

ACTIVITY GUIDE WEEK 4- EXPLORE, DESIGN, CREATE GRADES: K-2

Hello Parent/Guardian,

We hope you are doing well. Here is a guide full of fun activities for your child to try out this week at home! This educational guide is meant to be engaging and fun for your child. Complete the tic-tac-toe board with them on the front sheet, or challenge them to complete each of the activity squares. Included you will find: stories to read; letter, and sound activities; science and art activities; and some great math graphing practice. This week's theme is information technology.



In partnership with









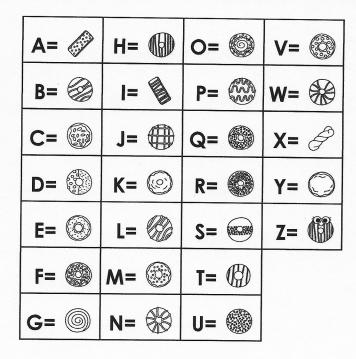
Grades K-2 Week 4: INFORMATION TECHNOLOGY

STEM: Design a futuristic phone Create a blueprint of a phone from the future. What can your phone do? *a blueprint is a drawing with labels	READ: Choose 1: - A real book about a way people communicate (computer, phone, talking, code) - A fiction book about a way people communicate (computer, phone, talking, code) - One of the stories in this packet	SOUNDS (Phonemic Awareness): Picture Slide *Phoneme = sound
WRITE: Write a note to someone. Replace some words with a picture or a symbol.	FREE SPACE	LETTERS (Phonics): Choose 1 Dominoes Vowel Slide
MATH: Choose 1 Donut Jokes Are You a Leader? Crack the Code	SCIENCE: Making sounds	LANGUAGE: The way we talk to others is a code! Learn a new way to say "I love you" and tell it to someone you love.

Science



Put water in a glass. Lightly tap on the side with a pen or pencil. What does it sound like? Draw your glass. Draw or write about the sound it makes:
What happens when you use less water?
What happens when you use more water?
Bring out the pots and pans! Tap on the pans like a drum. Do they sound the same or different? Why do you think that happens? Draw, label, and write about your investigation:



Use the code to reveal the answers to the jokes!

Why did the donut go to the dentist?









What kind of donut can fly?









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Name:

crack the code

Solve the problem using addition. Fill in the lines at the bottom of the sheet with the letters that match the answers to crack the code.

1.
$$9 + 2 =$$
 j 8. $8 + 2 =$

$$4.5 + 0 =$$
 $P \parallel 3 + 0 =$ C

$$6.7 + 2 =$$
 h $13. 8 + 8 =$ a

How did the alien pay for his coffee?

8 13 4 9 12 4 16 5 7 14 3 6 12

Oprimary playground





ARE YOU A LEADER? E>





Decipher this famous quote about leadership using the secret code below

5 6

. - John Quincy Adams (6th president of the United States)

























Sand







My dog and I like it when it is hot.





My dog digs in the sand. I sip some water.



My dog digs in the sand.

I jump in the water.



Pick a Game







I pick a game. We read and read. We all win at this game!

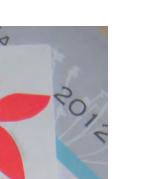




Will picks a game.
We run and run.
Will wins the game.



Ben picks a game. We hop and hop. Ben wins the game.



The note to my teacher says, "Thank you." I hope my teacher likes the card.









I want to make a card for my teacher. I take some pens and paper.



I cut up shapes. I put the shapes onto the paper. Then I write a note with my pen.











In art class, we make things with clay. I shape my clay into a tray. I love art class!





In art class, we get to paint. I paint a picture of me playing with my dog.



In art class, we cut out shapes from paper. I cut out lots of stars. I make a picture of me looking at the stars.



PA.048

Phoneme Segmenting and Blending

Picture Slide



Objective

The student will segment and blend phonemes in words.



Materials

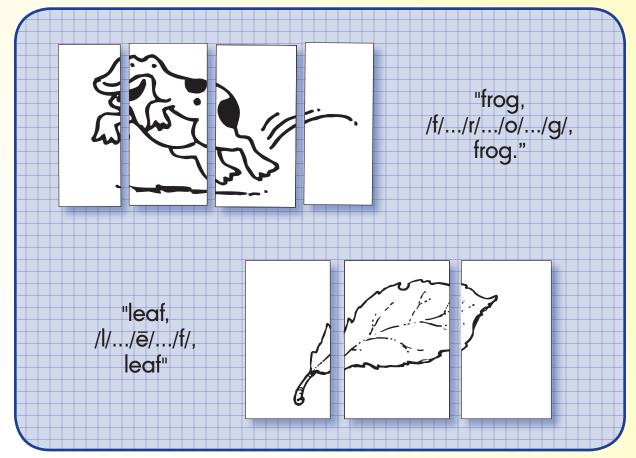
Two-to-five phoneme picture cards (Activity Master PA.048.AM1a - PA.048.AM1h) Copy on card stock, laminate, and cut on dotted lines.



Activity

Students blend phonemes to make words while sliding pieces together to make pictures.

- 1. Place picture card parts in individual stacks on a flat surface.
- 2. The student chooses a stack of picture parts and puts in order leaving spaces between the parts.
- 3. Names the picture and segments the word into phonemes while slowly sliding the parts together (e.g., "frog, /f/ /r/ /o/ /g/"). Repeats the word (i.e., "frog").
- 4. Continues until all pictures are assembled.
- 5. Self-check

