

Name: \_\_\_\_\_

Blizzard Bag Day #3  
4<sup>th</sup> Grade Language Arts

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**Fruit and Yogurt Stackers**

**What You Will Need:**

- 1 banana
- a knife
- 2 glasses
- 1 container of vanilla yogurt
- a spoon
- 1 carton of blueberries
- 1 box of granola

**Directions:**

1. Slice the banana into several pieces. (Ask a parent or adult for help.)
2. Place some of the banana slices in the bottom of each glass.
3. With the spoon, stir the vanilla yogurt until it is very smooth.
4. Spoon some yogurt on top of the banana slices.
5. On top of the yogurt, place a handful of blueberries.
6. Add other layer of yogurt.
7. Pour the granola on top.
8. If there is room in the glass, add some more banana slices and blueberries.
9. Enjoy your delicious and healthy snack!

1. How many layers of yogurt are used in this recipe?

- A. 2
  - B. 1
  - C. 3
  - D. 4
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2. What should someone do to make the yogurt smooth?

- A. shake up the container
  - B. stir it with a spoon
  - C. put it in the blender
  - D. add some granola
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## Driving Directions to the Sundial Afternoon Amphitheater:

### ***From San Francisco***

- First, take 101 North over the Golden Gate Bridge and exit Route 1/Stinson Beach into Tam Junction in Mill Valley.
- Next, stay on Route 1 and make a right onto Pango Street. This will take you to Stinson Beach Mountain on Route 1.
- Then, drive 4.5 miles up the mountain until you see the *Sundial Amphitheater* on the left.
- Finally, turn left into **Parking Lot A**. The parking is free.

3. The instructions are for

- A. people who live on Stinson Beach Mountain.
  - B. people coming from San Francisco.
  - C. people going to San Francisco.
  - D. people who live in Mill Valley.
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4. **After** you reach the *Sundial Amphitheater*, you should

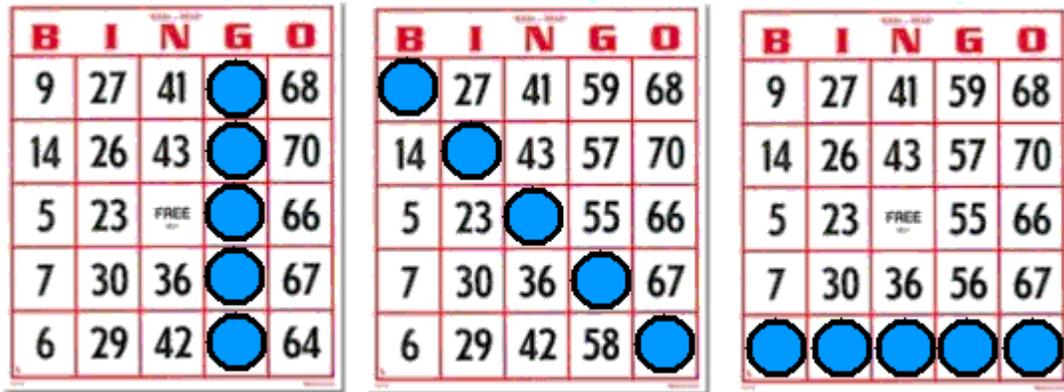
- A. take 101 North over the Golden Gate Bridge.
  - B. turn left into **Parking Lot A**.
  - C. exit Route 1/Stinson Beach Mountain.
  - D. make a right on Pango Street.
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5. **Before** you make a right onto Pango Street, you should

- A. exit Route 1/Stinson Beach into Tam Junction in Mill Valley.
- B. see the *Sundial Amphitheater* on the left.
- C. turn left into **Parking Lot A**.
- D. drive 4.5 miles up the mountain.

**BINGO!**  
**Instructions\***

- **DISTRIBUTE:**  
Hand out one Bingo card to each player (each card should be different).
- **CALL:**  
The CALLER should pull out one number, say the number, and show it to the players.
- **MARK NUMBER:**  
The players will then place a marker on the called number if it is on their card.
- **WINNING:**  
Once one of the following patterns is made on a card, the PLAYER with that card calls out BINGO!



