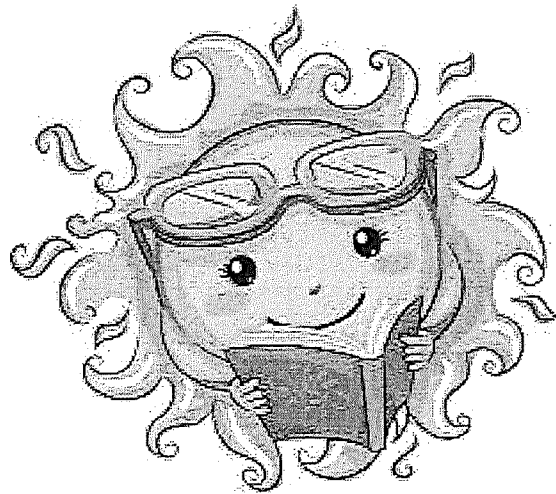


Entering Grade 1

ingresando al grado 1

Summer Learning Packet

paquete de aprendizaje de verano



Sumner School

Name/Nombre: _____

Summer Reading Together

This summer, **K0/K1 students** will read
I Promise by LeBron James

K2 students will read
Milo's Museum by Zetta Elliott

1st graders will read
Where are you From?
by Yamile Saied Méndez and Jaime Kim

2nd graders will read
Meet Yasmin! by Saadia Faruqi

Beginning to Read Books

Bradford Street Buddies (series)..... Nolen
Chick and Brain: Smell My Foot..... Bell
Confetti Kids (series)..... Woo and others
Elephant and Piggie (series)..... Willems
Fly Guy (series)..... Arnold
Ty's Travels (series)..... Lyons
Unlimited Squirrels (series)..... Willems
What About Worms?..... Higgins

Informational Books

A is for Axolotl..... Macorol
Bee Book..... Milner
Beak Book..... Page
Don't Let Them Disappear..... Clinton
The Elephant..... Desmond
Fearless Flights of Hazel Ying Lee..... Leung
How Do You Say Hello to a Worm?..... Percival
If You Had Your Birthday Party on the Moon..... Lapin
Leaf Detective: How Margaret Lowman Uncovered Secrets in the Rainforest..... Lang
Look Up With Me: Neil DeGrasse Tyson..... Berne
My Stinky Summer By S. Bug..... Meisel
North Pole (Pole to Pole: A Flip Book)..... Bright
One Plastic Bag: Isatou Ceesay and the Recycling Women of Gambia..... Paul
Packs: Strength in Numbers..... Salyer
Pura's Cuentos: How Pura Belpré Reshaped Libraries..... Pimentel
Summertime Sleepers: Animals That Estivate..... Stewart
What Do You Do If You Work at the Zoo?..... Jenkins and Page
Yes We Will: Asian Americans who Shaped this Country..... Yang

Picture Books

All Because You Matter..... Charles
Alma and How She Got Her Name..... Martinez-Neal
Amy Wu and the Perfect Bao..... Zhang
The Arabic Quilt..... Khalil
Dad Bakes..... Yamasaki
Dream Street..... Walker
Electric Slide and Kai..... Baptist
Eyes That Kiss in the Corners..... Ho
Fry Bread..... Maillard
Going Down Home with Daddy..... Lyons
Help Wanted: Must Love Books..... Sumner Johnson
I Am Every Good Thing..... Barnes
I Am Golden..... Chen
Josie Dances..... Lajimodiere
Kaia and the Bees..... Boelts
Kamala and Maya's Big Idea..... Harris
Let's Go to Taekwondo..... Kim
Love Grows Everywhere..... Timms
Luis Paints the World..... Farish
Malaika's Surprise..... Hohn
Mel Fell..... Tabor
My Big Family..... Canetti
My Day with the Panye..... Charles
Paletero Man..... Diaz
The Proudest Blue..... Muhammad
Room for Everyone..... Khan
Salam Alaikum: A Message of Peace..... Harris
Señorita Mariposa..... Gundersheimer
Show the World!..... Dalton
Soul Food Sunday..... Bingham
To Carnival!... by Paul
We Are Water Protectors..... Lindstrom
We Laugh Alike/Juntos Nos Reímos..... Bernier-Grand
Why Not You?..... Wilson
Your Mama..... Ramos
Your Name is a Song..... Thompkins-Bigelow

Nursery Rhymes, Poetry, Riddles & Songs

Dirt Book: Poems about Animals that Live Beneath Our Feet..... Harrison
Family Poems for Every Day of the Week..... Alarcón
Flutter & Hum: Animal Poems/ Aleto y Zumbido: Poemas de Animales..... Paschkis
I am the Wind..... Karg
Just Like Me..... Brantley-Newton
Kiyoshi's Walk..... Karlins
La Madre Goose: Nursery Rhymes for Los Niños..... Elya
The Neighborhood Mother Goose..... Crews
Seeing into Tomorrow..... Wright