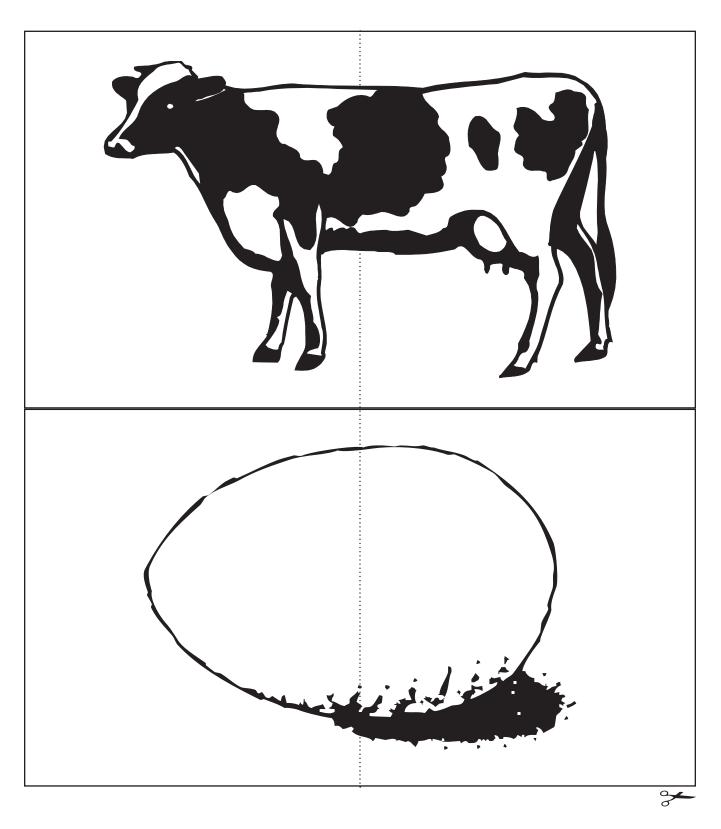




Extensions and Adaptations

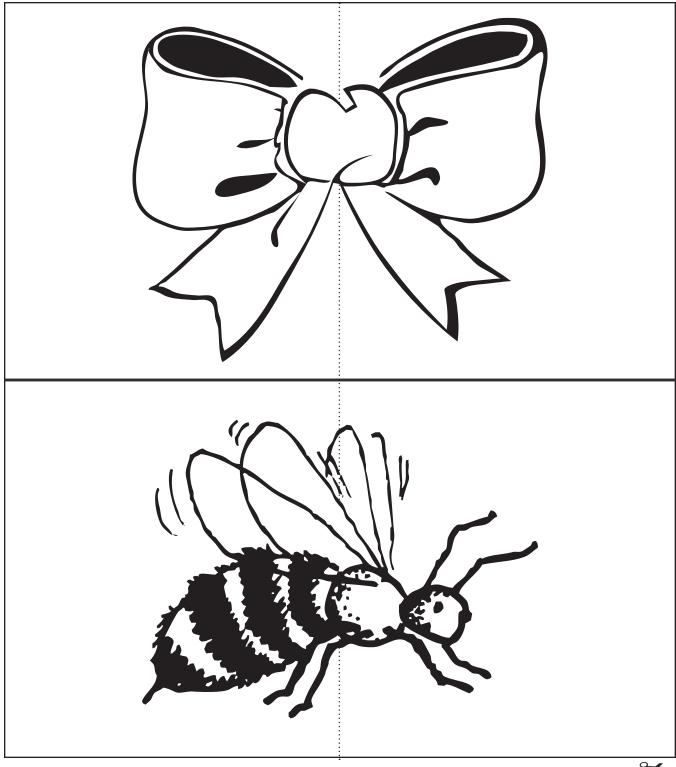
- Use photographs of students.
- Use other picture cards.

