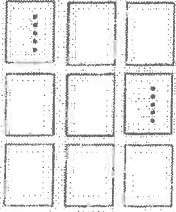


Getting Ready for 1st Grade!

B

Play "Make Ten".



I

Go on a 3D Shape Hunt



looking for spheres, cylinders, cones and cubes.

N



Help set the table. Make place cards with a special message for each dinner guest.

G

Make a book and share it with a friend.



O



Read an animal book - then visit the zoo.

Explore patterns on the "Hundred Chart".

1	2	3	4	5	6	7	8	9	10
11	12	13	14	15	16	17	18	19	20
21	22	23	24	25	26	27	28	29	30
31	32	33	34	35	36	37	38	39	40
41	42	43	44	45	46	47	48	49	50
51	52	53	54	55	56	57	58	59	60
61	62	63	64	65	66	67	68	69	70
71	72	73	74	75	76	77	78	79	80
81	82	83	84	85	86	87	88	89	90
91	92	93	94	95	96	97	98	99	100

Model squares, circles, triangles, rectangles and hexagons using sticks and string.



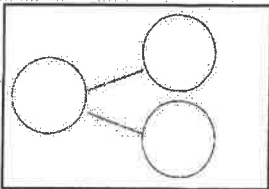
Put together a puzzle.

Make a photo journal of an activity.



"Book Talk" After reading a book, share your favorite part with a special friend.

Practice the fact families for making 5 and 10 using your number bonds.



Build something with blocks or Legos then draw a picture of what you built.



FREE SPACE

Make your own activity.

Read an Aesop's Fable and talk about the lesson.



Cook or make something to eat. Then write out the recipe.



Write a Math Story about joining, separating or comparing.



Play "How Many Steps?"



Make a play with puppets.

Read a bible story with your family.



Visit the library and get a library card.

Jump rope, bounce a ball or hop and count up to 100 by 10s then down to 0.



Measure things and people using your own units (e.g. paper clip, playing card, soup can).



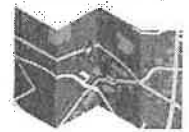
Write a prayer for the family and read it before dinner.



Write and illustrate a Blessings Book.



Research and read about things before your vacation.



Games for Summer Math and Reading Bingo for Incoming 1st

Make Ten

Materials:

- Ten Frames (0-10) cards. You can cut out the enclosed cards and then glue them to index cards to make them more sturdy.

1. Shuffle cards and then lay them out face down.
2. The first player turns over one card and identifies the value of the ten frame, e.g. 4, and then states what other card would "make ten". Then he turns over another card and tells the number. If the pair makes ten, the player gets to keep the pair. If not, the player turns both cards back over and the other player takes a turn.
3. Play continues until there are no more cards and the player with the most cards wins.

Hundred Chart Exploration

Materials:

- Hundred Chart
- Plastic sleeve (if you want to reuse Hundred Chart)

1. Start by talking about the Hundred chart asking if your child notices anything. Let them guide the discussion.
2. After they have a turn, you might point out things you notice e.g. the last number in each row ends in 0 or the numbers down each column have the same number on the end... the same number of ones.
3. Color the squares for certain patterns you have discovered.

Extensions:

- Make a copy of the Hundred Chart and cut it up like a puzzle. Then see if your child can put it back together.
- Have your child hide his eyes and the cover up a couple of numbers on the chart. See if he can figure out the number when he opens his eyes.

How Many Steps?

