




Student Name: \_\_\_\_\_

Due Date: **Friday, May 22**

Date	<b>Assignments (See Detailed Directions in the Homework Folder)</b> <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. <b>Note: Students who are now in Lexia Level 10 should omit Lexia at home; use the Alternate Book Reading.</b></i>	Parent Signature
Monday <b>Week of...</b> <b>4/27/20</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: _____	_____
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	_____
Monday <b>Week of...</b> <b>5/4/20</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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Monday Week of... 5/11/20	<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	<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... 5/18/20	<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	<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...</b></p>	

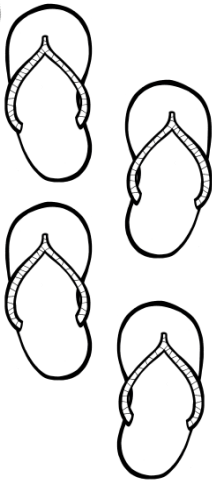
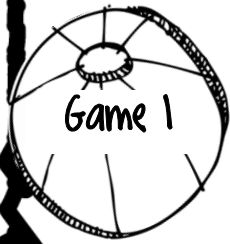
# Flip Flops Number Game



Comparing numbers to 66.

a game for 2 players    Need: Dice, Pencils, Crayons

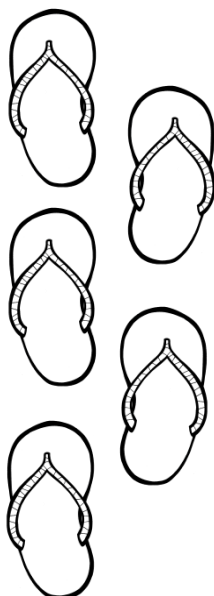
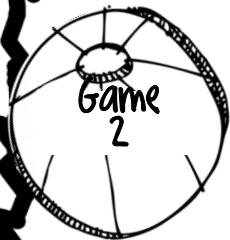
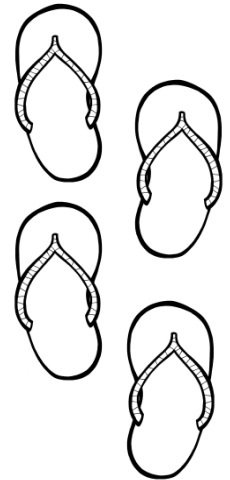
Players take turns to roll 2 dice and create a 2 digit number from the numbers rolled, e.g. if a player rolls 3 and 5, they could make 35 or 53. The player then records their number. When each player has recorded their number, circle the largest of the two numbers. The player with the largest number colors one of their flip flops. The first player to color all of their flip flops is the winner.



Player 1

1<sup>st</sup> Roll  
2<sup>nd</sup> Roll  
3<sup>rd</sup> Roll  
4<sup>th</sup> Roll  
5<sup>th</sup> Roll  
6<sup>th</sup> Roll  
7<sup>th</sup> Roll

Player 2



Player 1

1<sup>st</sup> Roll  
2<sup>nd</sup> Roll  
3<sup>rd</sup> Roll  
4<sup>th</sup> Roll  
5<sup>th</sup> Roll  
6<sup>th</sup> Roll  
7<sup>th</sup> Roll  
8<sup>th</sup> Roll  
9<sup>th</sup> Roll

