

Fantastic First Graders - Summer Work

Reading:

Your children will grow to be great readers this year. Summer reading can bridge the end of one school year and the beginning of the next. A good goal would be for your child to read at least 20 minutes a day.

Every time your child reads a book, please record it on the Summer Book Log sheet provided. Please have your child read a minimum of 10 books by the end of summer.

Recommendations:

- Froggy book series
- Biscuit books.
- The public library also has a great summer reading program
- Use the Dolch list on this website, www.sightwords.com

Write it on a flashcard. Place them around the house where your child can view them. For example, if they're in the kitchen, point to a word and ask your child to read it. Constant exposure to these words will help their reading fluency.

- www.starfall.com

Math

Engage them in day to day Math concepts. Please use the Dice and Card game ideas provided. You may alter it to your child's level.

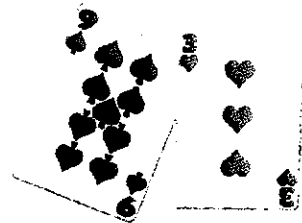
May God bless you and your families as you begin a well-deserved, relaxing, and peaceful summer. We are looking forward to seeing your children in August.



Mrs. Freeland & Ms. Mukai



Card Games



1. Don't Capture the Tens! Remove the face cards from the deck. Sort the cards into a line of 10 piles with 4 cards in each pile. (face down) Pick up a card from the top of a pile and sort the number where it would fit in the line. (piles go 1-10) Put it on the bottom face up and pick up the top card from that pile. Continue sorting all the cards back into their number piles. The goal of the game is to get all the cards home before you find all 4 10's!
2. Battle! Remove the face cards from the deck. Split the deck in half. Each player turns over a card at the same time. Read out your number. The person with the highest number wins all the cards! If you put down the same number card you battle! Place 2 cards face down and then turn over the third! Highest number takes all! Variation: Play where lowest number wins!
3. Addition Battle! Remove the face cards from the deck. Same as battle...but start off with a 9 or 10 card face up on the table. This card stays there all game and does not get removed. When you turn over your next card you need to add it onto the card already down! Ex: Both players have a 10 card placed down. Player 1 turns over a 3.... $3 + 10 = 13$. Player 2 turns over a 6.... $6 + 10 = 16$. Player 2 gets all the cards! Battle if you get the same sum! Variation: Play lowest sum wins all the cards!
4. Take Ten! Remove the face cards and the 10's from the deck. Place 12 cards face up in 3 rows of 4. On your turn, find as many pairs that go together to make 10. Remove them from the board. You can keep making pairs of ten until you can no longer go. Fill up the empty spaces and it is player 2's turn! When there are no cards left, count up your pile and see who has the most!

Keep up the hard work!

Dice Games

1. Beat That! Player 1 rolls both dice and adds them together. They pass the dice to Player 2 and says "Beat That!" Player 2 rolls and adds their dice together. The person with the biggest sum wins 1 point. First person to 15 points wins!
2. Subtract it! Each player rolls 1 die at the same time. The first person to say the difference of the 2 dice gets a point. First person to 10 wins!
3. Race to Zero! Each person starts with a score of 20. On your turn, roll 1 die and subtract the number from 20. First person to get to zero wins!
4. Pig! Roll both dice, add and record the answer on scrap paper. You can continue rolling and adding up your points or you can stop and bank your points for that round. If you continue rolling though and roll a 1, you lose all your points in that round! Person with the most points at the end of 10 rounds wins!
5. Hide Out! Player 1 rolls both dice while player 2 turns around. Player 1 adds the dice in his head and records the answer on a scrap piece of paper. Player 1 hides 1 of the dice under a cup with the number rolled face up. Have player 2 turn around and tell them the sum of both dice. Player 2 has to try and find out what number is on the dice that is hiding under the cup by using the dice outside the cup as help! Ex. The sum is 9. I can see a dice that has 5 on it...so a 4 must be hiding under the cup because $5 + 4 = 9$!