







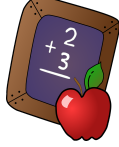






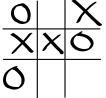






## Home Learning Menu of Activities for 1st grade PRINT #1

Please choose up to five activities daily and be ready to share your work with an adult.

<p>Read a book as a family and discuss characters, plots, make predictions.</p> 	<p><b>Math Activity:</b> See directions for <b>Make Go Fish</b> in the printed materials packet.</p> 	<p>Listen to a story from a family member.</p> 	<p>Call a relative and have a conversation with them.</p> 	<p>Gather five objects from around the house. Say the name of each item and say a word that rhymes with each one.</p> 
<p>Play outside - Come inside and write a note to your teacher about what you did outside.</p> 	<p>Read a book with someone at home. As you read, make predictions and discuss the characters, and the plot.</p> 	<p>Create a picture book that tells a story without words.</p> 	<p><b>Math Activity:</b> See directions for <b>Close to 20</b> in the printed materials packet.</p> 	<p>Count how many doors you have in your house. How many windows? How many rooms? Write the names and numbers on a piece of paper to share with someone. Have them count the doors, windows and rooms too!</p> 
<p>"Read" a room in your house by saying out loud all the objects you see and the letter sounds they begin with.</p> 	<p>Make the sounds of the items around you like a car or refrigerator, plane, washing machine. Have someone guess what sound you're making.</p> 	<p>Write a response to a book someone at home read to you.</p> 	<p>Make a book that shows how shapes can become animals. Label each shape and the animal it becomes.</p> 	<p><b>Math Activity:</b> See directions for <b>Visual Patterns</b> in the printed materials packet.</p> 
<p><b>Math Activity: Math Activity:</b> See directions for <b>Tic Tac Toe Sums</b> in the printed materials packet.</p> 	<p>Write a sentence on a piece of paper, cut out each word, mix the words up and then put the sentence back together again. Have someone else try it!</p> 	<p>Create an ABC book. You pick the topic - animals, kinds of cars, dinosaurs, athletes, things you might find in a school. Have fun!</p> 	<p>Make a picture of your favorite place to visit in Colorado. Write a story about why you like it.</p> 	<p>Make up a story and have someone else tell the ending.</p> 

\*Feel free to modify activities and substitute materials



**1st Grade**





# Make-Go fish

## Numbers under 10

This game works well for all of the numbers from 5 – 9 (and 10). Simply use only the cards below the target number and play the same as Make 10 Go Fish. For example, for the game Make 10 Go Fish, use the cards 1 – 9. For Make 8 Go Fish, use the numbers 1-7.

For example: When playing “Make 8 Go Fish” use only the cards 7 and under.

## Numbers from 11 – 19

Use the cards 1(ace) - 10

Players can use more than 2 cards to make the target sum.

For example: If playing Make 13, I might use the cards 3, 2, and 7 to get to 13.

If a player runs out of cards they take 5 new cards from the deck.

If a player cannot possibly ask for a card to hit the target number the player may say “pass” and take 2 cards from the deck.

Play continues until there are not enough cards left in the deck. The player that has made the most sets wins.

**Optional:** If a player gets the card they are asking for, they get to take another turn.



# Close to 20

Materials: Deck of Number Cards 0-10 (four of each) with the wild cards removed;  
Student Sheet 6, Close to 20 Score Sheet; counters

Players: 2 to 3

How to Play

The object of the game is to choose three cards that total as close to 20 as possible.

1. Deal five cards to each player.
2. Take turns. Use any three of your cards to make a total that is as close to 20 as possible.
3. Write these numbers and the total on the Close to 20 Score Sheet.

Find your score. The score for the round is the difference between the total and 20. For example, if you choose  $8 + 7 + 3$ , your total is 18 and your score for the round is 2.

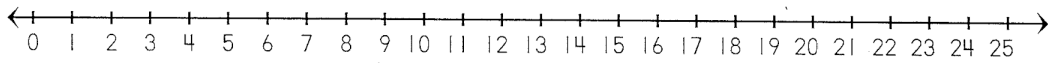
5. After you record your score, take that many counters.
6. Put the cards you used in a discard pile and deal three new cards to each player. If you run out of cards before the end of the game, shuffle the discard pile and use those cards again.
7. After five rounds, total your score and count your counters.

