

Home Learning - April 6-10, 2020

2Henderson

This will be our first week of home learning! I am excited to be able to bring some suggestions to you. I know that the kids are missing school and although we can't get together at this time, we can share in learning. I have some fun new things that the kids will enjoy!

These activities can be completed whenever it's convenient for you, however, routine has been proven to be very helpful. Research shows that routine helps with creativity, productivity as well as reducing anxiety. I suggest that if possible, pick a few times each day that works for you and have your child work on school activities.

This is our first week so I would like to keep things simple and fun. This week is all about getting the students back into some literacy and math. As time goes on I will introduce a few more activities.

I will post some activities that require technology (computer or iPad) as well as some activities that require no technology. You can choose what works best for your child.

Literacy

- **Writing** - Easter is coming! Remember when we wrote letters to Santa? This week we are going to write to the Easter Bunny! He will love to hear from you just like Santa did. 😊 You can do this in one day or work on it for a little bit each day. Let's review the important things to include in your letter:
 - The date at the top
 - Dear Easter Bunny,
 - Thank him for last year
 - Tell him 2-3 things about yourself or what you are doing
 - Ask him 2-3 questions
 - Tell him what you are looking forward to
 - From (your name)

I would love to see your completed letter. Maybe you could share it with me by scanning it and emailing me or taking a picture of it and sending it to me on Face Book. You can use whatever paper you have at home or print off some Easter-themed paper. Here are a few links to check out.

<https://www.3dinosaurs.com/printable/easter-themed-writing-paper>

<http://www.teacherprintables.net/free-printable-bp-holidays.html>

- **Read** 30 minutes a day - choose one of these options or a combination of both
 - Raz-Kids (new online option) - see below - this information will also be in a separate document for easy access in the future
 - Reading materials you have at home (books, magazines, etc) - see below for hints on choosing materials - this information will also be in a separate document for easy access in the future.

Math

This week we are going to focus on math facts. We need to get really fast at these. They will help so much with our math activities for this year and every year after! Play these games every day for 20-30 minutes.

- Reflex Math - remember to play until you get the green circle filled in 😊
- Card games - see description of games below - this information will also be in a separate document for easy access in the future. If you don't have cards you can make your own.
- Printable Math Games - a few are too difficult for our age group but most are great!
<http://www.mathematicshed.com/uploads/1/2/5/7/12572836/21funmathgames.pdf>

Wellness/Physical Activities

You can find some activities on Miss Downey's teacher page. Wellness and physical activity are very important to our health and happiness. Please spend 30 minutes a day on these activities.

<http://nsee.nbed.nb.ca/teacher/miss-downey>

First Nations Culture

You can find some activities on Ms. Mountain's teacher page.

<http://nsee.nbed.nb.ca/teacher/ms-mountain>

Art

If you love art and would like to an idea for something extra to do, check out Art for Kids Hub on YouTube. We have used this site before for some great drawing lessons. There are some instructional videos for how to draw an Easter Bunny, Easter Chick and Easter Basket.

Of course you don't need to watch a video to have fun drawing! Be creative and come up with your own Easter pictures!

If you decide to do some drawing for fun this week, I'd love to see them! Send me a picture! 😊

https://www.youtube.com/results?sp=mAEB&search_query=art+for+kids+hub%2C+easter

Keep scrolling below to find attached documents: Raz-Kids, Reading Materials and Card Games.



Welcome to Raz-Kids!

I am so excited to introduce you to our new reading program! I KNOW that you are going to love it!! I have played with it some and it reminds me a lot of Reflex Math. It has lots of the same fun things that you liked on that site. For instance, you can earn stars and change your avatar. Also, you can use your stars to purchase items for your Raz Rocket, which is like the treehouse in Reflex! I will go through some basic information here. You and your parents explore and then if you have questions you can message me on FB or send me an email at susan.henderson@nbed.nb.ca.

- First you can go to the site kidsa-z.com on a computer or you can download the app on your Ipad or tablet (Kids A-Z).
- My teacher username is: sehenderson
- I will send your username and password to your parents. The passwords are cool - they are a picture 😊
- You will see 2 places to visit: Level Up and Reading Room. Later I will be adding My Assignments.
- Level Up is where you will go to read and answer questions at your reading level.
 - These books should be just right for you. If you find them hard, remember that you can listen to them first. This will help. If they still seem hard, please send me a message.
 - In here you will get stars for listening to the stories, reading the stories and answering the questions. You get extra stars if you do well on the quiz, so take your time!

