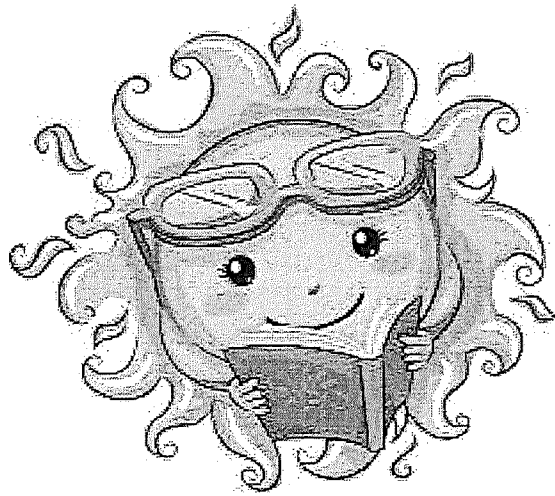


Entering Grade 2

ingresando al grado 2

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

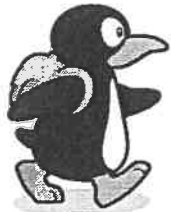
Glass Slipper, Gold Sandal: A Worldwide Cinderella ..Fleischman
High-Five to the Hero.....Morrow
Power to the Princess.....Morrow
La Princesa and the Pea.....Elya
The Little Wooden Robot and the Log Princess.....Gauld
The Princess and the Warrior: A Tale of Two Volcanoes... Tonatiuh
A Year Full of Stories: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

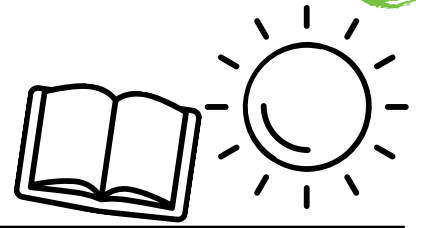
¡El aprendizaje de verano continúa en línea!

¿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)





Title	Author
1.	
2.	
3.	

This image shows a single 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

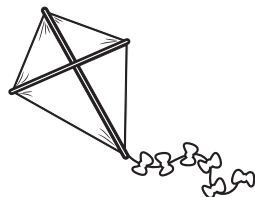
Número de teléfono

Sucursal/Local de la Boston Public Library

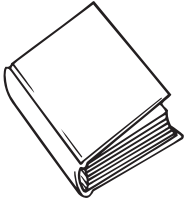
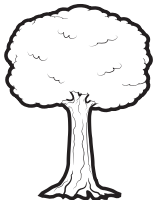
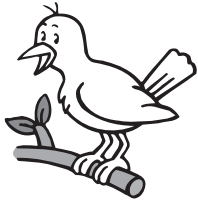
Dirección de correo electrónico de contacto y para conectar a la aplicación MLB Ballpark (necesaria para acceder a los boletos, en caso de ganar)



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 2

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>Alexander, Who used to Rich Last Sunday</u> by Judith Viorst <u>100 days of School</u> by Trudy Harris <u>The Button Box</u> by Margartette S. Reid <u>The Doorbell Rang</u> by Pat Hutchins	www.funbrain.com www.aplusmath.com www.pbskids.org https://illuminations.nctm.org/ www.setgame.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

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 second grade teacher with his/her journal.

Parent's signature

Date

Boston Public Schools Summer

Some of these activities have been adapted from materials developed by Cambridge and Brookline Public Schools

Grade 1 Learning Goals

*In grade one, students 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? $3+3=6$, $4+1=5+2$)
- Adding one- and two-digit numbers together
- 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
- Organizing objects into categories and comparing the number of objects in different categories
- Dividing circles and rectangles into halves and quarters

Looking Ahead to Second Grade

*In grade two, students will extend their understanding of place value to the hundreds place. They will use this place value understanding to solve word problems, including those involving length and other units of measure. Students will continue to work on their addition and subtraction skills, quickly and accurately adding and subtracting numbers up through 20 and also working with numbers up through 100. They will also build a foundation for understanding fractions by working with shapes and geometry. Activities in these areas will include:

- Quickly and accurately adding numbers together that total up to 20 or less or subtracting from numbers up through 20
- Solving one- or two-step word problems by adding or subtracting numbers up through 100
- Understanding what the different digits mean in a three-digit number
- Adding and subtracting three digit numbers
- Measuring lengths of objects in standard units such as inches and centimeters
- Solving addition and subtraction word problems involving length
- Solving problems involving money
- Breaking up a rectangle into same-size squares
- Dividing circles and rectangles into halves, thirds, or fourths
- Solving addition, subtraction, and comparison word problems using information presented in a bar graph
- Writing equations to represent addition of equal numbers

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 third 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

I collected 25 cents. It was easy to count 25 pennies. I know that 5 pennies is the same as 1 nickel so every time I counted five pennies I changed to a nickel, so I needed 5 nickels. $5 + 5 + 5 + 5 + 5 = 25$ cents

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.

