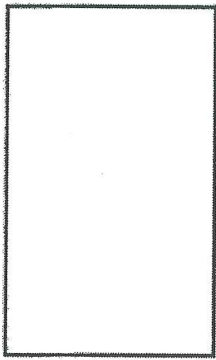


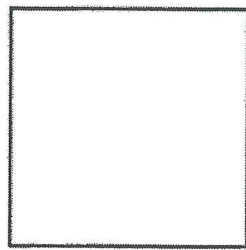
Shapes

Identify the shapes below.

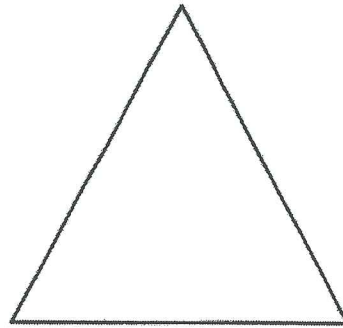
See if you can find items in your home to match the shapes.



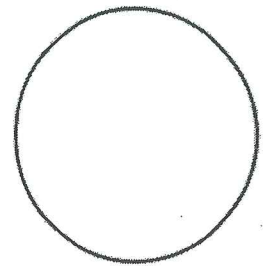
Rectangle



Square



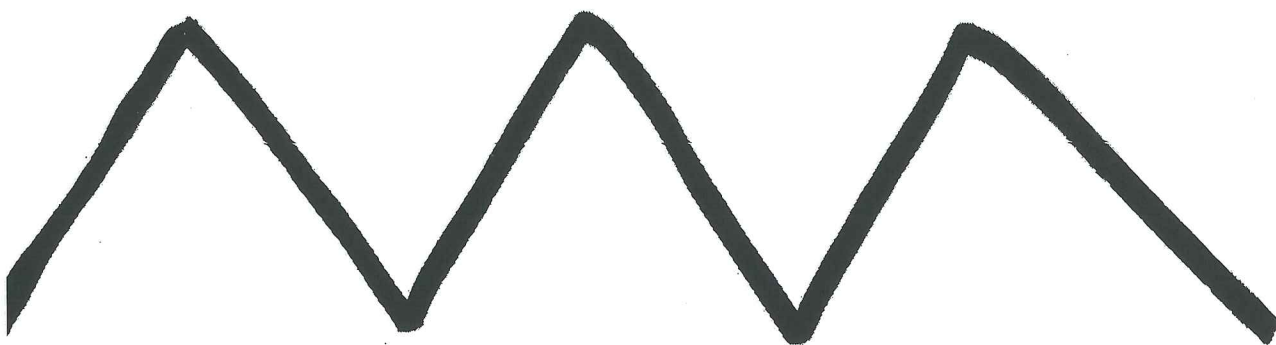
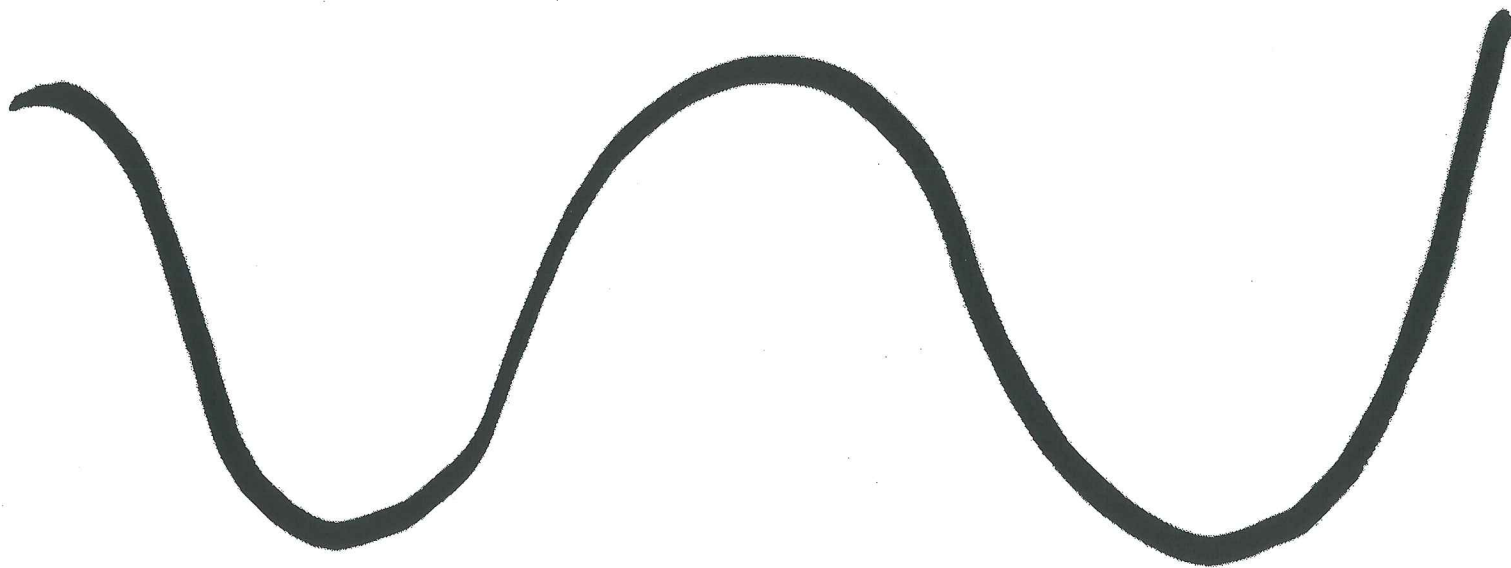
Triangle