These two numbers should be the same. The player with the lowest score and the fewest counters is the winner.

**Recording Sheet for Close to 20**

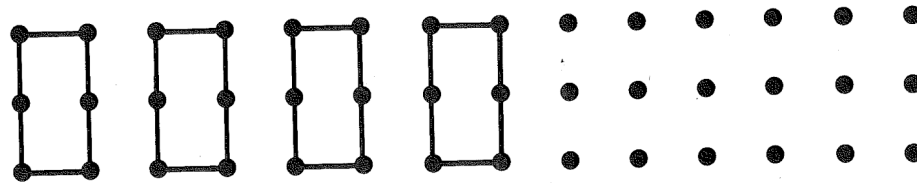
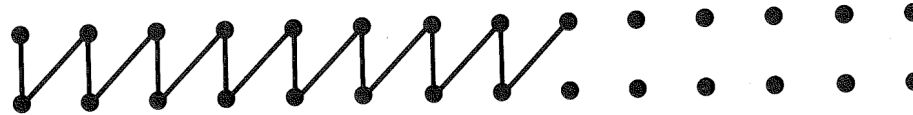
Game	Points
Turn 1 _____ + _____ + _____ = _____	_____
Turn 2 _____ + _____ + _____ = _____	_____
Turn 3 _____ + _____ + _____ = _____	_____
Turn 4 _____ + _____ + _____ = _____	_____
Turn 5 _____ + _____ + _____ = _____	_____

TOTAL POINTS \_\_\_\_\_



# LINE PATTERNS

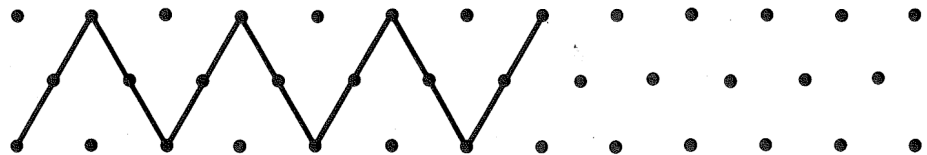
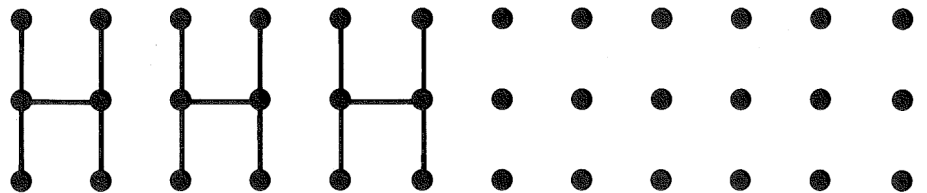
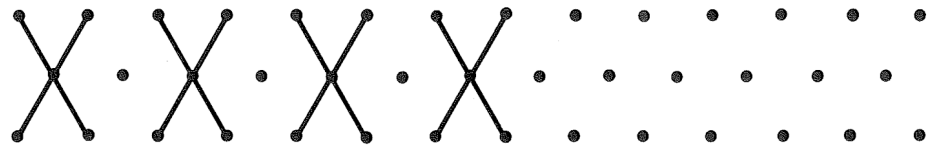
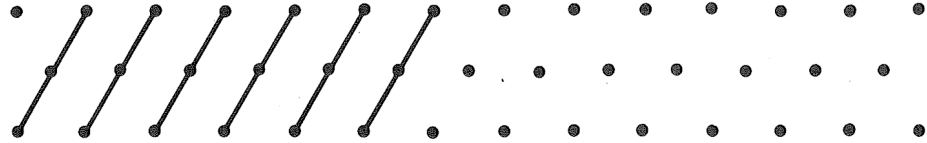
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# MORE LINE PATTERNS