Player 2





# Fill the Bucket

## Addition Game

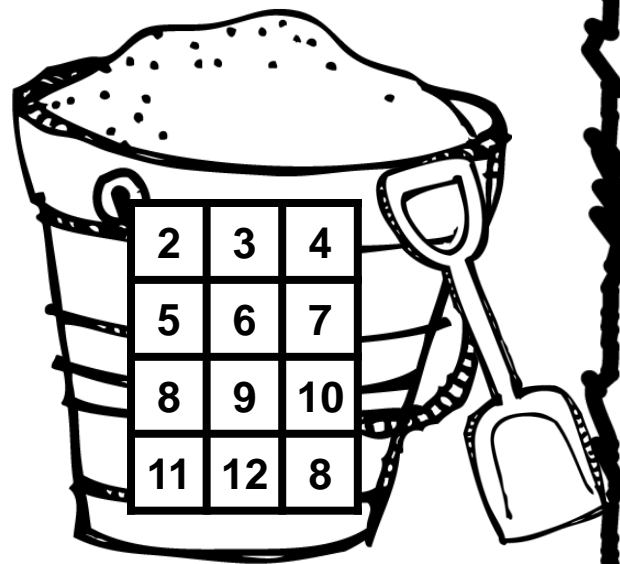
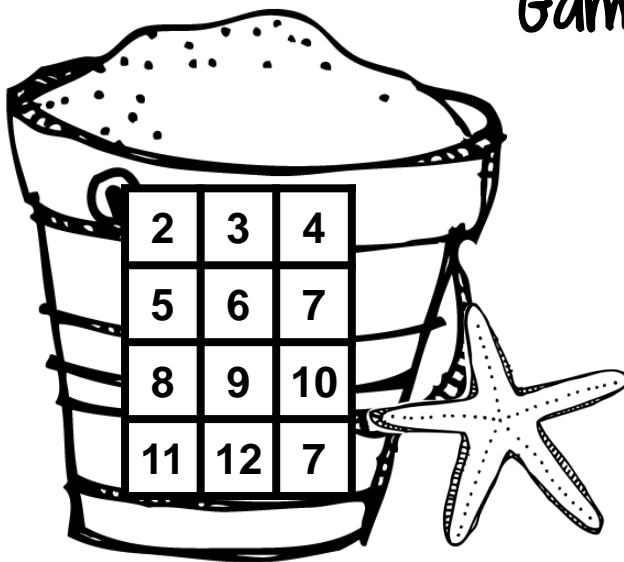


Roll 2 dice and add.

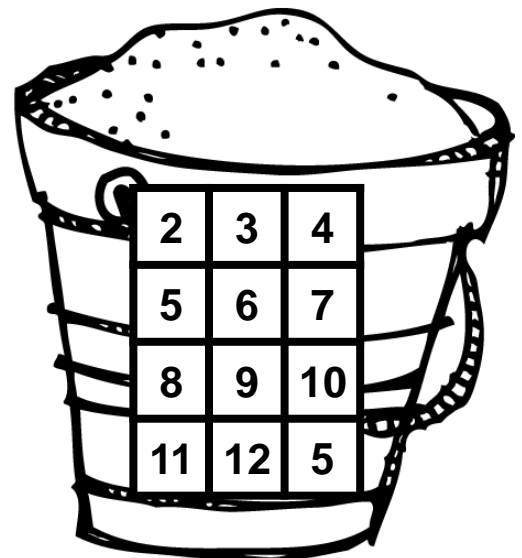
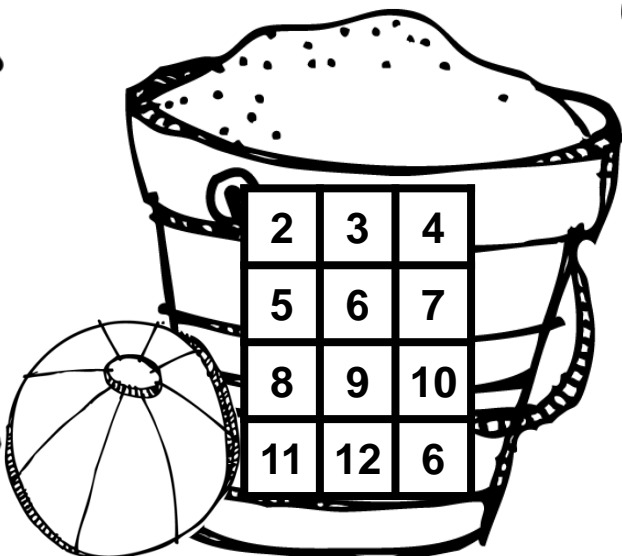
a game for 2 players    Need: 2 Dice, crayons

Each player chooses a bucket for the game. Players take turns to roll 2 dice and add the numbers together. They then color the total on their bucket, e.g. if a player rolls 4 and 5, they color 9. Play continues until one player has colored every number on their bucket. This player is the winner.

