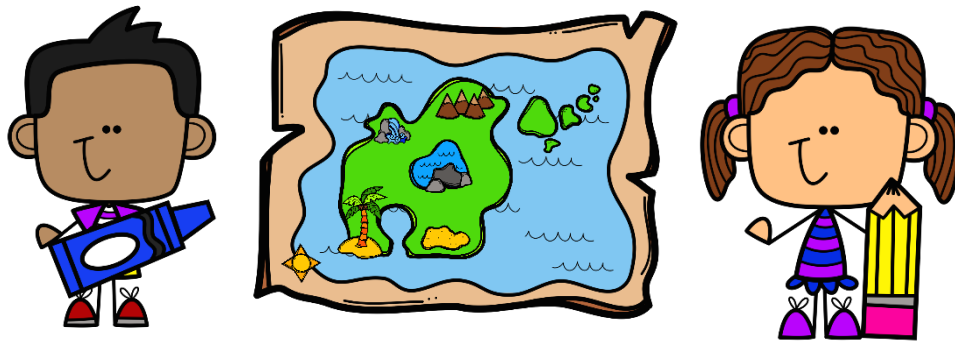


Welcome to Week 1

Click this link to go to the Google Slides:

<https://docs.google.com/presentation/d/ISUUnW4QakBN-T2u6Y70uwdDyOLD0ejJbcSXuaQEIOAzU/copy>



Invention Island

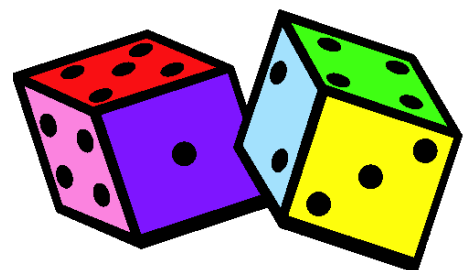
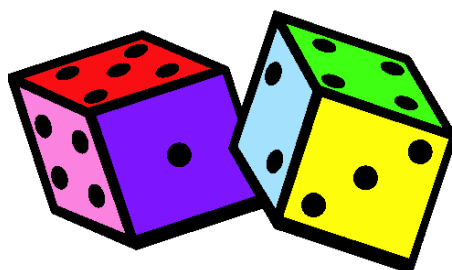
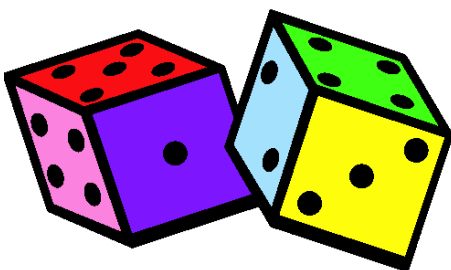


