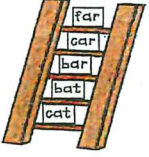
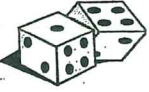
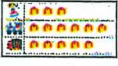
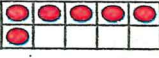




July



Sunday	Monday	Tuesday	Wednesday	Thursday	Friday	Saturday
						1 Play a board game!
2 Write a letter to a friend or relative.	3 Play "Math, Math Revolution" . (See directions)	4 Go on a reading website or app. Try Sight Word Ninja app	5 Try out a math app/game on the computer or tablet! MathPlayground.com	6 Play "Shopping List." (See directions)	7 Create a chore chart. Illustrate it and set goals!	8 Practice writing numbers, words, or math equations with sidewalk chalk or in the sand!
9 Do a cooking project. Read the directions and measure out ingredients. 	10 Play "I went to the Zoo" (See directions) 	11 Collect shells and other treasures from the beach. Create a display with labels.	12 Read 10-15 labels on things around your house. 	13 Use a hula hoop or jump rope to hop to a favorite rhyme. Or as you jump, count or chant the alphabet. 	14 Play a word game! Try: Zingo, Snap It Up, Boggle or Pop! (See directions for more ideas!)	15 Call a relative or family friend and talk about a book you have read. 
16 Pick a letter from the alphabet. Go on a word hunt around your house. Write down the things you can find that start with that letter.	17 Play "Letter Ladders." (See directions) 	18 Make a "To Do" list of all the things you want to do. Check them off as you do them. 	19 Play a board game at home that uses dice. (Yahtzee, Tenzi, Bump, or another) 	20 Collect a bunch of coins. Sort the coins. Count the pennies, nickels, dimes, and quarters. How much money do you have? 	21 Write the numbers 1 -12 on a beach ball or another large ball. When a player catches it, add or subtract the two numbers that your thumbs are touching. 	22 Blow a bottle cap, pen, and a piece of cereal across the table. Measure how far they go. Which one goes the farthest? By how much? 
23 Find 20 small toys. Sort them by shape, size, or color. BONUS: Make a graph to share your sort. 	24 Make words or letters with different things like: Play-Doh, rocks, cereal, shells, pennies, etc	25 Start at 100. Roll two dice. Subtract the sum. The first person to get zero wins! 	26 Play "Prime Minister's Cat" (See directions) 	27 Play "Concentration" (See directions) or play online @ Concentration - Illumination on www.nctm.org	28 Collect shells or rocks on the beach. Make a pattern or an array with them. 	29 Write down some questions to ask an older friend or relative. Call them on the phone and have a conversation and find out about them!
30 Play "Ten Frame" (See directions) or Ten Frame @ www.nctm.org 	31 Take 5 dimes. What is the total value of dimes you have? Can you make that amount in a different way with other coins?					