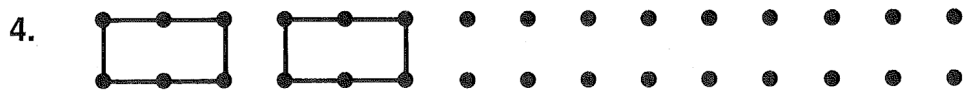
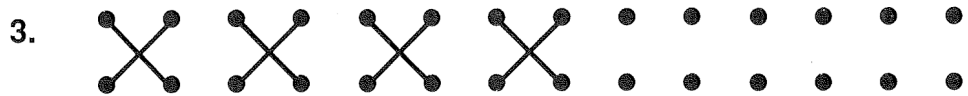
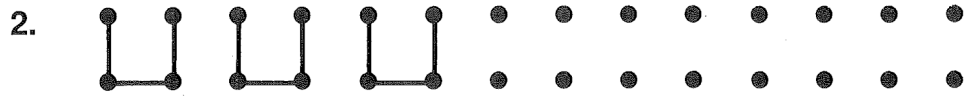
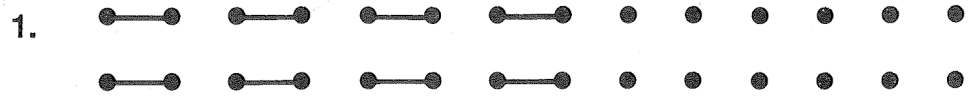
Continue each pattern.



# LINES AND SHAPES (I)



Continue each pattern.



# MORE LINES AND SHAPES (I)



Continue each pattern.

1. A sequence of four squares, each formed by four dots connected by lines. To the right is a 2x6 grid of dots for continuation.

2. A sequence of four zig-zag shapes. Each shape consists of a horizontal line of three dots, a vertical line down from the right dot, a horizontal line to the left, a vertical line up from the left dot, and a vertical line down from the middle dot. To the right is a 3x6 grid of dots for continuation.

3. A sequence of four mountain shapes. Each shape consists of a horizontal line of three dots, a diagonal line up from the left dot to a peak dot above the middle dot, and a diagonal line down from the peak dot to the right dot. To the right is a 3x6 grid of dots for continuation.

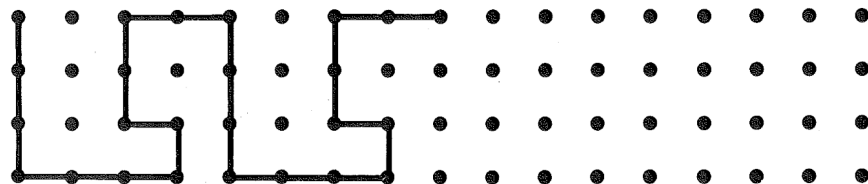
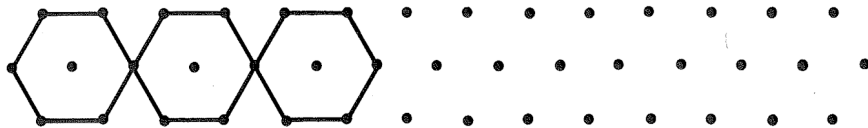
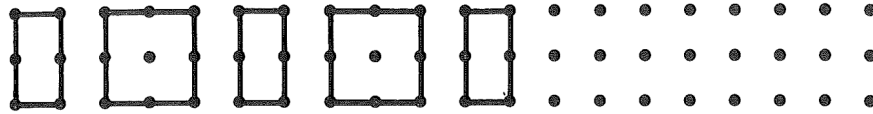
4. A sequence of three diamonds, each formed by four dots connected by lines. To the right is a 3x6 grid of dots for continuation.

5. A sequence of four stepped shapes. Each shape consists of a horizontal line of three dots, a vertical line up from the left dot, a horizontal line to the right, a vertical line down from the right dot, and a horizontal line to the left. To the right is a 3x6 grid of dots for continuation.



