# **McLean School**

# Summer Math Assignment Rising Grade 3



#### Dear Mathematician,

#### Happy Summer!

Welcome to your Summer Math Assignment. Please try your best to complete a little bit each week. We recommend completing four pages a week over the course of the summer months. The first section of the workbook should feel like a review. There are no new concepts, only old friends from this past year of learning. This is your opportunity to shore up your skills and get a bit of extra practice. To help freshen your memory, there are teaching pages that provide step-by-step guidance and examples. The second section provides optional extension activities for more challenging work. In the third section, you will find games to play over the summer. The final section has templates and graph paper to use if you need them.

First, try solving the problems on your own. If you need help, you may ask someone to help you solve the problem. Always show your work - even if you did the math in your head!

Some of these exercises will feel easier than others. Remember to persevere, explore, make mistakes, and grow your brain. You can do it!

Be gentle with yourself, mathematician. Take your time as you complete this workbook. Please return this workbook to your homeroom teacher by Friday, September 12. If you have questions, please contact Michelle FitzGerald, Coordinator of Learning Services and Assistant Head of Lower School, at <u>mfitzgerald@mcleanschool.org</u>.

Mrs. Peters will be available on GoogleMeet on the following dates to answer specific questions..

Math Packet Q & A Thursday, June 26 · 10:00 – 11:00am https://meet.google.com/cmw-nazn-dqd

Wednesday, July 23 · 4:30 – 5:30pm https://meet.google.com/mev-wbpk-scn

Monday, August 25 4:00 - 5:00pm https://meet.google.com/pyt-hmig-sva

See you in September and have a fabulous, Mathematical Summer!

Mrs. Peters K-4 Math Specialist



#### Write each missing number.





Reteach Grade 2

2 Place Value





Write each missing number.

, Example —
$\begin{array}{cccccccccccccccccccccccccccccccccccc$
The digit5 is in the hundreds place.
The value of the digit5 is500 .
The digit7 is in the tens place.
The value of the digit7 is70
The digit2 is in the ones place.
The value of the digit2 is2.

(c)	6 0	0 0 9 
	The digit is in the hundreds place. The value of the digit is	
	The digit is in the tens place. The value of the digit is	<u>+</u>
	The digit is in the ones place. The value of the digit is	<u>هـــــ</u>







হি In 270,

	the digit 2 is in the the value of the digit 2 is	₋place.
	the digit 7 is in the the value of the digit 7 is	. place.
	the digit 0 is in the the value of the digit 0 is	. place.
18	In 396,	
	the digit 3 is in the	place.
	the digit 9 is in the	place.
	the digit 6 is in the	place.
ŧ.	In 458,	
	the digit 4 stands for 4	or 400.
	the digit 5 stands for 5 tens or	·
	the digit 8 stands for 8	or 8.

2 Place Value





#### Write each number in word form.

#### Write each number in standard form.

Example -----

- a four hundred eight <u>408</u>
- b three hundred forty-six <u>31}6</u>
- c eight hundred twenty <u>820</u>
- seven hundred fourteen \_\_\_\_\_
- 10 five hundred eighty-two \_\_\_\_\_
- 28) six hundred seventy \_\_\_\_\_
- 21) two hundred five \_\_\_\_\_





## Activity 3 Comparing and Ordering Numbers

Compare the numbers.

Fill in each blank with "greater than" or "less than."





#### Fill in each missing number.





 Write "<," "=" or ">" in each blank.

 999
 1,000
 205
 200 + 50

 881
 818
 334
 300 + 30 + 4

## Order the numbers from least to greatest.

231, 312, 13

Hundreds	Tens	Ones
2	3	1
3	1	2
	1	3

least

greatest

439, 39, 349

Hundreds	Tens	Ones
4	3	9
	3	9
3	ц	9



greatest

678, 876, 786

Hundreds	Tens	Ones
6	7	8
8	7	6
7	8	6

least

greatest





# Activity 2 Adding Without Regrouping

### Count on by ones to add.

٤)

a 95 + 4 = \_\_\_\_ b 87 + 2 = \_\_\_\_

#### Count on by tens to add.



#### Add.

w)	Ĉ]		8	2	b		6	3
		+		6		+		5
	C]		6	1	ò		3	9
		+	2	Ц		+	4	0



### Add.



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36 + 253 = ?



So, 36 + 253 = \_\_\_\_\_.





So, 431 + 34 = \_\_\_\_\_.



