


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

**Due Date:** Friday, Oct. 25

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>9/30/19</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>	_____
Monday <b>Week of...</b> <b>10/7/19</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: _____	_____
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Monday <b>Week of...</b> <b>10/21/19</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: _____	_____
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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;"><b>Do Weekend Prep as usual...</b> <b>turn Homework Log in on Friday.</b></p>	

# Halloween One More or Less Numbers to 50

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 this number. The numbers can be anywhere on the board and do not need to be beside each other. For example, on a turn a player could color 32 and 33. The last player who can color a pair of numbers is the winner.

## Game 1

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



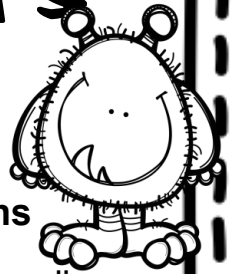
## Game 2



20	28	37	49	25	45	19	32	41
35	43	23	34	16	29	26	40	48
15	31	18	42	22	38	46	21	17
24	44	27	36	50	30	39	47	33



# Halloween Missing Numbers






























Roll the dice and move through the board in counting order saying the missing numbers.

a game for 2 players

Need: Colored Pencils or Crayons

Each player uses a different colored pencil. Players take turns to roll the dice and move across the rows in counting order. When you land on a space put a dot in the corner to mark your place. If you land on a monster, say the number that the monster is hiding. The first player to reach 100 is the winner.

1	2	3	4	5	6		8	9	10
11	12	13		15	16	17	18		20
21		23	24	25		27		29	30
31	32	33		35	36		38	39	
	42	43	44		46	47	48		50
51	52		54	55	56	57		59	
61		63			66	67	68	69	70
71	72	73	74	75		77	78		80
	82		84	85		87	88	89	90
91		93	94		96			99	100

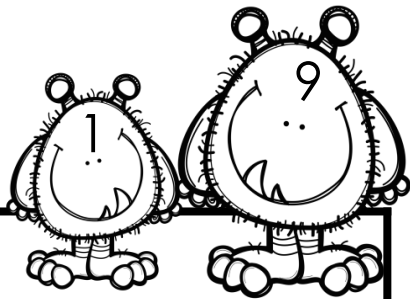
# Halloween Spooky Pairs Add to 10

Color two adjoining numbers that add to 10.

a game for 2 players

Need: Crayons

Players take turns to color 2 adjoining numbers that add to 10. The numbers must be in squares that are joined along a side. For example – on a turn a player could color 3 and 7 or 6 and 4. The last player who can color a pair of numbers that add to 10, is the winner.

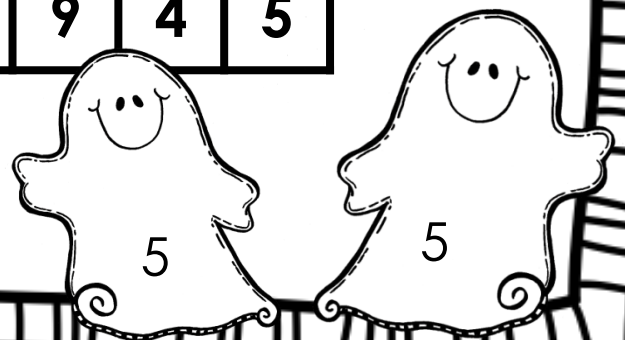


Game 1

2	8	4	9	1	5
3	1	7	3	7	5
1	9	6	4	3	2
9	8	2	5	6	8
8	2	1	5	4	0
4	6	10	0	1	10
2	4	9	3	9	5
8	6	1	7	3	5

Game 2

1	2	1	7	6	1
9	8	9	3	4	9
1	9	1	7	6	4
2	8	4	3	5	5
10	0	8	5	5	9
3	7	2	6	8	1
5	5	6	4	2	8
1	9	4	5		



# Halloween Costumes



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.



10-5	8-3	9-6	10-1
9-2	<b>Game 1</b>		8-1
6-4	3	1	3
	4	2	4
10-9	2	5	1
7-6	1	7	8
	5	3	9
9-8	2	7	1
7-3	10-8	8-5	9-7

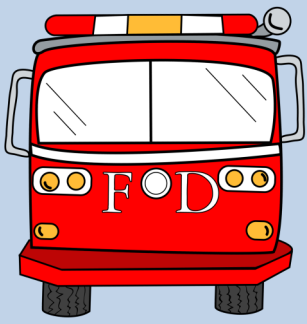
8-6	6-2	9-3	7-5
10-4	<b>Game 2</b>		10-2
7-1	2	5	2
	6	3	5
8-2	4	4	1
9-4	8	6	6
	3	4	6
6-5	5	7	2
10-3	7-2	8-4	6-1

# SIGHT WORD CHECKERS

Fry Words:



the		of		and		a	
the		of		and		a	
	are		they		for		as
	are		they		for		as
to		in		is		you	
to		in		is		you	
	with		his		I		that
	with		his		I		that
that		it		he		was	
that		it		he		was	
	and		they		of		his
	and		they		of		his
for		on		are		as	
for		on		are		as	
	you		with		was		the
	you		with		was		the






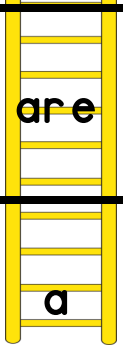

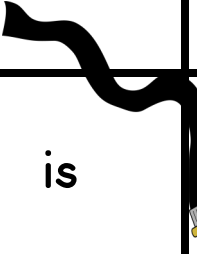






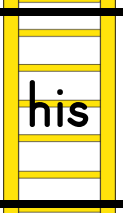








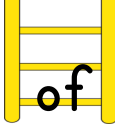

# Chutes and Ladders

## Fry's First 100 Words

### Game Board 1

### Words 1–20



36 as 	37 with	38 his 	39 they	40 I 	<b>END!</b>
35 are 	34 on	33 for 	32 was 	31 he	30 it
24 a 	25 to	26 in 	27 is	28 you 	29 that 
23 and	22 of 	21 the	20 I	19 they 	18 his 
12 was 	13 for	14 on 	15 are	16 as 	17 with 
11 he 	10 it	9 that 	8 you	7 is 	6 in
<b>START</b> 	1 the	2 of 	3 and	4 a 	5 to

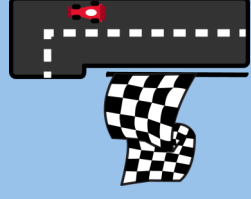
**Materials Needed:** 1 Die, Game Markers for 2-4 Players. **Directions:** Players take turns rolling a die. The player moves their marker that many spaces and reads the word they land on. If the word is read correctly, the player stays on that space. If the word is not read correctly, the player moves 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 1-20



I see <u>the</u>	two of <u>them</u>	you and <u>I</u>	a black <u>cat</u>	we like <u>to</u>
<u>in</u> the park	<u>is</u> that it	it's for <u>you</u>	<u>that</u> is mine	I got <u>it</u>
<u>he</u> ran fast	it <u>was</u> dark	ask <u>for</u> help	<u>on</u> the team	we <u>are</u> here
<u>as</u> fast as	go <u>with</u> her	<u>his</u> blue hat	here <u>they</u> are	<u>I</u> am going
here <u>they</u> are	we like <u>to</u>	it's for <u>you</u>	we <u>are</u> here	<u>is</u> that it

**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!