

RSU38 Remote Learning Opportunity Grade Pre-K to 5

Objective: These are activities that students can complete independently to maintain skills learned in school.

Sample schedule		Important information
Suggested Time Frames	What are you going to learn today?	<ul style="list-style-type: none"> ● These educational opportunities for learning at home are meant to provide parents with resources for student learning to continue at home while our schools are not in session. ● Don't hesitate to contact your classroom teacher by email with questions. ● Students will benefit from engaging with academic materials daily in order to maintain skills. We encourage you to establish routines with kids to maximize this impact. ● Set goals: setting daily goals for what your child will accomplish can help to make tasks meaningful and build confidence for students. ● If your child has access to technology you may also use any of the digital resources as a replacement or expansion of learning. ● For students receiving special education services, please see their distance learning plan and contact their case manager with any questions regarding that plan.
15 min - 30 mins per day math activity	<ul style="list-style-type: none"> ❖ We strongly suggest you establish a routine for example 2 to 3 learning activities in the morning? and 2 to 3 learning activities in the afternoon. (Whatever fits your situation.) ❖ Students should be doing a variety of learning tasks. Use the websites, menus, or resource packet to find something interesting to learn in each category. ❖ This is a suggested time-frame. Your child may do more or less depending on what's appropriate for them! 	
15 min - 30 mins per day Reading together		
15 - 30 mins per day Writing		
15 - 30 mins per day movement activity		
Choose 1 of the following areas to do each day: music, art, science or social studies 15 - 30 mins		
Optional activities 15 - 30 mins	Choose an activity from the menu or have your child explore a topic of their interest.	

Literacy

Read for at least 20 minutes each day and...

<p>Text To Self Connection Does the story remind you of something that happened in your life? This reminds me of.....</p>	<p>Text to World Connection Write about something you saw outdoors today. Make a connection to something you've learned in science.</p>	<p>Connect with a Character Pick a character in a story to write a letter to. Give the character advice or ask him or her a question.</p>	<p>New Ending Write a different ending to the story, or write what may have happened next, after the story ended.</p>
<p>Problem and Solution What was the problem in the story and how was it solved? The main problem in the story is.....</p>	<p>Cause and Effect Show an example of cause and effect in the story that you read. Describe what event caused another event to happen.</p>	<p>Text Features Name a text feature that you used when reading to learn. (for example: glossary, diagram, table of contents, chart, etc.) What did you learn? I used.. I learned...</p>	<p>Summary Write a summary of your book. Somebody wanted... but... so... Then...</p>
<p>Compare and Contrast Compare a character to yourself. How are you similar? How are you different?</p>	<p>Main character. What are six words to describe your character? Draw a picture of your character.</p>	<p>Text To Text Connection Does the story remind you of something that happened in another book or story? This reminds me of.....</p>	<p>Lesson Learned What lesson does the main character learn at the end of the story? Why is this lesson important? The lesson is...</p>
<p>Graphic Novel it! Turn part of a story you read into a graphic novel! Make sure to include dialogue! Think: what are the main events of the story? First, next , then, last</p>	<p>Questioning What questions did you have before you read? What questions did you have while reading? What questions did you have after you read the text?</p>	<p>Sequence of Events What are the four main events of the story? How does the story begin and end? Make sure to use transition words: First, Next, Then, Last.</p>	<p>Read and Share Read a chapter in your book to yourself. Then read your favorite part to someone else.</p>