Tens Go Fish

Remove the face cards from a deck of cards. Deal 5 cards to each player. Each player looks for cards that make 10, and they draw new cards from the deck to replace them. Players take turns asking each other for a card that will make 10 with a card from their hand. A player's turn is over when no more pairs can be made. The game is over when there are no more cards. Both players record their combinations of 10.

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

July Entering Second Grade Mathematics Calendar

Day 1 100 is the answer, what could the question possibly be? Challenge yourself to think of more questions.	Day 2 Sit outside and use tally marks to record how many birds you see in ten minutes.	Day 3 Take 7 pennies. Put some in 1 hand and some in the other hand. Show 1 hand and have an adult figure out how many are hiding. Switch.	Day 4 Read <u>100 Days of School</u> by Trudy Harris. Find 5 different ways to reach 100. Record each way.	Day 5 Play <u>Tens Go Fish</u> (see directions) Add up all the pairs. Who has more? How many more?
Day 6 Go on a Shape Hunt around your home. Look for items shaped like a square, rectangle, and a circle. Draw and label the items.	Day 7 Estimate the number of measuring cups it will take to fill a pitcher. Test it out!	Day 8 Play <u>Close to 20</u>. How does this help you practice your addition?	Day 9 Roll two dice and practice addition and subtraction by adding or subtracting the two numbers.	Day 10 How many ways can you make 25 cents using pennies, nickels, dimes, and quarters?
Day 11 Count backwards by 100s. Begin with 900 and go back to 100. Record	Day 12 Gather a handful of coins with a value less than \$2.00. Calculate the total.	Day 13 Jump rope and count by tens to 100. Try counting backwards.	Day 14 Read <u>The Button Box</u> by Margarette Reid. Find a collection at home and sort it. Ask a friend to figure out how you sorted.	Day 15 Play a strategy game like Mancala or Connect Four. Would you use the same strategy the next time you play?
Day 16 A packet of gum has 5 pieces in it. How many pieces of gum in 3 packets? 5 packets? 7 packets? 10 packets? Record.	Day 17 Make a paper airplane. While you're making it, look at what shapes the folds make in sheet of paper. See how far you can throw it!	Day 18 Today's number is 12 Make 12 by: -Adding two numbers -Subtracting two numbers -Adding three numbers	Day 19 Tell the time that you go to bed to the closest hour or half hour. Draw a picture of the clock's hands for that hour.	Day 20 Blow a marble, a bottle cap, and a pencil across the table. Measure how far they go. Which goes the farthest? By how much?
Day 21 Play <u>Color Patterns</u> on the website www.illuminations.nctm.org	Day 22 Play <u>Double Compare</u> (see directions)	Day 23 How many times can you dribble a basketball in 1 minute? 2 minutes? Can you beat your first time?	Day 24 Hold an ice cube in your hand. Count by 2's until it melts. Did you count to more or less than 100?	Day 25 Using a ruler, find 5 things longer than 12 inches and 5 things shorter than 12 inches.

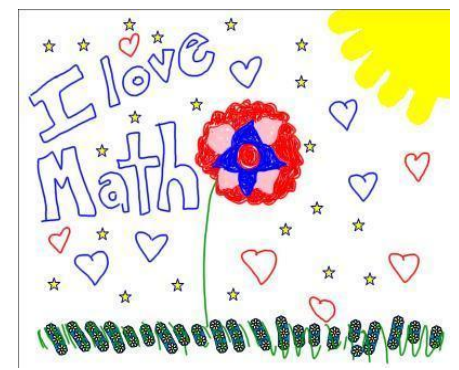
August Entering Second Grade Mathematics Calendar

