics" and "play a game."
2. Do Solve This on page 15. Draw a picture to help you figure it out.
3. *Print pages 14-15 and complete the worksheets. (Other pages to print 7-9, 19, 22)

Day 133

xtramath

1. Learn a fact. 5 x 6 = 30. Do numbers 1, 3 and 4 along the top, "learn with pictures," "understand the basics" and "play a game."
2. *Print pages 7-9. Complete the worksheets. (Already printed on Day 132)

Day 134*

xtramath

1. Learn a fact. 5 x 7 = 35. Do numbers 1, 3 and 4 along the top, "learn with pictures," "understand the basics" and "play a game."
2. *Print pages 19 and 22. Complete the worksheets. (Already printed on Day 132)
3. *Print page 30. Complete the Treat Bag Worksheet. Use your colored 100 chart to figure out the numbers. For two treat bags, count by twos on your colored blocks. To find out how many peanuts you would count by twos twelve times. Jump your finger along your chart and count twelve times. One bag is 12 peanuts. Two bags would be how many? For five treat bags count by fives twelve times. Use your chart. Ten is easy. Just add a zero. What is 4 tens? 40. 12 tens is 120.

Day 135*

xtramath

1. Learn a fact. 5 x 8 = 40. Do numbers 1, 3 and 4 along the top, "learn with pictures," "understand the basics" and "play a game."
2. *Print pages 9 and 10 and complete the subtraction worksheets. On the first page you'll see the problem 7 – 8. You don't have to answer that one. What's wrong with it?
3. Connect the dots. Use the arrow to change the number to count by 3.
    - Every time you connect the dot that's the answer to a multiplication problem. Three, one time, is three. Three, two times, is six, the next dot you connect to.

Day 136*

xtramath

1. Learn a fact. 5 x 9 = 45. Do numbers 1, 3 and 4 along the top, "learn with pictures," "understand the basics" and "play a game."
2. *Complete page 35. (Print page 3 of the pdf).
3. Here is a map of US highways to use for the Solve This! section.
4. Connect the dots, counting by four.

Day 137*

xtramath

1. Do the quick quiz. Whatever you got wrong, go find the right answer by clicking on the problem. If you didn't get any wrong, go and get a high five and/or a hug.
2. *Print pages 3 and 4 and complete the worksheets.

Day 138*

xtramath

1. Learn a fact. 6 x 6 = 36. Do numbers 1, 3 and 4 along the top, "learn with pictures," "understand the basics" and "play a game."
2. Go to the subtraction manipulatives page. Click on new problem until the top number has a zero in it. Make sure it is a problem where you need to borrow from the place where there is a zero. Do you remember what you did when there was a zero on top? If there is nothing there to borrow, you have to go to the next column and borrow. Try the problem out.
3. *Then complete page 67, Keeping Skills Sharp. (Print page 3 of the pdf. Print page 7 as well.) (Answers are on the following page.) You may use a calculator for the Solve This!

section. (Hint: If you can't figure out the first one at the top of the page, use smaller numbers to help you. Think 2 + ? = 4, You would subtract 4 – 2 to get to the missing answer.)

Day 139

xtramath

1. Learn a fact. 6 x 7 = 42. Do numbers 1, 3 and 4 along the top, "learn with pictures," "understand the basics" and "play a game."
2. *Complete Keeping Skills Sharp on page 71. (Should have been printed out on Day 138) You can use a calculator for number 1.
3. Connect the dots. Count by 5s. (Answers are on the following page.)

Day 140*

xtramath

1. Learn a fact. 6 x 8 = 48. Do numbers 1, 3 and 4 along the top, "learn with pictures," "understand the basics" and "play a game."
2. *Subtract with zeros (Day 140 Subtracting with zeros).
   - I'll do the first one with you.
3. Check your answers.

Comparing Decimals/Fractions

Day 141

xtramath

1. Learn a fact. 6 x 9 = 54. Do numbers 1, 3 and 4 along the top, "learn with pictures," "understand the basics" and "play a game."
2. Compare the money amounts.
3. Make the fractions and compare: 1/10 and 1/100, 3/10 and 3/100, 9/10 and 9/100. Which of the fractions are bigger?
4. Do you remember how fractions and decimals are related? Read this lesson again and do the practice.

Day 142

xtramath

1. Do the quick quiz. Whatever you got wrong, go find the right answer by clicking on the problem. If you didn't get any wrong, go and get a high five and/or a hug.
2. Compare the money amounts.
3. You know that 34/100 = 0.34. That is 34 **hundredths**. There are two places (two numbers) after the **decimal point**, so when you change it into a fraction you put it over 1 with two zeros.
4. Match the fractions to the decimals.

Day 143

xtramath

1. Learn a fact. 7 x 7 = 49. Do numbers 1, 3 and 4 along the top, "learn with pictures," "understand the basics" and "play a game."
2. Compare the money amounts.

