

Student Name: _____ Due Date: Friday, Sept. 27

| Date | Assignments (See Detailed Directions in the Homework Folder) Check off as completed. Sign the Parent Signature Box. Return the Homework Calendar, attached writing pages, and printable math games (if using) on the Due Date above via student's GREEN DAILY FOLDER. | Parent Signature |
|---|--|---------------------|
| Monday Week of 9/2/19 | □ Weekly Prep: Glue this week's poem on the next blank page. Cut out word sorts (this will usually be done on the weekend with new words and poem that come home on Friday) □ 3-S Sort (Record Time)min.:sec. □ Weekly Poem (Choral Read 2X; 5 min.) □ Reading (20 min.) - Book Title: | |
| Tuesday | □3-S Sort (Record Time)min.:sec. □Weekly Poem (Choral Read, Echo Read; 5 min.) □Lexia (20 min.) Alt. Reading - Book Title: | |
| Wednesday | □ 3-S Sort (Record Time)min.:sec. □ Weekly Poem (Choral Read, SeeSaw Read; 5 min.) □ Reading (20 min.) - Book Title: | |
| Thursday | □ 3-S Sort (Record Time)min.:sec. Discard words when finished □ Weekly Poem (I Read, You Read; 5 min.) □ iReady (20 min.) Alt: Use 1 of the attached printed math games each week | |
| Weekend | ☐ Weekly Prep: Cut out new word cards, place them in the envelope. Glue the poem on the next blank page in your Homework Folder. ☐ Play one of the Sight Word Games Provided quarterly Finish iReady, Lexia, or Reading that you missed during the week and check it off. | |
| Monday Week of 9/9/19 | □3-S Sort (Record Time)min.:sec. □Weekly Poem (Choral Read 2X; 5 min.) □Reading (20 min.) - Book Title: | |
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| Weekend | Weekly Prep: Cut out new word cards, place them in the envelope. Glue the poem on the next blank page in your Homework Folder. Do Weekend Prep as usual | |
| | turn Homework Log in on Friday. | |

Back to school Roll and Color

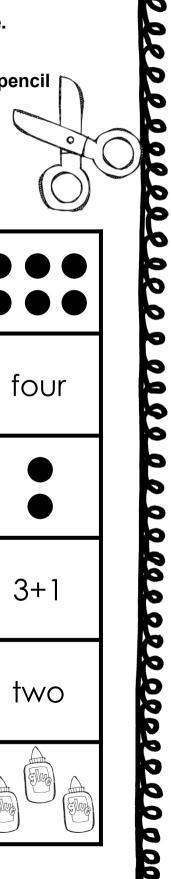
Roll the dice and color a space with that value. Numbers 1-6

a game for 2 players Need: Dice, crayons or colored pencil

Each player uses a different colored pencil. Players take turns to roll the dice and color a space that has that value.

The first player to color a line of four squares is the winner.

The line can go across, down or diagonally.



| | three | • • | 1 2 3 4 5 6 7 8 4 8 HB | |
|-------|------------|-----|------------------------|------|
| • • • | | | 4+1 | four |
| 2+1 | 888 888 | six | • | |
| five | | 5+1 | | 3+1 |
| • • | one | 1+0 | | two |
| • | | | 1+1 | |



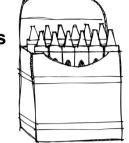
Back to school Roll and Color

Roll the 2 dice and add. Color a space with that value.

Numbers 2-12

a game for 2 players Need: 2 Dice, crayons or colored pencils

Each player uses a different colored pencil. Players take turns to roll the 2 dice, add the numbers together and color a space that has that value. The first player to color a line of four squares is the winner. The line can go across, down or diagonally.

