Fundations Level 1 - Unit 10

Dear Family,

During the next three weeks, we will introduce the concept of closed syllables that have five sounds.

Skill	What is it?	How can you help at home?
Closed syllables with five sounds	A closed syllable ends with a consonant(s) and has one vowel. The vowel sound is short.	 Dictate the word and have your child repeat the word. Have your child tap out the word. Have your child spell the word.
	ех. <u>s <u>l</u> u <u>m</u> <u>p</u></u>	Example words: plump, crisp, drinks, shrimp, plants, scrub

For additional practice activities, you may contact your child's teacher. Remember to have FUN!

Sincerely, The 1st Grade Team

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High-Frequency Word

another great climb poor

full through

comprehension S+ra+egy

Make & Confirm Predictions

(As you read, you can make predictions about what might happen next in a story and check them by continuing to read.)

Comprehension Skill

Plot: Cause and Effect

(A cause is what makes something happen in a story.
An effect is the event that happens.)

Wonders I^{S+} Grade Refrigera+or Copy

UDOC 5 WEER 2

ESSEN+ial Ques+ion:

What can you see in the sky?

Interactive Read Aloud

Why the Sun and Moon Are in the Sky

A folktale about how the sun and the moon came to be in the sky.

Shared Reading

A Bird Named Fern Genre: Fantasy

Literature anthology

Kitten's First Full

Moon

Genre: Fantasy

The Moon

Genre: Nonfiction

Vocabulary

certain observe remained thoughtful vast

Phonics:

r-Controlled Vowels:
er, ir, ur, or

Wri+in9 Trai+s

Word Choice

Mechanics

Capitalization and End Marks

Grammar

Adjectives

High-Frequency Word

began learn better right quess sure

comprehension S+ra+egy

Ask & Answer

Questions
(As you read, you can ask yourself questions about the text. This can help you understand the information.)

Comprehension Skill

Connections Within Text:

Problem & Solution

(A problem is something that
a person wants to do, change,
or find out. The way the
person solves the problem is
the solution.)

Wonders I^{S+} Grade Refrigera+or Copy

UD10 5 W99R 3

ESSEN+ial question:

What inventions do you know about?

Interactive Read Aloud

Great Inventions

Informational selection about some important inventions that have changed the world.

Shared Reading

The Story of a Robot Inventor Genre: Biography

Literature anthology

Thomas Edison, Inventor Genre: Biography Windshield Wipers & Scissors Genre: Poetry

Vocabulary

complicated
curious
device
imagine
improve

Phonics:

r-Controlled Vowels
or, ore, oar

Wri+ing Trai+s

Word Choice

Mechanics

Capitalize Days, Months & Holidays

Grammar

Adjectives That Compare

High-Frequency Word

color nothing early oh instead thought

Comprehension S+ra+egy

Ask & Answer Questions

(As you read, you can ask yourself questions about the text. This can help you understand the information.)

Comprehension Skill

Plot: Problem and Solution

(A problem is something characters want to do, change, or find out. The way the problem is solved is the solution.)

Wonders I^{S+} Grade Refrigera+or Copy

Unit 5 week 4

ESSCN+ial Ques+ion:

What sounds can you hear? How are they made?

Interactive Read Aloud

The Squeaky Bed

Story about a girl whose squeaky bed scares her.

Shared Reading

Now, What's That Sound?

Genre: Realistic Fiction

Literature anthology

Whistle for Willie

Genre: Fiction

Shake! Strike!

Strum!

Genre: Nonfiction

Vocabulary

distract

nervous

senses

squeaky

volume

Phonics:

Diphthongs ou, ow

Wri+ing Trai+s

Sentence Fluency

Mechanics

Capitalize/ Underline Book Titles

Grammar

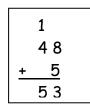
Using A, An, This

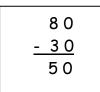


FIRST GRADE MATHEMATICS - Unit 3

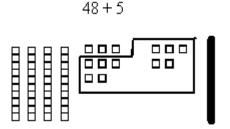
Dear Parents,

During Unit 3, your children will continue to solve problems, become more fluent with basic facts to 10, and work with two digit numbers, developing strategies for addition and subtraction. When we were children being taught to add and subtract two digit numbers, we used words such as "borrowing", "trading", "cross out" or "put a 1 in the tens place". Our answers would look like this:

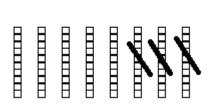




As your child learns to add and subtract, we will be focusing on place value and how to combine or take away parts of the number. Our instruction will rely heavily on drawing pictures to represent the numbers and operations. For your child, the problems above will look like this.