Circle

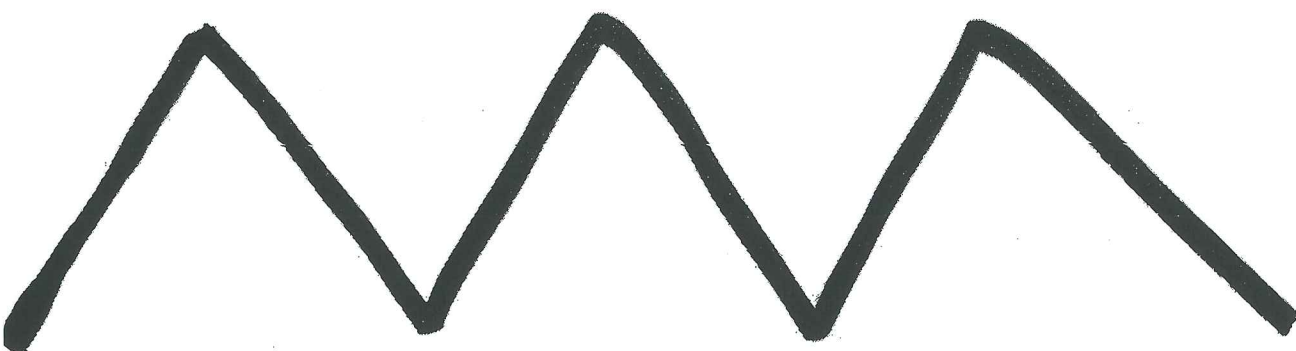
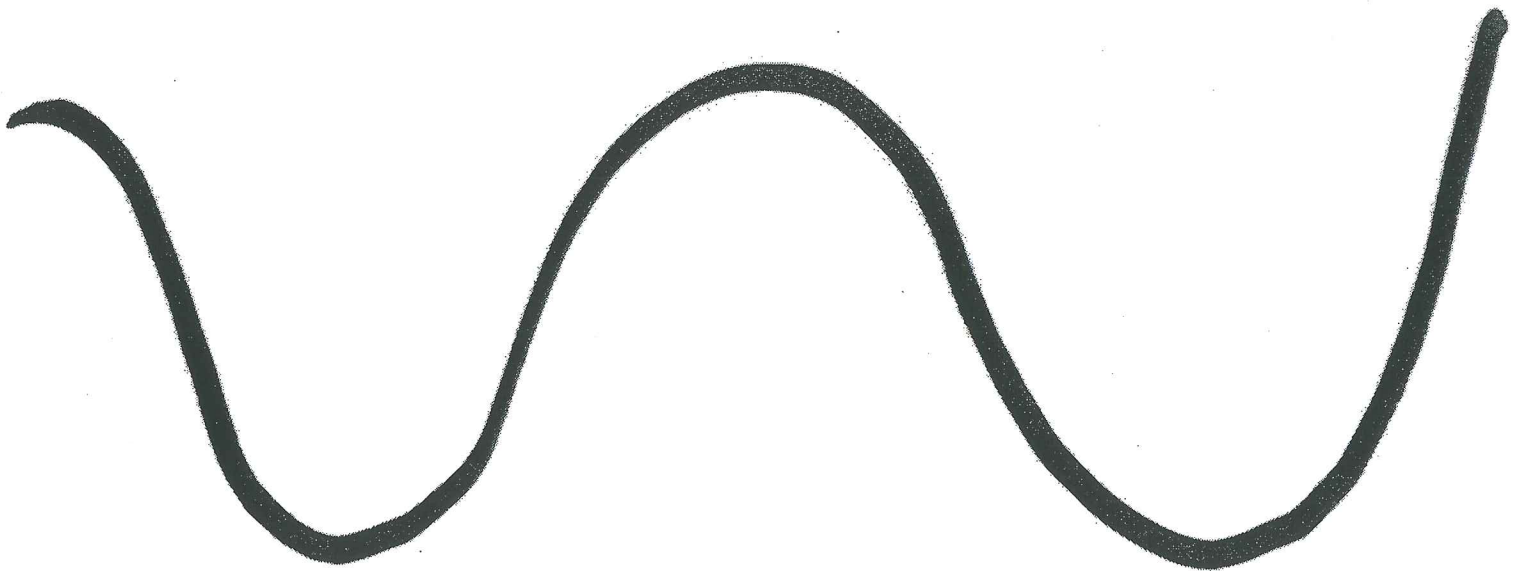
Learn to Cut