- When you read the books you can also click the microphone at the top of the book to record your reading! You can listen to it later and share it with your family.
- I can also listen to the stories that you record, so please record some for me (I will give you some extra stars for letting me listen)!
- When you finish reading the book keep turning the pages until it tells you the activity is complete. If you don't turn until this message then you don't earn your stars and you won't be able to complete the questions.
- Once you complete all the books in Level Up, you will automatically advance to the next level!
- Reading Room is where you can go to read whatever books you like. There will be books at different levels.
 - These books you get to choose based on what you want to read and learn about. Look at the tabs at the top to decide if you want to pick books at your level, topics that you are interested in, poems, etc.
 - You will earn stars in here as well. Even if a book is hard for you to read, you can listen to it and answer the questions in the quiz.
- On the home page you will see icons at the bottom that are Messages, Stats and Star Zone.
 - Messages is where you will find the badges that you earned as well as messages from me.
 - Stats will allow you to pick from 3 things at the top. Overall - gives you the stars you have to spend and the stars you earned. Badges- shows you the different badges you can earn and how close you are to getting them. Reading shows you how many books you read, listened to and how many

quizzes you completed. It also tells you how many activities you have left.

- Star Zone is where you can buy things for your avatar and Raz-Rocket.

I'm sure we will all learn more about the site as we have fun reading and exploring!



Reading Materials

During these times it is hard to get reading materials besides those already in your house. If online reading is not an option, find some books around the house. The kids are now able to read quite a few picture books. Some favorites that aren't too difficult for them are *Elephant & Piggie* and *Robert Munsch* books. If you have some books that seem just a bit too hard, the best thing to do is read the book to them first. After they listen to the story once or twice, they know how the story goes and it helps them to figure out the words when they read it to you.

Read daily:

Make reading relevant. Explore your child's interests and extend upon their learning. Does your child want to learn a new game, bake, or explore space? There's sure to be a book that can help. Take time to read to or with them and encourage them to read independently.

A simple rule of thumb for helping your child select books at his reading level is to have them choose a page in the book (not the first one) and read it. If he doesn't know five or more of the words, then the book is too hard for pleasure reading. Support them by reading the book to them the first few times.

- **Reading materials** could include:
 - picture books
 - audio books
 - flyers
 - comics
 - graphic novels
 - chapter books
 - on-line sources
- **Respond to reading** through drawing, acting, writing and/or talking with someone about what they are learning in their choice of reading.
 - **Questions** you may ask your child to deepen their understanding of text:
 - Retell the story in your own words.
 - Who was in the story? Where did it take place?
 - Tell me one important idea you learned.
 - How do you think the character is feeling? How can you tell?
 - Do you like the way the author described _____ (an event/character/topic)?
 - Which character is most like you? Tell me more.
 - How does the information in this book fit with what you already knew about _____?
 - How else could the problem have been solved?
 - What would you have done differently?
 - Tell me how the character was feeling at the beginning/why, middle/why, end/why.

Card Games for Math Fact Practice

1. Try for a total of 10.



Play this math card game alone or as a team. Lay out 20 cards on the table (leave out face cards or change them to equal 0, while aces equal 1). Kids remove sets of cards that add up to 10, ultimately trying to remove all the cards from the table. It's harder than you think!

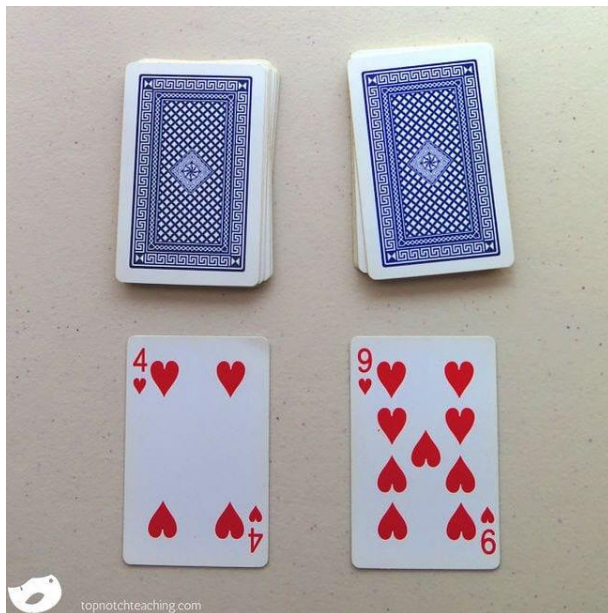
2. Find a way to make 10 (or 15, or 20 ...)



