


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

Due Date: **Friday, Nov. 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.</i>	Parent Signature
Monday <b>Week of...</b> <b>10/28/19</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>	_____
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Monday <b>Week of...</b> <b>11/18/19</b>	<input type="checkbox"/> 3-S Sort (Record Time) ____ min.: ____ sec. <input type="checkbox"/> Weekly Poem (ChoraEcho 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>	



# Thanksgiving FOUR in a ROW

a game for 2 players

**Need: Dice, Pencils in 2 different colors**

Each player uses a different colored pencil. Take turns to roll the dice and check the number on the dice against the key. Color a number on the board to match the clue for the number rolled. The first player to color 4 in a line is the winner. The line can go across, down or diagonally.

Roll this-	Cover a number -
1	more than 75
2	less than 25
3	between 35 and 55
4	more than 87
5	less than 14
6	between 67 and 87

Game 1						
18	85	91	23	70	84	77
79	69	37	52	11	22	84
2	12	83	76	80	39	89
88	73	36	20	53	9	49
40	24	80	71	13	48	83
98	90	72	10	68	93	99



Game 2						
79	10	89	24	9	83	18
8	94	38	76	41	69	90
82	68	45	11	51	78	23
19	77	71	36	93	12	92
20	42	85	22	70	44	2
5	91	7	88	80	13	81





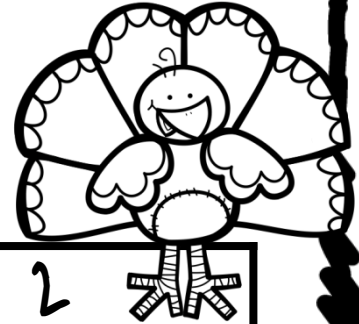
# Thanksgiving one more or less

Color a number and the number that is one more or less.

a game for 2 players

Need: crayons

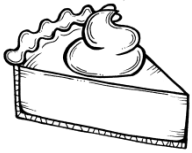
Players take turns to color a number and the number that is one more or one less than that number. The numbers can be anywhere on the board and do not need to be beside each other, e.g. a player could color 24 and 25. One pair is colored to show you what to do. The last player who can color a pair of numbers is the winner.



Game 1				
28	20	3	40	13
10	14	36	6	29
2	27	12	21	4
33	18	9	26	17
11	23	15	35	8
22	16	32	24	30
34	5	37	19	39
7	38	25	31	

Game 2				
26	12	33	46	13
39	32	21	42	23
14	34	31	11	41
38	22	45	27	18
17	40	10	47	37
44	16	24	36	28
25	35	30	15	48
43	20	29	19	





# Thanksgiving Addition



a game for 2 players    Need: 2 Dice, Pencils

Players take turns to roll 2 dice. The player then uses the numbers on the dice to create an addition equation, records their addition and calculates the answer. For example, if a player rolls 2 and 6, they would record  $2+6=8$ . Next circle the largest of the two answers. The player with the largest answer colors one of their pumpkins. The winner is the player who has colored the most pumpkins after 5 rolls.

Game 1

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

Player 2	
___ + ___ = ___	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



Game 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

Player 2	
___ + ___ = ___	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



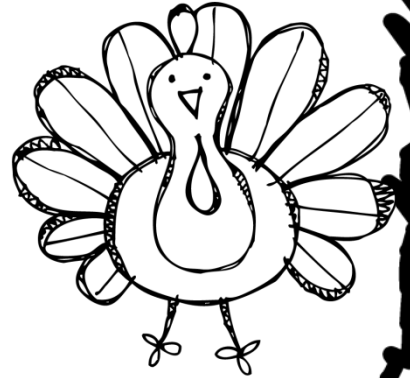
# Trap the Turkey Add 5 and 6

Be the first one to trap a turkey!

a game for 2 players

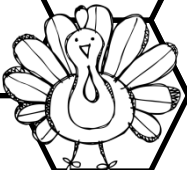
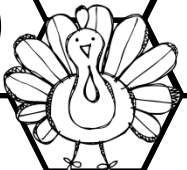
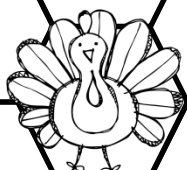
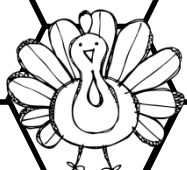
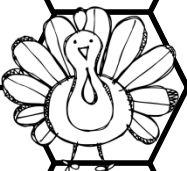

Need: dice, crayons

Players take turns to roll the dice and add 5 in Game 1 or add 6 in Game 2. They then color any space on the board with the total. The winner is the first player to trap a turkey by coloring the last space to surround the turkey.



