




Monday- <b>Week of...</b> <b>1/20/20</b>	<input type="checkbox"/> 3-S Sort (Record Time) ____ min.: ____ sec. <input type="checkbox"/> Weekly Poem (Echo Read, Choral Read; 5 min.) <input type="checkbox"/> Reading (20 min.) - Book Title: _____	_____
Tuesday	<input type="checkbox"/> 3-S Sort (Record Time) ____ min.: ____ sec. <input type="checkbox"/> Weekly Poem (Echo Read, Choral Read; 5 min.) <input type="checkbox"/> Lexia (20 min.) <i>Alt. Reading - Book Title:</i> _____	_____
Wednesday	<input type="checkbox"/> 3-S Sort (Record Time) ____ min.: ____ sec. <input type="checkbox"/> Weekly Poem (Choral Read, SeeSaw Read; 5 min.) <input type="checkbox"/> Reading (20 min.) - Book Title: _____	_____
Thursday	<input type="checkbox"/> 3-S Sort (Record Time) ____ min.: ____ sec. <i>Discard words when finished</i> <input type="checkbox"/> Weekly Poem (I Read, You Read; 5 min.) <input type="checkbox"/> iReady (20 min.) <i>Alt: Use 1 of the attached printed math games each week</i>	_____
Weekend	<input type="checkbox"/> Weekly Prep: Cut out new word cards, place them in the envelope. Glue the poem on the next blank page in your Homework Folder. <input type="checkbox"/> Play one of the Sight Word Games Provided quarterly <i>Finish iReady, Lexia, or Reading that you missed during the week and check it off.</i>	_____
Monday <b>Week of...</b> <b>1/27/20</b>	<input type="checkbox"/> 3-S Sort (Record Time) ____ min.: ____ sec. <input type="checkbox"/> Weekly Poem (Echo Read, Choral Read; 5 min.) <input type="checkbox"/> Reading (20 min.) - Book Title: _____	_____
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Weekend	<p>Weekly Prep: Cut out new word cards, place them in the envelope. Glue the poem on the next blank page in your Homework Folder.</p> <p style="text-align: center;"><b>Do Weekend Prep as usual... turn Homework Log in on Friday.</b></p>	



# Penguin Pairs - Add to 12

Color two adjoining numbers that add to 12.



a game for 2 players

Need: pencils

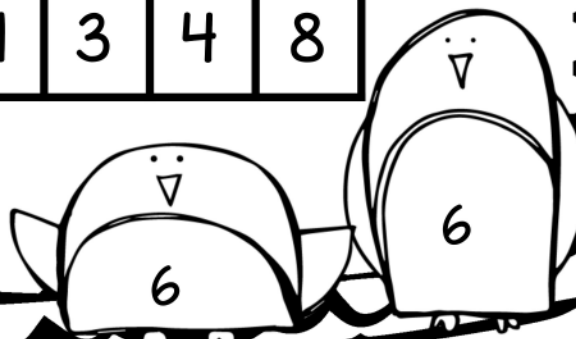
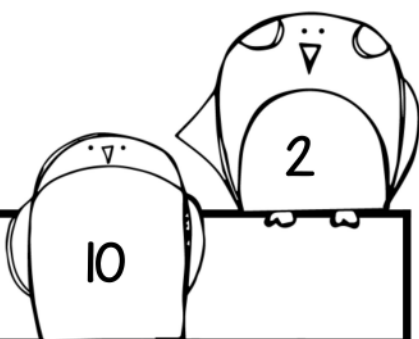
Players take turns to color 2 adjoining numbers that add to 12. The numbers must be in squares that are joined along a side. For example – on a turn a player could color 10 and 2. The last player who can color a pair of numbers that add to 12, is the winner.

## Game 1

7	5	6	4	8	5
4	8	6	10	3	9
7	9	1	2	7	6
5	3	11	7	5	6
6	6	3	5	9	3
10	2	4	9	1	6
5	7	9	3	11	8
2	9	3	4	8	4

## Game 2

10	7	9	5	7	11
2	6	3	8	4	1
7	6	1	11	2	3
5	3	6	6	3	9
2	10	5	7	9	5
4	5	7	4	6	6
8	4	8	3	9	4
9	3	4	8		