8 ones and 5 ones equals 13 ones 13 ones equals 1 ten and 3 ones The total is 5 tens and 3 ones or 53



80 - 30

8 tens take away 3 tens Equals 5 tens 5 tens equals 50

The pictures above allow us to "see" what is happening with the numbers as we add or subtract. Math work that your child brings home will look like these examples. We ask that you talk with your child about their pictures and encourage them to represent their math with pictures.

NUMBER AND OPERATIONS IN BASE TEN

Your children need to:

- Use addition and subtraction within 20 to solve word problems involving situations of adding to, taking from, putting together, taking apart, and comparing, with unknowns in all positions, e.g., by using objects, drawings, and equations with a symbol for the unknown number to represent the problem. (continued from previous units)
- Solve word problems that call for addition of three whole numbers whose sum is less than or equal to 20, e.g., by using objects, drawings, and equations with a symbol for the unknown number to represent the problem. (continued from previous units)
- Organize, represent, and interpret data with up to three categories; ask and answer questions about the total number of data points, how many in each category, and how many more or less are in one category than in another. (continued from previous units)
- Given a two-digit number, mentally find 10 more or 10 less than the number, without having to count; explain the reasoning used. (continued from Unit 2)
- Add within 100, including adding a two-digit number and a one-digit number, and adding a two-digit number and a multiple of 10, using concrete models or drawings and strategies based on place value, properties of operations, and or the relationship between addition an subtraction; relate the strategy to a written method and explain the reasoning used. Understand that in adding two-digit numbers, one adds tens and tens, ones and ones; and sometimes it is necessary to compose a ten.
- Subtract multiples of 10 in the range 10-90 from multiples of 10 in the range 10-90 (positive or zero differences), using concrete models or drawings and strategies based on place value, properties of operations, and/or the relationship between addition and subtraction; relate the strategy to a written method and explain the reasoning used.
- Add and subtract within 20, demonstrating fluency for addition and subtraction within 10. Use strategies such as counting on; making ten (e.g., 8+6=8+2+4=10+4=14); decomposing a number leading to a ten (e.g., 13-4=13-3-1=10-1=9); using the relationship between addition and subtraction (e.g., knowing that 8+4=12, one knows 12-8=4); and creating equivalent but easier or known sums (e.g., adding 6+7 by creating the known equivalent 6+6+1=12+1=13). (continued from previous units)

WAYS PARENTS CAN HELP

- Practice stating the number that is ten more or ten less than a given number. Have your child explain how they found the answer.
- Practice solving addition problems that contain three addends and whose sum is less than 20. Have your child explain which strategy they used to solve the problem. (ex. 3 + 5 + 3 = 11 Your child might state that they added 3 + 3 first because it is a doubles fact and the 6 + 5 is a doubles +1 fact (5 + 5 + 1).
- Use objects and/or drawings to represent and solve addition problems involving a 2 digit number and a 1 digit number.
- Use objects and/or drawings to represent and solve addition problems involving a 2 digit number and a 2 digit number.

KEY VOCABULARY

add	number
addends	numeral
category	ones
compare	place value
compose	property
data	subtract
difference	strategy
digits	sum
equal	tens
equation	unknown
graph	



First Grade Science

Ecosystems and Heredity: It's Alive!

Dear Families,

Here is what your child is learning in First Grade, during the study of ecosystems and heredity with some specific ways you can help. Look for additional newsletters for upcoming units.

Ecosystems and Heredity: It's Alive!