Use the scissors to cut out the lines below.



Learn to Cut

Use the scissors to cut out the lines below.



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High-Rolling Fun!

Cards, dice, and dominoes help kids hone their math skills.

What you need:

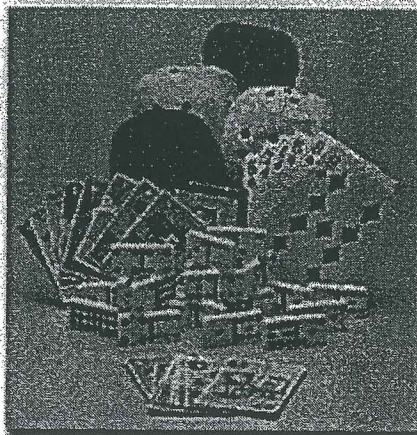
- deck of cards
- dice
- dominoes

How to play:

1. **DECK AND DICE:** Place a deck of cards faceup and fan out the cards so the number values can be seen. Ask your child to roll a die. Help him count the number that comes up. Then ask him to find a card with that number on it. You'll be helping him learn to count, practice one-to-one correspondence, and develop number recognition.

2. **LITTLE GO FISH:** Invite younger kids to make pairs by matching colors or suits. For older kids, the matches can be three or four cards and sequences of cards.

3. **SOLITAIRE:** Show your child how to play by placing the next-lowest card on a stack (to create a highest-to-lowest sequence). Don't worry about alternating colors (black 8 on red 9). This is a great game for teaching sequencing and number recognition.



4. **PEE WEE RUMMY:** Deal seven cards face up to yourself and your child. Take turns putting down sets or sequences. Continue drawing from the deck so you always have seven cards. If you're playing with younger kids, start two-card sequences.

5. **WAR:** This classic game helps kids understand the concepts of magnitude and quantity — a 7 is bigger than a 3, and so on. For younger kids, take out the picture cards. Older kids can play addition war, in which each player puts out two cards and the one with the highest total wins. Use two decks to keep the game going longer.

6. **ROLL AND RACE:** Create a two-lane path by placing playing cards facedown. Use toy figures small enough to fit on the cards to represent each player and have a "race." Each player rolls a die and moves his figure the number of cards that corresponds to the number on the die.