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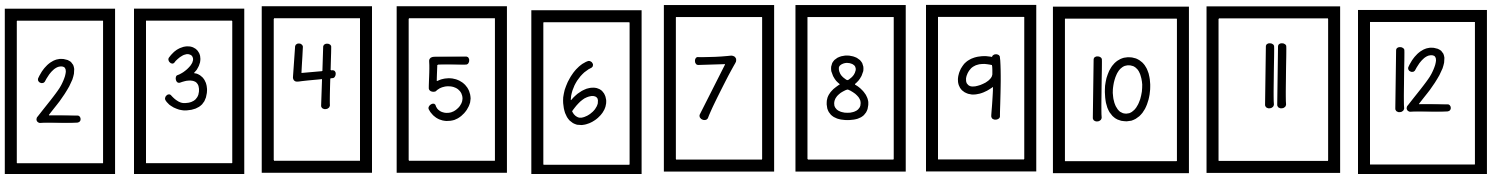
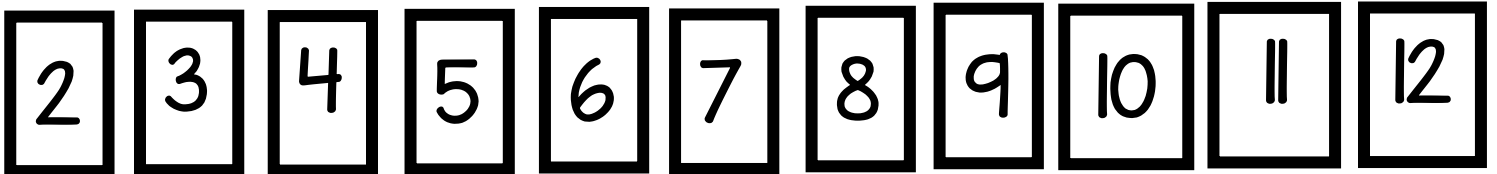
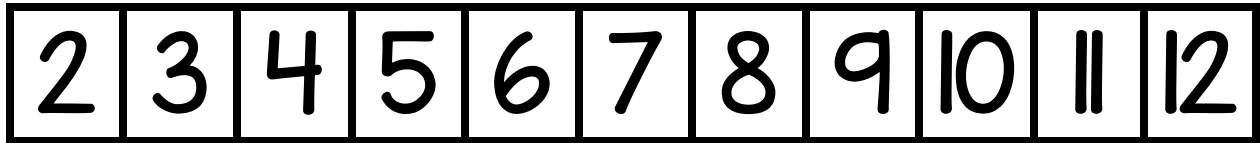
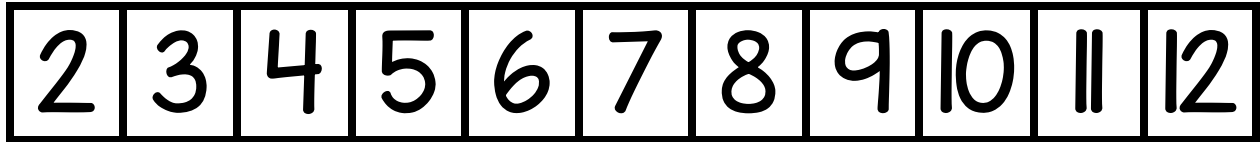
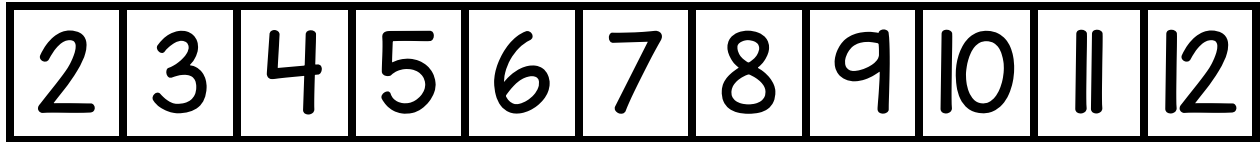
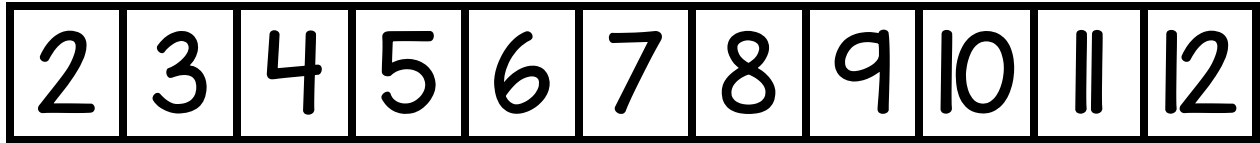
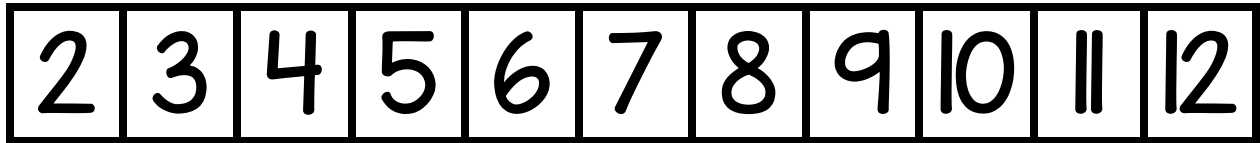
Roll to 120

0	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	101	102	103	104	105	106	107	108	109
110	111	112	113	114	115	116	117	118	119
120									



Cover It Up!