Picture Slide PA.048.AMIa



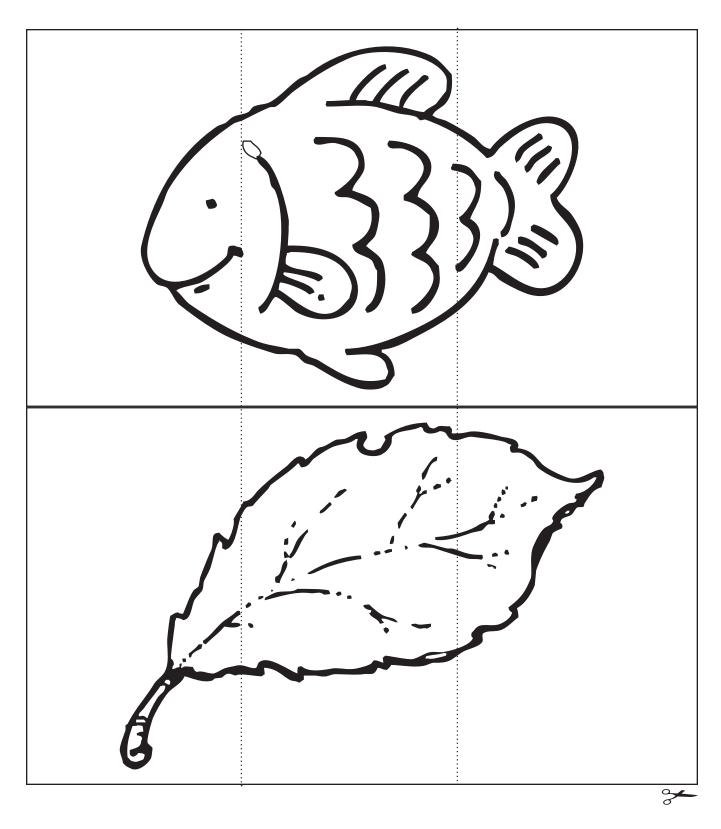
phoneme picture cards: cow-2, egg-2

PA.048.AMIb Picture Slide



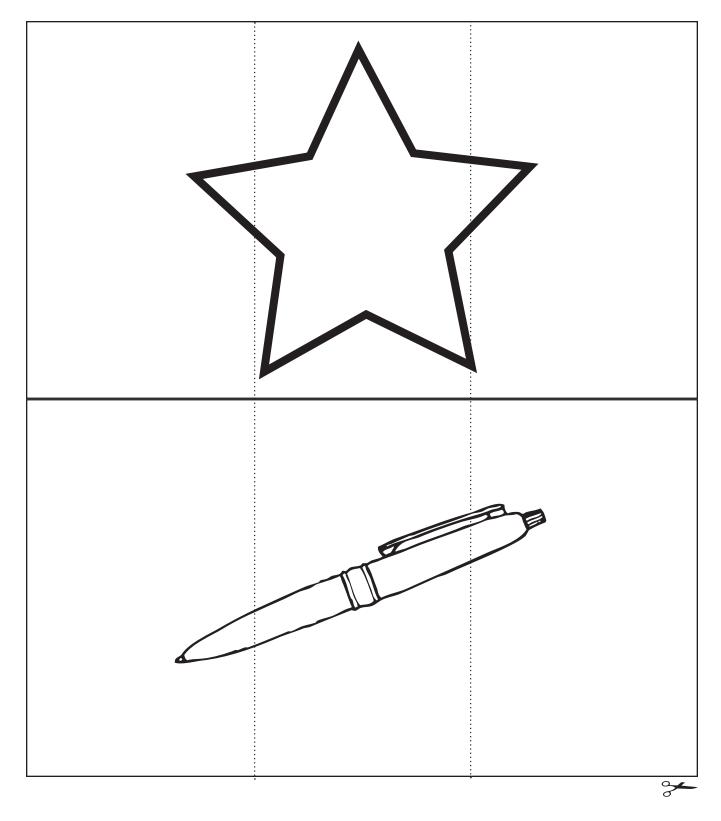
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Picture Slide PA.048.AMIc



