




Student Name: _____

Due Date: **Friday, March 27**

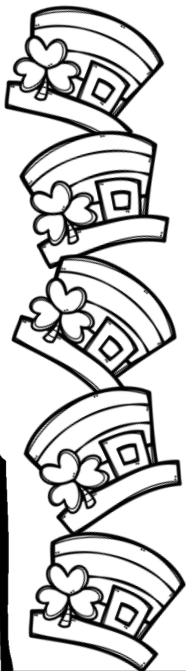
Date	Assignments (See Detailed Directions in the Homework Folder) <i>Check off as completed. Sign the Parent Signature Box. Return the Homework Calendar, attached writing pages, and printable math games (if using) on the Due Date above via student's RED DAILY FOLDER. Note: Students who are now in Lexia Level 10 should omit Lexia at home; use the Alternate Book Reading.</i>	Parent Signature
Monday Week of... 3/2/20	<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 Week of... 3/9/20	<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	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 style="text-align: center;"> Do Weekend Prep as usual... turn Homework Log in on Friday. </p>	

St. Patrick's Day Color the Hats

a game for 2 players Need: dice, pencils, crayons

Players take turns to roll the dice and write the number in one of their boxes. Once a digit is written in the space it can't be moved. Players repeat this so that each player creates a 2 digit number. The player with the larger number colors one of their hats. After 5 rounds the winner is the player who has colored the most hats.



Player 1

Round 1

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Round 2

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Round 3

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Round 4

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Round 5

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Game 1

Player 2

Round 1

--	--

Round 2

--	--

Round 3

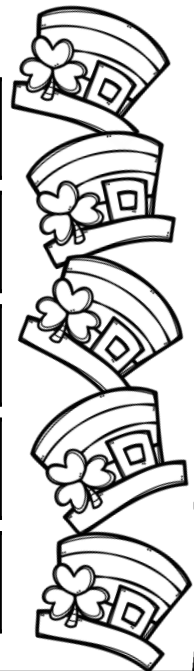
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Round 4

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Round 5

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Player 1

Round 1

--	--

Round 2

--	--

Round 3

--	--

Round 4

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Round 5

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Game 2

Player 2

Round 1

--	--

Round 2

--	--

Round 3

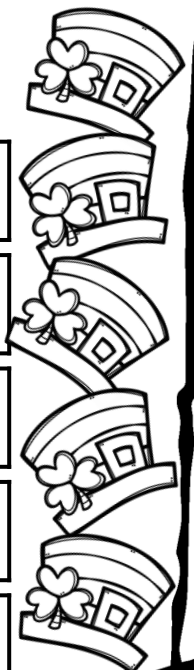
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Round 4

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Round 5

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Leprechaun Between

a game for 2 players

Need: 2 dice, pencils

Each player chooses a set 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 in their set. The player writes the number on a line, e.g. if a player rolls 3 and 4 they could make 34 and write it between 32 and 36. The winner is the first player to have 2 numbers between each in their set.

Game

1

Player 1

12 _____ 17
20 _____ 26
31 _____ 35
42 _____ 47
51 _____ 57

Player 2

12 _____ 17
20 _____ 26
31 _____ 35
42 _____ 47
51 _____ 57

Game

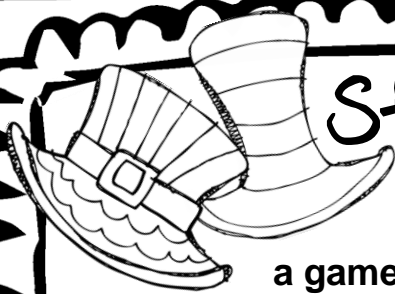
2

Player 1

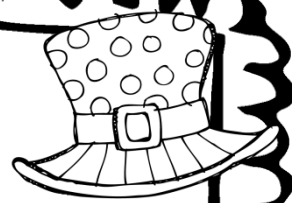
11 _____ 15
21 _____ 25
32 _____ 37
43 _____ 46
50 _____ 54

Player 2

11 _____ 15
21 _____ 25
32 _____ 37
43 _____ 46
50 _____ 54



St. Patrick's Day March 17



Color an addition that equals 17.

a game for 2 players

Need: crayons

Players take turns to color the numbers to make an addition that adds to 17 coloring one square from each set, e.g. a player could color $10+2+5$. Once a number is colored it can't be used again. The winner is the last person to make an addition that adds to 17.