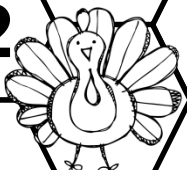
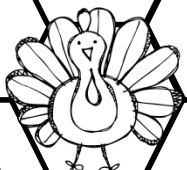
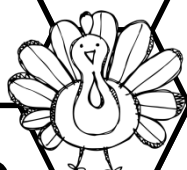
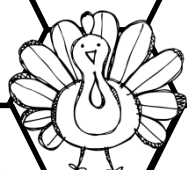


## Game 1

Roll and Add 5

	10		8	
11		10		6
6		8		10
	10		6	
9		7		7
9		7		7
	9		10	
6		6		8
11		11		9
	9		8	

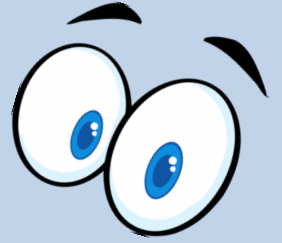
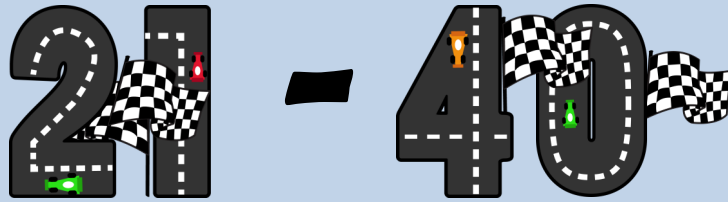
## Game 2

Roll and Add 6

	7		8	
12		11		11
9		10		11
	12		9	
11		8		10
10		12		9
	9		7	
10		7		8
9		8		10
	12		7	

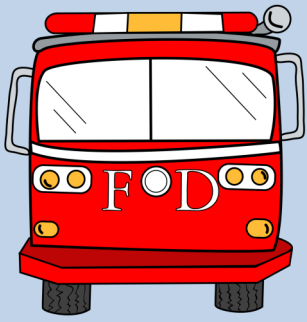
# SIGHT WORD CHECKERS

Fry Words:



at		be		this		have	
at		be		this		have	
	what		all		word		by
	what		all		word		by
from		or		one		had	
from		or		one		had	
	your		when		were		said
	your		when		were		said
by		word		but		not	
by		word		but		not	
	said		your		can		one
	said		your		can		one
what		all		were		we	
what		all		were		we	
	this		when		have		from
	this		when		have		from






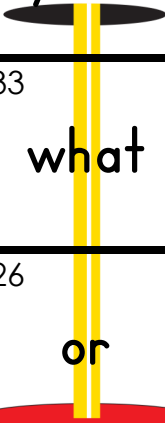


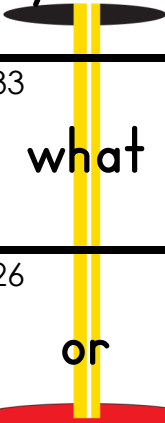





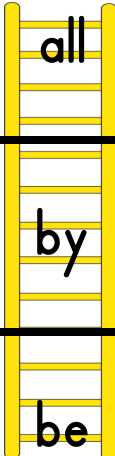






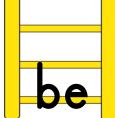

# Chutes and Ladders

## Fry's First 100 Words

### Game Board 2

### Words 21–40



36  we	37 when	38  your	39 can	40 said	 <b>END!</b>
35  were	34 all	33  what	32 not	31 but	30 word
24  have	25 from	26  or	27 one	28 had	29  by
23 this	22 be	21 at	20 said	19  can	18  your
12 not	13 what	14  all	15 were	16  we	17  when
11  but	10 word	9  by	8 had	7  one	6 or
 <b>START</b>	1 at	2  be	3 this	4  have	5 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!





# CONNECT 4 PHRASES



## First 100: Phrases 21-40

not at home	will be good	this must be	let me have	we ran from
in or out	the best one	had a ball	by the path	word for word
but not both	not at all	what was that	all of them	we were going
we have one	when they come	on your left	we can ride	the boy said
what was that	this must be	in or out	not at all	we have one

**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!