Folk Tales and Fairy Tales

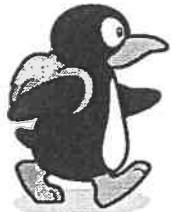
Glass Slipper, Gold Sandal: A Worldwide Cinderella ..Fleischman
High-Five to the Hero.....Morrow
Power to the Princess.....Morrow
La Princesa and the Pea.....Elya
The Little Wooden Robot and the Log Princess.....Gauld
The Princess and the Warrior: A Tale of Two Volcanoes... Tonatiuh
A Year Full of Stories: 52 Folktales and Legends from Around the World..... McAllister

Chapter Books

Ana & Andrew (series)..... Platt
Camila (series)..... Salazar
Dragons and Marshmallows (series)..... Citro
King and Kayla (series)..... Butler
Ling and Ting (series)..... Lin
Penny (series)..... Henkes
Jasmine Toguchi: Mochi Queen..... Florence
Jo Jo Makoons (series)..... Quigley
Juana & Lucas..... Medina
Mr. Grizley's Class (series)..... Avery
Owl Diaries (series)..... Elliott
Press Start! (series)..... Flintham
Princess in Black (series)..... Hale
Sofia Martinez (series)..... Jules
Stink (series)..... McDonald
Yasmin (series)..... Faruqi

Summer Learning Continues Online!

Did you know that the same virtual learning resources your child used all year are available to you through the summer? Access through the Clever Portal on any device: <https://clever.com/in/bostonpublic/> . Use your child's BPS login and password. Forgot your password? Ask your child's teacher.

	Lexia Adaptive activities aligned to your student's reading abilities and needs
	Epic Access to a wide variety of digital books, including text and audio books
	RAZ-Kids Access to books and activities with an optional game-based incentive program. Available 6 am- 3pm Monday-Friday with a school account.
	ST Math Adaptive activities aligned to your student's mathematical and reading needs

***You may be able to borrow a Chromebook and Internet Hotspot from the Boston Public Library. Talk to a librarian or learn more at www.bpl.org/chromebook. ***

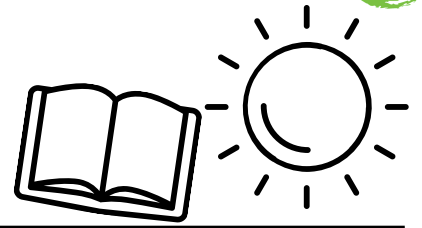
¡El aprendizaje de verano continúa en línea!

¿Sabía que los mismos recursos de aprendizaje virtual que usó su hijo durante todo el año están disponibles para usted durante el verano? Acceda a través del Portal Clever en cualquier dispositivo: <https://clever.com/in/bostonpublic/> . Use el nombre de usuario y la contraseña de BPS de su hijo. ¿Olvidaste tu contraseña? Pregúntele al maestro de su hijo.

	Lexia Actividades adaptativas alineadas con las habilidades y necesidades de lectura de su estudiante
	Epic Acceso a una amplia variedad de libros digitales, libros de texto y audio incluidos
	RAZ-Kids Acceso a libros y actividades con un programa opcional de incentivos basado en juegos. Disponible de 6 am a 3 pm de lunes a viernes con una cuenta escolar.
	ST Math Actividades adaptativas alineadas con las necesidades matemáticas y de lectura de su estudiante

****Es posible que pueda pedir prestado un Chromebook y un punto de acceso a Internet (Hotspot) de la Biblioteca Pública de Boston. Hable con un bibliotecario u obtenga más información en www.bpl.org/chromebook.***

_____ 's SUMMER READING LOG



Date	Book Title	Book Rating
		    
		    
		    
		    
		    
		    
		    
		    
		    
		    
		    



**BOSTON
PUBLIC
LIBRARY**

CHILDREN'S BINGO



Use this fun bingo card to inspire your reading program participation, learning, and more this summer!

Go on a walk (with a grown-up)	Read a graphic novel	Attend a STEAM-related library program	Read a book in a series	Learn a new fact
Read a picture book	Help someone with something	Read a book with a cover that's your favorite color	Make and fly paper airplanes	Visit the library
Count the number of dogs you see on the street over the course of a day	Read a book about friendship		Read outside for 10 minutes	Build something
Play a game with someone	Read a nonfiction book	Set two ice cubes outside and see which one melts first	Read a book with an animal on the cover	Pick a flower and count the number of petals
Read a book that takes place at school	Listen to a new song	Read a book about a character you recognize	Draw a picture	Read a fantasy book



2024 Read Your Way to Fenway Entry Form

**BOSTON
PUBLIC
LIBRARY**

*Win three (3) tickets to see the Boston Red Sox play the Arizona Diamondbacks on **Sunday, August 25 at 1:35 p.m.***



Who can enter? Children and teenagers (ages 5-17)

What do I have to do? Read 3 books and write a short essay about one of them.

Where do I bring this application? Complete both sides of this form and submit it to any Boston Public Library location.

When are the contest dates?

Turn in your form by **August 2 at 5:00 p.m.**; winners will be emailed by **August 16.**

Are there other guidelines?

- ✓ The contest is limited to one entry per year per person. If you enter more than once, you will be disqualified from winning tickets.
- ✓ It's okay to get help writing your essay, but it's not okay to copy someone else's words or use AI to write your entry. Breaking this rule will disqualify you from winning tickets.
- ✓ Winners must be joined by an adult at the game on **August 25**. Write this adult's contact information below so that they can use it to connect to the ticket app required to enter Fenway Park. Use the same adult information for all entries in your family.

