

# REMOTE LEARNING DAY CHOICE CARD - GRADE 1

## DIRECTIONS:

Choose one activity from each category to complete.  
Make sure to return this sheet to your teacher to get credit for your remote learning day!

### MATH

Go on a shape hunt! Find as many 2D or 3D shapes as you can and create a tally chart of how many you found.

Play one of the attached math games.

Play a board or card game or the game that is attached.

Measuring objects around the house with a unit of choice (legos, toy cars, pencils, etc.) Or build your tallest tower and measure how high it is.

Create a number story using the numbers 16, 10, and 6.

### READING

Choose a book that interests you. Read it to a family member, friend, stuffed animal or pet.

Have someone read a book to you.

Choose a story to listen to either by yourself, a family member or friend.

Look around your house for items and say the sounds for them.  
(ex: l-a-m-p)

Read signs and labels around your house or neighborhood.

### WRITING

Design your dream bedroom and write about it.

Find a list of things around your house that start with each letter of the alphabet.

Draw a picture about a story that you read.

Write about your favorite parts to a story and why.

Draw a picture of something you did today and write a sentence about it.

### SEL

Draw a picture of a feeling face you had today.

Look in a mirror and show yourself making a sad face, a happy face, an excited face, and an angry face.

Practice taking 3 deep breaths and counting slowly to 10.

Apologize for a mistake you made today.

Tell someone that you are thankful for them and why.

### SPECIALS

Find objects from your home and arrange them in rainbow color order.

Striking with hands: Use a balloon (or similar object) and see how long you can keep it up in the air.

Pick a song and move to the beat by walking, stomping, skipping, sliding, or any other ways you can think of to move to the beat.

*\*For students receiving special education services, contacts will be made by IEP service providers per the students' IEP.*