3. How do you write 1/10, one **tenth,** as a decimal? You write 0.1 . There is only one place (one number) after the **decimal point,** so when you change it into a fraction you put it over 1 with only one zero.
4. Match the fractions and decimals.

Day 144

xtramath

1. Learn a fact. 7 x 8 = 56. Do numbers 1, 3 and 4 along the top, "learn with pictures," "understand the basics" and "play a game."
2. Compare the money amounts.
3. Remember: one decimal place, one zero; two decimal places, two zeros Like this:
   - .34 = 34/100 34 hundredths
   - .5 = 5/10 5 tenths
   - 0.68 = 68/100 68 hundredths
   - 0.3 = 3/10 3 tenths
4. Match the fractions and decimals.

Day 145

xtramath

1. Learn a fact. 7 x 9 = 63. Do numbers 1, 3 and 4 along the top, "learn with pictures," "understand the basics" and "play a game."
2. Compare decimals.
3. Remember how much bigger 1/10, one tenth, was than 1/100, one hundredth? Wouldn't you rather have 1/10, one tenth, of the pizza?
4. 5/10, 5 tenths, was a lot bigger than 5/100, 5 hundredths, too.
5. Make fractions again. Make 2/10 and 2/100. Which is bigger?
6. Make 3/10 and 78/100. Which is bigger? (answer: 78/100 is bigger)
7. The hundredths fraction was bigger. Why? 78 has 7 in the tens place (or the **tenths place** since it's a decimal). 7 is bigger than 3.
8. When you compare fractions, you FIRST have to look at the FIRST decimal place, the FIRST number, the **tenths place**. Which ever number is bigger, that's the bigger decimal.
9. Give it a try. Compare the decimals. Choose level 1.

Day 146

xtramath

1. Do the quick quiz. Whatever you got wrong, go find the right answer by clicking on the problem. If you didn't get any wrong, go and get a high five and/or a hug.
2. Compare the decimals. Choose level 2.
3. Add double digits. Choose addition. Leave all the choices as is except the last thing. It has 4 highlighted. Change both of those to two. The example problem will change from having four digits to just two digits, double digits.

Day 147

xtramath

1. Learn a fact. 8 x 8 = 64. Do numbers 1, 3 and 4 along the top, "learn with pictures," "understand the basics" and "play a game."
2. Match the decimals and fractions. Choose level 1.
3. Subtract double digits. Choose subtraction. Leave all the choices as is except the last thing. It has 4 highlighted. Change both of those to two. You have to change the bottom one first. The example problem will change from having four digits to just two digits, double digits.

Day 148

xtramath

1. Learn a fact. 8 x 9 = 72. Do numbers 1, 3 and 4 along the top, "learn with pictures," "understand the basics" and "play a game."
2. Match the decimals and fractions. Choose level 2.
3. Make sure you add at least five. If you are having trouble (this uses Java), you can add hundreds with this link. Choose addition. Leave all the choices as is except the last thing. It has 4 highlighted. Change both of those to three.

Day 149

xtramath

1. Learn a fact. 9 x 9 = 81. Do numbers 1, 3 and 4 along the top, "learn with pictures," "understand the basics" and "play a game." You know all the facts!
2. Do this hundredths matching activity.
3. Make sure you subtract at least five. If you are having trouble (this uses Java), you can subtract hundreds with this link. Choose subtraction. Choose five problems and change the number of digits to three.

Day 150

xtramath **It's time to start xtramath for multiplication and division. A parent can set it to multiplication if it's not there automatically. Hopefully you are prepared to finish multiplication quickly and then can move onto division.**

1. Watch the place value song.
2. Then find the right place value pirate.
3. Make change. Click on medium and don't show change amount. Count onto the amount they spent or subtract to find the amount of change.

Measurement

Day 151*

xtramath

1. *Complete the multiplication worksheet.
2. Measure the line to the sixteenth. Each inch is divided into 16 sections. To find 9/16 you would count over 9 lines. To find 2 and 4/16 you would start at the two and count over four lines.

Day 152*

xtramath

1. *Read the page and then complete the fact family worksheet. You are used to fact families from addition and subtraction. Multiplication and Division work the same way.

2. Measure the line in centimeters. Each centimeter is divided into ten little sections. (Each little lines measures a millimeter.)

Day 153*(*) *

xtramath

1. *Complete page 23. Answer the price questions.
2. (*)Print out a ruler if you need one. (Choose the first if you are in America. You probably want the second if you are NOT in America.)
3. (Here is another ruler option if you have trouble printing it.)
4. *Measure ten things in your house in inches and centimeters. Record your measurement on this sheet. Use decimals when recording the lengths.