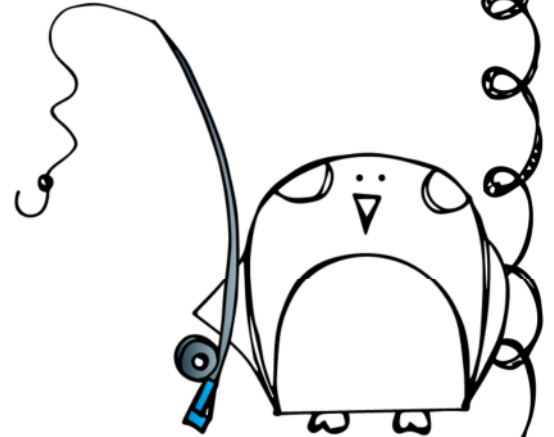
# Penguins Go Fishing - Add 7 and 8

Be the first one to catch a fish!

a game for 2 players

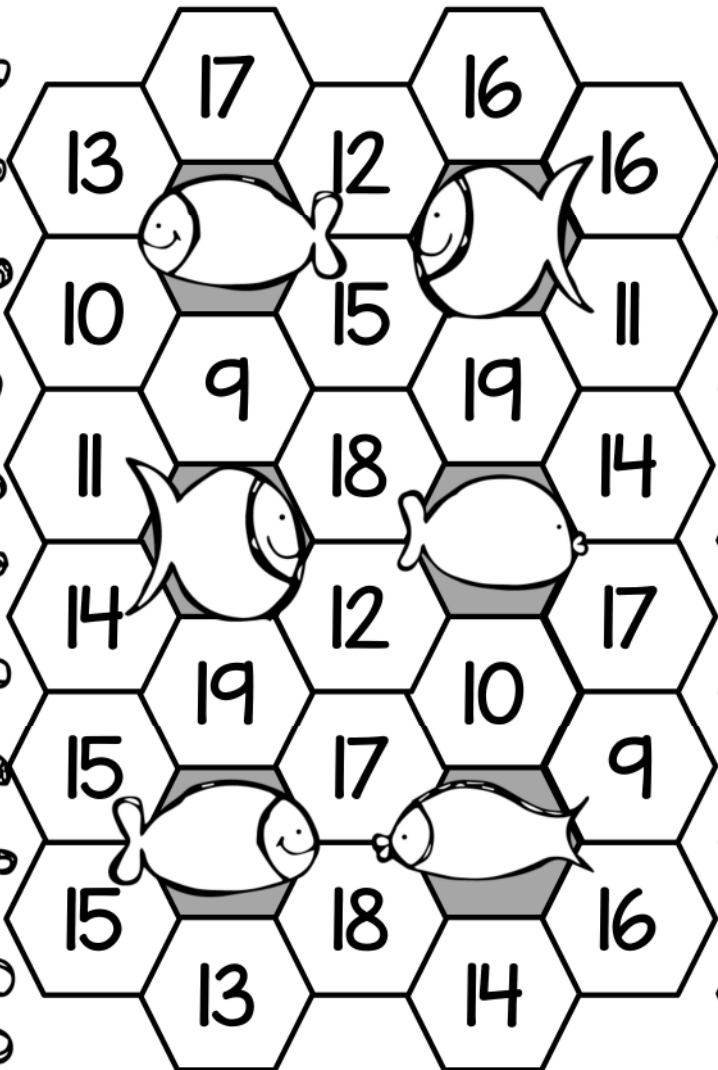
Need: 2 dice, pencils

Players take turns to roll the 2 dice and add the numbers on the dice. They then add 7 in Game 1 and 8 in Game 2 and color any space on the board with the total. The winner is the first player to catch a fish by coloring the last space to surround the fish.