# REPEAT THE PATTERN (I)

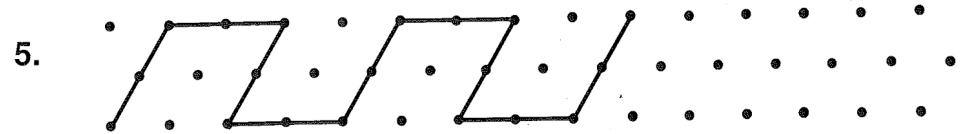
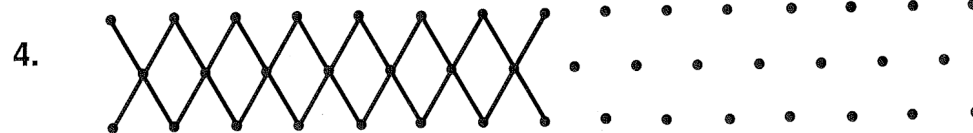
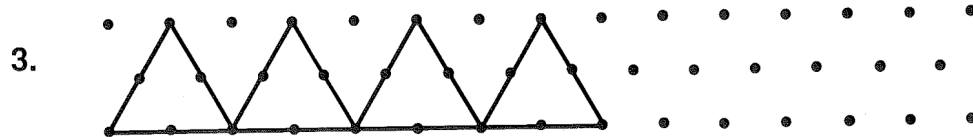
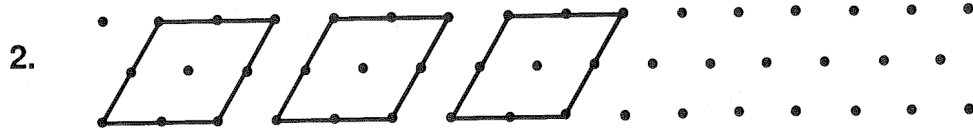
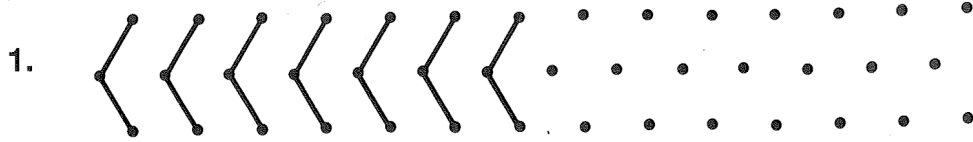
Continue each pattern.



## LINES AND SHAPES (II)



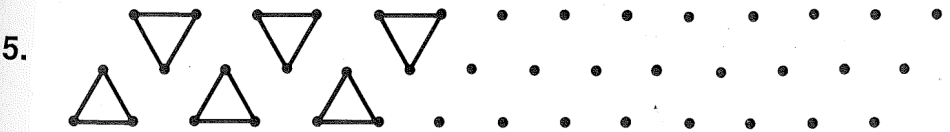
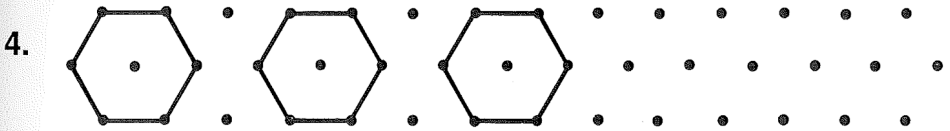
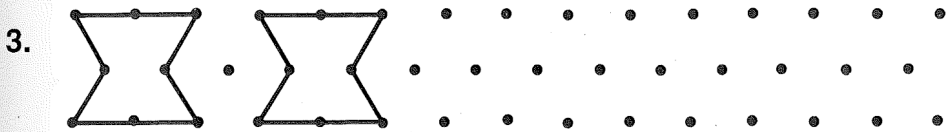
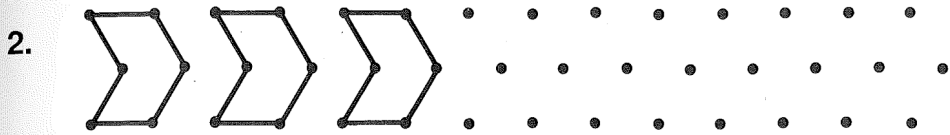
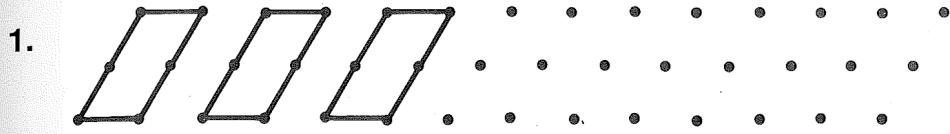
Continue each pattern.



## MORE LINES AND SHAPES (II)



Continue each pattern.