Day 1 Ask 5 people their phone numbers. Add the digits of each phone number together. Who's phone number has the highest value?	Day 2 Visit the website www.funbrain.com and do some math. Record what you did.	Day 3 Read <i><u>Super Sand Castle Saturday</u></i> by Stuart Murphy. Make a sand castle and describe the 3-D shapes.	Day 4 Make a calendar for this week. Record the temperature each day. At the end of the week, compare your weather with the weather of another state.	Day 5 Go to the park and draw the shapes you see. Do you see more rectangles than triangles?
Day 6 Read <i><u>The Doorbell Rang</u></i> by Pat Hutchins. Make cookies with your family! Can you share them equally? How many are left over?	Day 7 Play a strategy game like Checkers or Connect Four. Would you use the same strategy the next time you play?	Day 8 In one blow, how many bubbles can you make? What are the most bubbles you can blow at one time?	Day 9 A ball is symmetrical as you can cut it in half and it will be the same on both sides. Find 5 things in your house that are symmetrical.	Day 10 Estimate how long it will take you to read 10 pages. Try it!
Day 11 Play Tens Go Fish (see directions) Add up all the pairs. Who has more? How many more?	Day 12 Grab a handful of an item; cereal, beans, etc. Estimate how many pieces you grabbed. Now count them. Was your estimate close?	Day 13 Go for a walk in your neighborhood and look for odd and even numbers.	Day 14 Visit the website www.aplusmath.com and do some math. Record what you did.	day 15 100 is the answer. What could the question possibly be? Challenge yourself to think of more questions.
Day 16 Ask 10 people their favorite kind of pizza. Record your data in a table, chart, or graph.	Day 17 6+6 7+7 8+8 9+9 10+10	Day 18 Make a 3-D shape using mini-marshmallows and toothpicks. How many corners does your shape have? How many edges?	Day 19 Find a piece of paper. How many times can you fold it in half? Once you're done, unfold the paper all the way and see what shapes the folds make!	Day 20 YOU DID IT! Please bring your journal to your second grade teacher on the first day of school!
0				

Paquete de Aprendizaje de Matemáticas para el Verano

Estudiantes entrando al Grado 2

¡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
<u>Alexander, Who used to Rich Last Sunday</u> por Judith Viorst <u>100 days of School</u> por Trudy Harris <u>The Button Box</u> por Margartette S. Reid <u>The Doorbell Rang</u> por Pat Hutchins	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 primer grado

* En primer grado, el estudiante trabajara 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 usaa 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

Segundo Grado

* En segundo grado, el estudiante ampliara sus conocimientos sobre el valor posicional hasta las centenas. El estudiante usara su conocimiento sobre el valor posicional para resolver problemas narrados, incluyendo problemas sobre longitud y otras unidades de medición. El estudiante seguira profundizando sus conocimientos sobre la suma y la resta, logrando así sumar y restar números hasta el 20, con rapidez y precisión. El estudiante también trabajara con números hasta el 100 y trabajara con figuras y geometría para adquirir las bases para comprender fracciones.

Las actividades relacionadas con estos conocimientos incluirán:

- Sumar y restar con rapidez y precisión trabajando con números que sumen hasta el 20
- Resolver problemas narrados de un paso o de dos sumando o restando números hasta el 100
- Comprender el valor que cada dígito representa en los números de tres dígitos (valor posicional)
- Sumar y restar números de tres dígitos
- Medir objetos en unidades estándar tales como pulgadas y centímetros
- Resolver problemas narrados que requieran calcular longitud usando suma y resta
- Resolver problemas aritméticos usando dinero como unidad de medida
- Dividir un rectángulo en cuadrados del mismo tamaño
- Dividir círculos y rectángulos en mitades, terceras o cuartas partes
- Resolver problemas narrados de suma, resta y comparación usando la información dada en una gráfica de barras
- Escribir ecuaciones para representar la suma de números iguales

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

Grado 2

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.

Tens Go Fish

Retira las cartas que tienen cara de la baraja. Reparte 5 cartas a cada jugador. Cada jugador busca cartas que sumen 10 y toman nuevas cartas para reemplazarlas. Los Jugadores se turnan para preguntar entre sí quién tiene una carta que sume 10 con las Barajas de su mano. El turno de un jugador termina cuando no hay más pares que se puedan hacer. El juego termina cuando no hay más cartas. Ambos jugadores registran sus combinaciones de 10.