Math

<p>Look at the watermelon image. How many do you see? How do you see them? Write an equation to show how you counted the watermelons. link</p>	<p>Play a game outside that involves points (you choose the points for the game). Keep track of your points.</p>	<p>Create 2 five-digit numbers and find the sum. Create 2 five-digit numbers and subtract. Ready for more? Write a word problem to match the equation.</p>	<p>Find the perimeter and the area of a table in your home.</p>
<p>Use the provided template to create your own multiplication flash cards. Practice and sort them into 3 categories: Don't know yet, working on them, know already.</p>	<p>Play a board game that involves money or math (Monopoly, Yahtzee, cribbage, etc..)</p>	<p>Create five equations that equal your age. Use two different operations in each equation + - ÷ x</p>	<p>Use a grocery flyer to make a grocery list and add up the total for the items.</p>
<p>Measure at least 10 different items in your home. Create a bar graph that displays your data.</p>	<p>Trading Places Decimal Game - See how to play in the Math Directions section.</p>	<p>Help someone in your family make a recipe by measuring the ingredients. Talk about the fractions you use.</p>	<p>Create a short story with a beginning, middle and end that includes multiplication or division.</p>
<p>About how much of the pie has been eaten? How do you know? Convince someone in your house! link</p>	<p>Rolling for Fractions Who Can Make 1? (Use a spinner instead of dice)</p>	<p>Search the junk mail for 3-5 multi digit numbers. Write these numbers in expanded form.</p>	<p>Take 20 items and sort by category</p>
<p>Make a card with the answers to each of your multiplication facts. Use your multiplication flash cards to play memory with someone at home.</p>	<p>Go on a geometry hunt around your home. List and categorize at least 12 different items according to their attributes.</p>	<p>Make a list of fact families for the following numbers: 6, 7, 8, 9, and 0-10.</p>	<p>If you have a deck of cards, play a multiplication game. Two great games, Multiplication War and Heads Up are detailed in the Math Game directions.</p>

Science and Social Studies

<p>Create a timeline that goes from the American Revolution to today. Include at least five events you think were important.</p>	<p>Create a map of an imaginary community you would like to live in.</p>	<p>Make a model of something that changes (tides, erosion, moon phases, ice).</p>	<p>Write and draw about a historical figure or someone who has made a big difference in our world.</p>
<p>Sit outside or take a walk. What sources of energy can you observe?</p>	<p>Go outside and find a rock. Draw a picture of the rock and list attributes of it (texture, size, etc..). Make it your own pet rock!</p>	<p>Invent something! Design, plan and make it.</p>	<p>Choose a person from history. What do you wonder about that person's life? Try to find an answer to your questions.</p>
<p>Go outside after it rains...what effects of the rain do you notice? Make a representation of what you saw (diagram, picture, poem etc.)</p>	<p>Make your own chain reaction machine with materials in your house.</p>	<p>Tell someone in your house about someone important in your life and/or community.</p>	<p>Look up! Draw or write what you see (moon, stars, sun, and clouds).</p>
<p>Think about a place in the world that you would like to visit someday. What would you like to do on your trip?</p>	<p>Find 5 different rocks outside. Write and draw what they look like and feel like.</p>	<p>Object identification! Have someone put 3-5 unknown objects in a bag, without looking, touch them and say what you think they are. Compare and contrast the objects.</p>	<p>Imagine that you are an animal. Draw or write about your day and design your habitat. What features do you have that help you survive?</p>
<p>Pick an event. Identify the cause of the event and what effects resulted from it.</p>	<p>Develop a personal timeline. Write a narrative story or poem. Create an illustration that connects to your writing.</p>	<p>Get a stuffie and build it an animal habitat. What would the stuffy need for survival or adaptation?</p>	<p>Find five different types of birds and compare them. How do they look, sound, move</p>

Art, PE, Music, Guidance: Choice Learning Activities - (3-5)