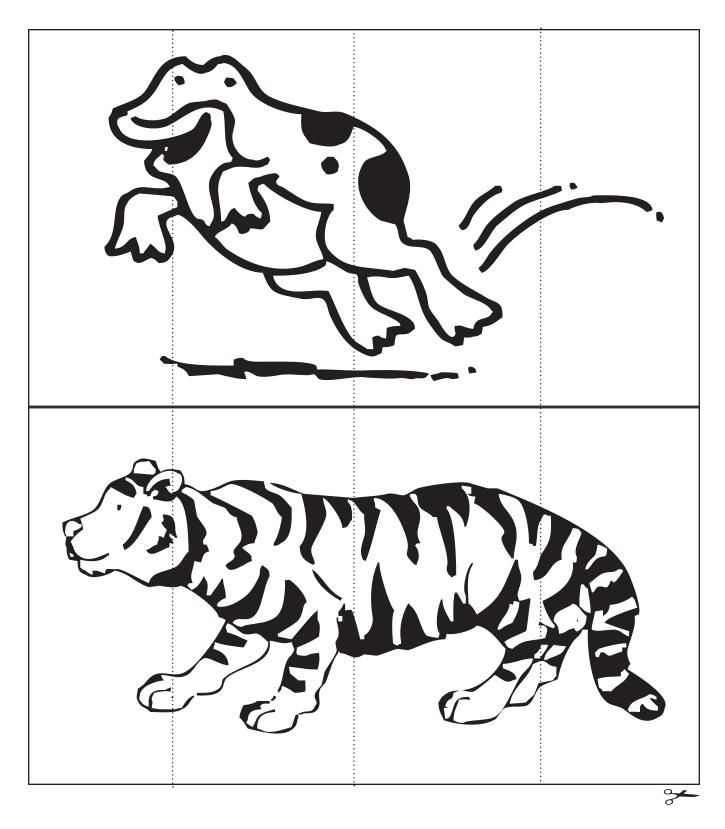
phoneme picture cards: fish-3, leaf-3

PA.048.AMId Picture Slide



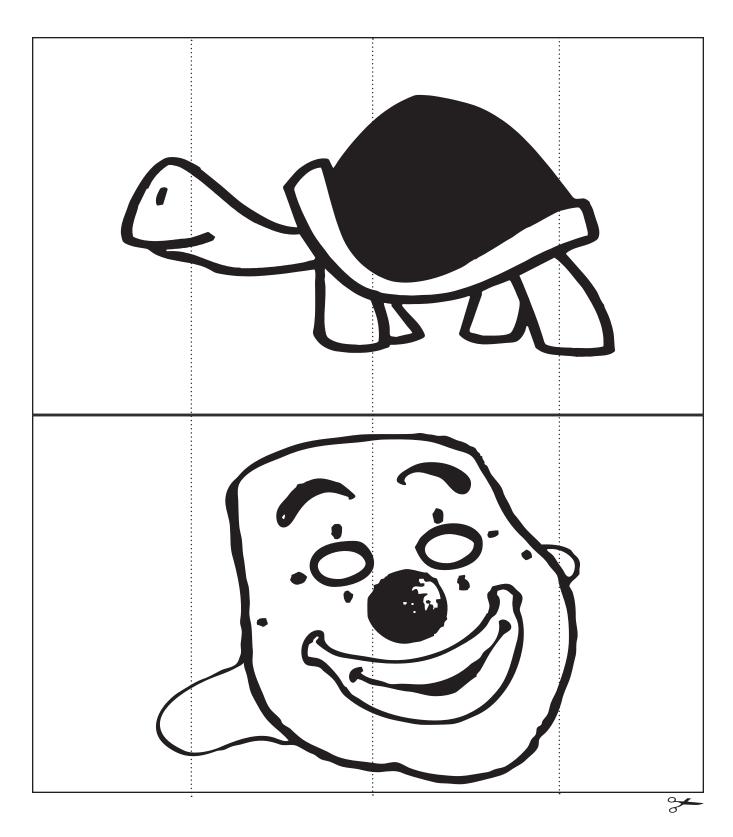
phoneme picture cards: star-3, pen-3

Picture Slide PA.048.AMIe



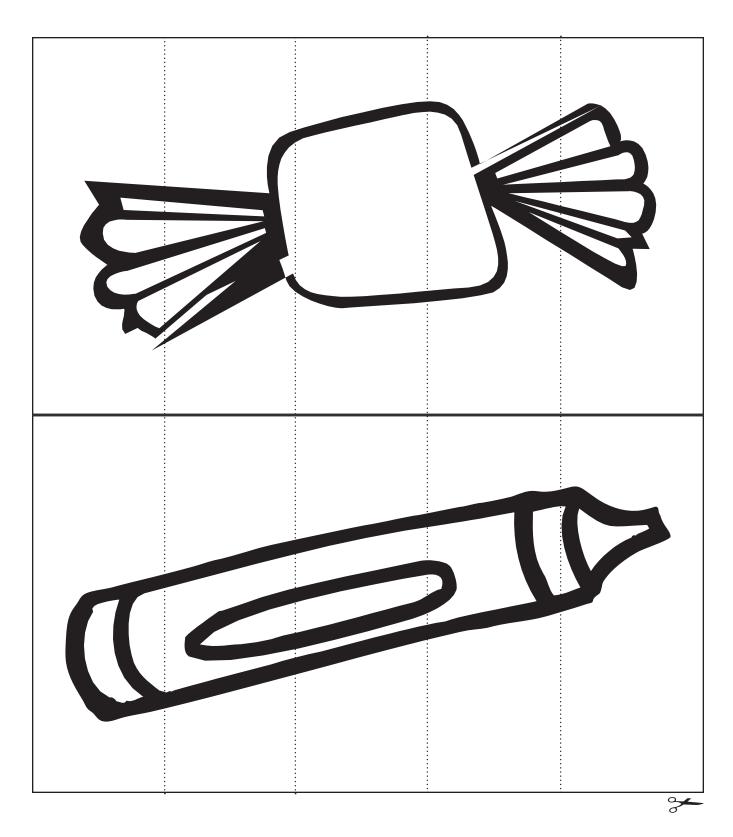
phoneme picture cards: frog-4, tiger-4

PA.048.AMIf Picture Slide



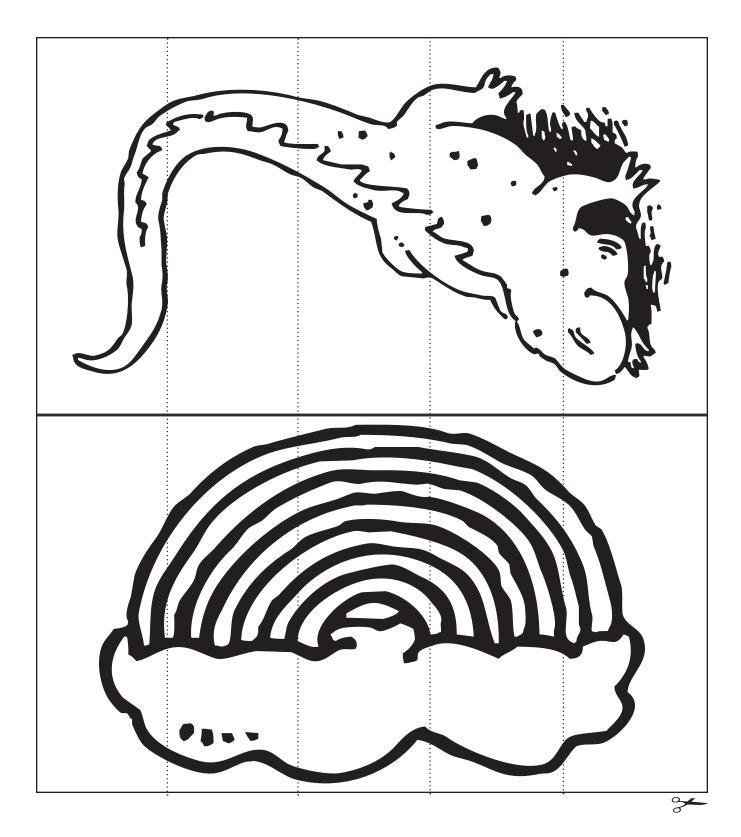
phoneme picture cards: turtle-4, mask-4

Picture Slide PA.048.AMIg



phoneme picture cards: candy-5, crayon-5

PA.048.AMIh Picture Slide



phoneme picture cards: lizard-5, rainbow-5



P.016

Letter-Sound Correspondence

Letter-Sound Dominoes



Objective

The student will match initial phonemes to graphemes.



Materials

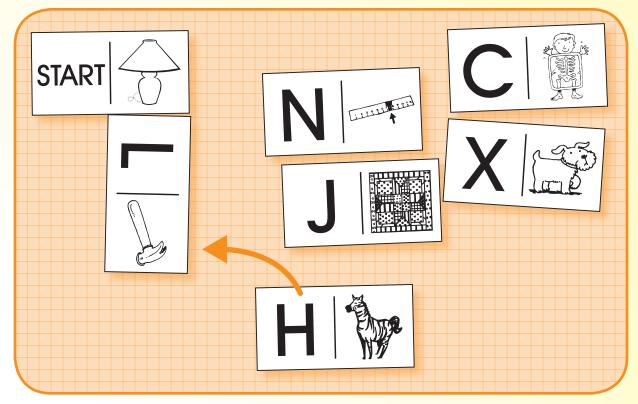
Picture/letter domino cards (Activity Master P.016.AM1a - P.016.AM1e) Copy on card stock, laminate, and cut.



Activity

Students match initial sounds of pictures to letters while playing a domino game.

- 1. Scatter domino picture cards face up on a flat surface.
- 2. Taking turns, student one places the START domino on the table, names the picture on the other side of the domino, and says its initial sound (i.e., "lamp, /l/").
- 3. Looks for a domino with the letter that corresponds to the initial sound, names it, and says its sound (i.e., "l, /l/"). Connects the two dominoes.
- 4. Student two names the picture on the other side of the domino (i.e., "hammer"), says its initial sound (i.e., "/h/"), and finds the domino with the corresponding letter. Names the letter and says its sound (i.e., "h, /h/"). Connects it to the domino.
- 5. Continue until all dominoes are connected.
- 6. Peer evaluation



