



Welcome to 2nd Grade Math at Mars Elementary!

This year your child will be using the Bridges in Mathematics resource. We know that parents are always looking for ways to help their child learn. This resource is designed to teach students to understand how math works, not just memorize rules for solving problems. It is likely that you haven't learned math in this way which can make helping your child frustrating for both of you. Below is a link to a support page that contains a 10 minute video. This video will help you get a sense of:

- ✿ What math looks like in a Bridges math class
- ✿ How students learn concepts and strategies
- ✿ How you can help support your child to think mathematically

[Bridges in Mathematics Family Support Page](#)

Math at Home Activities & Online Games

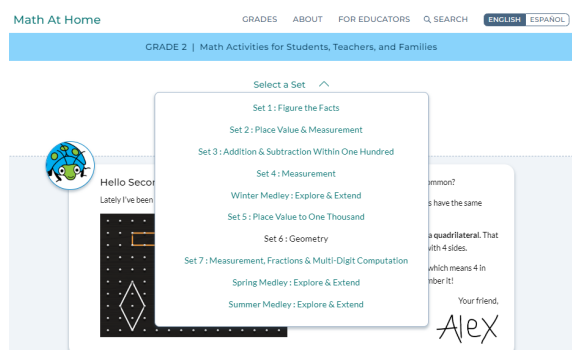
[Math at Home Website](#)

This website has organized a collection of math activities by grade level. These activities can be used by students, families, and teachers. There is a toggle in the top right corner (circled in orange) that can change the language from English to Spanish for families of EL students.

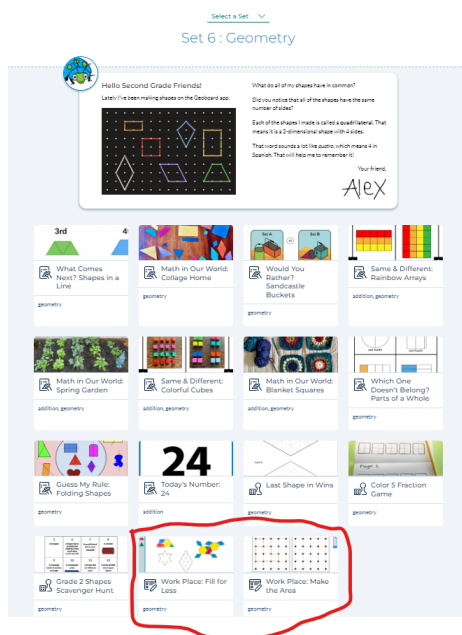
To use the site, you first need to select your child's grade level (grade 2 is in a purple rectangle).



This will take you to a page where you will have the option to “Select a Set”. Each set is loosely tied to the math that students will be learning in each unit. For instance, if your child is in Unit 6, then you would want to access the Set 6 for activities and games to support classroom learning.



Once you have chosen a set, you will see a variety of activities and games. Select an activity by clicking on it. Each activity will have an audio button at the top that you can click on to hear a verbal description of what is written on the page.



Some sets contain activities that are based on Work Place games that students play in the classroom (the activities circled in red). A nice feature of Math at Home is that you can choose any grade you would like, which allows you access to past and future grade activities that will challenge your child at their level.



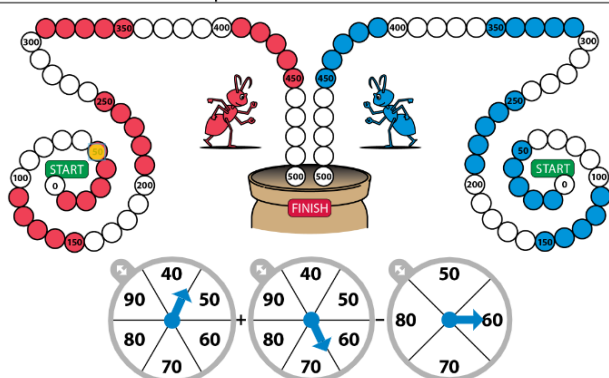
Work Places- math games to support learning the math skills in a unit