<p>Art:</p>	<p>Color Wheel Challenge: find household items and create the color wheel. #colorwheelchallenge</p>	<p>Draw a portrait of someone in your family! Ask them to pose. Be sure to add the details that make them unique! Add a background that tells a story about your subject.</p>	<p>Use found objects to make a sculpture: paper rolls, foil, recyclables, etc. What can you create? Maybe a robot, a castle, or a boat?</p>	<p>Use your imagination! Create a drawing that combines features of three different animals. What type of habitat do they live in?</p>
<p>Music:</p>	<p>Make up your own song or rap! You can sing about your friends, pets, or even your favorite food!</p>	<p>Practice your instrument or singing for 15 minutes. (Remember the three ways to practice: study music, practice fingerings, or sing/play).</p>	<p>Have a concert in your living room. You can use your singing voice, instruments, or everyday objects (ex: pots, pans, etc..)</p>	<p>Create your own theme song! Explain to someone why you wrote it.</p>
<p>PE:</p>	<p>Make an obstacle course from things outside or inside; rocks, logs, toys. See how fast you can go through it. Try again to see if you improve. Put things back!</p>	<p>Put a piece of paper on your chest. How far can you travel before it drops? Crunch the paper into a ball. Toss and strike with your hand. Toss & catch. Shoot into a trash can - any target will do! Pick up the paper with your feet and pass to your hands. From a push up position, pass the paper between your hands.</p>	<p>Clap to the beat of a song with your hands. Pick a body part to move: your elbows, knees, shoulders, hips, toes, head, left foot, right foot. Can you move two body parts to the beat? Create your own dance with any of these movements.</p>	<p>Create an individual or family game. Write it down to share when we get back!</p>

Guidance:	Ask your child what they feel, what they notice, what they need and what they can do with different feelings. Worry, anger, sad, frustrated, happy.	Feeling worried? Imagine what your worry would look like if it were a person or creature. Draw it and create a story with yourself as the superhero who defeats worry.	Practice mindfulness: Imagine you are a bubble. As you breathe in, focus on getting bigger and filling with air. As you blow out, feel your body relax, letting your thoughts about the past and the future float away, like a bubble. Simply focus on how your body feels in the moment.	Choose Kind: Keep a daily record of all the kindness you show during the day. Maybe post it on a monthly calendar! Here are some ideas: 1. Help a family member with a chore 2. Keep your room tidy 3. Say “good morning”! 4. Say “please and thank-you” 5. Play with a younger child 6. Help with the pets 7. Write a letter or call someone you haven’t talked to in a while
-----------	---	--	--	--

Dear Families,

We are so excited to finally be able to reach out to you. We want you all to know that we miss you terribly, and we are looking forward to seeing you again soon. The extended closure of school has thrown a wrench in our plans for spring performances, art shows, and events. At this time, we have not yet made any attempts to reschedule. It’s still too soon to make changes, as information and decisions that impact our calendar changes daily. We promise to work with our administrators to find solutions and/or alternatives to our scheduling problems, and will let you all know as soon as possible.

In the meantime, we are working together to provide you with some opportunities to participate in “specials” at home. We believe that music, art, movement, and selfcare can lift our spirits, open our hearts, and bring positivity into your home during challenging times such as this. We have created a menu of activities for your convenience, and we encourage any and all family members to join in and participate. All of us will be available via email, should you have any questions, concerns, or requests.

Sincerely,

Mrs. Tripp, Music dorie_tripp@maranacook.com
Mrs. Shively, Music amanda_shively@maranacook.com
Mrs. Blake, Art nicole_blake@maranacook.com
Mrs. Wilson, Art rachael_wilson@maranacook.com
Mrs. Vining, Guidance Becky_vining@maranacook.com
Ms. Wicks, guidance Tara_wicks@maranacook.com
Mrs. Godfrey, Physical Education barbara_godfrey@maranacook.com
Mrs. Martin, Physical Education nancy_martin@maranacook.com

Materials:

Paper spinner (provided by school)

Rolling for Fractions: Who Can Make 1? (provided by school)

Books (provided by home)

Cards (provided by home)

Measuring tape or ruler

Plain White paper (provided by school)

Paper with boxes (use to create flashcards, provided by school)

Math game directions:

Multiplication War -

- Remove the Jacks, Kings and Queens from a regular deck of cards.
- Shuffle.
- Players place cards face down in a pile.
- At the count of three, both players flip over their first card.
- The first person to say the product of the 2 cards receives both cards and puts them in a separate pile.
- If both players say the answer at the same time, the cards are put in the middle of the table.
- The next player to win the "flip" gets the cards in the middle of the table in addition to the cards just played.
- The winner is the person with the most cards at the end of play.

