

Student Name:

Due Date: Friday, Dec. 20th

| Date | Assignments (See Detailed Directions in the Homework Folder) <br> 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 RED DAILY FOLDER. | Parent <br> Signature |
| :---: | :---: | :---: |
| Monday Week of... 12/2/19 | $\square 3$-S Sort (Record Time) $\qquad$ min.: $\qquad$ sec. $\square$ Weekly Poem (Echo Read, Choral Read; 5 min.) $\square$ Reading (20 min.) - Book Title: $\qquad$ |  |
| Tuesday | $\square$ 3-S Sort (Record Time) $\qquad$ min.: $\qquad$ sec. <br> $\square$ Weekly Poem (Echo Read, Choral Read; 5 min.) <br> $\square$ Lexia ( 20 min .) Alt. Reading - Book Title: $\qquad$ |  |
| Wednesday | $\square 3$-S Sort (Record Time) $\qquad$ min.: $\qquad$ sec. <br> $\square$ Weekly Poem (Choral Read, SeeSaw Read; 5 min.) <br> $\square$ Reading ( 20 min.) - Book Title: $\qquad$ |  |
| Thursday | $\square 3-S$ Sort (Record Time) $\qquad$ min.: $\qquad$ sec. Discard words when finished <br> $\square$ Weekly Poem (I Read, You Read; 5 min.) <br> $\square$ iReady ( 20 min .) Alt: Use 1 of the attached printed math games each week |  |
| Weekend | $\square$ Weekly Prep: Cut out new word cards, place them in the envelope. Glue the poem on the next blank page in your Homework Folder. $\square$ 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... 12/9/18 | $\square 3$-S Sort (Record Time) $\qquad$ min.: $\qquad$ sec. <br> $\square$ Weekly Poem (Echo Read, Choral Read; 5 min.) <br> $\square$ Reading ( 20 min .) - Book Title: $\qquad$ |  |
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| Monday Week of... 12/16/18 | $\square$ 3-S Sort (Record Time) $\qquad$ min.: $\qquad$ sec. <br> $\square$ Weekly Poem (Echo Read, Choral Read; 5 min.) <br> $\square$ Reading ( 20 min .) - Book Title: $\qquad$ |  |
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## Christmas Betweens

## a game for 2 players

Need: 2 dice, pencils
Each player chooses a gift for the game. Players take turns to roll the 2 dice and use the numbers to make a 2 digit number to fit between a number pair on their gift. The player writes the number on a line, e.g. if a player rolls 2 and 4 they could make 42 and write it between 40 and 50 . The winner is the first player fill all of the lines on their gift.

# Christmas Roll and color 2 Digit Numbers 

 a game for 2 players Need: dice, crayonsEach player chooses a mini board for the game. Take turns to roll the dice and check the number on the dice against the key. Color a number on your board to match the clue for the number rolled. The first player to color all of the numbers

| Roll this- | Color a number that is - |
| :---: | :---: |
| 1 | more than 82 |
| 2 | less than 25 |
| 3 | between 35 and 45 |
| 4 | more than 93 |
| 5 | less than 16 |
| 6 | between 65 and 75 | on their board is the winner.



| Player I |  |  |
| :---: | :---: | :---: |
| 13 | 96 | 22 |
| 98 | 66 | 39 |
| 41 | 86 | 24 |


| Player 2 |  |  |
| :---: | :---: | :---: |
| 15 | 97 | 38 |
| 23 | 68 | 11 |
| 70 | 87 | 95 |

## Christmas Addition tic Tac Toe

 Doubles, Add I, Add 2 a game for 2 playersOne player is X's and one is O's. Take turns to answer the addition and then place $X$ or $O$ over the addition. The first player to create a line of 3 is the winner. The line can go across, down or diagonally.