\*NOTE: *BINGO!* can be played with any number of players, but there should be one person who is the CALLER (the person who calls out to the players).

6. When is the only time a player can yell *Bingo!*?
- A. when a player makes a mark on the game card
- B. when the CALLER calls out a number
- C. when the player makes a pattern on the card
- D. when a player receives a game card
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7. When do players place a marker on their cards?
- A. whenever a player feels like it
- B. when a player yells out *BINGO!*

- C. when the number on their cards matches the number being called
  - D. when players are given cards
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8. The first step to play *BINGO!* is

- A. yell out BINGO!
- B. the CALLER calls a number.
- C. hand out a Bingo card.
- D. mark a number.

### ***Marco Polo***

Object of the Game: Not to get caught by "Marco" (the person who is "It")  
Game is to be played in a swimming pool.

### **Directions**

- One person is chosen to be "It" ("Marco"), and he/she closes his/her eyes and gets on one end of the swimming pool.
- He/she counts to 10 and shouts "Marco," and all the others in the pool shout "Polo!"
- The one who shouts "Marco" must try to catch one of the people who shouts "Polo!"
- "Marco" can be shouted as much as possible until the person who is "It" catches another person; then, that other person becomes "It," and the game starts over.



9. What is the first step to playing "Marco Polo"?

- A. choosing who is "It"
- B. counting to 10
- C. catching someone who screams "Polo"
- D. screaming out "Polo"

### ***Heads Up! Seven Up!***

(The game is played inside a classroom of students, with ten to twelve players and one person who is "It.")

#### **Directions**

- Each player starts by putting his/her head down on his/her desk (so that the student cannot see) and holds out one thumb.
- The person who is "It" gets out of his/her seat and goes around touching the thumbs of six people.
- When a person's thumb is touched, he/she goes to the front of the room until the person who is "It" yells "Heads up! Seven up!"
- When "Heads up! Seven up!" is called, each player left seated raises his/her head and has three tries to guess which of the seven people in the front of the room is "It."



10. When a person's thumb is touched, he/she is supposed to

- A. place his/her head on his/her desk.
- B. go to the front of the room.

- C. guess who is "It."
  - D. touch the thumbs of six other people.
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11. How does the game begin?

- A. The person who is "It" yells, "Heads up! Seven up!"
  - B. A person touches someone else's thumbs.
  - C. The players put their heads down on their desks.
  - D. Everyone has three chances to guess who is "It."
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12. What do the people playing have to do when they raise their heads?

- A. yell, "Heads up! Seven up!"
  - B. touch the thumbs of six other people
  - C. guess who is "It" in three tries or less
  - D. put their heads on their desks
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### How to Make Hot Cocoa

#### What you will need:

- one packet of hot cocoa mix
- a carton of milk
- a microwaveable mug
- a spoon
- three to five marshmallows
- microwave

#### Directions:

1. Pour some milk into the mug. (Be sure to leave enough room for the hot cocoa mix so that it does not spill over later.)

2. Place the mug in the microwave with the help of a parent or an adult.
3. Heat the milk until it is warm but not hot (about one to two minutes).
4. Carefully, take mug out of microwave with the help of a parent or an adult. (The mug may be very hot.)
5. Empty the packet of hot cocoa mix into the mug.
6. Stir the hot cocoa mix into the milk slowly.
7. Mix completely.
8. Top the cocoa with marshmallows.
9. Enjoy the hot cocoa.

**13.** A parent or an adult is needed to take the mug from/out of the microwave because

- A.** the mug may be very hot.
  - B.** the microwave is far away.
  - C.** milk can be very heavy.
  - D.** parents are usually very tall.
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**14.** How long should the milk be heated in the microwave?

- A.** about two minutes
  - B.** more than two minutes
  - C.** exactly three minutes
  - D.** less than one minute
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**15.** After mixing the hot cocoa mix completely into the milk, what is the next step?

- A.** Place the mug in the microwave with the help of a parent or an adult.
  - B.** Top the cocoa with marshmallows.
  - C.** Stir the hot cocoa mix into the milk slowly.
  - D.** Enjoy the hot cocoa.
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