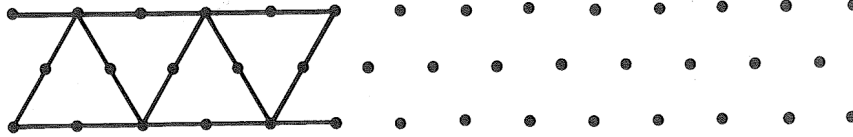


# REPEAT THE PATTERN (II)

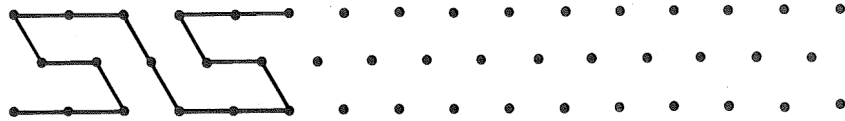


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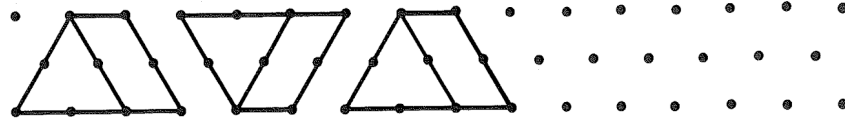
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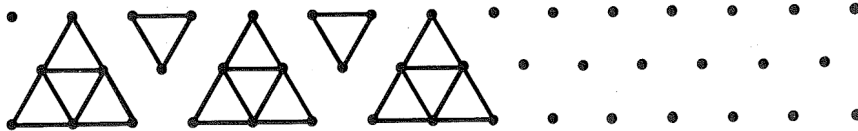
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4.



# REPEAT THE PATTERN (III)



Continue each pattern.