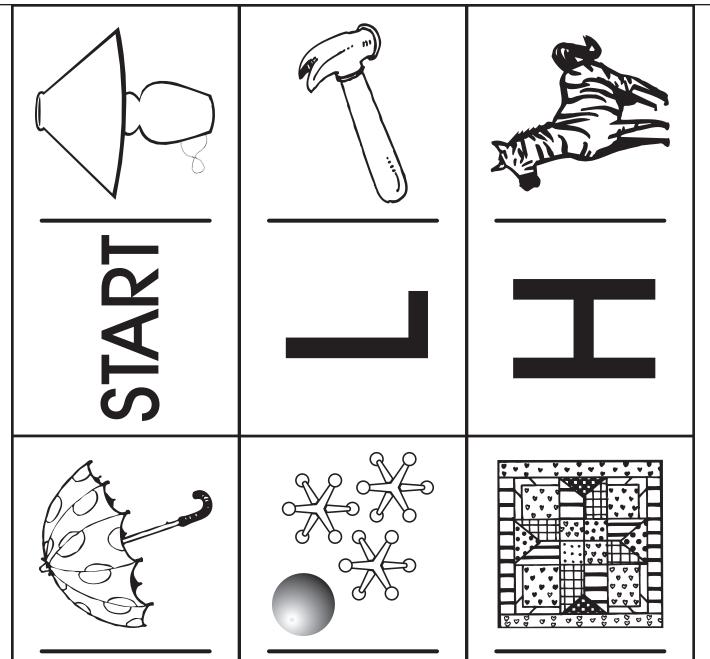


Extensions and Adaptations

- ▶ Make and use final sound picture/letter domino cards (Activity Master P.016.AM2).
- Make and use medial sound picture/letter domino cards (Activity Master P.016.AM2).
- Make and use upper- and lowercase letter domino cards (Activity Master P.016.AM2).

Letter-Sound Dominoes

P.016.AMIa







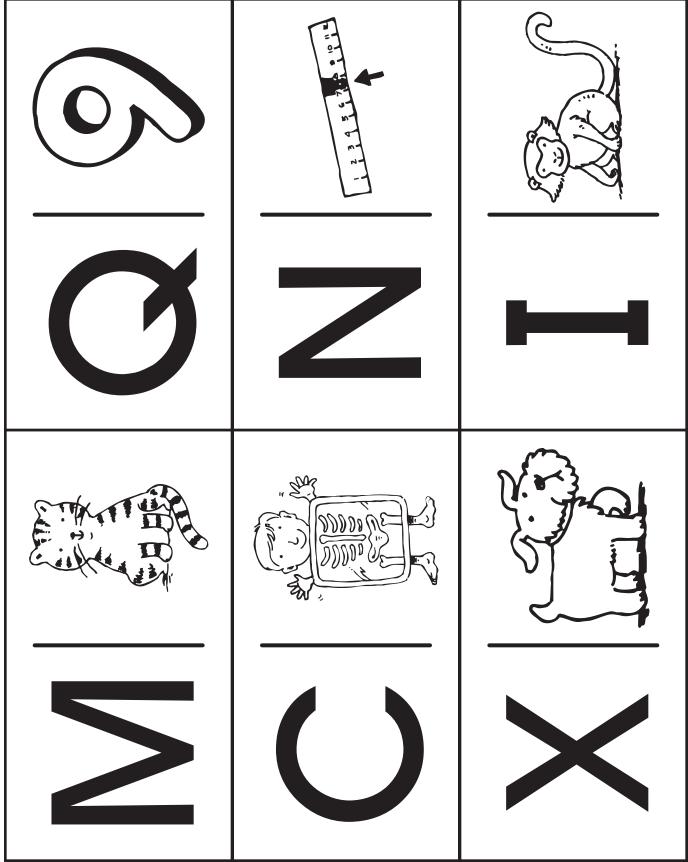
domino cards: START/lamp, L/hammer, H/zebra, Z/umbrella, U/jacks, J/quilt