In this class, students focus on addition and subtraction, place value, length measurement, and shapes. Throughout the year they will:

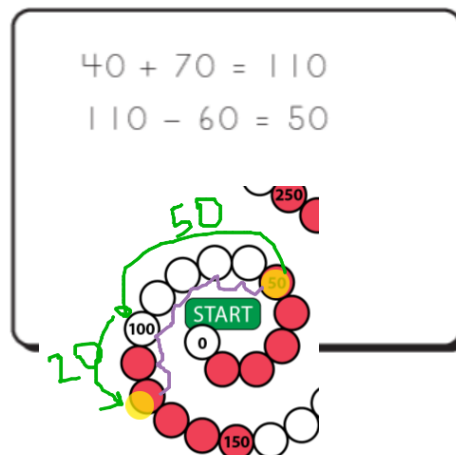
- ✻ Add and subtract with numbers to 1000, including story problems
- ✻ Become fluent with addition and subtraction facts to 20
- ✻ Measure length and solve problems involving lengths
- ✻ Identify, describe, compare, put together, and take apart shapes

Bridges uses visual models to make the math easier to understand for all students. One way Bridges does this is through the use of color coding. For example, in a Unit 7 lesson, students play a game in which their ant is trying to get to the finish first. The game board has a map where each circle represents a jump of 10. The first 5 circles are red and the next 5 are white. Students can use this color coding to move quickly around the game board without having to count by 10s.

7A Race to the Cookie Jar Game Board & Spinner



I spun a 40 and then a 70. My last spin was a 60.
So I added 40 and 70 and then subtracted 60. The answer is 50.



For example, in the next spin the red ant needs to move 70. It could skip to the last circle of the white, knowing 5 circles means a jump of 50, and then 2 reds (the jumps in green), rather than counting up by 10s to 70 (the jumps in purple). This activity becomes a math center for students to practice adding and subtracting.

Bridges calls their math centers Work Places. Work Places are opportunities for students to practice important math skills by playing games. Many of the Work Places are partner games but some are independent activities. Bridges has made digital versions of most Work Places. These digital versions can be accessed on your computer at home and contain the directions, game boards and additional materials. This gives you the opportunity to play these games with your child and support their



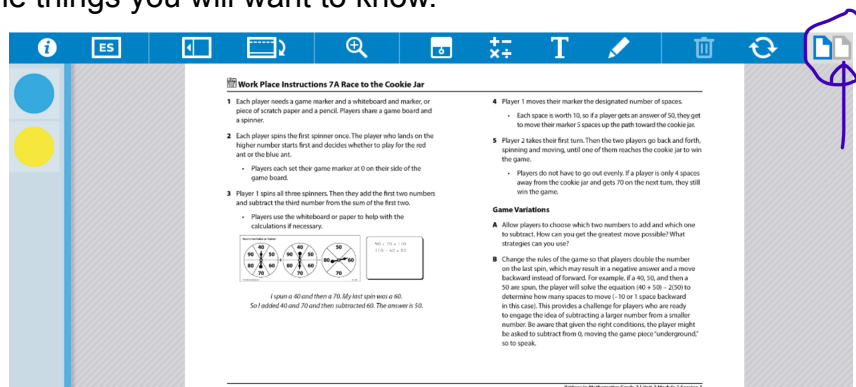
mathematics learning at the same time. All you will need to do is click on the link and the Work Place will open up for you to play.

Let's walk through an example.

[7A Race to the Cookie Jar Game Direction Video](#) When you click on the video it will take you to a short video that models how to play the Work Place using the digital Work Place. This video is of The Race To The Cookie Jar Game from the picture above.

