



# School-Home Connection

## Dear Family,

Today we started Chapter 10 of *Think Math!* In this chapter, I will learn to give and follow directions on a map, to draw and recognize congruent figures, and to identify and compare two- and three-dimensional figures. There are NOTES on some of my pages to explain what I am learning every day.

Here are some activities for us to do together at home. These activities will help me understand maps, grids, and geometric figures.

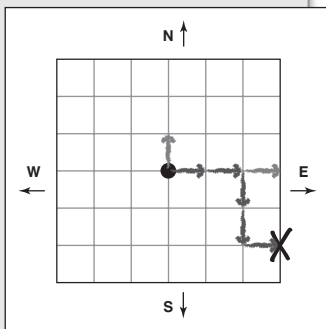
Love,

## Family Fun

### Grid Treasure Hunt

Play this game with your child.

- You and your child each need a 6-by-6 grid with one-inch boxes. Draw a large dot in the middle of each grid. The grids will be used as maps.
- Hide a “treasure” by secretly making an X somewhere on your map.
- Your child tries to find the location of the treasure by drawing an arrow one box long from the center dot on his or her map. If your child is getting farther away from the treasure, say “colder.” If your child is getting closer, say “warmer.”
- Your child continues to draw arrows until the location of the treasure is found.



### Shape Search

Work with your child to identify familiar three-dimensional figures in your environment.

- On a piece of paper, make a chart with rows for each of the following figures: sphere (ball), cylinder (can), rectangular prism (box), and cone.
- Work with your child to find a few examples of each figure in your home and record the names of the objects in the chart.

Shape	Object
sphere	
cylinder	
rectangular prism	
cone	

- Discuss the figures you found. Which were easiest to find? Which were hardest to find? Which was the largest example of each figure? Which was the smallest?