Youth Information

First Name

Last Name

Age

Adult Information

First Name

Last Name

Street Address

City, State

Phone Number

Boston Public Library Branch/Location

Email Address *for contact and to connect to MLB Ballpark app (required to access tickets if won)*





**BOSTON
PUBLIC
LIBRARY**



Title	Author
1.	
2.	
3.	

Instructions: Read at least three (3) books and write about one in whatever language is most comfortable for you. What would you tell a friend about this book? Did you love it or hate it? Why? Attach more pages if needed (write your first and last name on each page submitted).

This image shows a blank sheet of white paper with horizontal ruling lines. The lines are evenly spaced and run across the width of the page. There are no margins, text, or other markings on the paper.



2024 Read Your Way to Fenway Formulario de inscripción

**BOSTON
PUBLIC
LIBRARY**



Gana tres (3) boletos para ver jugar a los Boston Red Sox contra los Arizona Diamondbacks el **domingo, 25 de agosto a la **1:35 p.m.****

¿Quién puede participar? Niños y adolescentes (de 5 a 17 años)

¿Qué debo hacer? Lee 3 libros y escribe un ensayo breve sobre uno de ellos.

¿Dónde debo presentar esta solicitud? Completa ambos lados de este formulario y envíalo a cualquier sucursal de la Boston Public Library.

¿Cuáles son las fechas del concurso?

Entrega tu formulario antes del **2 de agosto** a las **5:00 p.m.**; los ganadores recibirán un correo electrónico antes del **16 de agosto**.

¿Hay otras reglas para participar?

- ✓ El concurso está limitado a una participación al año por persona. Si participas más de una vez, quedarás descalificado para ganar boletos.
- ✓ Está bien recibir ayuda para escribir tu ensayo, pero no está bien copiar las palabras de otra persona o usar IA para participar. El incumplimiento de esta regla te descalificará para ganar boletos.
- ✓ Los ganadores deberán ir acompañados de un adulto al partido del **25 de agosto**. A continuación, escribe la información de contacto del adulto para poder utilizarla en la aplicación de boletos requerida para ingresar a Fenway Park. Utiliza la misma información del adulto para todas las entradas de tu familia.

Información para jóvenes

Nombre

Apellido

Edad

Información del adulto

Nombre

Apellido

Dirección

Ciudad, Estado

Número de teléfono

Sucursal/Local de la Boston Public Library

Dirección de correo electrónico de contacto y para conectar a la aplicación MLB Ballpark
(necesaria para acceder a los boletos, en caso de ganar)





**BOSTON
PUBLIC
LIBRARY**

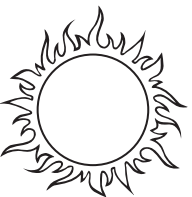
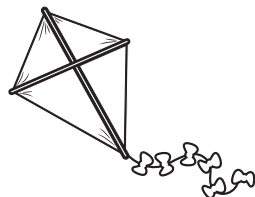


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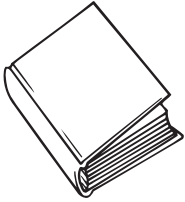
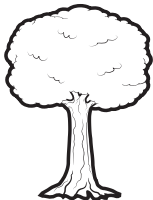
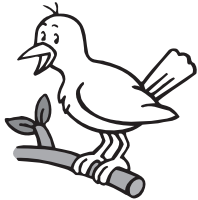
Instrucciones: Lee al menos tres (3) libros y escribe sobre uno de ellos en el idioma que te resulte más cómodo. ¿Qué le dirías a un amigo sobre este libro? ¿Te gustó o no te gustó? ¿Por qué? Adjunta más páginas si es necesario (escribe tu nombre y apellidos en cada página enviada).

This image shows a single sheet of white paper with horizontal blue or grey ruling lines. The lines are evenly spaced and run across the width of the page. There are approximately 20 lines visible. The paper has a slight shadow on the right side, suggesting it's resting on a surface. There is no handwriting or other markings on the paper.

July Writing Prompts

Sunday	Monday	Tuesday	Wednesday	Thursday	Friday	Saturday
	Today is the halfway point of the year! What was your favorite day of 2024 so far? What happened? 1	Write a funny story about a dog that sits at the dinner table for meals. 2	This summer, I am going to learn how to... 3	Explain what the 4th of July means to you. 4	If I could invent a new flavor of ice cream, it would be... 5	If you could tame any wild animal, what would it be and why? 6
Name one thing you like about yourself. Why do you like it? 7	You're going on a road trip! What do you bring? 8	Design your own treehouse. What will it look like, and what will you put in it? 9	This summer, I hope I am lucky enough to... 10	You've just won the talent show! What did you do to win? 11	If you were a teacher, which subject would you teach? Why? 12	Write about your favorite outdoor summer activity. 13
If cats could talk, they would say... 14	Write about a food you have never eaten but really want to try. Why do you want to try it? 15	Which would you rather be—super-strong or super-fast? Why? 16	Design your perfect birthday party. 17	Describe something you're really good at. 18	The three things I appreciate most about my family are... 19	If I had wings like a hummingbird, I would fly to... 20
Imagine you have a pet monkey! What do you do with it? 21	You find shoes that turn you into a giant! What will you do? 22	How do you feel about surprises? 23	Imagine you're an animal at the zoo. Write about the day you escape! 24	Write a different ending to your favorite book. 25	What is something you do that makes people laugh? 26	Someone who can always make me laugh when I'm sad is _____, because... 27
Write a poem about a sunny day. 28	Explain how to fly a kite to someone who has never done it before. 29	If you could go anywhere in the world, where would you go and why? 30	I laughed so hard when... 31			
						