Heads Up Game -

Remove the 0s and Jokers from the deck.

To play with 3 people

- Without looking at the value, each player draws a card from the deck and holds it number side-out on their forehead.

The leader of the game looks at both cards and says out loud the product of the two cards. For example, if one player had a 10 and the other player had a 2, the facilitator would say, "20."

- The first person to identify the card against their own forehead is the winner.

Play 5 rounds of the game. The winner is the player who identifies the most cards.

To play with only 2 people

- One person is the leader and one person is the player.
- One card is placed face up so that everyone can see it.
- The player places a card on their forehead.

- The facilitator says out loud the product of the face-up card and the forehead card.
- The player identifies the card on their forehead as quickly as possible.

Trading Places Decimal Game

What You Need:

- Paper
- Pencil
- Deck of cards (Remove face cards, tens and Jokers)

What You Do:

1. Each player should create their own place value mat on a horizontal sheet of paper. Divide the paper into 5 columns, with a decimal point after the third column. At the top of each column write the following in order from left to right: Hundreds, Tens, Ones (decimal point), Tenths, Hundredths.
2. Have your child shuffle the deck and deal 5 cards to each player, placing them face down.
3. When you say, "Go!" players flip their cards over and arrange them in order to create the largest number possible.
4. When finished, players should compare cards. The player who has the largest number wins a point. If the results are equal, each player receives a point.
5. Have the players record their numbers on the place value mat.
6. Whoever has the highest score after the fifth round wins!

Variations: Play the game again. This time, have two players try to create the lowest number possible.

Supplementary Technology sites:

Literacy -

Scholastic: <https://classroommagazines.scholastic.com/support/learnathome/grades-3-5.html> learn at home reasources

Epic: <https://www.getepic.com/students>

Storyline Online: <https://www.storylineonline.net/>

Math -

IXL: <https://www.ixl.com/> online activities for all content areas

Sumdog: <https://pages.sumdog.com/> math and spelling practice

You Cubed: <https://www.youcubed.org/tasks/> open ended investigations

Esti-Mysteries: <https://stevevyborney.com/2019/09/51-esti-mysteries/> estimation investigations and open ended tasks

Other: Mystery Science, Watch a Liberty's Kid episode https://www.youtube.com/channel/UC5pJi9mLly38m2e_u3sboKQ

Computer Class:

Mrs. Gatti-Fyler's PortaPortal: <https://guest.portaportal.com/fyler>

Ms. Poulin's PortaPortal: <https://guest.portaportal.com/weslab>

Supplemental Websites for Music Exploration:

Chrome Music Lab: <https://musiclab.chromeexperiments.com/>

New York Philharmonic Kids Zone: <https://www.nyphilkids.org/>

Classics for Kids: <https://www.classicsforkids.com/>

Supplemental Websites for Art Exploration:

Daily drawing: search "LUNCH DOODLES with Mo Willems!" On YouTube

Museum of Modern Art: <https://www.moma.org/interactives/destination/>

Abstract Digital Art: <http://bomomo.com/>

Art for Kids Hub: <https://www.youtube.com/artforkidshub>

Supplemental Physical education: Google: Grit Time

Dance video: [#KIDZBOP](#) [#CantStopTheFeeling](#) [#DanceTutoria](#)

Supplemental websites/articles for Guidance:

<https://www.common sense media.org/blog/free-online-events-activities-kids-at-home-coronaviru>

<https://www.centralmaine.com/2020/03/24/maine-voices-families-getting-a-crash-course-in-distance-learning>