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

Julio Calendario de Matemáticas

Día 1 100 es la respuesta, ¿cuál podría ser la pregunta? Desafíate a ti mismo para pensar en más preguntas.	Día 2 Haz una figura de 3-D utilizando pequeños marshmallows y palillos. Cuántas esquinas tiene tu figura? ¿Cuántos bordes?	Día 3 Siéntate afuera de la casa y utiliza marcas de conteo para anotar cuántos pájaros ves durante 10 minutos.	Día 4 Toma 7 pennies. Pon algunos en una mano y algunos otros en la otra. Muéstrale uno de los puños cerrados a un adulto y que calcule cuántos están escondidos. Cambia de mano.	Día 5 Lee 100 Days of School de Trudy Harris. Encuentra 5 maneras distintas de alcanzar 100. Documenta cada manera.
Día 6 Juega Tens Go Fish (lee las instrucciones) Suma todos los pares. ¿Quién tiene más? ¿Cuántos más?	Día 7 Ve en una búsqueda de figuras geométricas por toda tu casa. Observa cosas con forma cuadrada, rectangular o circular. Dibuja y marca las cosas.	Día 8 Calcula el número de tazas de medición que se necesita para llenar una jarra. ¡Pruébalo!	Día 9 Juega Close to 20. ¿Cómo te ayuda esto a practicar tus sumas?	Día 10 Arroja dos dados y practica sumas y restas sumando o restando los dos números.
Día 11 Junta un puñado de monedas con un valor de menos de \$2.00. Calcula el total.	Día 12 Cuenta hacia atrás de 100 en 100. Empieza con 900 y etrocede hasta 100. Documentalo.	Día 13 Juega Color Patterns en la página de internet www.illuminations.nctm.org	Día 14 Salta la cuerda y cuenta de diez en diez hasta 100. Intenta contra hacia atrás.	Día 15 Lee The Button Box de Margarette Reid. Encuentra una colección en casa y ordénala. Pídele a un amigo que descubra cómo la ordenaste.
Día 16 Juega un juego de estrategia como Mancala o Connect Four. ¿Usarías la misma estrategia la próxima vez que juegues?	Día 17 Un paquete de chicles tiene 5 piezas. ¿Cuántos chicles hay en 3 paquetes? ¿En 5 paquetes? ¿En 7 paquetes? ¿En 10 paquetes?	Día 18 Junta un puñado de monedas con un valor de menos de \$2.00. Calcula el total.	Día 19 El número de hoy es 12. Logra un 12 al: -Sumar dos números. -Restar dos números. -Sumar tres números	Día 20 Di la hora en la que te vas a dormir, a la hora o la media hora más cercana. Dibuja las agujas del reloj marcando esa hora.
Día 21 Sopla una canica, la tapa de una botella y un lápiz sobre la mesa. Mide cuán lejos llegan. ¿Cuál llega más lejos? ¿Cuánto más lejos?	Día 22 Juega Double Compare (lee las instrucciones)	Día 23 ¿Cuántas veces puedes ebotar una bola de básquetbol en 1 minuto? ¿En 2 minutos? ¿Puedes superar tu primera vez?	Día 24 Sostén un cubo de hielo en tu mano. Cuenta de en dos hasta que se derrita. ¿Contaste hasta más 100 o a menos?	Día 25 Utilizando una regla, encuentra 5 cosas que midan más de 12 pulgadas y 5 cosas que midan menos de 12 pulgadas.

Agosto Calendario de Matemáticas

Día 1 Pídeles a 5 personas sus números de teléfono. Suma los dígitos de cada número de teléfono. ¿De quién es el número de teléfono que suma más?	Día 2 Visita la página de Internet www.funbrain.com y haz algunos ejercicios de matemáticas. Documenta lo que hiciste.	Día 3 Lee Super Sand Castle Saturday de Stuart Murphy. Haz un castillo de arena y describe las figuras de 3-D.	Día 4 Haz un calendario para esta semana. Documenta la temperatura de cada día. Al final de la semana, compara tu clima con el	Día 5 Ve al parque y dibuja las figuras que ves. ¿Ves más rectángulos que triángulos?
Día 6 Lee The Doorbell Rang de Pat Hutchins. ¡Haz galletitas con tu familia! ¿Puedes compartirlas con ellos en partes iguales? ¿Cuántas sobran?	Día 7 Juega un juego de estrategia como Checkers o Connect Four. ¿Usarías la misma estrategia la próxima vez que juegues?	Día 8 ¿De un soplo, cuántas burbujas puedes hacer? ¿Cuál es el máximo de burbujas que puedes hacer en una sola vez?	Día 9 Una pelota es simétrica en tanto la cortes por la mitad y será igual de los dos lados. Encuentra 5 cosas en tu casa que sean simétricas.	Día 10 Calcula cuánto tiempo te llevará leer 10 páginas. ¡Intentalo!
Día 11 Juega un juego de estrategia como Mancala o Connect Four. ¿Usarías la misma estrategia la próxima vez que juegues?	Día 12 Un paquete de chicles tiene 5 piezas. ¿Cuántos chicles hay en 3 paquetes? ¿En 5 paquetes? ¿En 7 paquetes? ¿En 10 paquetes?	Día 13 Junta un puñado de monedas con un valor de menos de \$2.00. Calcula el total.	Día 14 El número de hoy es 12. Logra un 12 al: -Sumar dos números. -Restar dos números. -Sumar tres números	Día 15 Di la hora en la que te vas a dormir, a la hora o la media hora más cercana. Dibuja las agujas del reloj marcando esa hora.
Día 16 Toma un puñado de alguna cosa: cereal, frijoles, etc. Calcula cuántos tomaste. Ahora cuéntalos. ¿Fue preciso tu cálculo?	Día 17 Pregúntales a 10 personas cuál es su clase de pizza favorita. Documenta la información en una tabla, cuadro o gráfica.	Día 18 6+6 7+7 8+8 9+9 10+10	Día 19 Halla una página 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 segundo grado el primer día de clases!