### Game 1



### Game 2

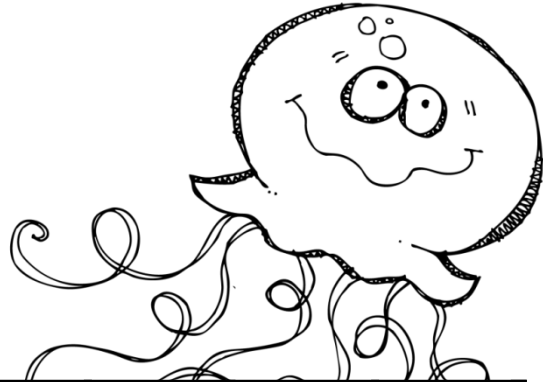
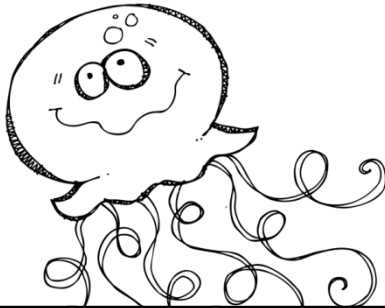


# Jellyfish Subtract

a game for 2 players

Need: crayons

Each player uses a different colored pencil. Players take turns to color two squares – a subtraction and the matching answer from a small square. When all squares have been colored, the winner is the player with the longest line of their color around the edge of the rectangle.

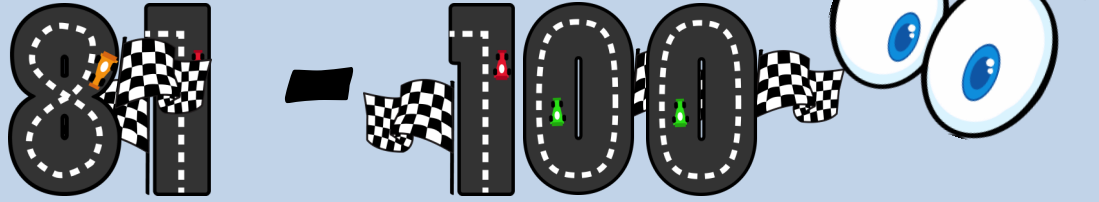


20-10	50-40	70-20	40-10
80-20	Game 1		60-20
40-30	10	70	10
	40	20	80
90-10	60	10	40
	70	50	20
70-50	30	20	50
	10	20	30
80-10			
30-20	90-40	60-30	80-40

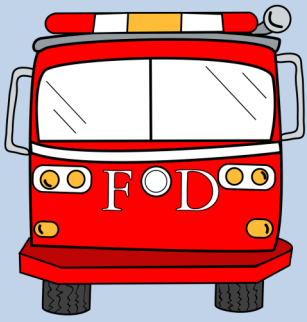
60-30	30-20	90-20	40-10
90-80	Game 2		80-20
40-20	10	50	20
	30	60	20
50-10	60	40	0
	20	10	60
80-60	30	40	70
	10	30	20
20-10			
70-10	50-20	90-30	30-10

# SIGHT WORD CHECKERS

Fry Words:



who		come		day		part	
who		come		day		part	
	down		now		my		than
	down		now		my		than
first		water		been		call	
first		water		been		call	
	who		am		its		now
	who		am		its		now
find		long		down		day	
find		long		down		day	
	did		get		come		made
	did		get		come		made
may		part		first		than	
may		part		first		than	
	my		been		who		call
	my		been		who		call











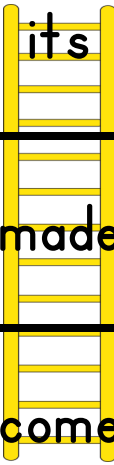




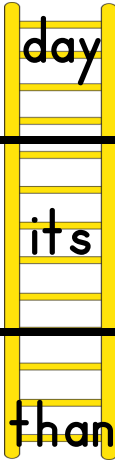










# Chutes and Ladders

## Fry's First 100 Words

### Game Board 5 Words 81–100

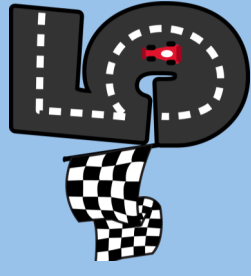


36 get 	37 come	38 made 	39 may	40 part 	<b>END!</b> 
35 did 	34 day	33 down 	32 long 	31 find	30 now
24 water 	25 been	26 call 	27 who	28 am 	29 its 
23 first	22 than 	21 my	20 part	19 may 	18 made 
12 long 	13 down	14 day 	15 did	16 get 	17 come 
11 find 	10 now	9 its 	8 am	7 who 	6 call
<b>START</b> 	1 my	2 than 	3 first	4 water 	5 been

**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 81-100

on my own	is more than	first in line	into the water	have you been
I will call	who will help	here I am	in its place	from now on
to find out	a long way	down the street	a sunny day	did you go
get your coat	please come here	made me mad	may I go	the missing part
is more than	from now on	did you go	please come here	a long way

**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!