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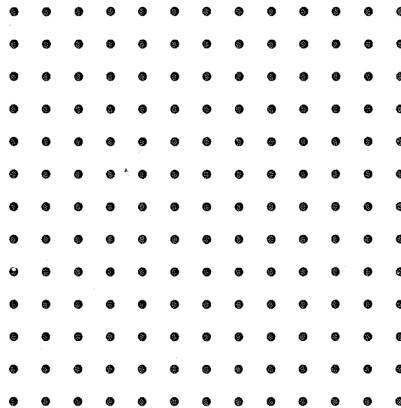
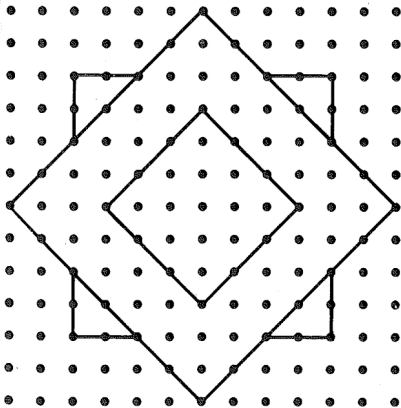
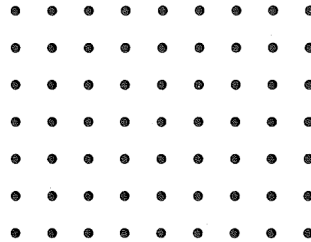
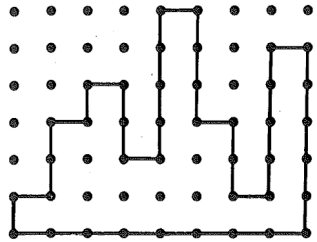
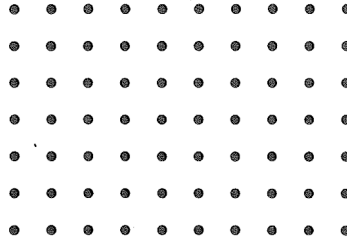
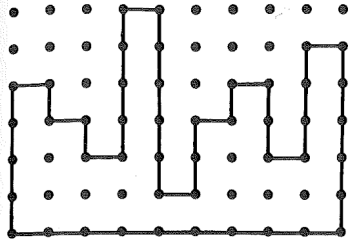
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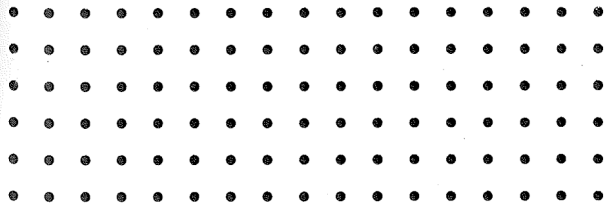
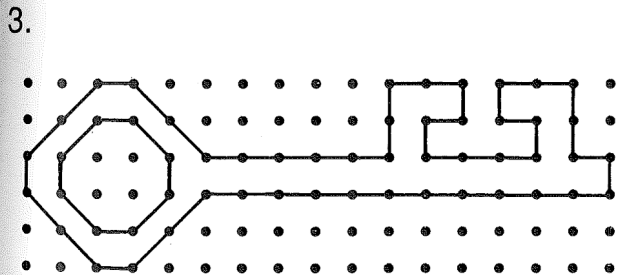
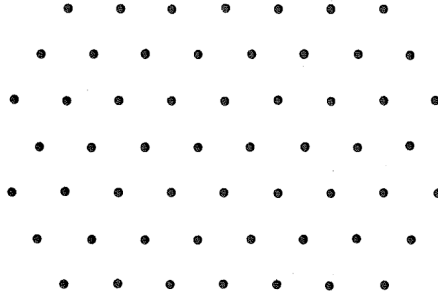
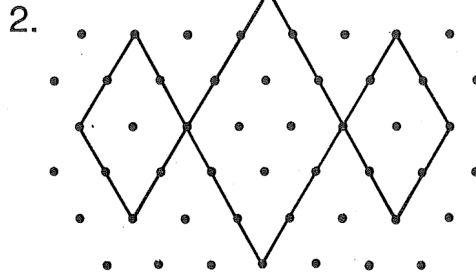
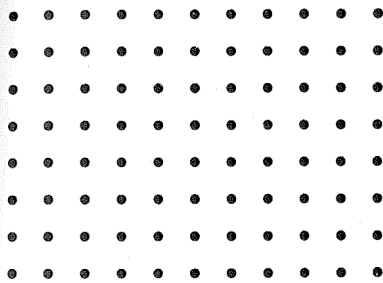
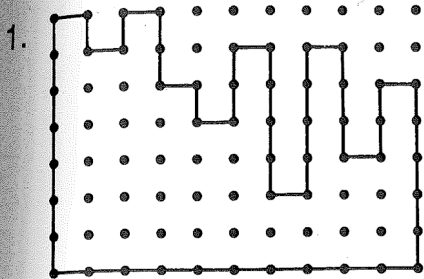
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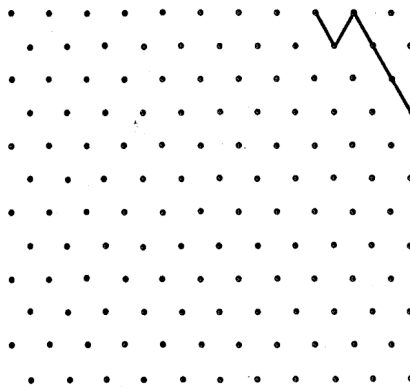
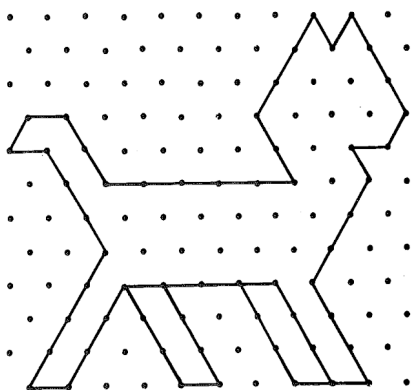
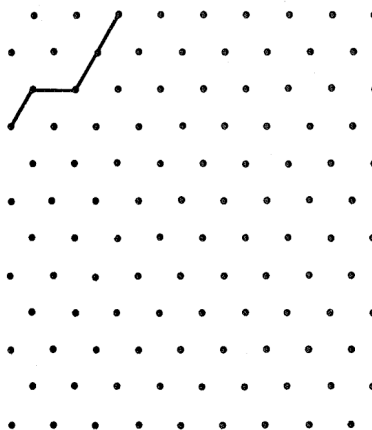
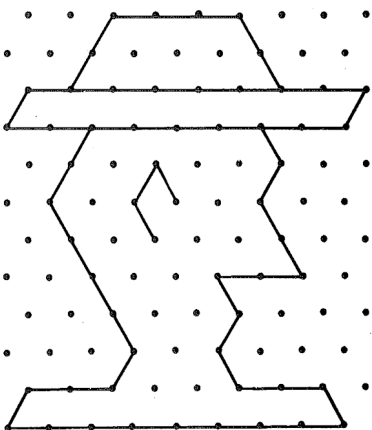
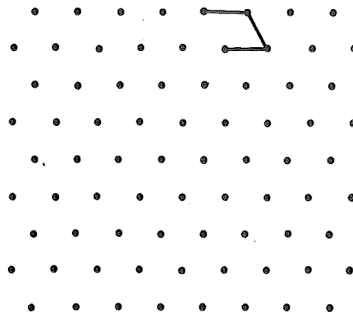
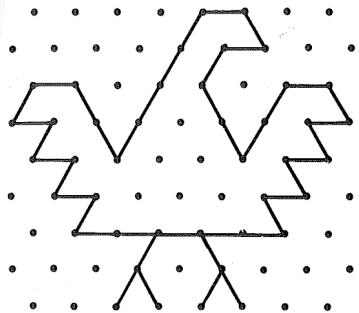
## DOT DESIGN (II)

