Knowing the difference between even and odd numbers will help your child understand number patterns and get ready for division and other advanced math. Start with these activities, and then practice with the game below.

**Find a partner**
Put small toys into a bowl. Have your youngster scoop up a handful and arrange them into pairs of 2. If each one has a partner, the total will be an even number. But if there’s an “odd man out,” it will be an odd number. Let her count by 2s (2, 4, 6, 8) and say whether the total is even or odd. Then, she can put the toys back and try again with a new handful.

**See the pattern**
Help your child draw 2 rows of 10 boxes and number them across (1–10, 11–20). She could color the even-numbered boxes with one color and the odd boxes with another. She’ll see that every other number is even and every other number in between is odd.

**Kitchen chemistry**
Making dinner? That’s a great time for your child to witness kitchen chemistry firsthand. Have her touch and taste a raw carrot and describe it to you (hard, crunchy). Then, cook it. Let her touch, taste, and describe it again (soft, mushy). She’ll learn an important science concept: Heating can change a substance.

**Web picks**
- Visit numbernut.com to let your youngster quiz himself, play memory games, and more. Also includes helpful explanations of math concepts for parents.
- Your child can watch an animated video of how the water cycle works at epa.gov/safewater/kids/flash/flash_watercycle.html.

**Slap the card**
Who can be the quickest to slap the even (or odd) cards? Play this game to find out.
1. Deal a deck of cards (aces and face cards removed) equally in facedown piles. Set a timer for two minutes.
2. Have each player add one card facedown to a single stack in the middle of the table. Then, one person turns the top card faceup.
3. If it’s even, everyone races to slap the stack (using one hand). Whoever slaps first gets the stack and puts it at the bottom of his pile. If it’s odd, the cards stay in the middle.
4. Keep adding cards, turning over the top one, and slapping until the timer rings.
5. Play again, this time slapping odd-numbered cards.
6. Count your cards. The person with the most after both rounds wins.

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**Even or odd?**
Just for fun

Q: What do you get when you cross a rooster and a giraffe?
A: An animal that can wake people on the top floor of a building.
Score a touchdown!

As teams and fans gear up for the biggest football game of the year, your family can throw a Math Super Bowl. Here’s how.

Measure your passes. Starting from the same point, take turns tossing a football. With each throw, have your youngster pace off the distance by walking heel-to-toe. Who will pass the football the most “feet”? Idea: Have different family members walk off the same distance. Your child will see that the answer changes with the person’s foot size—that’s why we use rulers.

Make a pictograph. Your child could poll family and friends to predict the Super Bowl winner. To graph his results, he can label a column for each team and draw a football for each vote. (Note: Remind him to line up the footballs evenly across the rows.)

“Call” the game. On game day, let your child announce the action—using numbers. “Number 84 fumbled the ball!” “The red team needs 6 points to tie the game.” He could keep his own stats, too. For instance, he might record the number of times each player carried or caught the ball.

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