

# John Trumbull Primary School

## Home Learning Resources

### First Grade

**Daily MUST do:**

- Read for 30 minutes each day (complete log on back)
- **AND** play a math game with your family or work on a lesson in [IReady](#) for 20 minutes

**Daily FREE CHOICE:** Choose a square from the columns below.

See how many times you can get a BINGO!

B	I	N	G	O
<p><a href="#">Read your Snap Words</a> Read your snap words in different voices! Write down tricky snap words!</p>	<p>Play a math game on <a href="#">Greg Tang Math!</a></p>	<p>Write a story. Plan on your fingers to include characters, settings, a beginning, a middle (with a problem), and an ending.</p>	<p>Read a book &amp; share with someone:  What part did you like best in this story? Why do you like that part?</p>	<p>Build a reading fort to read in! Add pillows, blankets, and reading buddies!</p>
<p>Read a book &amp; Share with someone:  What connection did you make while reading this story?</p>	<p>Count a collection of toys, then sort them into two groups. See if someone can guess your rule.</p>	<p>Read a book &amp; Share with someone:  What happened in this story?</p>	<p>Complete a math lesson on <a href="#">IReady</a></p>	<p><b>Snap Word Puzzles!</b> Choose three of your “tricky” snap words. Write them on a paper. Cut up each letter. Mix up the letters and put the puzzle back together!</p>
<p>Go on a shape hunt and record how many you find.</p>	<p>Make your own 120 chart. Find number patterns. Try making it with sidewalk chalk outside!</p>		<p><a href="#">Snap Word Hunt</a> Make a stack of books. How many snap words can you find in the books?</p>	<p><a href="#">Use word part power!</a> Using word parts (see chart) create as many words using different beginning sounds!</p>
<p>Choose a character from a book. Draw a picture of your character and list at least 3 character traits.</p>	<p>Create your own math story problems and solve them! Write one for addition and subtraction! Record your solutions and tell how you did it.</p>	<p>Build a book bin and find a quiet place to read in your house.</p>	<p>Write a letter to someone.</p>	<p>Write a schedule for your day. Include times when things happen.</p>
<p>Count as high as you can go! What number did you stop on?</p>	<p>Write a poem. Try to add rhyming words, sound words and different line breaks. Draw a picture to match.</p>	<p>Play school with action figures, stuffed animals and dolls.</p>	<p>Play math games on <a href="#">HoodaMath</a></p>	<p>Write an opinion piece about your favorite food</p>

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Write a How To Book to teach someone how to wash their hands.	Practice math facts on <a href="#">Reflex Math</a> .	Skip Count by 2's, 5's and 10's	Make different numbers up to 20 on the <a href="#">math rack</a> . How many ways can you make them?	Pick 6 SNAP words and write one sentence for each.
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## Reading Log and Math Games

Monday	Tuesday	Wednesday	Thursday	Friday
<input type="checkbox"/> Independent reading (10 mins) <input type="checkbox"/> Read to someone (10 mins) <input type="checkbox"/> Listen to someone read (10 mins)	<input type="checkbox"/> Independent reading (10 mins) <input type="checkbox"/> Read to someone (10 mins) <input type="checkbox"/> Listen to someone read (10 mins)	<input type="checkbox"/> Independent reading (10 mins) <input type="checkbox"/> Read to someone (10 mins) <input type="checkbox"/> Listen to someone read (10 mins)	<input type="checkbox"/> Independent reading (10 mins) <input type="checkbox"/> Read to someone (10 mins) <input type="checkbox"/> Listen to someone read (10 mins)	<input type="checkbox"/> Independent reading (10 mins) <input type="checkbox"/> Read to someone (10 mins) <input type="checkbox"/> Listen to someone read (10 mins)
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## Reading Log and Math Games

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### **Number Paths**

Number a paper from 1-12 for each player. Roll two dice and either add or subtract the numbers on your dice. Cross out that number on your paper. Then let your partner roll. Take turns rolling the dice, and adding and subtracting. The first person with all of the numbers crossed out is the winner.

### **Place Value Number Battle (Grades 1 - 6)**

Players: Groups of two

Materials: Deck of cards with the face cards and 10s removed, Ace worth one

Skill: Number recognition, place value, order, and sequencing

How to Play: Players split a deck of cards and simultaneously flip over their top three cards to create a 2 or 3-digit number. Players may move the cards and place in any position of the number they wish.

Player 1: number is 431 Player 2: number is 874

The highest number wins all six cards.

\* Note that you can increase the number of cards to flip if you are working on larger numbers.

### **"Make Tens Concentration"**

The goal is to make a match that equals 10. Remove all face cards. Place cards face down in rows and columns. Take turns finding a pair of cards that make ten by turning over 2 cards at a time. If the cards equal ten, the player picks up those two cards and places two more cards face down. If the cards are not a ten, that player returns the cards to their position face down. The game continues until all matches are made and the player with the most matches wins.

### **Play Store:**

Give your child pennies and dimes. Tag a selection of small toys with prices under \$1.00. Take turns counting out the correct coins to buy different items at the store. Practice counting by tens and adding on ones. Ask: Which costs the most? The least?