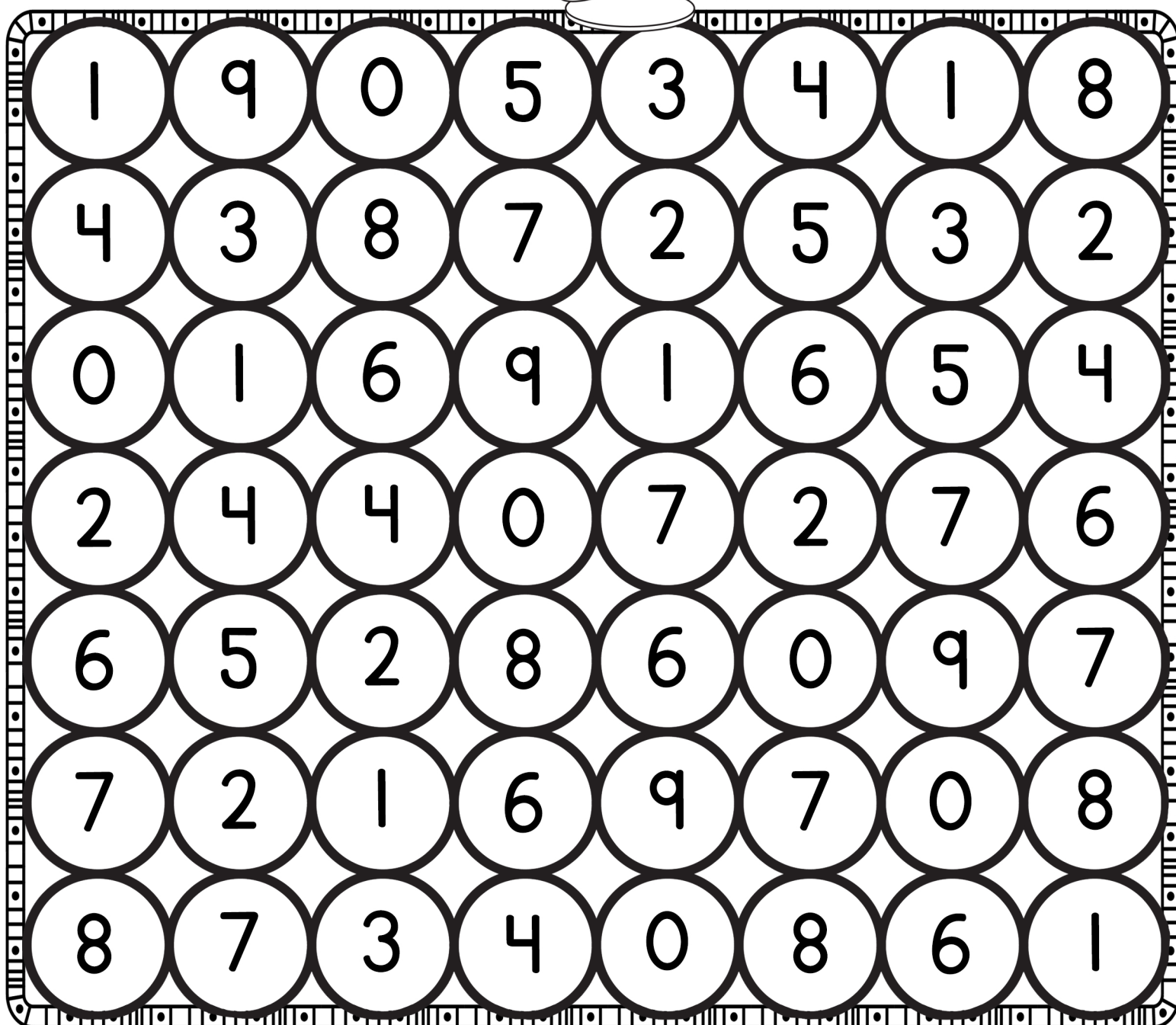
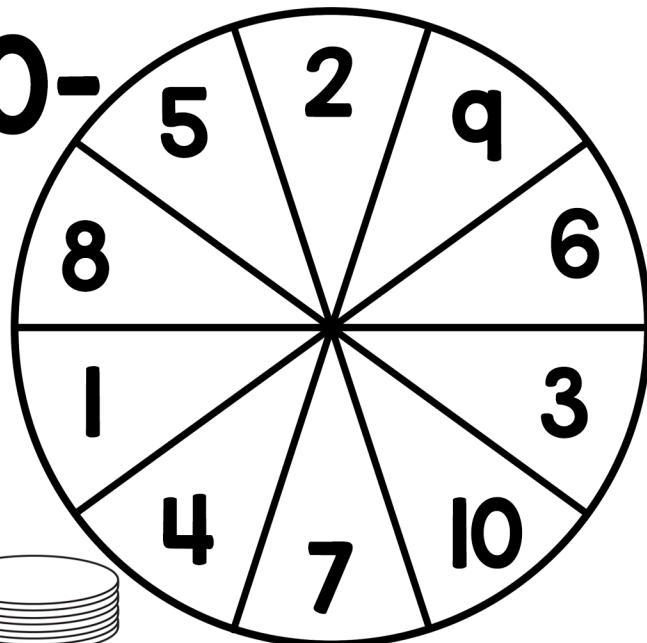
# Spin & Subtract! 10-

Supplies: Pencil, Paperclip, Counters or Coins

**2-Player:** Spin, then subtract your number from 10. Find the answer on the board and cover it with your counter. If a number is taken, you can BUMP the other player off and place your own counter there. The first one to get 5 in a row wins!

**1-Player:** Spin, then subtract your number from 10. Find the answer on the grid, and cover it with a counter.

Continue until you spin a number that is all covered.



## Addition Top-It

### Basic Game

**Materials:** A set of number cards with four cards each of the numbers 0-10, a penny (optional)

**Number of Players:** 2 or 3

A player shuffles the cards and places the deck number-side down on the playing surface. Each player turns over two cards and calls out their sum. The player with the highest sum wins the round and takes all the cards. In the case of a tie, each player turns over two more cards and calls out their sum. The player with the highest sum then takes all the cards from both plays. Play ends when not enough cards are left for each player to have another turn. The player with the most cards wins.

**Option:** Children toss a penny to determine whether the player with the most or the fewest cards wins.

**Game Variations:** Use a set of double-nine dominoes instead of a set of number cards to generate addition problems. Place the dominoes facedown on the playing surface. Each player turns over a domino and calls out the sum of the dots on the two halves. The winner of a round takes all the dominoes then in play.

To practice addition with three addends, use three cards.