



Family Note *Top-It* reinforces number recognition and helps children learn to compare two numbers to decide which one is greater or less. (You may remember this game as War.)

Materials Number cards from school or a deck of cards

Players 2

Skill Compare numbers

Object of the Game Collect the higher number of cards

Directions

1. Shuffle a deck of cards and then divide it between two players, turning the cards facedown on the table.
2. Players turn over their top cards and read the numbers aloud.
3. The player with the greater number keeps both cards.

If both players get the same number, they turn over the next card on their stacks until one player wins and takes all the cards for that round.

Play *Top-It* with someone in your family.



Creating Patterns

**Family Note**

Your child can create patterns with many things found in your home. The word *pattern* has many different meanings. Here it is defined as a simple arrangement of items in which one can tell what will come next if the arrangement is continued. In school, your child is learning to create, extend, and describe patterns.

Collect different kinds and sizes of objects.

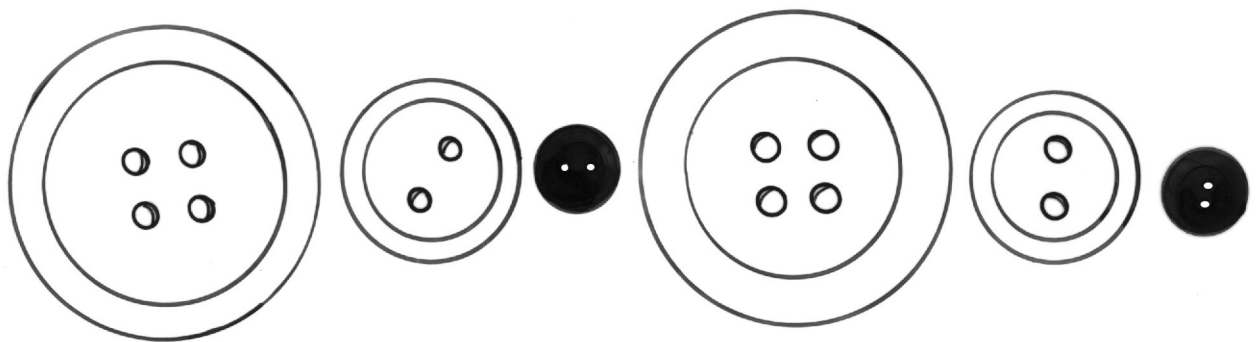
Look for buttons and coins and lids from juice bottles and soda bottles.

Use the objects to make patterns.

Try to describe the pattern to someone.

See if someone can extend your pattern.

Ask someone to create a pattern for you to extend.



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