August Writing Prompts

Sunday	Monday	Tuesday	Wednesday	Thursday	Friday	Saturday
				1 If you were a crayon, what color would you be? Why?	2 What is your favorite physical activity? Why?	3 Imagine running into someone famous. Write out your conversation.
4 Imagine going for a ride in a hot air balloon. What do you see as you look down?	5 Write a letter to a pen pal describing your town.	6 Describe the colors in the sky at sunset.	7 Write a funny story about a family who is taking a road trip across America.	8 Imagine you invent a new kind of car! What does it look like?	9 When I am sad, one thing that always makes me feel better is...	10 Create a symbol that represents your family. What does it mean?
11 Describe something in your life that makes you happy.	12 What is your favorite type of music? Why?	13 If you were a tour guide for your city, where would you take visitors? Why?	14 You're in charge of a garden. What do you plant there, and how will you take care of it?	15 What do you like best about your friends?	16 My favorite way to cool down during summer is...	17 Write a funny story titled "The Day I Joined the Circus."
18 Let's go to the beach! What foods do you bring? What games will you play?	19 Pretend you have the power to create your own holiday. Explain why it would be celebrated.	20 Write a poem about the last person who smiled at you.	21 Make a checklist of the things you will do to get ready for school.	22 If I were locked in my favorite restaurant overnight, I would...	23 Create a family tree that includes drawings and descriptions of family members.	24 Pretend you are a pair of sunglasses. Write about your day in the sun.
25 Would you rather be as big as an ostrich or as small as a hummingbird?	26 Write a story about your two favorite superheroes.	27 Write a fictional story from a ladybug's point of view.	28 Once upon a time...	29 Describe how to get from your school to your home.	30 Write about a time someone gave you good advice.	31 Write about the best dream you ever had.
						

Summer Math Learning Packet

Students Entering Grade 1

Discover mathematics all around you this summer!!! Just as with reading, regular practice over the summer with problem solving, computation, and math facts will maintain and strengthen the mathematical gains you made over the school year.

Attached to this letter, you will find creative mathematics activities to explore at home. The goal is for you to have fun thinking and working collaboratively to communicate mathematical ideas. While you are working, ask how the solution was found and why a particular strategy was chosen.

The Summer Math Learning Packet consists of 2 calendar pages, one for July and one for August, as well as directions for math games to be played at home. Literature and websites are also recommended to explore mathematics in new ways. We encourage you to complete at least 15 math days each month. Keep track of your math in a journal.

Fun math books to read	Fun websites to explore
<u>Shape, Shape, Shapes</u> by Tana Hoban <u>Pattern Fish</u> by Trudy Harris <u>Ten Black Dots</u> by Donald Crews <u>Inch by Inch</u> by Leo Lionni <u>The Button Box</u> by Margarette S. Reid	www.funbrain.com www.aplusmath.com www.pbskids.org https://illuminations.nctm.org/ www.setgame.com <u>Investigations Math Games</u> <u>Investigations Math Words and Ideas</u> <u>Math At Home- The Learning Center</u> <u>Math Playground</u> <u>Virtual Manipulatives</u> <u>More Virtual Manipulatives</u> <u>Which one does not Belong</u>

Student Accountability

The intention is that your child spends at least 10 minutes a day, 4 to 5 times a week, practicing math. Your child should aim to complete at least 200 minutes of math practice over the course of the summer. When your child has completed the math requirements, please sign and return this paper to the first grade teacher with his/her journal.

Parent's signature

Date

Kindergarten Learning Goals

*In kindergarten, your child focused primarily on two important areas. The first is learning numbers and what numbers represent. The second is addition and subtraction. Students also learn to identify and work with shapes. Activities in these areas include:

- Counting how many objects are in a group and comparing the quantities of two groups of objects
- Comparing two numbers to identify which is greater or less than the other
- Understanding addition as putting together and subtraction as taking away from
- Adding and subtracting very small numbers quickly and accurately
- Breaking up numbers less than or equal to 10 in more than one way (for example, $9=6+3$, $9=5+4$)
- For any number from 1 to 9, finding the missing quantity that is needed to reach 10
- Representing and solving addition and subtraction word problems using objects or by drawing pictures

Looking Ahead to First Grade

*In grade one, students will work with whole numbers and place value—including grouping numbers into tens and ones as they learn to add and subtract up through 20. Students also use charts, tables, and diagrams to solve problems. Activities in these areas include:

- Quickly and accurately adding numbers together that total up to 10 or less and subtracting from numbers up through 10
- Understanding the rules of addition and subtraction (for example, $5+2=2+5$)
- Solving word problems that involve adding or subtracting numbers up through 20
- Understanding what the different digits mean in two-digit numbers (place value)
- Comparing two-digit numbers using the symbols $>$ (more than), $=$ (equal to), and $<$ (less than)
- Understanding the meaning of the equal sign ($=$) and determining if statements involving addition and subtraction are true or false (for example, which of the following statements are true? $3+3=6$, $4+1=5+2$)
- Measuring the lengths of objects using a shorter object as a unit of length
- Putting objects in order from longest to shortest or shortest to longest
- Dividing circles and rectangles into halves and quarters

*Adapted from *Parent Roadmaps* by Council for Great City Schools

Grade 1

Summer Math Ideas

DIRECTIONS: Do your best to complete as many of these summer math activities as you can! Record your work in your math journal every day. In September, share your Math Journal with your first grade teacher.