Game 1

4	12	6	+	11	1	9	+	2	2	5
9	2	11		3	8	10		6	1	4
5	8	1		12	3	6		1	9	2
3	7	10		4	9	5		3	2	10

Game 2

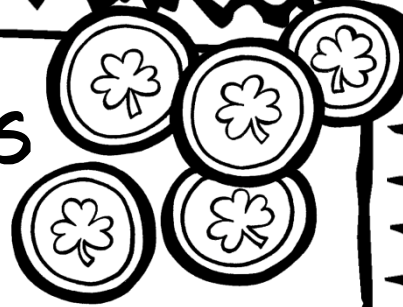
1	7	8	+	12	4	1	+	4	3	5
12	4	10		8	7	9		6	6	2
3	9	2		7	10	2		5	3	11
11	5	6		1	5	3		8	3	1

Game 3

7	3	10	+	6	3	2	+	1	6	8
11	2	7		4	6	5		10	4	3
2	4	12		3	2	5		2	9	7
6	7	8		4	5	7		12	5	11

Pot of Gold Doubles

Roll 1 and Double



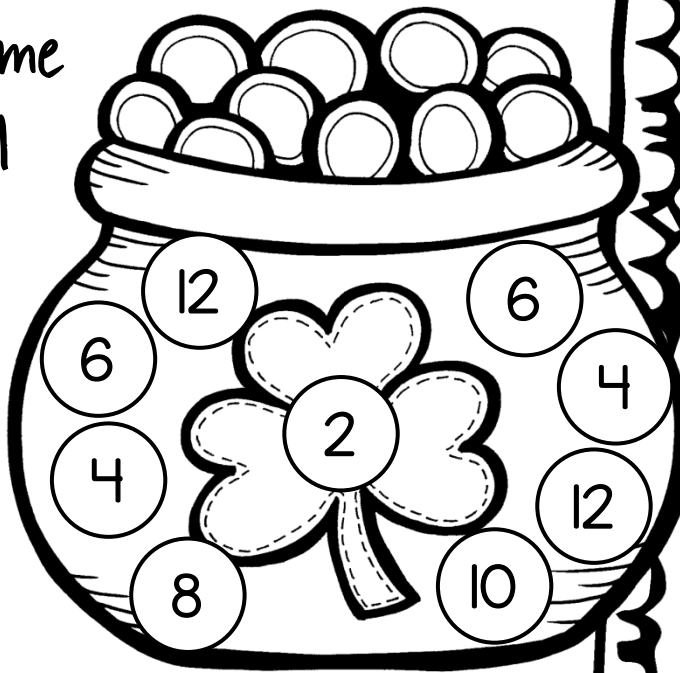
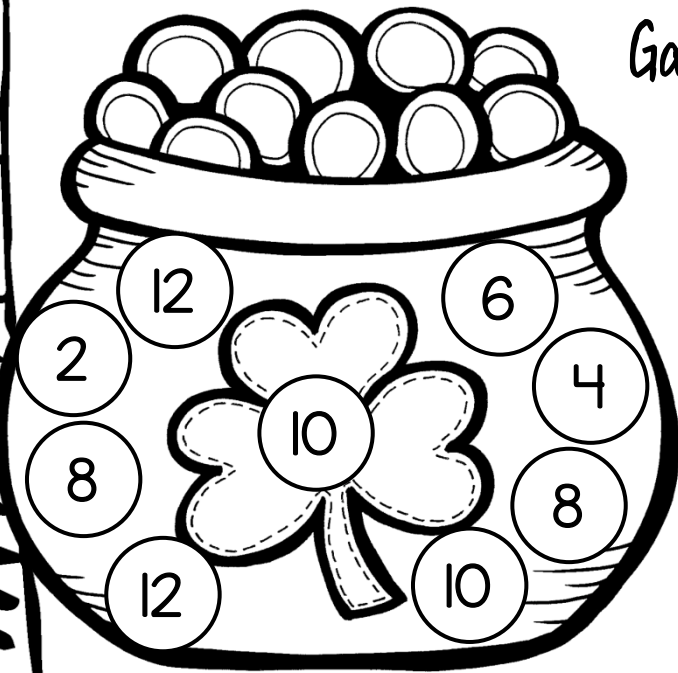
a game for 2 players