Instructions: Cut on the bolded lines. When you are finished you will have 5 long number lines and 22 individual number pieces.



mix Them Up!

a	b	c	d	e	f	g
h	i	j	k	l	m	n
o	p	q	r	s	t	u

Mix Them Up!

v	w	x	y	z	ck	sh
wh	th	ch	pr	tr	br	fl
pl	bl	sm	st	sp	gr	sn
ck	sh	br	fl	gr	sn	

Build It



Sight Words

over

take

new

only

little

work

years

know

live

place

What's That Number?

Roll the dice
and write
the number
in the box.

A large, empty rectangular box with a thick red border. It is positioned on the right side of the page, intended for the user to write the number rolled on the dice.

2nd grade

Roll to 120

This game can be played individually or with multiple players. The materials needed are: a 120 chart, dice, dry erase marker, and a plastic page protector. Place the 120 chart inside the page protector. The first player will roll the dice and count the number of dots shown. Next, they will move that many spaces on the 120 chart. For example, if they roll the dice and an 8 is shown; they will move 8 spaces on the 120 chart. They should count the spaces as they move. When they reach the new space, identify the number and mark it with an "x". If more than one person is playing, use different color markers to mark the space or draw different symbols. Continue to take turns until everyone reaches the number 120. The first person to 120 wins the game.

Cover It Up!

1st grade

This game can be played individually or with multiple players. The materials needed are: the cover it up game paper, scissors, and dice. You will need to follow the directions on the paper to cut out the pieces. Each player will have their own number line which is the "game board". The individual number pieces should be in a pile in the middle of all players. The first player will roll the dice and count the number of dots shown. They will then find that number on one of the individual pieces and pick it up. Identify the number that was retrieved and find that number on their game board. Place the individual number on top of the same number on the game board. For example, if you roll the dice and 2 dots are shown, you will find an individual piece with a number 2. You will pick up the number 2 piece and place it on top of the number 2 on your game board. The first player to cover all of the numbers on their game board wins.

Mix Them Up!

1st grade

The materials needed for this game are: the “Mix them up” paper, the recording sheet, a dry erase marker, a plastic sheet protector, and scissors. Before you can play the game, you will have to cut apart the letters on the “Mix Them Up” paper and place the recording sheet inside the plastic sheet protector. Try to make as many words as you can with the letters. Write each word you made on the recording sheet using the dry erase marker. Challenge yourself and see if you can make enough words to fill all of the lines!

2nd grade

The materials needed for this game are: the “Mix them up” paper, the recording sheet, a dry erase marker, a plastic page protector, and scissors. Before you can play the game, you will have to cut apart the letters on the “Mix Them Up” paper and place the recording sheet inside the plastic page protector. You will use the blends and digraph pieces to make as many words as you can. Challenge yourself and see if you can make enough words to fill all of the lines!

What's That Number?

Kindergarten

This game can be played individually or with a partner. You will need a dry erase marker, a plastic page protector, a copy of the “What’s that number?” paper, and a pair of dice. You will roll the dice, count the number of dots shown, and write the number on the “What’s that number?” page provided.

Make Letters with Playdough

Kindergarten

The materials needed for this activity are: scissors, the “Mix Them Up” paper, and playdough. Before you begin you will need to cut apart the letters on the “Mix Them Up” paper. Mix up the letters so that they are not in order and stack the letter cards. Choose one letter at a time, identify the letter and its sound, and use the playdough to make the letter. You could also try to make words or your name using the modeling clay!

Build It

2nd grade

The materials that you will need for this activity are: the “Build It” game board, “Mix Them Up” paper, scissors, sight word paper, a dry erase marker, playdough, and a plastic sheet protector. Put the “Build It” game board inside the plastic sheet protector. Next, cut the letters apart on the “Mix Them Up” paper and the sight word paper. Put the sight words in one stack and spread out the letter cards from the Mix Them Up paper. Choose a sight word, read it, spell it, then place it on the top of the Build It game board. Then, find the letters you need to build the sight word and place them in the rectangle. Practice writing the word on the lines. Use playdough to make each sight word. Repeat these steps for each sight word.