Phonics

P.016.AMIb

Letter-Sound Dominoes

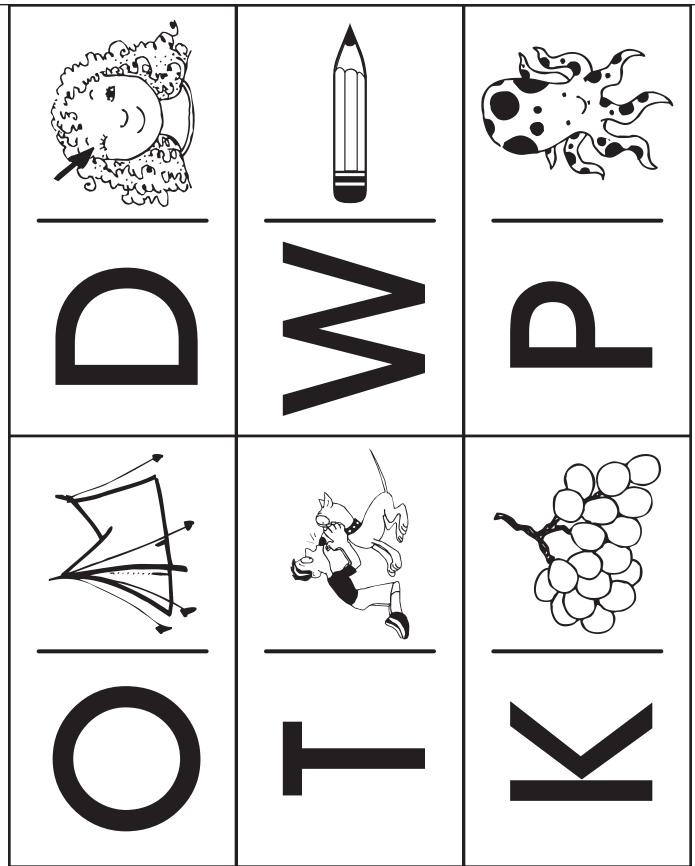


domino cards: Q/nine, N/inch, I/monkey, M/cat, C/x-ray, X/dog



Letter-Sound Dominoes

P.016.AMIc



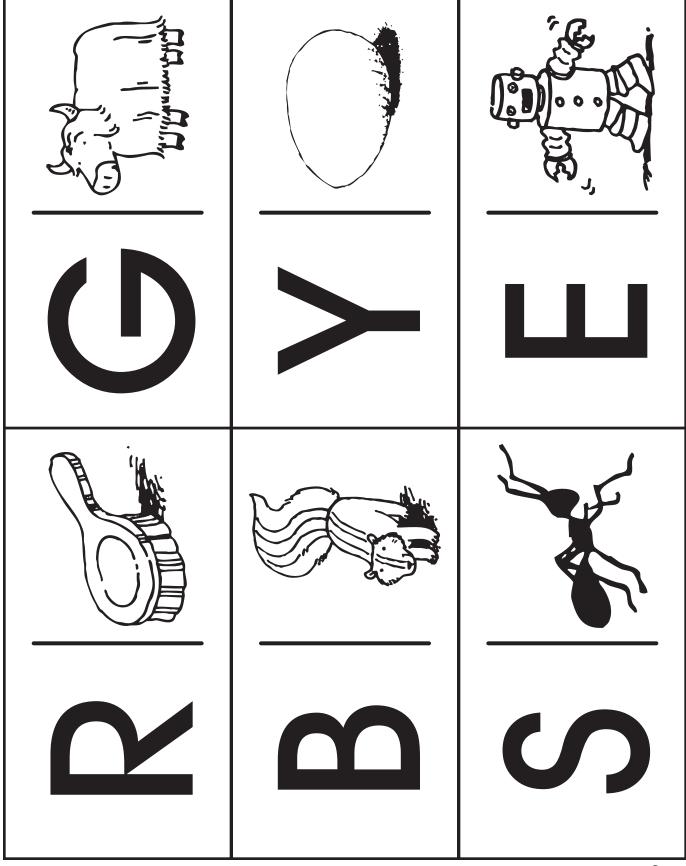
domino cards: D/wink, W/pencil, P/octopus, O/tent, T/kiss, K/grapes



Phonics

P.016.AMId

Letter-Sound Dominoes

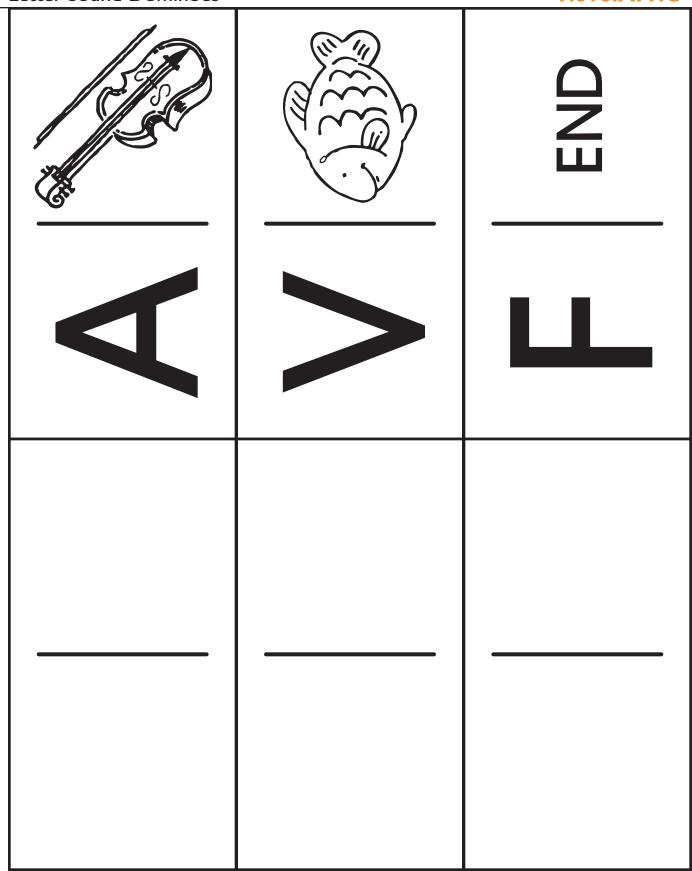


domino cards: G/yak, Y/egg, E/robot, R/brush, B/skunk, S/ant



Letter-Sound Dominoes

P.016.AM1e



domino cards: A/violin, V/fish, F/END



Phonics

P.016.AM2	Letter-Sound Dominoes

Phonics



Variant Correspondences

P.049

Vowel Slide



Objective

The student will identify variant correspondences in words.



Materials

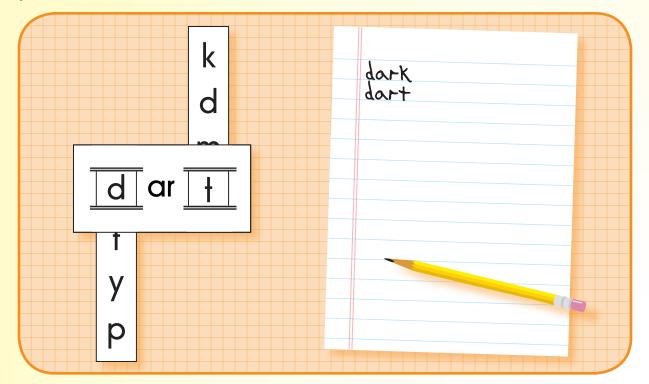
- Vowel Slides (Activity Master P.049.AM1a P.049.AM1d) Select target vowel slides. Thread vertical strips through the horizontal strip to create slides.
- Paper
- Pencil



Activity

Students blend sounds to make words while manipulating a slide.

- 1. Provide the student with vowel slides and paper.
- 2. The student selects a vowel slide and reads the medial vowel pattern (e.g., "/ar/"). Slides vertical strips until letters can be seen through the windows. Blends the sounds and reads the word (e.g., "/d//ar//t/, dart").
- 3. Determines if it is a real or nonsense word. If real, records on the paper. Manipulates both slides until all possible combinations are made.
- 4. Continues until all real words are recorded.
- 5. Teacher evaluation





Extensions and Adaptations

- ▶ Use short vowel slides (Activity Master P.049.AM2a P.049.AM2c).
- ▶ Make slides with other letters (Activity Master P.049.AM2c).