Each journal entry should

- Have the date of the entry
- Have a clear and complete answer
- Be neat and organized

Math Tools You'll Need:

- Notebook for math journal
- Pencil
- Chalk
- Regular deck of playing cards
- Coins
- Dice

Here is an example of a "Great" journal entry:

July 5th

Today I counted all the toes in my family. Here is a picture of the toes.
(Draw a picture) There are 30 toes. $5 + 5 + 5 + 5 + 5 + 5 = 30$

Games To Play (You will need a deck of cards)

Compare

Remove the face cards from a deck of cards. Remember an Ace is the same as 1. Pass out all cards in the deck among all the players. Each player flips over two cards at the same time and finds the sum. The one with the larger sum takes the cards. If the sums are the same, turn over 2 more cards. The player with the largest sum keeps all four cards.

Double Compare

Same as above, but turn over two cards each time and find the sum. The one with the larger sum takes the cards.

Close to 10

Remove the face cards from a deck of cards. Deal 3 cards to each player. Which two cards brings you closest to 10? Which player is closest to 10? Example: You turn over the cards 5, 4, 3 and your opponent turns over an Ace, 8, and 3. You can make 9 (5 and 4) and your opponent can make 9 (Ace and 8) or 11 (8 and 3). It's a tie since you are both 1 away from 10

Other games to play: Checkers, Othello, Memory, Set, jigsaw puzzles, Parcheesi, Crazy Eights, Connect Four, Legos, etc.

July Entering First Grade Mathematics Calendar

Day 1 Describe 3 different ways to make 10 cents.	Day 2 Use sidewalk chalk to write all the numbers (in order) that you can. (Use paper and pencil if you do not have chalk).	Day 3 Toss ten pennies. How many heads? How many tails? Try again! Did you get the same result?	Day 4 Read <u><i>Inch by Inch</i></u> by Leon Leonni. What parts of your body can you use to measure things in your house and outside?	Day 5 Hop on your right foot and count how many hops you can do. Hop on your left foot, What foot could you do more hops on? Compare.
Day 6 Ask your family which food they would like at a cookout. Which food did people want the most? Which food did people want the least?	Day 7 Count backwards how long it will take you to put on your shoes. For example 20 seconds. 20, 19, 18...	Day 8 Grab a handful of objects. (Pennies, beads, marbles...) Guess how many there are. Count your objects, Were you close to your estimate?	Day 9 Keep track of the weather for one week. How many sunny days? Rainy days? How many more rainy days than sunny days?	Day 10 Count the people that live in your house with you. How many toes do they have altogether? How many fingers?
Day 11 Write your name on a piece of paper, How many letters are there in your name? How many letters are there in the names of your whole family?	Day 12 Walk around the house. How many steps does it take you to get around your house. Then try giant steps, Which used more steps?	Day 13 How many jumping jacks can you do in one minute? Is it more or less than 20? How do you know?	Day 14 Make a pattern. Challenge someone to continue it. Can you make a different pattern using the same things?	Day 15 Make a picture using 2 circles, 3 triangles, and some rectangles. Explain how you made it to someone!
Day 16 Explore one of the recommended websites, What math did you learn?	Day 17 Count backwards starting at 10... 15... 20... 25...	Day 18 Make numbers or shapes out of play doh.	Day 19 Take a handful of coins; count the number of pennies, nickels, dimes and quarters. How many of each do you have?	Day 20 Try a game like basketball, bowling, or mini golf. Help keep score. Who had the most points? Is that person the winner?
Day 21 Look at some of your toys. Try to sort them into groups. Explain to someone how you sorted them.	Day 22 Make a 3-D shape using mini-marshmallows and toothpicks. How many corners does your shape have? How many edges?	Day 23 How long is your room? Measure with blocks or toys. Measure with your feet. Which was more? Which is less?	Day 24 Draw and label a picture of your family from tallest to shortest.	Day 25 Count the number of steps it takes to get from your front door to the refrigerator. Represent this number.