August



Sunday	Monday	Tuesday	Wednesday	Thursday	Friday	Saturday
		1 Play "Tutti Frutti." (See directions)	2 Take a walk or a hike. How many different shapes can you find?	3 Play "Hink Pink." (See directions)	4 Play "Counting On" (See directions) 	5 Get a book you have never read. (Try to get it from the Book Mobile, Atheneum, a Little Library, or a friend.)
6 Write in your journal. What is your favorite place that you visited? 	7 Use small objects like cereal, legos, beads or candy, to practice counting. Make groups of 10. Can you get to 100 or more?	8 Read a joke book, comic book, magazine, or something different than you would normally choose.	9 Play "Mouse and Cheese." (See directions) 	10 Find and collect shells or rocks at the beach. How many did you find? Sort and count by 1's, 2's, 5's and 10's.	11 Practice telling time on an analog clock. How many minutes in an hour? 	12 Use old magazines to make a collage that uses pictures and words. It could be about you, Nantucket, a pet or anything!
13 Find coins from around the house. Identify, sort, and count them. How much money do you have? 	14 Go for a walk and read the signs you pass. BONUS: Keep track of how many words are on each sign! 	15 Go on a Number Scavenger Hunt! See how many different numbers you can find in one day! Look for numbers everywhere you go!	16 Make up your own Math Game! It could be a board game, a dice game, or a game that uses playing cards! 	17 Read a book outside! 	18 Play <u>Deep Sea Duel - Illuminations</u> on www.nctm.org 	19 Make bowling pins out of empty water bottles, cans or paper towel rolls. Use a ball to bowl and make a subtraction equation to show how many you knock down!
20 Collect shells, rocks, or other treasures from the beach. Sort them. Create a display with labels. Write about your collection!	21 Play "Guess My Number." Player 1 chooses a mystery number and Player 2 must guess what it is by asking questions about it.	22 Go to the Atheneum to borrow a book. If you have time, do the <i>Story Walk</i> in the Garden.	23 Find a short poem or nursery rhyme. Try to memorize it and recite it to someone. 	24 Read a math picture book! (Some to try: <i>One Hundred Hungry Ants</i> , <i>7 ate 9</i> , or <i>Math Curse</i>)	25 Write in your journal: What will you share with your new classmates about your summer? (See directions for more journal ideas!)	26 Play "Words in Words" (See directions) 
27 Make a scrapbook. 	28 Play "Math Go Fish" with a deck of cards. Try to make pairs that add to 10. (See directions)	29 Read a book outside! 	30 Practice making numbers or number sentences with Play-Doh or write the numbers in rainbow colors.	31 Play "Secret Codes" (See directions) 	MATH ROCKS	



Bring your calendar back to the NES Reading Room by September 15th to show that you did some activities from your Summer Learning Calendar... and EARN A PRIZE!! Put an X or color days of the month when you complete an activity!





Dear Families,

During your child's time away from school, it is important to engage them in fun and educational activities to keep them thinking and learning. In addition to the suggested activities your child's teacher has sent home, we have included some games and activities to keep learning fun and motivating.

Use the attached Summer Learning Calendar to keep learning going all summer! This calendar is provided to give you and your family inspiration and ideas for math and reading activities. We planned one thing for you and your child to do each day for the next two months. After you complete an activity, color or mark the box. Try to do as many activities as possible!

We have included pages with additional math and literacy ideas and activities to try if you find a game or activity is too easy or too challenging for your child. Do not feel obligated to do every activity, and don't let the list of ideas limit you!

The most important part of these boards is to keep learning, practicing and to have fun!

Sincerely,

Miss Maher, NES Reading Specialist

Mrs. Jones, NES Reading Specialist

Miss Buono, NES Math Specialist



Ideas for Practicing Math Facts & Sight Words

- Make and practice facts or sight words with flashcards
- Math or reading activities on websites: try: *sightwords.com*
- Roll two dice. Add, subtract or compare the two numbers.
- Use playing cards or sight word cards. Flip two cards. Add, subtract or read the two numbers.
- Practice skip counting (2, 4, 6, 8... or 5, 10, 15, 20...)
- Print out fact practice sheets or a list of sight words. Try to complete as many problems or read as many words as you can in one minute. Try to beat your best score each time.
- Use a 100s chart to find the answer to math problems.



Journal Inspirations for all Subject Areas!

- Write about something that you would want to buy if you had \$20.00 to spend. Why?
- Numbers are beautiful. Write about your favorite number.
- Pick a spot on the island to sit and observe. Write about the different shapes that you see and describe it with details.
- Write about your favorite sport.
- Write instructions on how to make something (For example, a PB&J sandwich). Give the directions to someone and see if they can follow your directions.
- Watch a sport (in person or on TV). Write about all the shapes and numbers you see. You can also try this as a contest with someone- see who can find the most!
- Every day we use math. You or a family member has already used it today. It may have been addition, subtraction, multiplication, division, fractions, time, or money. Explain how math was used today.
- Write about your favorite teacher. Why is he or she your favorite?
- Write about someone who inspired you. What did they do or say?
- What do you hope your next year's teacher is like? Why?
- Write about a special friend. What makes them fun to be around?
- If you could be any animal, what animal would it be? Why?
- If you could travel anywhere in the world, where would you go? Who would you bring with you on the trip?
- Write a letter to your parent/family member to convince them to bring you somewhere. Be sure to give good reasons to support why you should go to this place.
- Write about one thing you like about yourself and why it makes you special.
- Write about your favorite place on Nantucket.
- Which boat to get off-island is better? Why?
- Would you rather fly to get off-island or take the boat? Why?
- What do you want to be when you grow up? Why?
- Write a few word problems. Give it to someone else to solve. (Be sure you know the answers!)
- Make a page of math problems. Solve them and have someone check your answers.
- Roll a die 100 times. Guess which number you will roll the most. Keep track of what number you roll the most. Which number did you roll the most? Were you right?
- Try a food you have never eaten before. Write about it.
- Make up a crazy sandwich idea with foods in your house. Write about the ingredients. If you are daring, try to make it and take a bite. Was it good? Write about what it tasted like and what you would change if you made it again.



