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ST MATH WINTER BREAK CHALLENGE: This is a great time to re-play games that you have already mastered. Spend time teaching the games to a family member. Be sure to use your math vocabulary. Each time you play, mark your date and number of minutes spent. Try to spend at least 30 minutes 3 days a week. Complete the calendar to show your progress toward the goal. Select one of the projects below to share what you have learned.
GOAL: Play ST Math 3 days a week

| Date |  | Date |  | Date |  | Date |  | Date |  | Date |  | Date |  |
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| Puzzles | Minutes | Puzzles | Minutes | Puzzles | Minutes | Puzzles | Minutes | Puzzles | Minutes | Puzzles | Minutes | Puzzles | Minutes |
| Date |  | Date |  | Date |  | Date |  | Date |  | Date |  | Date |  |
| Puzzles | Minutes | Puzzles | Minutes | Puzzles | Minutes | Puzzles | Minutes | Puzzles | Minutes | Puzzles | Minutes | Puzzles | Minutes |
| Select One project to share what you have learned: (Choose One) |  |  |  |  |  |  |  |  |  |  |  |  |  |

Select a game that you have already mastered.
Write an explanation of why you selected this game. Was it challenging? Fun?
As you play through the puzzles think about the math that you learned in the game.

- Create a "math story" staring your favorite characters from the puzzles.
- The story should involve a mathematical adventure and include a problem that needs to be solved.


## Create a Game

Select a game that you have already mastered. Write an explanation of why you selected this game. Was it challenging? Fun?
As you play through the puzzles think about the math that you learned in the game.

- Create a new game with the same math concept. This can be a board game, a card game, etc. Be creative.
- The game should include directions, a title and a description of the mathematics.


## Create an Advertisement

Select a game that you have already mastered. Write an explanation of why you selected this game. Was it challenging? Fun?
As you play through the puzzles think about the math that you learned in the game.

- Create an advertisement for the game. The ad should describe the mathematics that you learn playing this game, examples of the math (be creative), important vocabulary words, how it relates to the math you learn in the classroom and a word problem representing the math.