August Entering First Grade Mathematics Calendar

Day 1 Find 10 coins in your house. What do they add up to? Is it more or less than 25 cents?	Day 2 Name five different places you see numbers outside. (on street signs, stores, license plates...) Draw a picture of the places.	Day 3 Read <u>Pattern Fish</u> by Trudy Harris. Draw, build, or sing your own pattern.	Day 4 Draw what you are doing at 2 different times today when the minute hand of the clock is on "12".	Day 5 Do a yes/no survey asking the people in your house, "Do you like the rain?" Circle which side has the most answers.
Day 6 Play <u>Double Compare</u> (see directions) What number facts are easy for you?	Day 7 Roll two number cubes or dice and add the two numbers together. How many times did you have to roll to get a 12? Try again.	Day 8 Play a strategy game like <u>Connect 4</u> or <u>Checkers</u>. Did your strategy work? Will you try a different strategy the next time you play?	Day 9 Estimate how many spoonfuls it will take to finish your cereal. Count each spoonful as you eat. How close were you to your estimate?	Day 10 Go around your house and count the windows and doors. Are there more windows or doors? Draw the one with more.
Day 11 Pick a number from 1-12. Find that number around your house! Look at the clocks, phones, books, magazines, etc... Pick another number.	Day 12 Read <u>Ten Black Dots</u> by Donald Crews. Name different objects that come in groups of 1, 2, 3,... Make your own book.	Day 13 Tell an adult in your home something you did yesterday. Tell them something you will do tomorrow.	Day 14 Play <u>Close to 10</u> (see directions). How does this help you to practice your facts?	Day 15 Practice "counting" on from numbers other than 1. Example: Start at 4, 5, 6... Start at 17, ... Start at 32, ...
Day 16 Build something with 20 blocks or Legos. Describe your structure and the shapes you used.	Day 17 Play with bubbles. How many can you blow in one minute?	Day 18 Play <u>Compare</u> (see directions) How did you decide which number is greater?	Day 19 Find a piece of paper. What shape is it? Try to fold it so it turns into a different shape. Draw how you folded the paper and what it looked like afterwards.	Day 20 YOU DID IT! Please bring your journal to your first grade teacher on the first day of school.

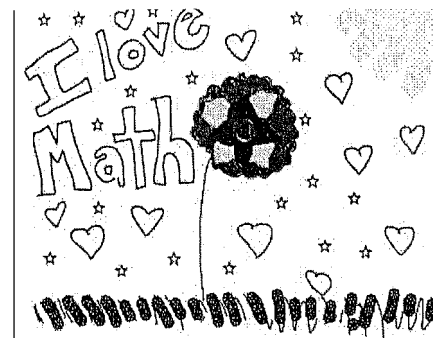
Paquete de Aprendizaje de Matemáticas para el Verano

Estudiantes entrando al Grado 1

¡Descubre las matemáticas a tu alrededor este verano! Al igual que con la lectura, la práctica regular durante el verano con la resolución de problemas, computación y las operaciones matemáticas se mantienen y fortalecen los logros matemáticos que has realizado durante el año escolar.

Adjunto a esta carta, encontrarás actividades de matemáticas creativas para explorar en casa. El objetivo es que tú te diviertas pensando y trabajando en colaboración para comunicar ideas matemáticas. Mientras estás trabajando, pregunta cómo se encontró la solución y por qué se eligió una estrategia particular.

El Paquete de Aprendizaje de Matemáticas para el Verano consta de 2 páginas de calendario, uno para julio y otro para agosto, así como las instrucciones para los juegos matemáticos que se jugarán en casa. También se recomienda literatura y sitios de internet para explorar las matemáticas de nuevas maneras. Te animamos a completar por lo menos 15 días de matemáticas cada mes. Lleva un registro de tus matemáticas en un diario.



Libros de matemáticas divertidos para leer	Sitios Web divertidos para explorar
Shape, Shape, Shapes por Tana Hoban Pattern Fish por Trudy Harris Ten Black Dots por Donald Crews Inch by Inch por Leo Lionni The Button Box por Margarette S. Reid	www.funbrain.com www.aplusmath.com www.pbskids.org https://illuminations.nctm.org/ www.setgame.com www.multiplication.com Investigations Math Games Investigations Math Words and Ideas Math At Home- The Learning Center Math Playground Virtual Manipulatives More Virtual Manipulatives Which one does not Belong

Responsabilidad del Estudiante

La intención es que su hijo pase por lo menos 10 minutos al día, de 4 a 5 veces a la semana, practicando las matemáticas. Su hijo debe aspirar a completar por lo menos 200 minutos de práctica de matemáticas en el transcurso del verano. Cuando su hijo haya completado los requisitos de matemáticas, por favor firme y devuelva este papel a la maestra de sexto grado con su diario.

Firma del Padre/Madre

Fecha

Objetivos de aprendizaje de Kindergarten

*En kindergarten, el estudiante se centrará principalmente en dos áreas importantes: la primera es aprender los números y lo que estos representan, y la segunda es sumar y restar. El estudiante también aprenderá a identificar y a trabajar con figuras. Las actividades relacionadas con estos conocimientos incluirán:

- Contar cuántos objetos hay en un grupo y comparar cantidades entre dos grupos de objetos
- Comprender que la suma es añadir y que la resta es quitar
- Sumar y restar números muy pequeños con rapidez y precisión
- Descomponer de varias maneras números que sean igual o menor que 10 (por ejemplo, $9=6+3$, $9=5+4$)
- Usando los números del 1 al 9, encontrar la cantidad que falta para llegar al 10
- Representar los problemas narrados de suma y resta mediante objetos o haciendo dibujos
- Resolver los problemas narrados de suma y resta usando números que suman 10 o menos y restándole al 10 un número menor que 10

Primer Grado

* En primer grado, el estudiante trabajará con los números enteros y con el valor posicional, incluyendo el agrupamiento de números en decenas y unidades a medida que aprende a sumar y restar hasta el 20. Además, el estudiante usará gráficas, tablas, y diagramas para resolver problemas.