Build an Island

Kindergarten

You will use playdough and a paper plate to make an island. Discuss the difference between land and water. Go outside and find land (grass, cement, dirt, etc.) Talk about how all of these different items are considered land even though they look different.

1st grade

You will use playdough and a paper plate to make an island. Talk about land and water. Remember that on a map and on a globe, land is represented with green and water is represented with blue. We live on land but we need water to survive. Discuss what types of animals live in water and what types of animals live on land.

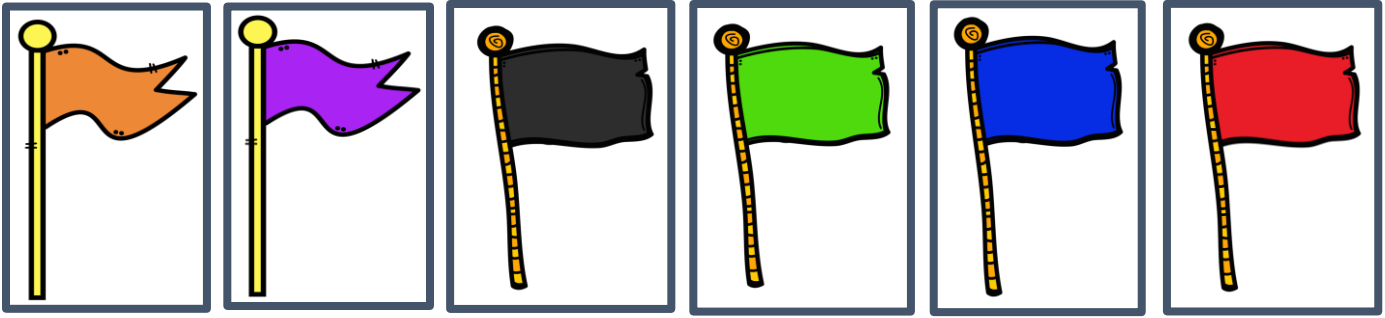
2nd grade

You will use playdough and a paper plate to make an island. Discuss the information in the kindergarten and 1st grade section for this activity. Can you remember the names of any continents and oceans? Can you remember the names of any other bodies of water such as lakes or rivers? States and cities are also considered land. Do you know any specific names of states or cities? Where do you live? What is the name of your state and city?

make an Animal

Since this is invention island you are working on creating everything that you will see on your island. Think about what types of animals would live there and what they would need to survive. What would they look like? What kind of skills would they need to have to live there? You will use a paper plate, markers, and scissors to make an animal. Think of a name for your animal and imagine it living on the island that you create.

Use these for Even or Odd Island Jump or Place Value Island Jump.
Choose the flag you like the best and cut it out.



Even Or Odd Island Jump

3rd
grade

Roll two dice. Add the numbers together and decide if the sum is even or odd and jump to the island that matches. Is that too easy? Try subtracting the two numbers or try using three dice.

Place Value Island Jump





4th
grade

Roll two dice. Add the numbers together. Next, roll another dice. Multiple the sum by that number. Jump to the island that is in the tens place of you product.