231 + 124 = ?



So, 231 + 124 = \_\_\_\_\_.

Add.

13)	ζJ		Ц	Ц	7	ò	3	5	6
		≁	2	3	0	+	5	Ц	1



#### Add. Write each missing number.



#### Add.



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(1) 137 + 285 = ?





Reteach Grade 2

Add. Then, match.





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What is Aubree's favorite sport? Add mentally.

Then, look at each number below the blank.

Write the matching letter above it to find out.



Chapter 2 Addition Within 1,000

Extra Practice and Homework Grade 2A



a.		7	9		b.		2	7		c.		4	5
Banove:	♣	1	6			-	3	4			4	9	5
d.		5	6		e.		3	4		f.		1	2
	de	6	3			4	4	4			÷	8	5
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Super Teacher Worksheets - www.superteacherworksheets.com

Name:\_\_\_\_\_





#### Subtract.

345 - 632 = ? - 632 = ? 345 - 632 = ? 3845 - 632 = ...

367 - 253 = ?



#### Subtract.

(0)		6	7	5
	_	2	3	Ц

(I)		9	4	8	
	_	1	3	6	



#### Subtract.

574 – 132 = ?



#### Subtract.

6

365 - 154 = ?



10

#### Whose toys are these? Subtract. Then, match each toy to its owner.





Name:



#### Draw the minute hand on each clock to show the time.

(a) 15 minutes after 4 o'clock



40 minutes after 6 o'clock







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Activity 1 Understanding Unit Fractions

Color each model to show the unit fraction.



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Name:	Date:
Chapter	Extra Practice and Homework <b>Fractions</b>
Activity 2	Fractions as Part of a Whole
Fill in each bl	ank.



The whole is divided into \_\_\_\_\_\_ equal parts.



 $\square$  of the whole is **not** shaded.



The whole is divided into \_\_\_\_\_\_ equal parts.



 $\stackrel{\frown}{=}$  of the whole is **not** shaded.





The whole is divided into \_\_\_\_\_\_ equal parts.





The whole is divided into \_\_\_\_\_\_ equal parts.



of the whole is shaded.



of the whole is **not** shaded.



#### Mailiematical Halife 8 Look for patterns

PUT ON YOUR THINKING CAP!

Look at each number pattern.
 Color the number that does not belong in each pattern.



## Mathematical Habit 2 Persevere in solving problems

Ella and Blake started counting at the same time.
 Ella counted on by tens from 180.
 Blake counted back by hundreds.
 After seven counts, they reached the same number.
 What number did Blake start counting back from?

Blake started counting back from \_\_\_\_\_

Chapter 1 Numbers to 1,000

1)0	ŤΦ	•
Du	1C	•



Chapter

# Enrichment Numbers to 1,000

## Activity 2 Place Value

How can we express each number? Color the correct ways.





#### Look at each number. Answer each question.

(vie) 700

Lucas says that the number has the same value as 70 tens. Do you agree? Explain.

Ę, 530 503

How are the numbers alike? How are they different? Explain.



Read the clues to find each 3-digit number. Then, fill in each blank.

Aisha is thinking of a 3-digit number.

- The digits in the hundreds and tens places make 10.
- The digit in the tens place is 8.
- The digit in the ones place is the greatest.
   What is the number?

Number: \_\_\_\_\_

I am a 3-digit number.
 The digit in the ones place is less than 1.
 The digits in the hundreds and tens places are the same.
 They make 8.
 What number am I?

Number: \_\_\_\_\_

Enrichment Grade 2

2 Place Value

## Mathematical Habit 7 Make use of structure

2

Fill in the circles with the numbers below. The numbers on each line add to 300. Use each number only once.





Chapter 2 Addition Within 1,000

(1) Mathematical Habit 1) Persevere in solving problems

Use the digits from 1 to 9 to form a subtraction sentence. Use each digit only once. Read the clues to help you.

#### **Clues:**

The answer is an even number.

It is greater than 770.

The subtraction involves regrouping in hundreds and tens.



So, \_\_\_\_\_ = \_\_\_\_





Enrichment Subtraction Within 1,000

Activity 5 Subtracting with Regrouping in Hundreds, Tens, and Ones

Write each missing digit.







Form two different subtraction sentences. Use the given digits to fill in each blank. Use each digit only once.



So, \_\_\_\_\_ = 267.