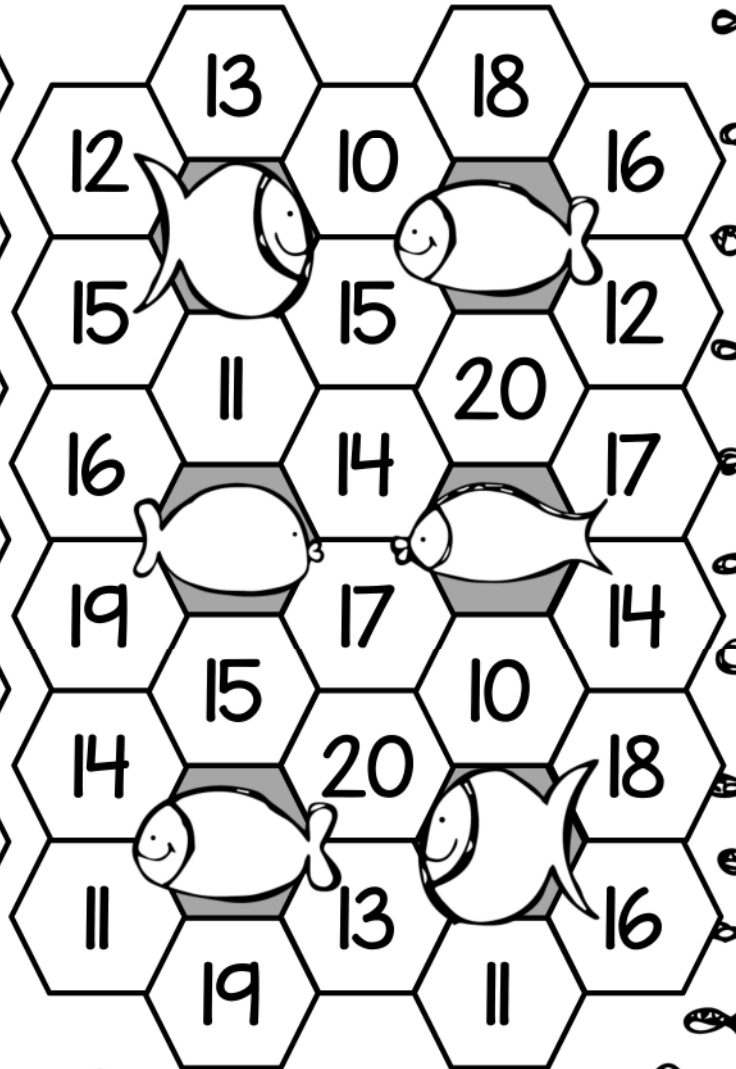
## Game 1

Roll and Add 7



## Game 2

Roll and Add 8

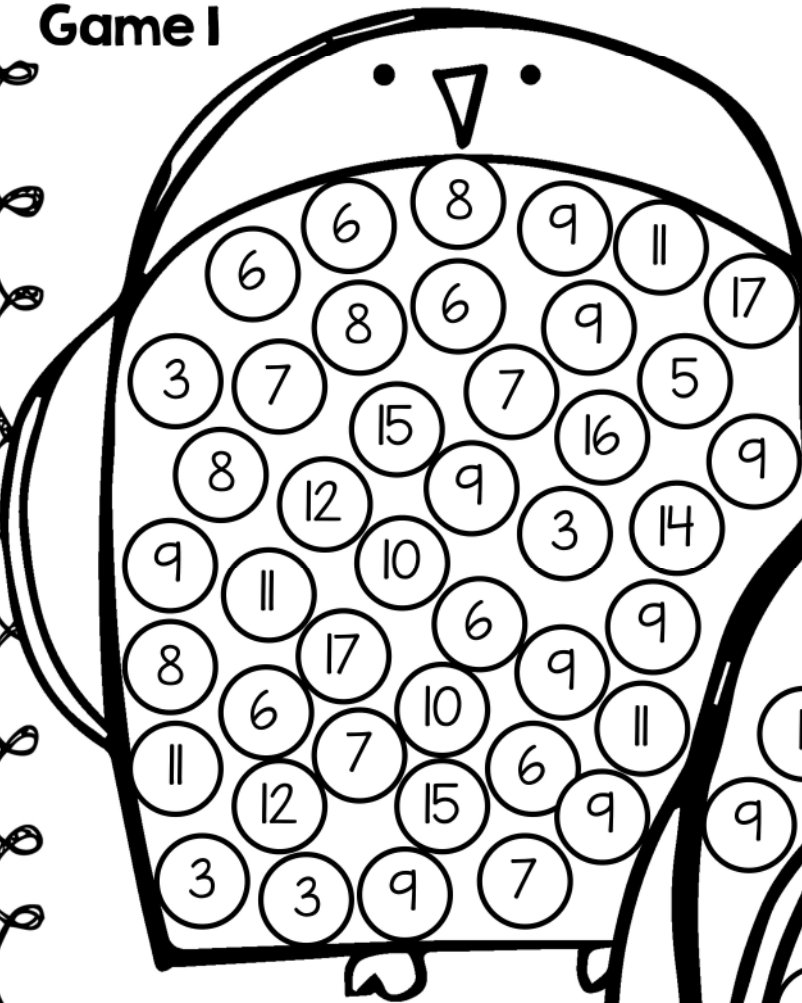


# Penguins Pick 3 Addition

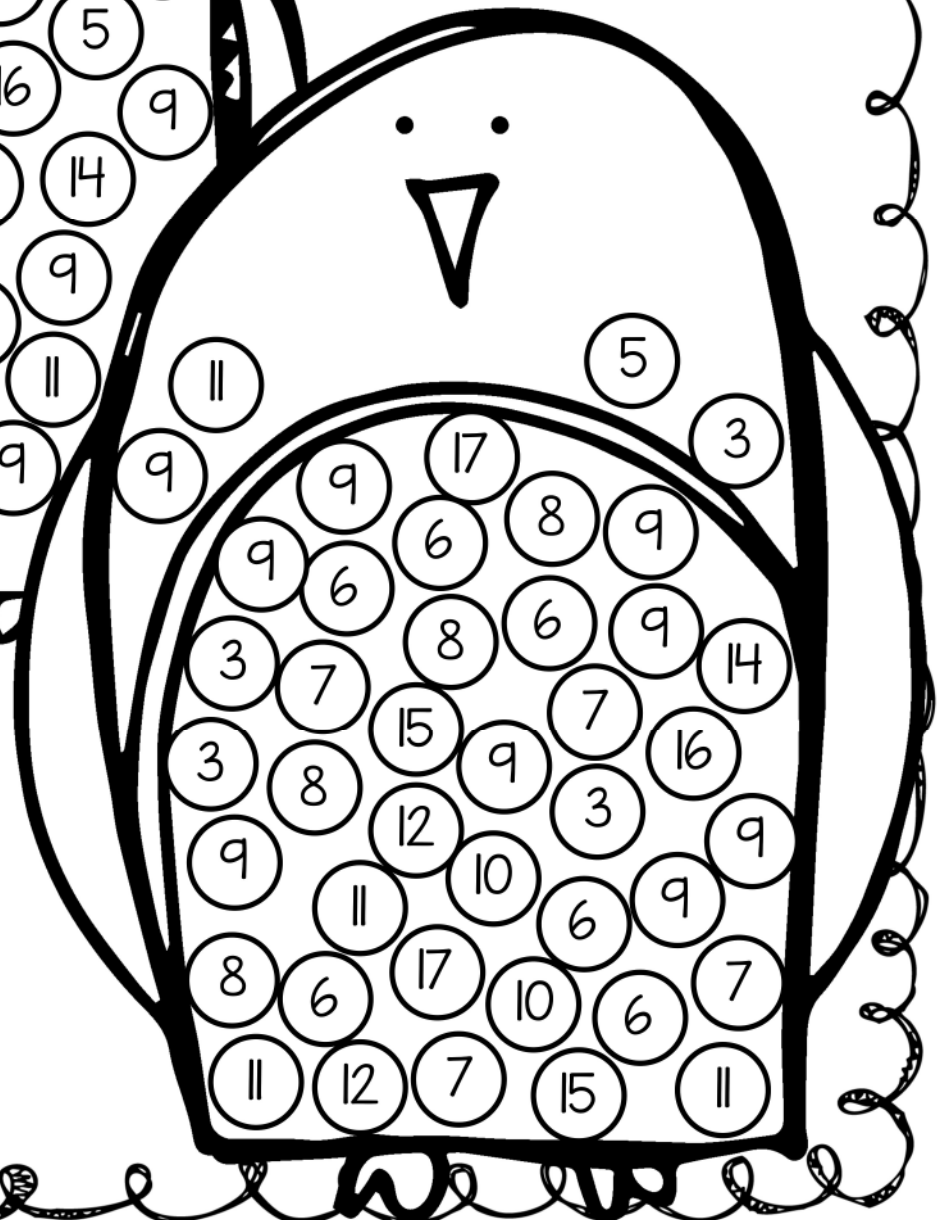
a game for 2 players    Need: pencils

Players take turns to search for 2 numbers on the penguin that will add to a third number. The player then colors all 3 numbers, e.g. on a turn a player could color 5, 6 and 11. The last player who can color a set of 3 numbers is the winner.

## Game 1



## Game 2



# Penguins



## Roll 2 and Take from 15





**Need: 2 dice, colored pencils in 2 different colors**

Each player uses a different colored pencil. Players take turns to roll the dice, add the numbers together and then take the total from 15. The player then colors a circle with this number in their color, e.g. if a player rolls 4 and 5 they would color 6. The first player to make a line of four in their color is the winner.