Las actividades relacionadas con estos conocimientos incluirán:

- Sumar y restar con rapidez y precisión trabajando con números que sumen hasta el 10
- Comprender las reglas aritméticas de la suma y resta (por ejemplo, $(5+2)=2+5$)
- Resolver problemas narrados que requieran sumar o restar números hasta el 20
- Comprender el valor que cada dígito representa en los números de dos dígitos (valor posicional).
- Comparar números de dos dígitos usando los símbolos $>$ (mayor que), $=$ (igual a), y $<$ (menor que)
- Comprender el significado del signo de igual ($=$) y determinar si las afirmaciones de suma o resta son verdaderas o falsas (por ejemplo, ¿cuál de estas afirmaciones es verdadera? $3+3=6$, $4+1=5+2$)
- Sumar números de uno y dos dígitos
- Medir la longitud de los objetos usando un objeto más corto como unidad de longitud
- Organizar objetos en orden del más largo al más corto o del más corto al más largo
- Organizar objetos en grupos y comparar la cantidad de objetos que hay en cada grupo
- Dividir círculos y rectángulos en mitades y cuartos

*Adaptado de Parent Roadmaps by Council of the Great City Schools

Grado 1

Ideas de Matemáticas para el Verano

INSTRUCCIONES: ¡Haz tu mejor esfuerzo para completar el mayor número de estas actividades de matemáticas de verano que puedas! Registra tu trabajo en el diario de matemáticas todos los días. En septiembre, comparte tu Diario de Matemáticas con tu maestra de uno grado.

Cada entrada en el diario debe:

- Contar con la fecha de la entrada
- Tener una respuesta clara y completa
- Ser ordenada y organizada

Herramientas Matemáticas que necesitarás

- Cuaderno para el diario de matemáticas
- Lápiz
- Tiza
- Barajas
- Monedas
- Dados

Aquí hay un ejemplo de una "Gran" entrada para el diario:

5 de julio

Hoy he contado todos los dedos de los pies de mi familia. Aquí hay un dibujo de los dedos de los pies.

(Haz un dibujo) Hay 30 dedos de los pies. $5 + 5 + 5 + 5 + 5 + 5 = 30$

Juegos para jugar (Necesitarás unas Barajas)

Compare (Comparar)

Retira las tarjetas que tienen cara de la baraja. Recuerda un As es lo mismo que 1. Distribuye todas las cartas de la baraja entre todos los jugadores. Cada jugador voltea dos cartas al mismo tiempo y busca la suma. El que tenga la suma más alta se lleva las cartas. Si las cantidades son las mismas, vuelven a sacar 2 cartas más. El jugador con la suma más grande se queda con las cuatro cartas.

Double Compare (Comparación doble)

Igual que el anterior, pero voltea dos tarjetas cada vez y encuentra la suma. El que tenga la suma más alta se lleva las cartas.

Close to 10 (Cerca de 10)

Retira las tarjetas que tienen cara de la baraja. Reparte 3 cartas a cada jugador. ¿Cuáles dos cartas te acercan más a 10? ¿Qué jugador se acerca más a 10? Ejemplo: voltea las barajas 5, 4, 3 y tu oponente voltea un As, 8 y 3. Tu puedes hacer 9 (5 y 4) y tu oponente puede hacer 9 (As y 8) ó 11 (8 y 3). Es un empate, ya que ambos están a 1 lejos del 10.

Otros juegos para jugar: Checkers, Othello, Memory, Set, jigsaw puzzles, Parcheesi, Crazy Eights, Connect Four, Legos, etc.