| 2+2 | 5+5 | 7+7 | 4+4 | 2+2 | 8+8 |
| :---: | :---: | :---: | :---: | :---: | :---: |
| 4+4 | 8+8 | 3+3 | 6+6 | 9+9 | 3+3 |
| $9+9$ | 6+6 | 1+1 | 7+7 | 1+1 | 5+5 |
| 4+1 | 6+1 | 2+1 | 9+1 | 3+1 | 6+1 |
| 9+1 | 1+1 | 8+1 | 2+1 | 5+1 | 8+1 |
| 5+1 | 7+1 | 3+1 | 7+1 | 4+1 | 1+1 |
| 5+2 | $9+2$ | 3+2 | 5+2 | 2+2 | 7+2 |
| 7+2 | 1+2 | 8+2 | 1+2 | 8+2 | 4+2 |
| 2+2 | 4+2 | 6+2 | 6+2 | 3+2 | 9+2 |

## Reindeer Take Away color a subtraction equation.

 a game for 2 playersNeed: crayons space from each set, e.g. a player could color 10, 8 and 2 for $10-8=2$. Once a number is colored it can't be used again. The winner is the last person to make an equation.

Game 1


Game 2

| 10 | 11 | 11 |
| :---: | :---: | :---: |
| 8 | 12 | 9 |
| 9 | 8 | 10 |
| 11 | 7 | 12 |$-$|  | 2 | 3 |
| :---: | :---: | :---: |
| 4 | 2 | 6 |
| 7 | 6 | 6 |
| 5 | 6 | 9 |$=$| 10 | 2 | 2 |
| :---: | :---: | :---: |
| 8 | 3 | 8 |
| 4 | 6 | 2 |
| 7 | 3 | 1 |

Game 3
$\left.\begin{array}{|c|c|c|c|c|c|c|c|c|c|}\hline 14 & 10 & 12 \\ \hline 11 & 12 & 9 \\ \hline 11 & 15 & 10 \\ \hline 9 & 9 & 13 \\ \hline & 9 & 5 & 5 \\ \hline 7 & 4 & 8 \\ \hline 6 & 9 & 8 \\ \hline\end{array}=\begin{array}{|l|l|l|}\hline 7 & 0 & 8 \\ \hline 1 & 6 & 3 \\ \hline 5 & 4 & 9 \\ \hline\end{array}\right\}$

## 

Fry Words：



| this <br> s！पt |  | have <br> әлD4 |  |
| :---: | :---: | :---: | :---: |
|  | word |  | by |
|  | pıом |  | ＾q |


| from <br> modt |  | or 10 |  | one <br> әио |  | had <br> pDu |  |
| :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: |
|  | your <br> גno人 |  | when <br> иәчм |  | were <br> әəəМ |  | said <br> p！̣s |
| by <br> 人q |  | word рıом |  | but Łnq |  | not tou |  |
|  | said <br> p！os |  | your גno人 |  | can <br> uDつ |  | one əио |
| what tDYM |  | all ｜｜D |  | were əઇӘМ |  | we $\partial \mathrm{M}$ |  |
|  | this s！ $4+$ |  | when иәчм |  | have <br> ә＾Du |  | from <br> molt |

## Fry's First 100 Words

 Game Board 2 Words 21-40| $36$ <br> we | $37$ <br> when | $38$ | $39$ <br> can | $40$ <br> said |  |
| :---: | :---: | :---: | :---: | :---: | :---: |
| 35 <br> were | $34$ <br> all | $33$ <br> what | $32$ <br> not |  | $30$ <br> word |
| $24 \text { " }$ | $25$ <br> from | $26$ <br> or | $27$ <br> one | $28$ <br> had | $\overline{29}$ |
| $23$ <br> this | $22$ <br> be | 21 <br> at | $20$ <br> said |  | $18$ $\square$ |
| $12$ <br> not | what | $14$ | $15$ <br> were | $16$ <br> we | 17 <br> when |
|  | $10$ <br> word | b by | $8$ <br> had | $7$ <br> one | $6$ <br> or |
| start | $\begin{array}{ll} 1 \\ & \text { at } \end{array}$ | $2{ }^{2}$ | $3$ <br> this | $4$ <br> have | $5$ <br> from |

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!