P.049.AMIa Vowel Slide

d	k		
y P	m t	r	d
vowel slides		w	n †

Phonics

Vowel Slide P.049.AMIb

m S	t	——	a	
h	m		S	k
b			†	
			W	th
vowel slides	e	e	f	n

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K-I Student Center Activities: Phonics

P.049.AMIc Vowel Slide

9	t	O	a	
f	m p		j	d
vowel slides)i	S	ce n

Phonics

Vowel Slide P.049.AMId

r	h l	0	
t	n	h	m
	- OI	f	t

P.049.AM2a Vowel Slide

h	† S	C		
th b	ck n		9	†
e		wh t	d n	

vowel slides

Phonics

Vowel Slide P.049.AM2b

W	d		
th b	g	f	+
		n	X
		p	ck
vowel slides		r	P

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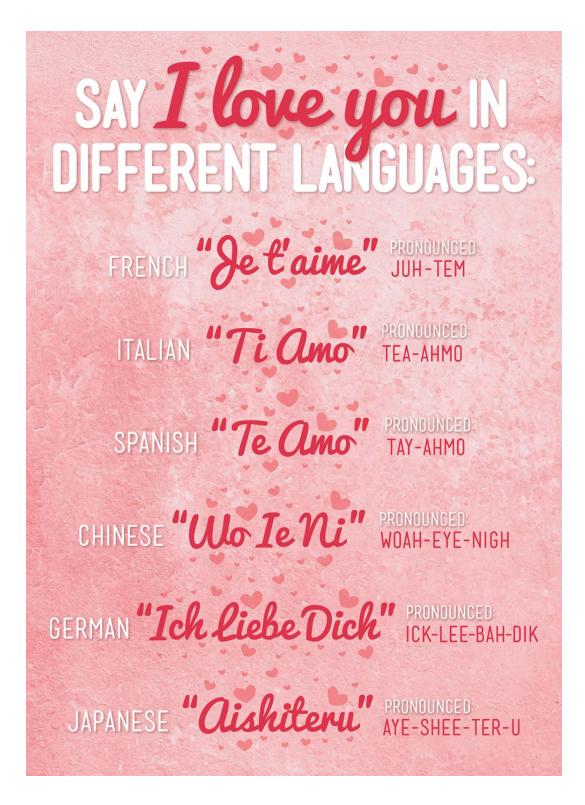
K-I Student Center Activities: Phonics