Copy each design.



# MORE DOT DESIGNS (I)

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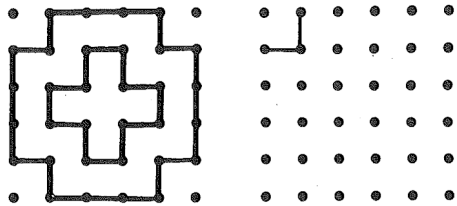


## MORE DOT DESIGNS (II)

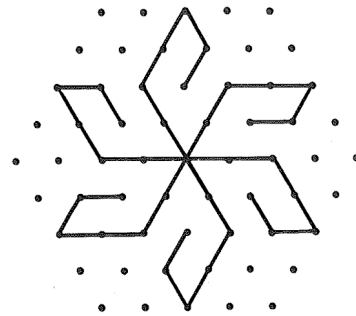


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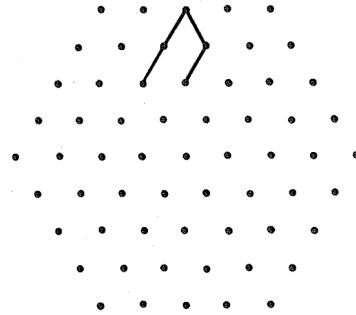
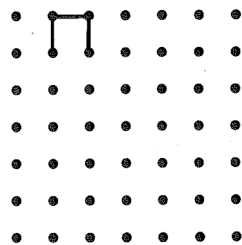
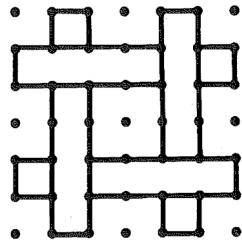
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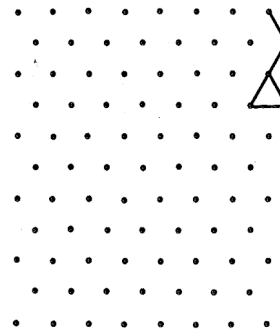
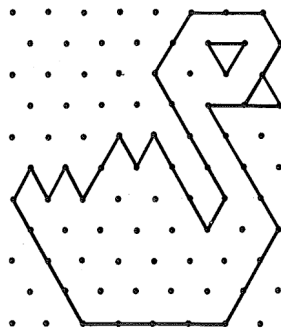
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## **Tic-Tac-Toe Sums**

### **Object**

Be the first team to get four sums in a row ( horizontally, vertically or diagonally).

Divide into two teams (Xs and Os).

1. Team X selects two addends by placing a marker on the numbers (0-12) to add. The sum is circled by placing an X on the grid.
2. Team O may move one marker to make a new sum and place an O on the grid.
3. Teams alternate moving one marker at a time and continue placing Xs and Os until a team has marked four sums in a row.
4. After several games, players should discuss their strategies.

## Tic-Tac-Toe Sums Game Board

1	24	3	22	5	14
20	8	16	10	12	15
13	23	15	9	17	6
19	7	21	4	23	2
13	20	6	16	17	14
4	19	5	11	18	21

0 1 2 3 4 5 6 7 8 9 10 11 12