Need: dice, crayons

Each player chooses a pot of gold for the game. Take turns to roll the dice and double the number on the dice. The player then colors this number on their pot of gold. Continue taking turns to roll and double. The winner is the first player to color each number on their pot of gold.

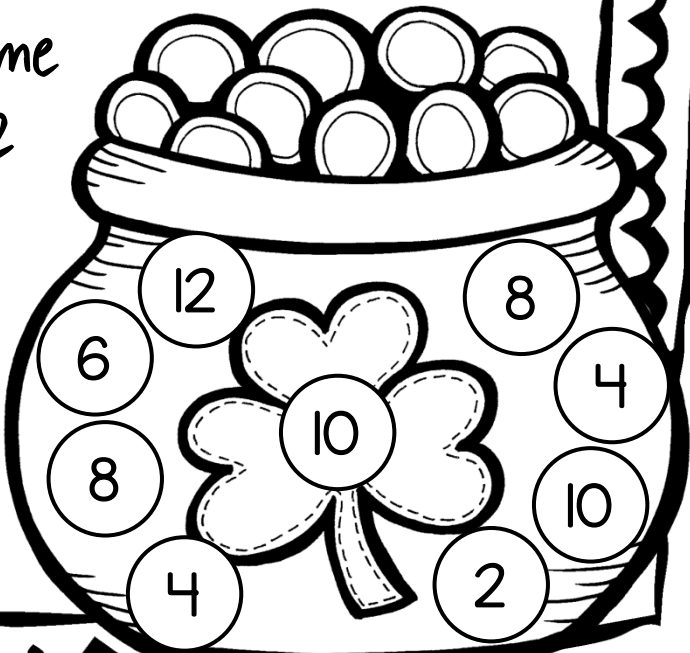
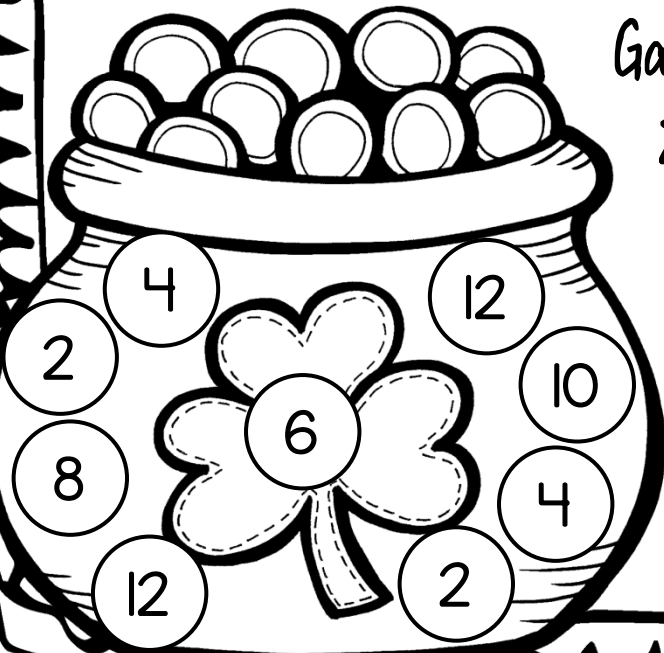
Game