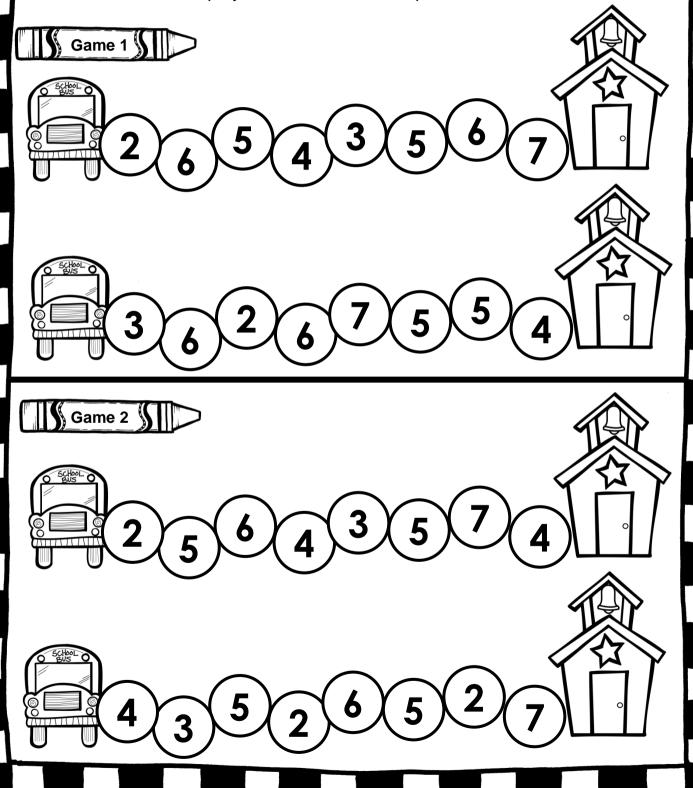


| | nine | ••• | 1:3456781mm | six |
|--------|---|-------|-------------|----------------|
| • • | | | • | ••• |
| seven | 888 888 | four | | eight |
| | Roading | | ten | • • |
| twelve | ••• | three | ••• | 8 8 8 8 8 8 |
| five | | | eleven | |

Back to school Add

a game for 2 players Need: Dice, crayons

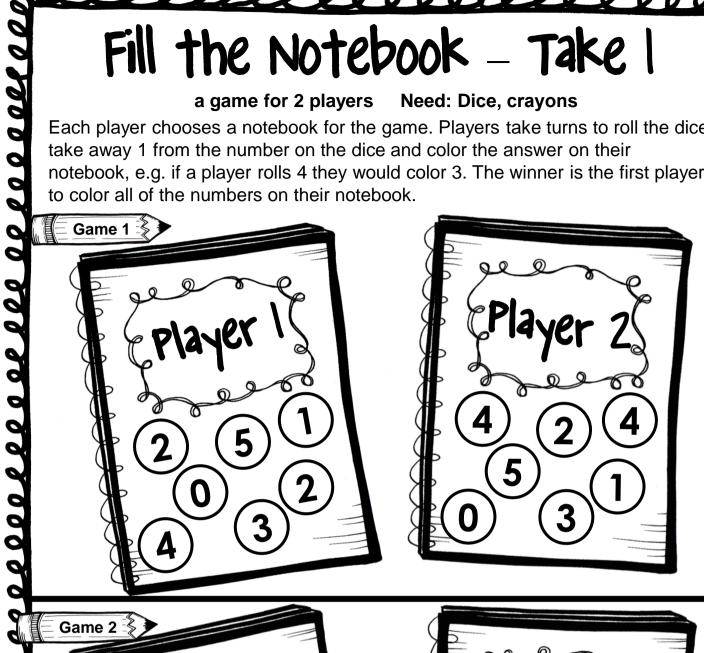
Each player chooses a bus for the game. Players take turns to roll the dice, add 1 and color the total on their pathway, e.g. if a player rolls 4 they would color 5. The winner is the first player to color all of their path from the bus to school.

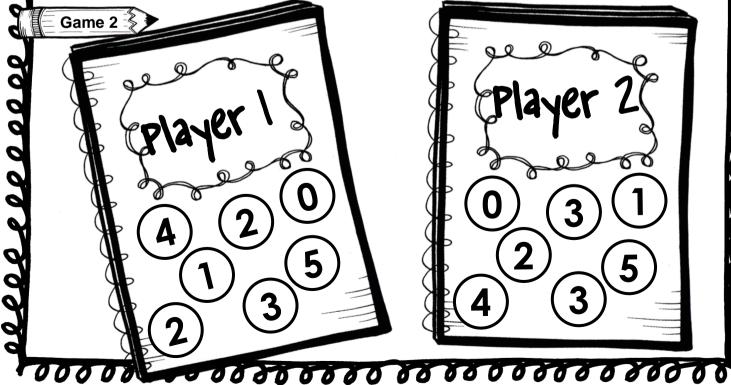


the Notebook

a game for 2 players **Need: Dice, crayons**

Each player chooses a notebook for the game. Players take turns to roll the dice, take away 1 from the number on the dice and color the answer on their notebook, e.g. if a player rolls 4 they would color 3. The winner is the first player to color all of the numbers on their notebook.