Mathematical Habit 1 Persevere in solving problems

I am a 2-digit number less than 30. I am the answer when two of the same number multiply together. I can be found in the multiplication table of 2.

What number am T?



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2) Mathematical Habit 7 Make use of structure

<,  $\uparrow$ , and  $\Rightarrow$  each stands for a number.



**Enrichment** Grade 2

1 Mathematical Habit 1 Persevere in solving problems Stella woke up from her nap at the time shown below.



She started to nap 20 minutes earlier. Before she napped, she reached home 1 hour earlier. What time did she reach home? Draw the hour and minute hands on the clock to show the time.



She reached home at \_\_\_\_\_.



## 2 Methematical Habit 1 Persevere in solving problems

Henry has some dimes, nickels, and pennies in his wallet. He takes out 3 coins from his wallet and holds them in his hand. He asks his friends to guess the amount of money he is holding in his hand.

James: You have 9¢. Sanjay: You have 11¢. Ian: You have 25¢. Ryan: You have 36¢.

Which of Henry's friends guess the amount of money in his hand correctly?





# Enrichment Time and Money

# Activity 5 Real-World Problems: Money

#### Solve.

Draw a bar model to help you.

An eraser costs 25¢.
 A notepad costs 80¢.
 A pair of scissors costs \$1.50.
 How much more does the pair of scissors cost than the total cost of the eraser and the notepad?



2)

Bag A costs \$374. It costs \$119 more than Bag B. Bag C costs \$506. Ms. Lewis buys Bag B and Bag C. How much does she spend in all?





# Enrichment **Time and Money**

# Activity 1 Reading and Writing Time

### Answer each question.

Gavin wakes up at 6 o'clock in the morning.
He takes a shower 15 minutes after he wakes up.
What time does he take a shower?
Draw the hour and minute hands on the clock to show the time.



He takes a shower at \_\_\_\_\_ in the morning.

Then, he leaves his house 45 minutes before 8:00 in the morning. What time does he leave his house?

Draw the hour and minute hands on the clock to show the time.



He leaves his house at \_\_\_\_\_ in the morning.



2)

Emily says that the hour hand on her watch is pointing between 5 and 6.

She also says that the minute hand is pointing at 10. What is the time shown on her watch?

Draw the hour and minute hands on the clock to show the time.



The time shown on her watch is \_\_\_\_\_.

### Fill in each blank.

60

The table shows the activities that are carried out in a library.

Activity	Time
Writing Workshop	9:20
Story Reading: The Spider's Web	11:00
Story Alive	1:40
Making of Comic Book	4:45

Name each clock with the activity.









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- **1. Set up** the game starting with a blank Number Hive game board. Player 1 collects plenty of one colored counters and player 2 collects plenty of a different color.
- 2. Place 2 counters of a third (neutral) color each on the 1 on the number bads down the bottom. The game can now begin!
- 3. Player 1 moves one of the neutral counters somewhere else on its number pad. The new product (or sum) created is then taken in the hive by that player by placing their counter on that cell. If there are two of that product (or sum) available, they may choose which one they will take.
- 4. Turns now alternate. Player 2 moves either of the neutral counters (but only one) in order to create a new product (or sum) and then take that number in the hive with their counter.
- 5. To win the game, a player must get four of their counters in a straight line.

#### What if?

 a player moves the neutral counter and a product (or sum) is created that is no longer available in the hive? The player forfeits their turn. Feel free to give players a chance.

There are no more available options to move. This constitutes a stalemate.

#### Variations:

- There are many variations you can play. Three or more players can work. Some play collaboratively and try to fill the hive. Some choose to play where each player gets one number pad each.

- Many teachers also laminate and use markers, or place game board into plastic sleeves and do the same.





SCAN FOR VIDEO

Name:

2-digit Subtraction

# Math Puzzle Picture

Solve the equations below. Then cut out the picture squares. Match the number printed on the picture squares to your answers below and glue them in place to unscramble the mystery picture.

48	75	83	28
<u>- 6</u>	<u>- 19</u>	<u>- 48</u>	<u>- 19</u>
42	46	53	72
<u>- 23</u>	<u>- 7</u>	<u>- 19</u>	<u>- 36</u>
32	51	84	85
<u>- 12</u>	<u>- 24</u>	<u>- 6</u>	<u>- 72</u>
35	98	76	91
<u>- 9</u>	<u>- 23</u>	<u>- 39</u>	<u>- 5</u>



Name:

2-digit Subtraction

# Math Puzzle Picture

Solve the equations below. Then cut out the picture squares. Match the number printed on the picture squares to your answers below and glue them in place to unscramble the mystery picture.