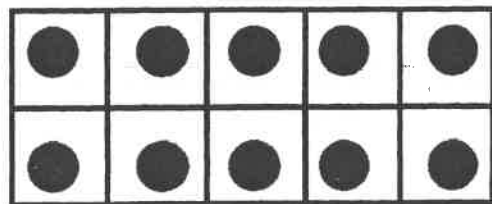
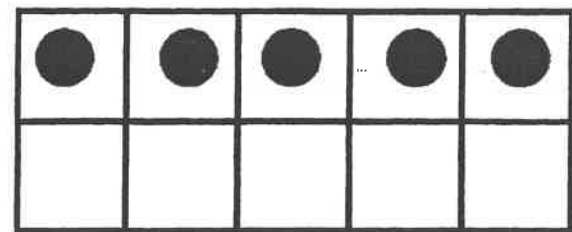
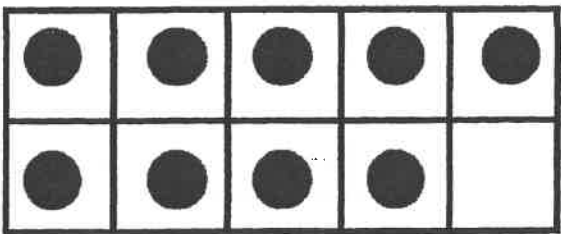
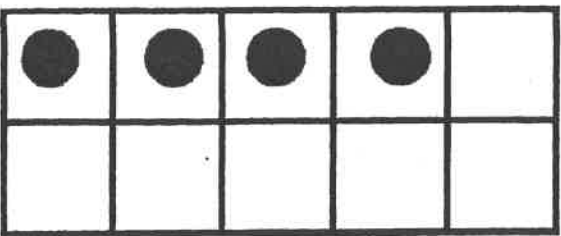
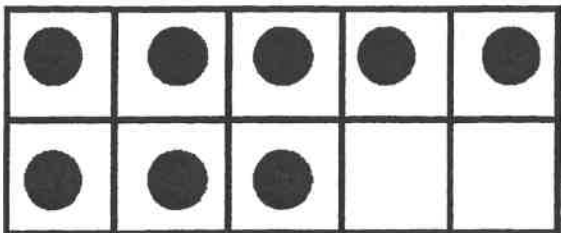
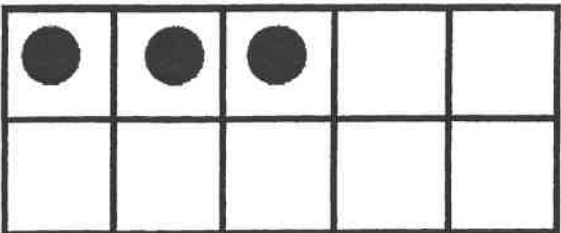
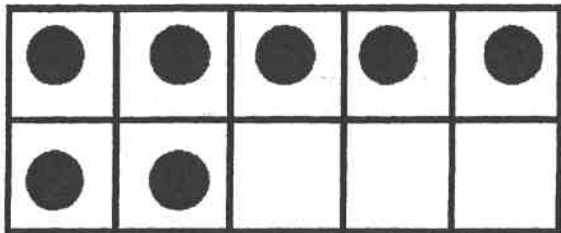
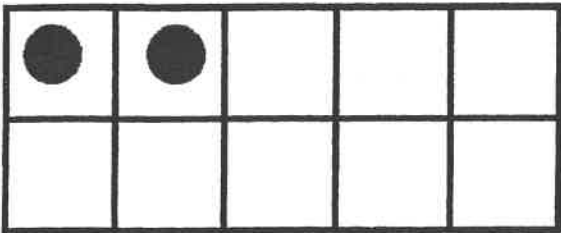
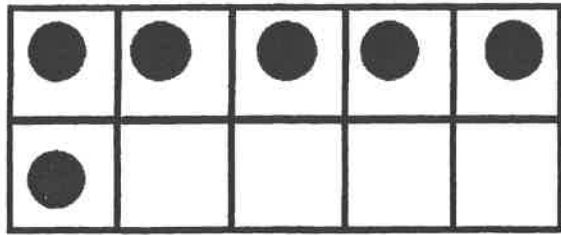
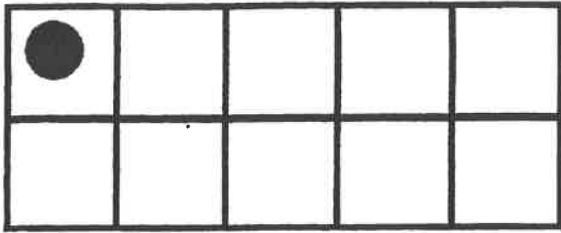
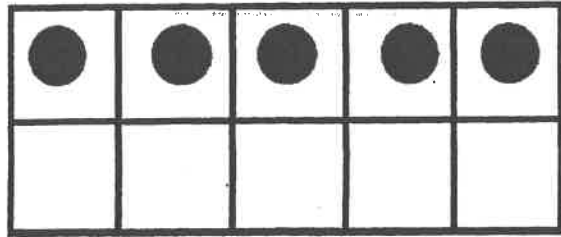
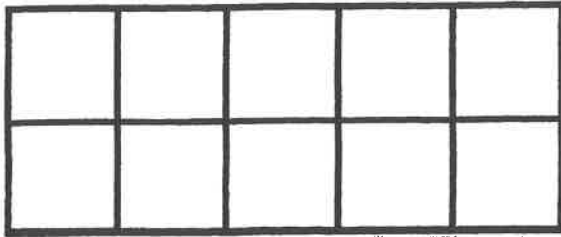
Begin with a destination that is only about 4-5 steps away. Ask your child to guess (estimate) how many steps it would take them to get to the destination using regular walking steps. Have them count out loud as they take each step.