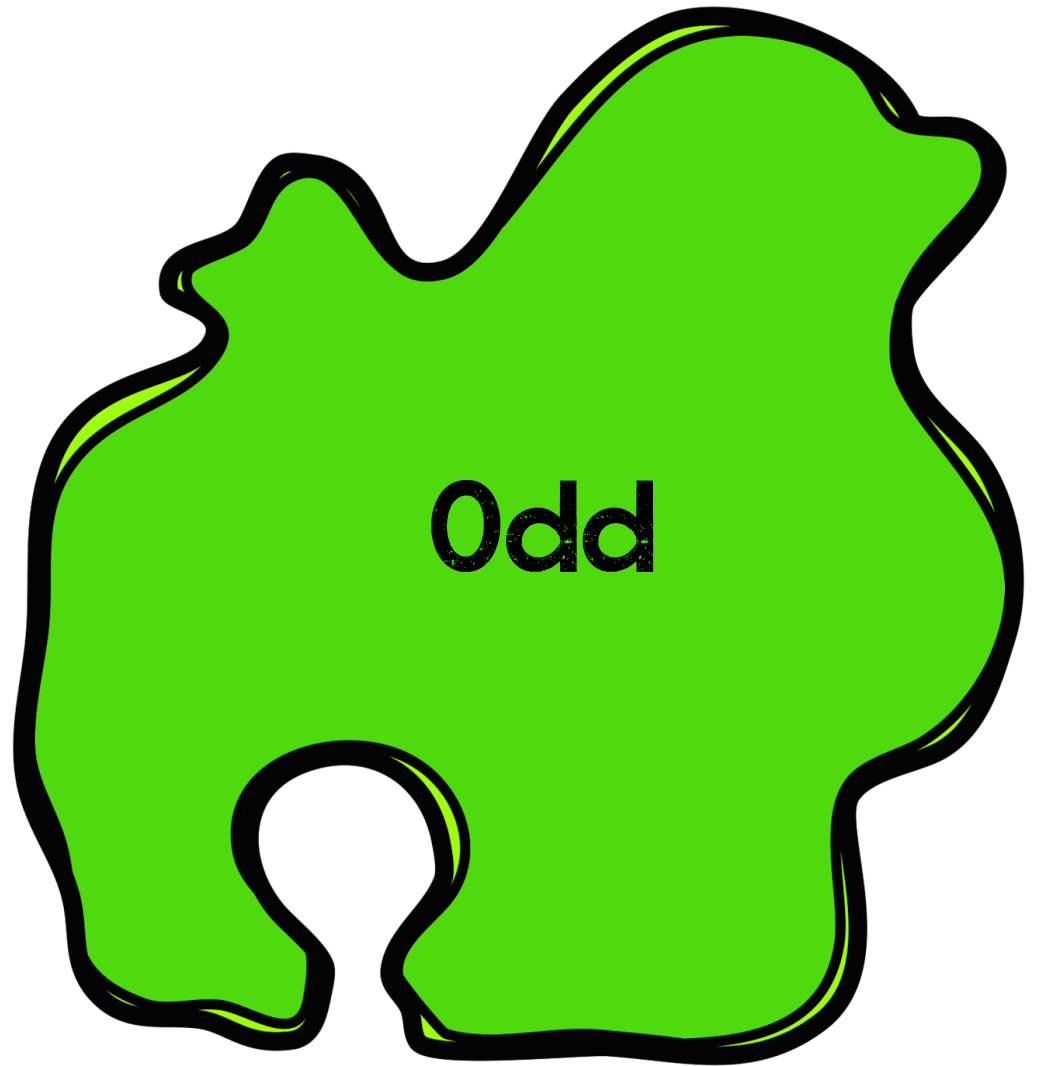
Example:  +  = 5 5 x  = 30 Hop to island 3.