Word Games

Word games have the advantage of being both boredom busters and literacy boosters! There is a word game out there for every child and situation, here are a few ideas.



I-Spy

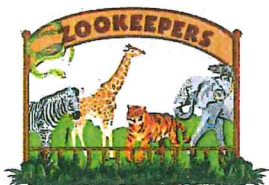


I-Spy can be played with kids of all ages and interests. The "spy" begins by saying "I-Spy, with my little eye, something beginning with..." and the other players must guess what the item is. The first person to guess correctly becomes the "spy". For younger children, you can adapt the game by "spying things" of a particular color.

I Went To The Zoo

To begin, the first person says, "I went to the zoo and I saw a..." and they choose an animal. The next person says "I went to the zoo and I saw a ..." and they say the first player's animal and then add one of their own. Players take turns until someone recites the string of animals **incorrectly**.

- You can play many different ways:
 - Using a single letter. If you choose L, all of the animals would begin with L.
 - Using all of the letters of the alphabet, in order. So the first person chooses an animal beginning with A, the second an animal beginning with B, and so on.
 - For older children, you can restrict the animals from a particular continent or type of place.



The Prime Minister's Cat

To play The Prime Minister's Cat, children should have a vocabulary large enough to include plenty of adjectives (describing words).

The first player begins by saying, "The Prime Minister's Cat was a ____ Cat" and they add an adjective beginning with **letter A**. You might say "The Prime Minister's Cat was an angry cat." The next player repeats the process, but with the **letter B**: "The Prime Minister's Cat was a brave cat"...and so on.



Hink Pink

Hink Pink is a word rhyming game. The first player thinks of two words that rhyme, such as "Big Rig" but they do not tell the other players what their words are. The player then gives a clue to their words. So, using "Big Rig," the clue might be "large truck." Other players must then try to guess the rhyming pair.



Shopping List



To play this game, *the first player says "I'm going to the store to buy _____", and names a grocery item. They then turn to the player on their left and ask "Do you want anything at the store?"*

The second player must ask for something that begins with the last letter of the previous item. If the first item is *dog food* the next person chooses something beginning with D.

The first player then says "OK, I need" and lists the two items. For example, "I need dog food and deodorant" This continues until the "shopper" makes a mistake on their list. The shopper's role then passes to the person on their left. To make the game easier, players can skip renaming the list.

Words in Words

Each player needs a pencil and paper. One player chooses a long word or compound word and everyone writes it down. Players then write down as many words as they can within an agreed-upon time limit, using the letters in the first word.

One point is awarded for each correct word, and the winner is the one with the most points. Adjust the game difficulty to match the age of the players. You might want to give a list of words to use for the game to get started.

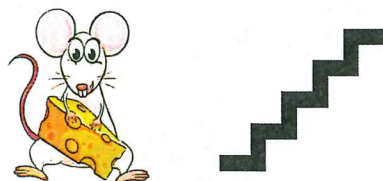
Tutti Frutti

Each player is given a pen and paper. All players take turns to think of a *category such as "animals"*. Each player writes down as many of those things they can think of in a set time (this could also be done orally if you do it quietly or in a different room). The winner is the person with the most items. Make it more difficult for older children by narrowing the category, such as *"animals that begin with the letter P"*.

Mouse and Cheese (Like Hangman)

Begin by drawing a zig-zag line to represent steps. Then draw a mouse at the bottom of the steps. One player thinks of a word and draws a series of dashes, one for each letter. Other players take turns naming a letter. If they're correct the letter is written on the corresponding dash.