1



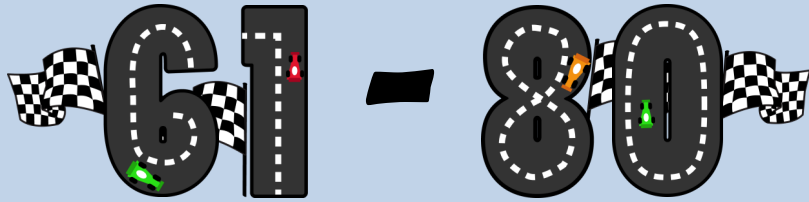
Game

2

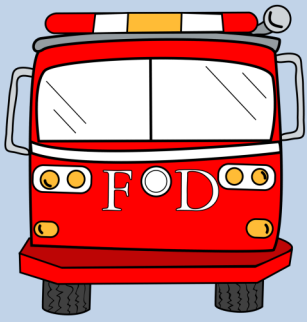


SIGHT WORD CHECKERS

Fry Words:



some		her		would		make	
some		her		would		make	
	has		more		write		number
	has		more		write		number
like		him		into		time	
like		him		into		time	
	way		some		could		people
	way		some		could		people
has		look		two		more	
has		look		two		more	
	could		way		people		into
	could		way		people		into
write		go		see		number	
write		go		see		number	
	no		her		would		make
	no		her		would		make



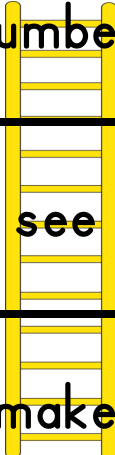



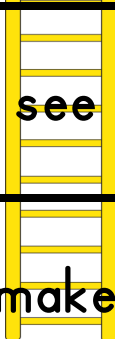


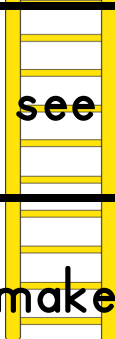








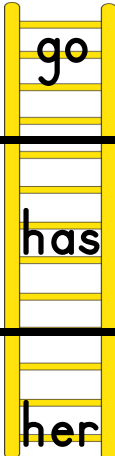
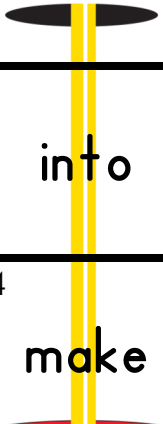


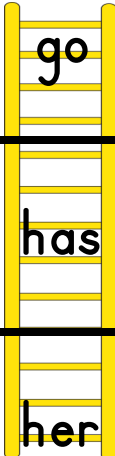
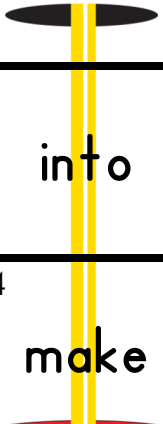

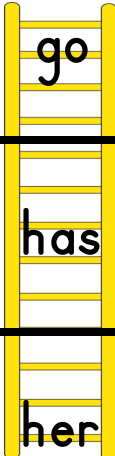
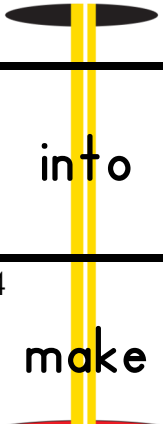
Chutes and Ladders

Fry's First 100 Words

Game Board 4

Words 61–80



36 number 	37 no	38 way 	39 could	40 people 	END! 
35 see 	34 go	33 write 	32 more 	31 two	30 look
24 make 	25 like	26 him 	27 into 	28 time 	29 has 
23 would	22 her 	21 some	20 people	19 could 	18 way 
12 more 	13 write	14 go 	15 see	16 number 	17 no 
11 two 	10 look	9 has 	8 time	7 into 	6 him
START 	1 some	2 her 	3 would	4 make 	5 like

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 61-80



some of them	her pink dress	would you like	make a card	you will like
we saw him	into the room	it's time for	has to be	look at that
two of these	more or less	write a story	will we go	see the cat
the number three	no I'm not	on his way	could I come	six people came
on his way	has to be	will we go	you will like	some of them

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!