Students need to:

- Identify four or more methods by which seeds travel and use the engineering design process to create a seed that is dependent on animals for dispersal.
- Identify many factors in soil that effect where seeds can grow by germinating seeds under different conditions.
- Identify the essential needs for a plant to grow based on changing the variables of a plants environment.
- Recognize, observe and record the different parts of a plant (roots, stems, leaves and flowers).
- Analyze how the parts of the plant work together to help the plant.
- Identify how seedlings and parent plants look similar and different and apply their understanding of plant traits by creating a seedling and parent plant.
- Identify how parents and their offspring look and act similar and different.
- Classify and sort animals by similar characteristics.
- Research and record characteristics of animals, plants or insects and present their findings to classmates.
- Design a Mystery Box, using their understanding of plant and animal adaptations, to protect a secret or special object from intruders.
- Identify 2 or more characteristics of the different habitats.
- Create a mini habitat "dourama" with a small group or partner that compares two different habitats.
- Create a hybrid animal that can survive in two different habitats using their knowledge of animal adaptations and behaviors for survival.

Key Vocabulary

Adaptation: the process plants and animals use to thrive in their environment

Analyze: to study or look closely

Characteristics: a feature or quality that describes a person, place, or object

<u>Engineering Design Process</u>: a series of steps engineers use to solve a problem (see the following page for an example of the process)

Evidence: facts or information proving something is true

Dourama: a 3D visual

Germinate: a seed beginning to grow

<u>Habitat:</u> the natural home or environment of an animal or plant.

<u>Hybrid:</u> the offspring of two plants or animals of different species.

Offspring: created by a parent animal or plant

Seed Dispersal: how seeds travel from one place to another

Seasons: the four seasons of the year, Winter, Spring, Summer, and Fall

Species: a group of plants or animals with similar characteristics

Thrive: to live and grow

Variable: something that can be changed

Ways FAMILIES Can Help

- Use the Discovery Education link to find more information about animals and their habitats.
- Talk with your child about how animals can protect themselves.
- Take a nature walk with your child and discuss what plants and animals they see.
- Plant a seed with your child and keep a journal observing how it grows over time.
- Have your child keep a journal of plants they find around your house and label the different parts.

uilding the Future

First Grade Social Studies

Rules and Responsibilities

Dear Families,

Here is what your child is learning in First Grade, during the study of Rules and Responsibilities with some specific ways you can help. Look for additional newsletters for upcoming units.

Rules and Responsibilities

Students need to:

- Identify how rules promote orderliness, fairness, privacy, and safety in the school and neighborhood.
- Identify leadership positions in the school and how they can help maintain safety and order.
- Identify the meaning of common symbols associated with the USA (Bald Eagle, White House, The Statue of Liberty).
- Understand that action, such as saying the Pledge and singing the National Anthem are associated with being a citizen.
- Understand the contributions of people, past, and present (Abraham Lincoln, MLK Jr, and current president).
- Use informational texts to explain how contributions of people are recognized in holidays (President's Day and Veteran's Day)
- The rights, responsibilities and choices that students have in the family, school, neighborhood.
- Identify ways to work together to maintain a clean and safe home, school, and the neighborhood environment.
- Work in a cooperative group.

Key Vocabulary

Armed Forces: a group of people who work to protect our country

Commander in Chief: the President of the United States

Community: a group of people who live and work in a given area

Cooperation: working together

Emblem: symbol of an organization

Elected: to choose someone to hold public office

Endangered Species: seriously at risk of extinction

Fair: getting what you need in order to be successful

Freedom: the power to write, think or act as one wants without restraint

Honor: a source of credit or distinction

Honest: showing of rightness or fairness

Neighborhood: the area or region around or near some place or thing

Memorial: something designed to preserve the memory of a person or event as a

monument or a holiday

Responsible: answerable or accountable, as for something within one's power, control

Represent: symbolize

Safe: protected from and not exposed to danger

Symbol: a thing that represents or stands for something else

Veteran: someone who has served in the armed forces

Ways FAMILIES Can Help

- Take note of various American symbols in public and have a discussion about what the symbol is and why it is being displayed.
- Have your child look for examples of safety and orderliness when playing at the park or playground.
- Create a list of rules and responsibilities for your home with your child.
- If attending a sporting event, discuss with your child the importance of singing the National Anthem.
- Have your child recite the pledge of allegiance at home for you.
- Discuss with your child the purpose of the President and what his role is in our country.