### Game 1

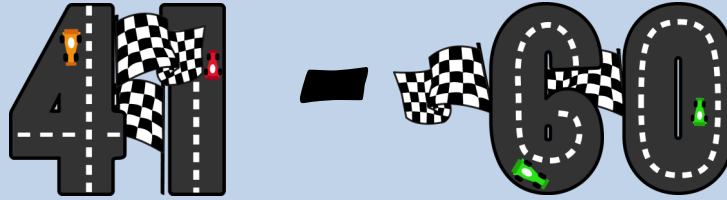
3	13	10	3	12
8				7
4				13
5				9
12				4
5				11
9				10
6				11
8				13
6	12	4	7	

### Game 2

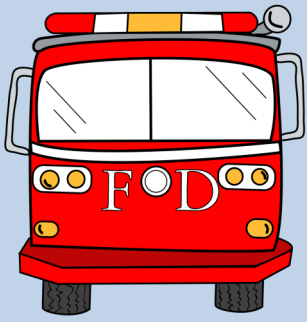
5	3	4	3	7
10				9
13				12
8				8
11				4
9				5
4				13
11				6
12				13
7	12	6	10	

# SIGHT WORD CHECKERS

Fry Words:



there		use		an		each	
there		use		an		each	
	other		out		many		about
	other		out		many		about
which		she		do		how	
which		she		do		how	
	their		if		them		there
	their		if		them		there
out		these		will		up	
out		these		will		up	
	other		out		about		many
	other		out		about		many
which		each		these		use	
which		each		these		use	
	then		so		them		how
	then		so		them		how



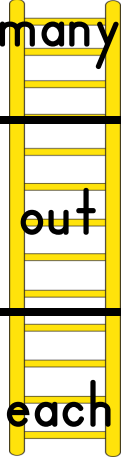
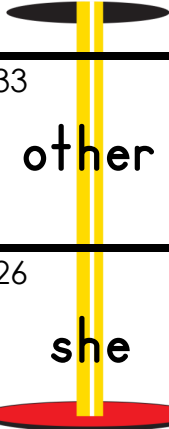


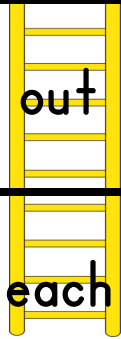

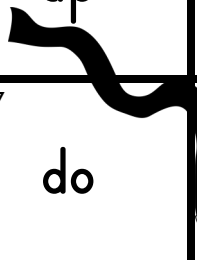
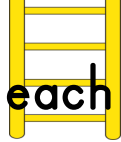
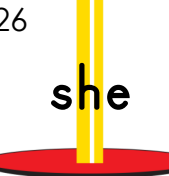


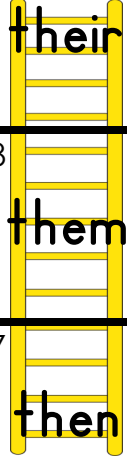




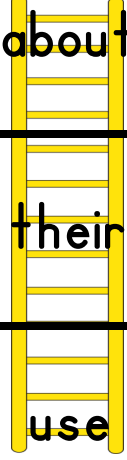

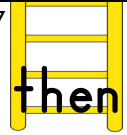

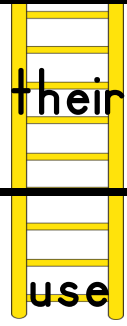


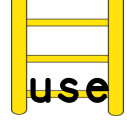
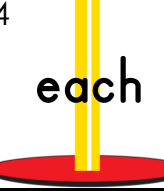
# Chutes and Ladders

## Fry's First 100 Words

### Game Board 3

### Words 41–60



36 many 	37 then	38 them 	39 these	40 so 	<b>END!</b> 
35 out 	34 about	33 other 	32 up 	31 will	30 if
24 each 	25 which	26 she 	27 do 	28 how 	29 their 
23 an	22 use 	21 there	20 so	19 these 	18 them 
12 up 	13 other	14 about 	15 out	16 many 	17 then 
11 will 	10 if	9 their 	8 how	7 do 	6 she
<b>START</b> 	1 there	2 use 	3 an	4 each 	5 which

**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 4 PHRASES



## First 100: Phrases 41-60

there was an	use your pencil	an old dog	each of us	which one of
she said to	do your best	how are you	from their home	if I were
will they go	up and down	the other day	learn more about	I ran out
many of us	then we will	we saw them	what are these	so much fun
each of us	how are you	will they go	up and down	many of us

**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 markers in a row (across, up and down, or diagonally) wins!