Day 154*

xtramath

1. *(Print page 14 of the pdf). Use page 78 as your recording sheet. Use dice (one die is enough) or this online spinner. (Click on manipulatives and scroll down to spinner.) The first roll/spin is your length. Write it in the box. The second roll/spin is your width. Figure out the perimeter. Remember that your rectangle has two lengths and two widths to measure around. Example: width 2, length 4, perimeter = 2 + 2 + 4 + 4 = 12
2. Play with this kilogram scale. **Kilograms** are how weight is measured in most of the world. A **kilogram** is 1000 **grams**. When I buy my vegetables, I but them by the kilogram. A kilogram is about two pounds, not exactly, but as an estimate.
3. Click on all of the show me buttons to see the fraction and decimals of how grams compare to kilograms.

Day 155

xtramath

1. What Time is It?
2. Math Vocabulary game
3. Weigh the little creatures and add their weights.
    - You will slide the lower bar over to the right one at a time until the scale tips past the middle line.
    - Then you need to move it back one.
    - Next use the top slider to move over little by little until you get it balanced on the middle line. It will automatically take the little creature off the scale once you get it right. If it looks right, but the creature didn't move, then just adjust it a little bit more.
    - It will tell you how many grams it weighs. You type in the total and click submit. The first one you will add to zero. Next time you'll be adding the first weight to the second weight.

Day 156*

xtramath

1. Weigh each creature like before. Follow the directions and subtract the weights.
2. *Print page 5 and color the fractions. (Also print page 11 and 16.)

Day 157

xtramath

1. Make the weight shown by adding the creatures to the scale. This scale is in **pounds**. That's the weight measurement used in America. It is divided into 16 parts, like an inch. The scale shows 8 lines between each pound, so 1/16 is halfway between two of the little lines. Give it a try. If you need to take a creature off of the scale, just click on it.
2. *Complete page 11 and answer the questions about the tally marks. Count by fives. (Printed on Day 156)

Day 158*

xtramath

1. Each part of a **pound** is called an **ounce**. A new baby weighs about seven pounds. A slice of bread is about an ounce.
2. *Complete the worksheet. Then check your answers. Estimate how much each item weighs.
3. *Complete page 16. Multiply the lunch ingredients by 3, 5 and 10 to find out how much you need. (Printed on Day 156)

Day 159* (for Americans)**

xtramath

1. If you are not an American, then pour a liter box of drink into a measuring cup and see if it's a liter. Measure other liquids in liters and milliliters.
2. **If you are in America, print out these two charts. Test them. Measure tablespoons of flour into a quarter cup. Measure from a gallon of drink. How many cups? Make lots of measurements. conversion chart pints in a gallon
3. *Complete page 83, the Keeping Skills Sharp page. Write number 7 as one number. (Print page 3 of the pdf. You can print page 7 for Day 160.)
4. You can check your answers when you are done.

Day 160

xtramath

1. Play with the liter and milliliter measure. Read the amount and then click on the l or ml to reveal the answer.
2. Click on show me to reveal the fraction and decimal relationship between liters and millileters.
3. Complete page 87, Keeping Skills Sharp. (Page 7 of the pdf, already printed from Day 159)

Word Problems

Day 161

xtramath

1. Solve the word problems.

Day 162

xtramath

1. Solve the word problems.

Day 163

xtramath

1. Play all three levels of estimation golf.

Day 164

xtramath

1. Solve the word problems.

Day 165

xtramath

1. Solve the word problems. There is a trick in each problem. They give you more information than you need. Only use the information you need to find the answer.

Day 166

xtramath

1. Solve the word problems. There is a trick in each problem. They give you more information than you need. Only use the information you need to find the answer.

Day 167

xtramath

1. Solve the word problems.

Day 168

xtramath

1. Solve the word problems.

Day 169

xtramath

1. Solve the word problems.

Day 170

xtramath

1. Calculate the perimeter.
2. Find the equivalent fractions.
3. Create a symmetric pattern. Click on create a pattern.

Graphs

Day 171

xtramath

1. Read the lesson on bar graphs and then click on practice and complete it.

Day 172

xtramath

1. Answer questions about the bar graph.
2. Grab the bugs and place them on the graph by color.
3. Make a graph. Create a title, labels, and amounts.

Day 173

xtramath

1. Do this lesson on the parts of a graph. You will also see a line graph and a circle graph.
2. Drag the right cold treat to the right part of the circle graph. The more orders there are for that treat, the bigger the color on the circle graph (or pie graph).

Day 174

xtramath

1. Do this lesson on the types of graphs. If the arrows aren't working right, you can just scroll down the page to the next part.
2. Look at the circle graph. What does it show? Change the information and watch the graph change.

Day 175

xtramath

1. Read this lesson on line graphs and then do the practice. Take a screen shot and print it out to include in your portfolio.

Day 176

xtramath

1. Read this lesson on pictographs and then do the practice.

Day 177

xtramath

1. Do this lesson on pictographs.

Day 178

xtramath

1. Play a multiplication game.

Day 179

xtramath

1. Play a division game.

Day 180

xtramath

1. Choose two activities from Math 3 for review.

Congratulations on finishing third grade math!

Summer School

Finish all of your math facts at xtramath. Play games to practice your facts.