Julio – Calendario de Matemáticas

Día 1 Juega Compare (lee las instrucciones. ¿Cómo decidiste cuál es el mayor número?	Día 2 Describe 3 maneras distintas de sumar 10 centavos.	Día 3 Utiliza tiza para escribir todos los números (en orden) que puedas. (Utiliza papel y lápiz si no tienes tiza.)	Día 4 Tira al aire diez monedas de 1 centavo. ¿Cuántas son cara? ¿Cuántas son cruz? Prueba otra vez. ¿Obtu viste el mismo resultado?	Día 5 Lee Inch by Inch de Leon Leoni. ¿Qué partes de tu cuerpo puedes usar para medir cosas en tu casa y afuera?
Día 6 Salta con tu pie derecho y cuenta cuántos saltos puedes dar. Salta con tu pie izquierdo. ¿Con cuál pie puedes saltar más? Compara.	Día 7 Pregúntale a tu familia qué comida les gustaría para un picnic. ¿Qué comida prefieren más? ¿Qué comida desean menos?	Día 8 Cuenta hacia atrás cuánto tiempo te tomará ponerte los zapatos. Por ejemplo 20 segundos. 19, 18...	Día 9 Toma un puñado de objetos (monedas, adornitos, canicas...) Adivina cuántos tienes. ¿Estas cerca de lo que habías calculado?	Día 10 Sigue el estado del tiempo durante una semana. ¿Cuántos días soleados? ¿Días lluviosos? ¿Cuántos más días lluviosos que soleados?
Día 11 Cuenta a la gente que vive en la casa contigo. ¿Cuántos dedos de los pies tienen en total? ¿Cuántos dedos de la mano?	Día 12 Escribe tu nombre en un pedazo de papel. ¿Cuántas letras hay en tu nombre? ¿Cuántas letras hay en los nombres de todos tus familiares?	Día 13 Camina por toda la casa. ¿Cuántos pasos te lleva caminar alrededor de tu casa? Luego intenta pasos más grandes. ¿En cuál diste más pasos?	Día 14 ¿Cuántos "jumping jacks" puedes hacer en un minuto? ¿Son más o menos de 20? ¿Cómo lo sabes?	Día 15 Sigue un patrón. Desafía a alguien para que lo continúe. ¿Puedes seguir un patrón diferente con las mismas cosas?
Día 16 Haz un dibujo utilizando 2 círculos, 3 triángulos y algunos rectángulos. ¡Explicale a alguien cómo lo hiciste!	Día 17 Explora una de las páginas de internet recomendadas. Qué cosas de matemáticas aprendiste?	Día 18 Cuenta hacia atrás comenzando con 10... 15... 20... 25...	Día 19 Haz números o figuras con "play dough".	Día 20 Toma un puñado de monedas: cuenta las que valen 1, 5, 10 y 25 centavos. ¿Cuántas tienes de cada una?
Día 21 Intenta un juego como el básquetbol, boliche o minigolf. Ayuda a anotar los resultados. ¿Quién sumó más puntos? ¿Es esa persona la ganadora?	Día 22 Mira algunos de tus juguetes. Intenta ordenarlos en grupos. Explicale a alguien cómo los ordenaste.	Día 23 Haz una figura de 3-D utilizando pequeños marshmallows y palillos de dientes. ¿Cuántas esquinas tiene tu figura? ¿Cuántos bordes?	Día 24 ¿Qué tan largo es tu dormitorio? Mide con bloques o juguetes. Mide con tus pies. ¿Cuál tuvo más? ¿Cuál tiene menos?	Día 25 Dibuja y marca un retrato de tu familia desde el más alto hasta el más chico.

Agosto – Calendario de Matemáticas

Día 1 Cuenta la cantidad de pasos que te toma ir desde la puerta del frente de tu casa hasta el refrigerador. Anota este número.	Día 2 Busca 10 monedas en tu casa. ¿Cuánto suman? ¿Es más o es menos que 25 centavos?	Día 3 Nombra cinco diferentes lugares en los que ves números afuera (en los carteles de la calle, negocios, placas de autos...) Haz un dibujo de los lugares.	Día 4 Lee Pattern Fish de Trudy Harris. Dibuja, construye o canta tu propio patrón.	Día 5 Haz un dibujo de lo que estés haciendo durante 2 momentos distintos hoy cuando el minutero del reloj esté en "12".
Día 6 Haz una encuesta de si/no preguntándole a la gente de tu casa "¿Te gusta la lluvia?". Haz un círculo en el lado que reciba más respuestas.	Día 7 Juega Double Compare (lee las instrucciones) ¿Qué número de hechos son fáciles para ti?	Día 8 Arroja dos dados o cubos y suma los dos números que salgan. ¿Cuántas veces los tuviste que arrojar para obtener un 12? Hazlo de nuevo.	Día 9 Arroja dos dados o cubos y suma los dos números que salgan. ¿Cuántas veces los tuviste que arrojar para obtener un 12? Hazlo de nuevo.	Día 10 Calcula cuántas cucharadas te faltan para terminar tu cereal. Cuenta cada cucharada cuando comas. ¿Cuán cerca estabas de lo que habías calculado?
Día 11 Camina por toda la casa y cuenta las ventanas y puertas. ¿Hay más ventanas o puertas? Haz un dibujo de lo que haya más.	Día 12 Escoge un número entre 1-12. ¡Busca ese número en tu casa! Mira los relojes, teléfonos, libros, revistas, etc... Escoge otro número.	Día 13 Lee Ten Black Dots de Donald Crews. Nombra Distintos objetos que vienen en grupos de 1, 2, 3,... Haz tu propio libro.	Día 14 Dile a un adulto en tu casa algo que hiciste ayer. Dile algo que vas a hacer mañana.	Día 15 Juega Close to 10 (lee las instrucciones). ¿Cómo te ayuda esto a practicar tus hechos?
Día 16 Practica "contar" desde números que no sean el 1. Por ejemplo: Comienza con 4, 5, 6... Comienza con 17,... Comienza con 32,...	Día 17 Construye algo con 20 bloques o piezas de Lego. Describe tu estructura y las figuras que utilizaste.	Día 18 Juega con burbujas ¿Cuántas puedes hacer en un minuto?	Día 19 Halla una pagina de papel. ¿Que forma es el papel? Plega el papel para hacer otras formas y dibuja las formas en tu cuaderno.	Día 20 ¡LO LOGRASTE! Por favor entrega tu diario a tu maestro de primer grado el primer día de clases.