Repeat with destinations of various distances.

Extension:

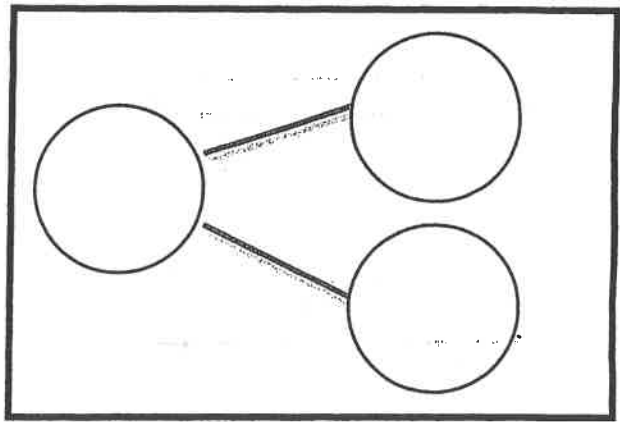
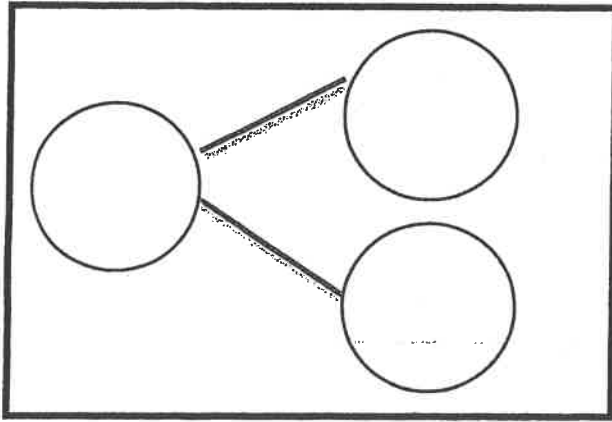
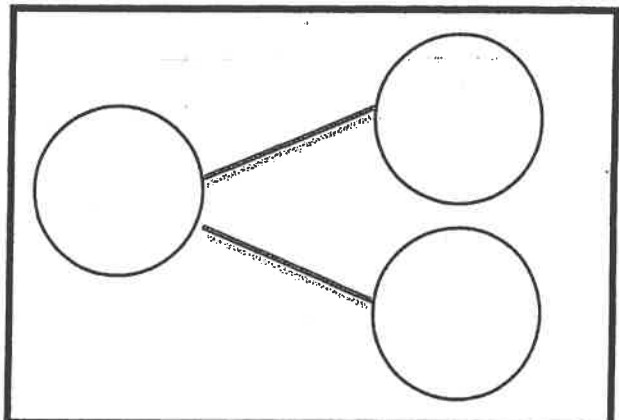
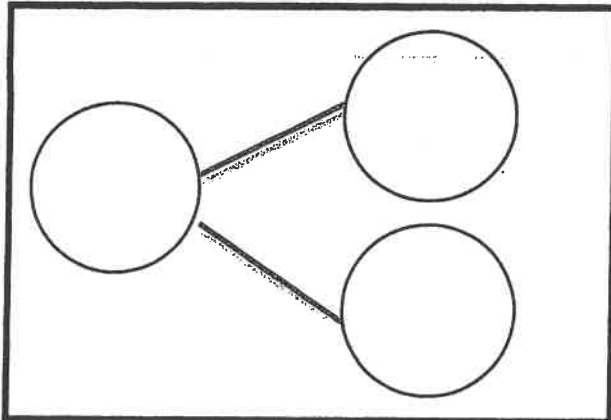
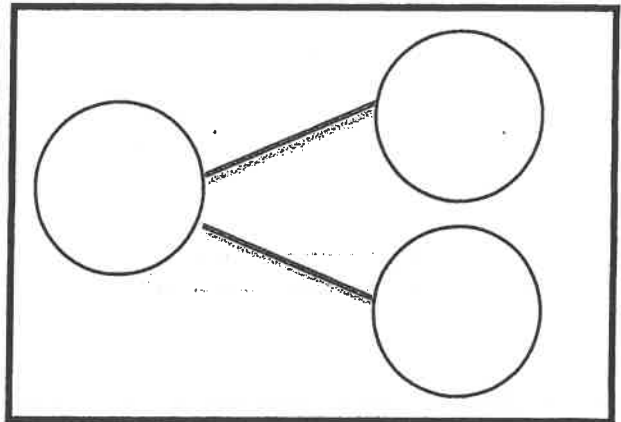
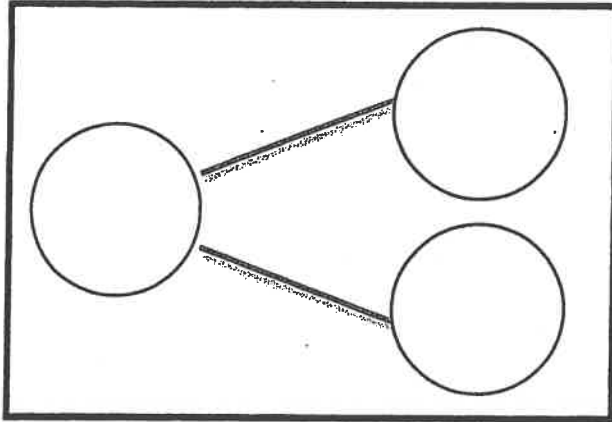
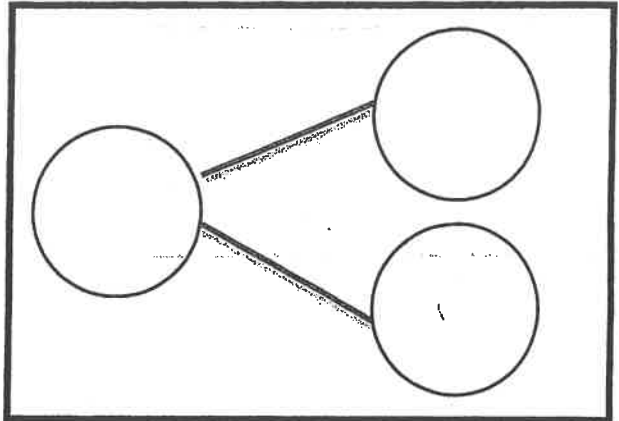
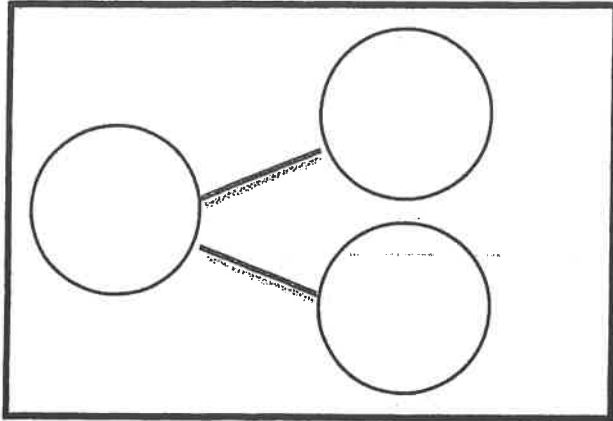
- Play the same game but with baby steps.. then giant steps.

Small Ten Frames (0-10)



Hundred Chart

1	2	3	4	5	6	7	8	9	10
11	12	13	14	15	16	17	18	19	20
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71	72	73	74	75	76	77	78	79	80
81	82	83	84	85	86	87	88	89	90
91	92	93	94	95	96	97	98	99	100



Unit 8

a

Unit 10

I

Unit 12

the

Unit 14

of

Unit 16

no

Unit 17

for

Unit 18

put

Unit 20

to

Unit 21

like

Unit 22

said

Unit 23

you

Unit 24

was

Directions: These 12 Memory Words are taught in the units indicated. Copy and cut out the word cards to use with activities that reinforce reading and spelling Memory Words. See activity suggestions in Ten-Minute Tuck-Ins and in the *Superkids Skill-Building Book*. For each activity, only include words that have been taught.

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