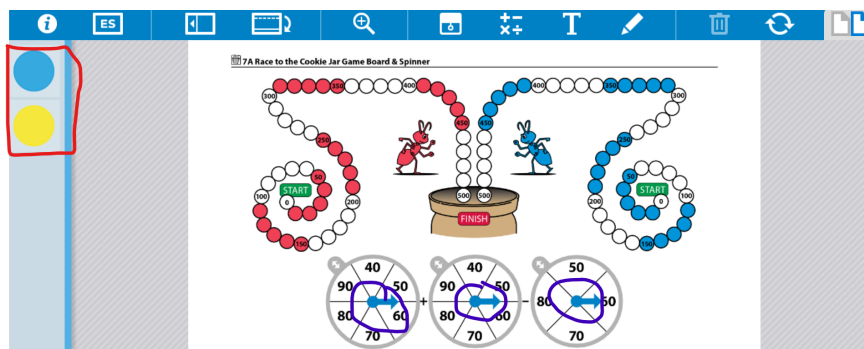
[7A Race to the Cookie Jar Game](#) Click on the link of the game you would like to play and it will take you to the directions page.

Here are some things you will want to know.



When you click on each of the pictures circled in purple it will take you to different screens. The first picture is the first page of directions. The second picture is the game board. When playing any Work Place, it is always a good idea to click on each page to see what is on each. Sometimes there are only one page of directions. Sometimes there are multiple direction pages and/or different game boards.

For this Work Place, you can click and drag each of the circles to move the yellow/blue onto the game board to mark how far the ant has moved. To spin the spinner, you need to click on the blue spinner arrow circled in purple.





Each Work Place has the same menu bar containing the same tools. Here is what each does:



is the help screen and when you click on it you get a description of what each tool icon does.

ES / EN Switch between English and Spanish.	T Enter text using your keyboard. Allows you to pull up a text box to type in instead of using the drawing tool
[Side Tray Icon] Hide or show the side tray if it's present.	[Drawing Tool Icon] Open drawing tool. Allows you to write free hand with a color
[Toolbar Icon] Move toolbar to top or bottom.	[Delete Icon] Delete selected items.
[Zoom Icon] Zoom pages in or out.	[Refresh Icon] Clear work and start over.
[Cover Icon] Add a resizable cover to hide or show items	[Multi-Page Icon] Select to view other pages.
[Keypad Icon] Open a keypad for creating expressions and equations. Keyboard also works.	[Monitor Icon] View additional resources.



Student Links to Work Places and Work Place Direction Videos

Unit 1

Work Place Link	1F Count & Compare Fives	1G Make the Sum	1H Count & Compare Twos	1I Battling Bugs	1J What's the Difference ?	1K Turn Them Over
Direction Video	1F Video	1G Video	1H Video	1I Video	1J Video	1K Video

Unit 2

Work Place Link	2A Scoop, Count & Compare	2B The Subtraction Wheel	2C Number Line Race	2D Pick Two, Roll & Subtract	2E Steps & Leaps
Direction Video	2A Video	2B Video	2C Video	2D Video	2E Video

Unit 3

Work Place Link	3A Star Power	3B Five in a Row	3D Base 10 Triple Spin	3E Target Twenty
Direction Video	3A Video	3B Video	3D Video	3E Video

Unit 4

Work Place Link	4D Climb the Beanstalk
Direction Video	4D Video

Unit 5

Work Place Link	5A Jump-a-Ten	5B Close to 25¢	5D Three Spins to Win	5E Jump-a-Hundred
Direction Video	5A Video	5B Video	5D Video	5E Video



Unit 6

Work Place Link	6A Last Shape In Wins	6B Find the Area	6C Make the Area	6D Fill for Less	6E Halves & Half-Notes
Direction Video	6A Video	6B Video	6C Video	6D Video	6E Video

Unit 7

Work Place Link	7A Race to the Cookie Jar	7E The Gardener's Friend Game
Direction Video	7A Video	7E Video

Unit 8

Work Place Link	8A Sum It Up	8B Roll & Subtract One Thousand
Direction Video	8A Video	8B Video