![](_page_56_Picture_1.jpeg)

# CAPTAIN'S COOL 3 DICE GAME

Captain's Cool 3 Dice Game is a simple game where the aim is to get the maximum number of points from a roll of the dice. Points are awarded using a simple scoring system.

Age range: 3<sup>rd</sup> Grade+ Number of players: 1-4 Learning: Add numbers up to 100; strategy You will need

- 3 dice
- Some pieces of paper to keep score

#### Instructions

- Each player needs some paper to keep a record of their score.
- Player 1 throws the 3 dice.
- Player 1 then decides either to throw all 3 dice again, to throw two of the dice again, or just one dice again.
- Player 1 then adds up their score see below.
- Player 2, and all the other players do exactly the same.
- Scoring:
  - Three of a kind. If all three dice show the same number, the score is 30.
  - **Pair plus another**. If two dice show the same number, score 12 for the two dice, and add on the number on the other dice.
  - Otherwise, add up the total on the three dice.
- Once the round is finished, Player 2 starts the next round and rolls the dice first.
- The winner is the first player to reach 100 points.

**Example 1**: Player 1 rolls a 2, 2 and a 5. They decide to roll the 5 again, and roll a 4. Their final score is 12 (for the pair of 2s) and 4 more = 16.

**Example 2**: Player 2 rolls a 3, 5 and 6. They roll the 3 again and roll a 1. Final score: 1+5+6 = 12.

**Example 3**: Player 3 rolls a 1, 3 and a 5. They decide to roll the 1 and 3 again, and roll a two 5s. Their final score is 30 points for getting 3 of a kind.

#### Variations

- Change the winning score make it higher or lower.
- If you are playing the game on your own, see if you can reach 100 points in 6 turns (or try and beat your own record for the fewest number of turns to reach 100).
- Allow every player to roll the dice and have two chances to change them instead of just one.
- Try playing with 8 or 10 sided dice brings in different math facts to use.
- Play the game in a round. Award one point for the highest score in the round. The first player to reach 6 points is the winner.

![](_page_57_Picture_26.jpeg)

![](_page_57_Picture_27.jpeg)

# RACE TO THE MOON SUBTRACTING TO 20

Race to the Moon is a fun series of games which involve trying to make a path of unbroken counters from the Earth to the Moon. As well as developing quick recall of number facts, this game also involves strategy in blocking your partner whilst making your path.

Age range: 2<sup>nd</sup> Grade +

Number of players: 2 or 3

Learning: Subtract with numbers to 20, strategy

#### You will need

- Each player will need about 20 counters of their own color.

#### Instructions

- Choose a subtraction you want to work out on one of the uncovered hexagons on the game board.
- Work out the answer in your head. You can use the number line to help you.
- Say the calculation and the answer.
- Your partner will check in their head (or using the number line).
- If you are right, you place a counter on the hexagon. Then it is your partner's turn. If you are wrong, you don't get to place a counter.
- The winner is the first person to complete an unbroken path of counters from the Earth to the Moon (path can go across, down, diagonally). See below.

#### Variations

• If you get an answer wrong, your partner can remove one of your counters from the board.

![](_page_58_Figure_16.jpeg)

![](_page_58_Picture_17.jpeg)

![](_page_58_Figure_18.jpeg)

![](_page_58_Picture_19.jpeg)

![](_page_59_Figure_0.jpeg)

#### Who will be first to get from Earth to the Moon?

![](_page_59_Figure_2.jpeg)

XATH-SALAMANDERS.COM

# 

7+5	7+8	2+10	2+9	7+4	9+9
3+10	4+7	8+9	7+7	6+8	9+5
6+7	5+8	6+6	 4+8	9+6	10+5

5+7	6+6	8+5	
8+8	4+9	2+10	
9+3	7+5	4+8	

595

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10100 E0100

7+4	5+10	2+9
8+4	10+9	6+9
8+8	6+6	7+5

No.

1

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4+7	5+9	2+10	8+5	6+6	9+2
5+6	6+6	8+4	4+7	10+4	3+9
8+4	3+9	8+3	9+8	7+9	10+10

School Time Snippets for 123Homeschool4Me HelloFonts Licensed to Jen Jones

![](_page_62_Figure_0.jpeg)

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