

# THIRD GRADE SUMMER ASSIGNMENTS

Dear 3<sup>rd</sup> Grade Families,

Welcome to third grade! We cannot wait to work with you and your child this school year. Third grade is an important year in terms of reading, responsibility, and reception of the Sacraments of First Holy Communion and Confirmation. While we want our students to have a fun and relaxing summer, we also want them to be prepared for the upcoming year.

To prepare your child, please do the following during the summer:

- **Go to Mass every Sunday and pray with your child daily.**
  - When planning a trip, go to [www.masstimes.org](http://www.masstimes.org) to find a Catholic Mass in every city all over the country!
- **Practice math facts daily.**
  - At the beginning of 3<sup>rd</sup> grade, your child should know addition and subtraction facts to 10 immediately and without using their fingers to count. They should also be able to add and subtract multi-digit numbers. Students will be tested and graded on these skills during the first week of school.
  - You are also encouraged to purchase a set of multiplication flashcards and begin practicing 1s, 2s, 5s, and 10s.
  - Returning students may login to your their IXL account to practice math facts online.
  - Attached is a list of basic math games to play with your child. All you need is a deck of cards and some dice.
- **Read at least 20 minutes a day throughout the summer and complete one book report.**
  - [Read Aloud Revival](#) is an incredible resource for finding books filled with truth, goodness, beauty, and fun. It also has countless valuable resources for parents.
  - [Here is a great list of series to captivate your beginning reader.](#)
  - Choose one high-quality, age-appropriate fiction book and complete the attached report template. (Students will take an AR test on this book during the first week of school.)
- **Give your child a list of daily jobs or chores** that he/she is expected to complete without being reminded. This will build crucial skills that will be utilized when students are expected to write down and complete homework assignments, as well as making sure that all the necessary supplies and books are brought home.

Please be prepared to turn in the book report, to take an AR test, and to take a math test during the first week of school. Have a great summer and we look forward to seeing you in August!

In Christ,  
The Third Grade Team

# GAME GUIDE

## THREES AWAY

**How to play:** Threes are worth zero points. All other numbers are face value. Player rolls five dice. They must keep at least one die, but may keep more. Any 3s must be kept. The first player then re-rolls the remaining dice, keeping at least one die on each subsequent roll until no dice remain. At the end of their turn, player records the face value of the dice. Player passes the dice, clockwise, to the next player. Play continues until each player has completed one turn. End round one. Play to 50 points or set number of rounds.

## CLOSE CALL

**How to play:** Remove the 10's and face cards from the deck. Shuffle and deal each player 6 cards. Players choose 4 of their cards to make two 2-digit numbers to add together to get as close to 100 without going over. Arrange cards so all can see your addition problem. Each player adds their numbers and records their total. The player with the sum closest to 100 without going over wins a point. In the case of a tie, each player gets a point. Shuffle the cards and deal again. The player with the most points after 5 rounds is the winner.

## BATTLE DICE

**How to play:** Each player needs a pair of dice. Everyone rolls their dice at the same time. Each player multiplies the two numbers together. The one with the greater product wins that round and gets a tally mark. The first player to get 10 tally marks wins.

## MAKE TEN

**How to play:** Place ten cards face up on table. Players take turns picking one or two cards that equal ten. (Jack, Queen and King all equal ten.) Replace empty spaces on game board with new cards. Continue taking turns "making ten" until all cards are gone or no more solutions are possible.

## RACE TO 50 OR 100

**How to play:** Grab a deck of cards, a piece of paper, and a pencil. Place cards face down in a stack. On your turn, flip the top card. Write your number down. On your next turn, add to your previous number. Keep flipping and adding on to your previous sum. The first player to reach a sum of 50 or 100 (or go above 50 or 100) is the winner! Each face card is worth 10.

## 30 MORE OR LESS

**How to play:** Remove Kings from deck. Aces are 1, Jacks are 11, and Queens are 12. One player is designated as "More than 30" and the other is "Less than 30". Each player gets half of the cards and then players flip over their top card. Multiply these cards together and if the product is below 30, the Less Than Thirty player keeps the cards and if it is greater than 30, the More Than Thirty child keeps it. If it is exactly 30, the cards are left in the middle and the next winner keeps those cards as well. Play continues until the cards run out. The player with the most cards wins

## SAVE TWENTY

**How to play:** The goal of the game is to roll as close to (or equal) to 20, without going over. Roll 5 dice. You may save as many as you like, from zero to all. Any dice that are saved may not be re-rolled for the rest of your turn. For your second and third round, roll the dice you haven't saved. You may save as many of these as you like. For the fourth and final round, roll any remaining unsaved dice. Now score your points. If your five dice form a sum greater than 20, you score 0. If the dice add to 20 or less, that number is your score for the turn. Pass the dice to the next player. The first player to 100 points is the winner.

## TUNK

**How to play:** Each player is dealt 3 face down cards. You may only look at the Left & Right card once. You may not look at center card. Goal is to get lowest score. Jack= 0, Queen and King equal 10. Ace equals one. Everything else is face value. You can replace left and right cards as many times as you want, but center card only once. Keep taking turns, replacing cards as you want with lower cards. When you think you have the lowest score say "tunk". Everyone gets one more turn then flips over cards. All players add up total of cards in their hand. If person who calls tunk has lowest score they win hand and get zero points. If person who called tunk doesn't have lowest score they get double their score. Everyone else gets point value of their own cards. When someone reaches 50 the person with the lowest score wins.

# BOOK REPORT

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

Using your best handwriting, complete the following report. Write in complete sentences for the summary.

<b>TITLE</b>		<b>DRAW</b>
<b>AUTHOR</b>		
<b>MAIN CHARACTERS</b>		
<b>SETTING</b>		

## SUMMARY

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**GENRE:**

**I WOULD GIVE THIS BOOK...**