One of the terrific things about math card games is that many of them can be customized for various concepts and skill levels. The original goal of this game was to look at the cards you're dealt to find ones that add up to 10, but it can be changed to 15, 20, or any number you choose. You can also add to the difficulty by allowing addition and subtraction (for example, you could use $8+4=12$ or $12-2=10$). To get started, shuffle the deck {minus the face cards of course}, and deal the entire stack out between the two of you. Then place the decks face down on the table and you each flip the top four cards over. The goal of the game is simple – to *make ten* using any combination of the four facing up cards. If you

can make ten, you take those cards, show them to your partner, place them off to the side {keep your groups of ten in separate piles so that you can count them up afterwards}, and replace them with new cards from the deck. Then your turn is over and it's your partner's turn! If you can't make ten, you choose one of your face up cards to put at the bottom of your deck, before replacing it with a new card from the top of the deck. Any combination goes when making "a ten"! Whether it's a single '10' card, a pair of cards that add up to 10, or even 3 or 4 cards that can be added up to make 10, it's all good! Anything goes when making groups of 10. The game ends when you run out of cards or when you can no longer make any more groups of ten. If you both become unable to make any more groups of ten on the same turn, count up the number of 'tens' you each made.

3. Do some basic fast facts practice.



Give your flash cards a rest and practice facts with math card games instead. Simply lay down two cards from the deck (remove the face cards first or say Jack is 11, Queen is 12 and King is 13) and add or subtract them. Kids can work on this alone, or you can make it a contest to see who can call out the correct answer first.

4. Play pyramid solitaire alone or in teams.



Some versions of solitaire are really just sneaky math card games, and pyramid is one of them. Try to find cards that add up to 10 as you clear your pyramid row by row. First off, grab a deck of playing cards, removing the Jokers, Kings, Queens and Jacks. Shuffle your deck and place 21 of the cards face up in a 6-row pyramid. You should have 19 cards leftover which becomes the DRAW pile.

1. Only fully exposed cards can be played at any time. That means, to start, only the bottom 6 cards can be considered until you start removing bottom cards.
2. You can only remove cards that equal 10, and only up to two cards at a time. For instance, you can remove a 10, or you can remove a 6 and a 4 (because added together they equal 10), but you can't remove a 2, 4, and a 4, even though, added up, they equal 10.
3. Once you remove cards in a row, which exposes the cards in the row above so you can now use those to make combinations of 10 as well.
4. If there are no more open cards that can be added to get the sum of 10, you need to pick a card from the DRAW pile.
5. You can pair that with another exposed card and get a sum of 10! Cards that don't form matches are put in the DISCARD pile face up. You can use the top card only of the DISCARD pile in any other future match-ups.
6. Continue on until all 19 cards that were not part of the original pyramid have been turned over, and when you have no more cards to work with; that is, until no other card can be combined to make a sum of ten.
7. Your score is the number of cards remaining, so if you have 4 cards left on the table, your score is 4. The smaller the score, the better!

5. Go fishing for pairs that make 10.



You probably already know how to play Go Fish, but in this version, you are fishing for pairs that add up to 10. For instance, ask: “I have a 2. Do you have an 8 to make 10?” Change aces to 1 for this game and leave face cards out entirely. Adapt it to play for pairs of other numbers.

6. Take a trip around the card spiral to practice math facts.



You'll need a pair of dice for this math card game. Lay cards out randomly in a spiral formation as shown, and set a marker for each player on the center card. Player one rolls the dice then moves their piece that number of spaces shown. They then must (or add or subtract, decide before you start) the card number by the number on the dice. If they get the answer correct, they stay where they are. If not, they return to their original card. Play continues until one player reaches the end.