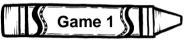


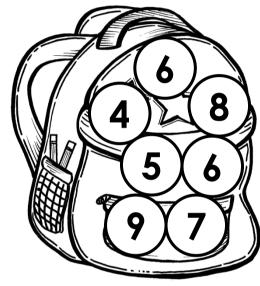


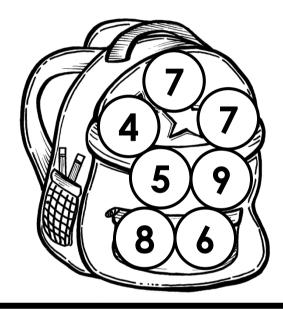
Make 10 - Fill the Backpack

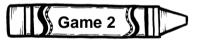
a game for 2 players Need: Dice, crayons

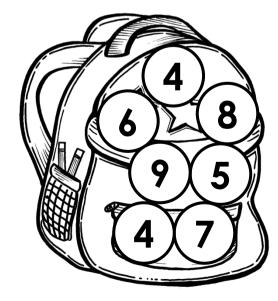
Each player chooses a backpack for the game. Players take turns to roll the dice and work out how many more are needed to make 10, e.g. if a player rolls 4 they would need 6 more to make 10. The player then colors this number on their backpack. The winner is the first player to color all of the numbers on their backpack.

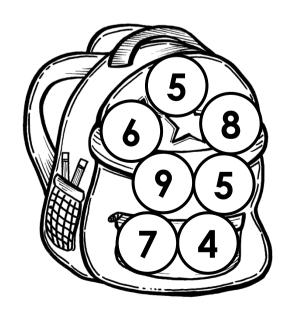












SIH WORD THEIRS



Fry Words:







| the | | of | | and | | а | |
|------|------|------------|------|-----|------|---------------------|--------------|
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| | | | | | 0.00 | 12 Laura D. Malkara | (5 : 5::4:) |



Chutes and Ladders

Fry's First 100 Words

Game Board 1 Words 1—20

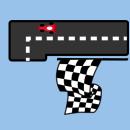


| 36 as | 37 with | 38 his | they | 40 I | END! |
|------------------|-----------------|--------------------------|------------------|----------------|----------------|
| 35 are | 34 on | for | 32 was | h e | i† |
| 24 | 25 †o | 26 | 27 is | you you | that |
| and | 22 of | ²¹ the | 20 I | they | his |
| was | for | 14 on | 15 are | as as | with |
| he | 10 i† | 9 that | 8 you | 7 is | in |
| START | the | 2 of | 3 and | 4 | 5 †o |

Materials Needed: 1 Die, Game Markers for 2-4 Players. **Directions:** Players take turns rolling a die. The player moves their marker that many spaces and reads the word they land on. If the word is read correctly, the player stays on that space. If the word is not read correctly, the player moves back to their previous space. The player climbs up if they land on a ladder and slides down if they land on a pole or hose. The first one to the end wins!



CONNECT TO PIPESS 1-20



| | ********* | ******* | ******** | |
|--------------------|---------------------|---------------------|----------------------|----------------------|
| we like <u>to</u> | I got <u>i†</u> | we <u>are</u> here | <u>I</u> am going | <u>is</u> that it |
| <u>a</u> black cat | <u>that</u> is mine | on the team | here <u>they</u> are | we <u>are</u> here |
| you <u>and</u> I | it's for <u>you</u> | ask <u>for</u> help | <u>his</u> blue hat | it's for <u>you</u> |
| two <u>of</u> them | <u>is</u> that it | it <u>was</u> dark | go <u>with her</u> | we like <u>to</u> |
| I see <u>the</u> | <u>in</u> the park | <u>he</u> ran fast | <u>as</u> fast as | here <u>they</u> are |

Materials Needed: Red and yellow counting chips (1 color for each player), 1 die. Directions: Roll a die to see who goes first. Players take turns choosing a phrase to read aloud. If the phrase is read correctly, the player places their counter on that phrase. If the phrase is not read correctly, the player loses the turn. The first player to have four makers in a row (across, up and down, or diagonally) wins!