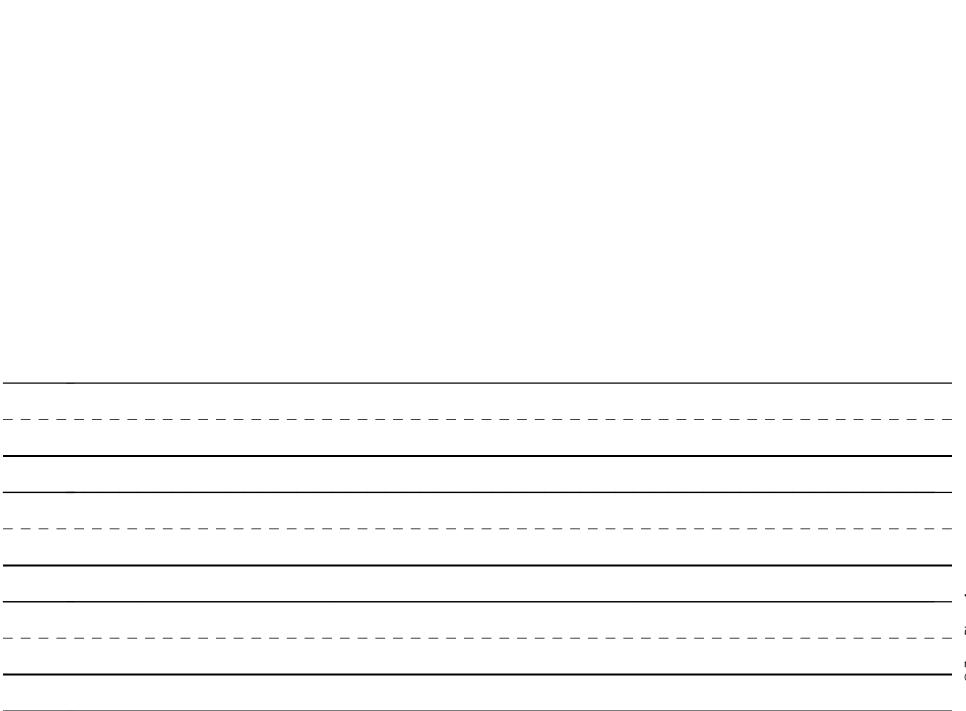
P.049.AM2c Vowel Slide

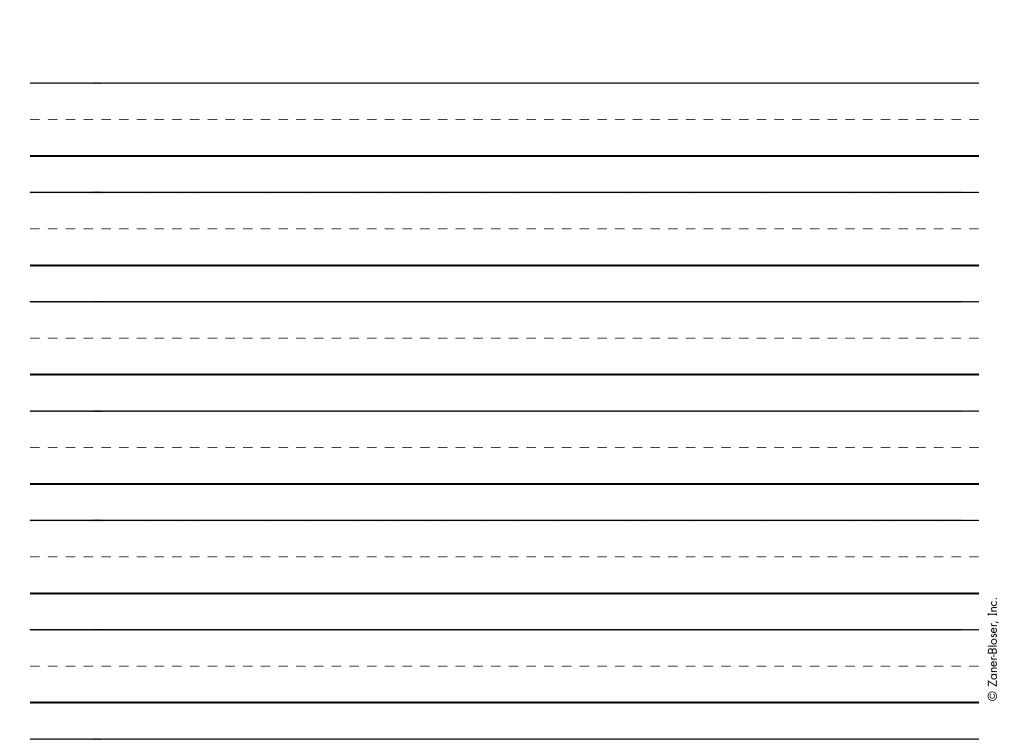
b	p †	
S	b	
C	n	

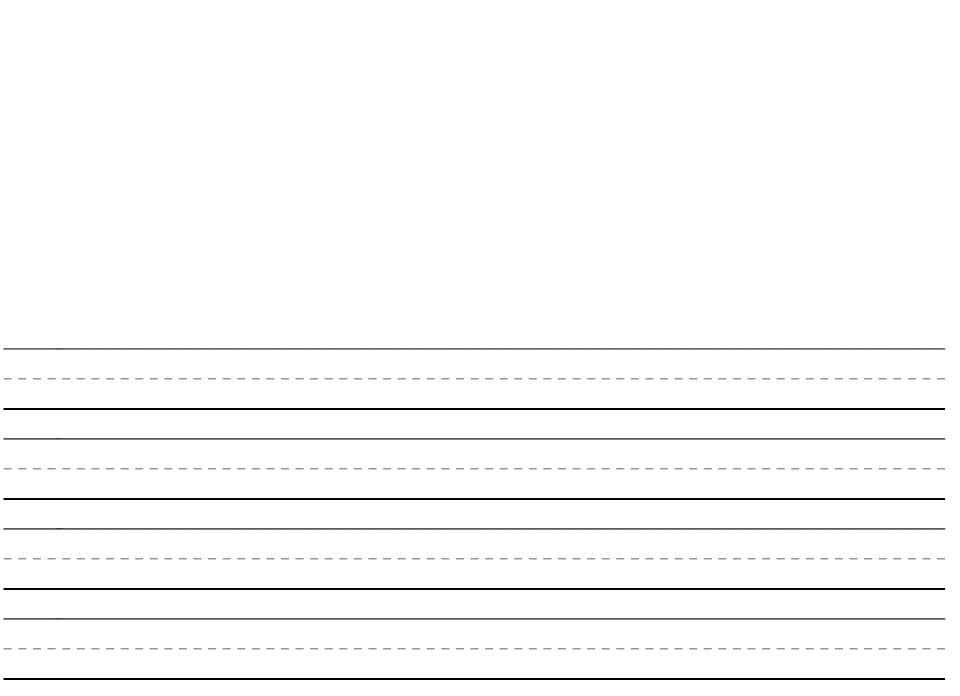
vowel and blank word slides

Language

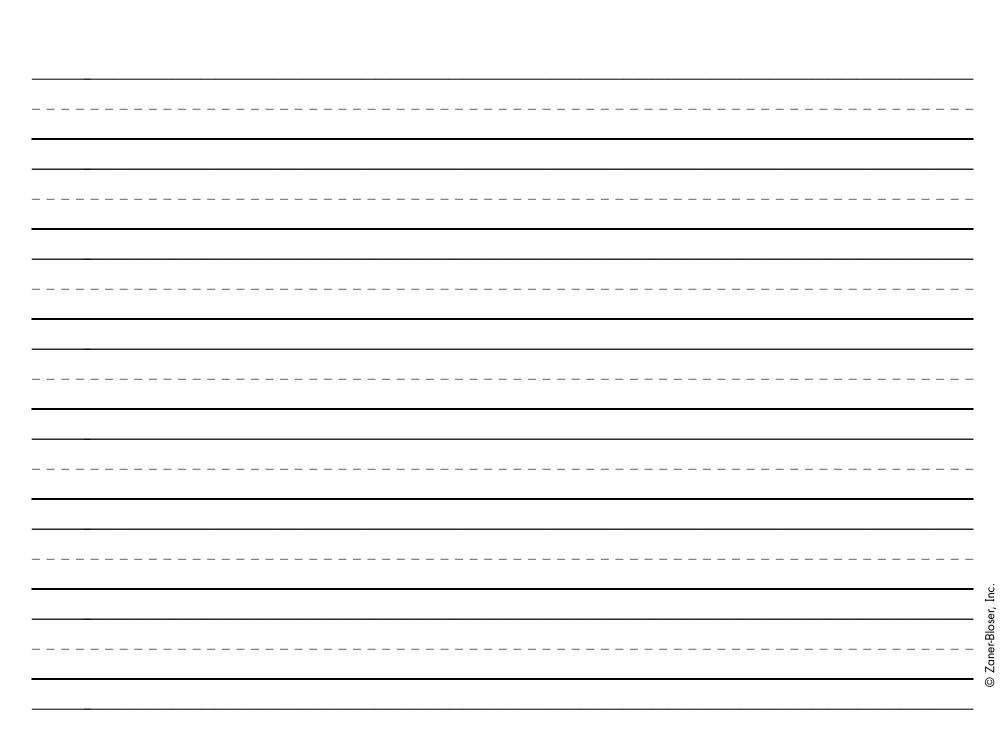








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Credits

Math:

Donuts: reallifeathome.com

Are You a Leader: education.com

Crack the Code: https://primaryplayground.net/free-printable-crack-the-code-math/

Stories: textproject.org

Sounds: https://fcrr.org/resources/resources_sca_k-1.html

Letters: https://fcrr.org/resources/resources_sca_k-1.html

STEM:

https://drive.google.com/drive/folders/120QtEcSkhsxLgiXAltn8kxJFwq8dbKB7?usp=sh

aring

Science: Wendi and Mati, Kent ISD

Language: https://goodnessonthego.com/live-playfully/50-ways-to-say-i-love-you/