5th
grade

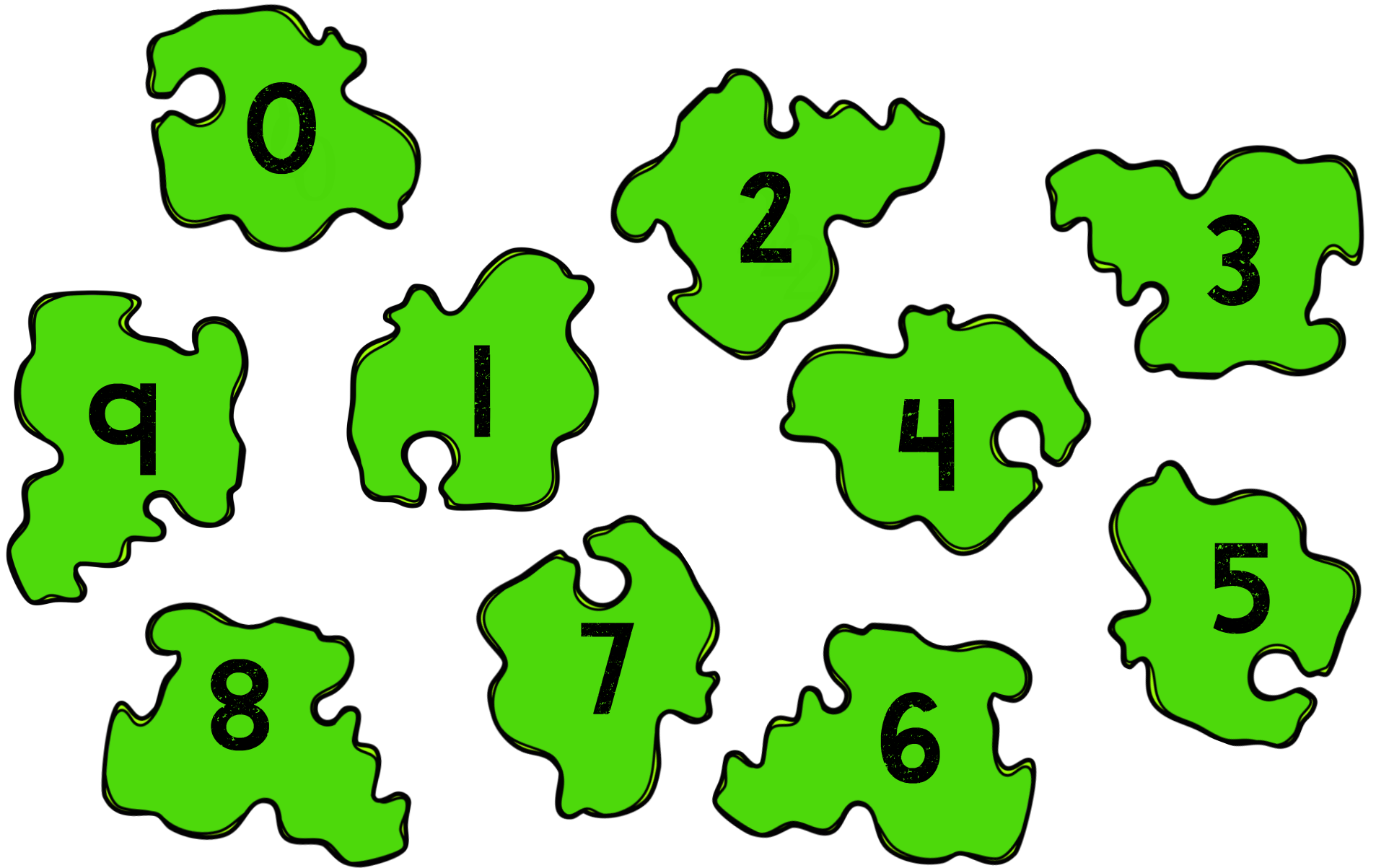
Roll two dice. Add the numbers together. Next, roll both dice again and add them together. Multiple the sums. Jump to the island that is in the tens place of you product. Example:

 +  = 5  +  = 10 5x10= 50 Hop to island 5.

Even or Odd Island Jump



Place Value Island Jump



Conquer the Island

3rd
grade

Grab a partner and two dice. The first partner will roll two dice and add the numbers together. Use the sum to determine how many squares to color on the treasure map. Take turns until the treasure map is fully colored in. Add up the total number of squares each player colored in and find out who conquered the island!

4th
grade

5th
grade

Grab a partner and two dice. The first partner will roll two dice and multiply the numbers. Color in a rectangle with the same area as the product of the two dice. Take turns until the treasure map is fully colored in. Add up the total number of squares each player colored in and find out who conquered the island!



Quadrilateral Bay Treasure Map

Coordinate Grid

Pirate 1

Pirate 2