If the guess is incorrect, you draw an arrow to represent the mouse climbing the stairs. The first player to guess the word wins, or, if the mouse gets to the top, the game is over.



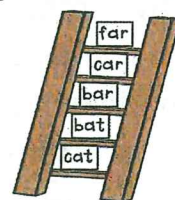
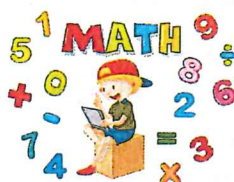
Secret Codes

Part word game and part undercover shenanigans, secret codes are a good choice for kids who are not yet confident with their independent reading and writing skills. Have kids make secret codes by replacing symbols with letters. Kids can make their own code and write secret messages!



Letter Ladders

Give each player a basic ladder diagram with a word of your choice at the top. Players then change one letter to make a new word and write the new word on the next rung. The winner is the person who gets furthest down the ladder. Make the game more difficult by writing one word at the top, one at the bottom, and challenging your child to get from one to the other by changing a letter at a time.



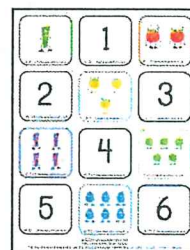
Math Game Ideas

Concentration

Concentration can be played as a reading game or a math game. To play as a math game, write a math fact on one card and the answer on the other card (You can also create many different variations of this). Place all cards face down on the table. Pick up two cards. If a math fact and the correct answer are picked up at the same time, that is a match! The player keeps the card. The player with the most matches wins!

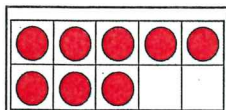
Other variations (Math or Reading):

- Number on one card, word on the other
- Number on one card, dots representing the number on the other
- Number on one card, ten frame on the other
- Shape on one card, word on the other
- Sight words: 2 of the same word
- Homophones/homonyms
- Vocabulary with words and definitions
- Letters: one uppercase letter and one lowercase letter
- Letters that match with a picture that starts with the first sound



Ten Frame/What Equals Ten?

Make a ten frame (5 boxes on top, 5 on bottom) for each player. Each player rolls 2 dice or uses the number cards from a deck of cards. At the same time, each player rolls or draws cards. If the number equals ten, the player gets a point. The first player to get ten points wins! (Keep counters nearby to keep track of your points in the ten frame or use the ten frame to help you add the numbers from the cards or dice if needed.)





Math, Math Revolution (Like Dance, Dance Revolution)

Write answers to math facts on pieces of paper or poster board on the ground, or with chalk if outside. Player 1 calls out the math fact and player 2 must dance to the correct answers by stepping on where they are on the ground! Get up and dance!



Tens Go Fish

You will need one deck of cards. Remove all the face cards and the number 10 cards. You will be left with four cards each of numbers 1-9. Deal each player five cards. Place the stack of remaining cards face down in the middle of the table. This is the "Go Fish" pile.



- Before beginning, look for pairs of cards in your hand with a sum of 10. Place all pairs with a sum of 10 face up on the table in front of you.
- To begin, players take turns asking each other for their desired card. **However, instead of seeking out pairs of the same card, players want pairs to make the sum of 10.** For example, if I hold a 4 I might ask for a 6 so I can "make 10."
- If a player gets the card they asked for, they put the pair down on the table. If they do not get the card they asked for, they must "Go Fish" and pick a new card from the deck. If a player runs out of cards, he picks two new cards. A player's turn is over when he can no longer make 10.
- The game is over when there are no more cards, or no more pairs can be made. Whoever has the most pairs wins!



Counting On: The Card Game

Remove the face cards from a deck of playing cards and get a pair of dice. The first player turns over a card and then rolls the dice. The number on the dice indicates how far they "count on" from the card. (For example, a player turns over a three and rolls a four. They count on from three and say, "four, five, six, seven.") If the player gets it right, they keep the card, and the other player(s) get a turn. Players can also compare whose number was bigger and that person gets to keep both cards. The game continues until there are no more cards in the deck. Whichever player has the most cards at the end wins!

