Welcome to your first day of school! I wanted to give you one important reminder before you begin. Many of your lessons below have an internet link for you to click on. When you go to the different internet pages for your lessons, please DO NOT click on anything else on that page except what the directions tell you to. DO NOT click on any advertisements or games. DO NOT click on anything that takes you to a different website. Just stay focused on your lesson and then close that window and you should be right back here for the next lesson. Okay?

Following Directions — I write a lot of directions on here. Read them carefully and follow ALL of them. If you don’t understand, ask for help. Practice with this following directions worksheet.

Reading on Your Own
1. Read *The Tale of Jolly Robin* chapter 1 (pages 1–5)
2. Write the title and author of the book in your reading notebook.

Math
1. Counting to 20
2. Play Snakes and Ladders  You can play alone or with someone.

English*
(For the first two weeks, the student needs someone to read to them and help them go through the reading curriculum.)

Rhyme — Long A Sound
1. Look at the picture on the right side of this page. It’s the first poem in a book called, *Abroad*. What do you see happening in the picture?
2. Have a parent or older sibling read the poem to you. What happened during the poem?
3. Did you hear words rhyme in the poem? Read the first two lines again. Do you hear “go” rhyme with “below”? Now ask nicely to have the whole poem read to you again. This time listen for two rhyming words with A sounds. For example, the word day has an A sound. We call it the long A sound. Okay, listen close.
4. What two long A sound words rhymed in the poem?
5. *Print out this worksheet and fill in the long A sound rhyming words. (Just print out page one! Page two has a mistake!)*

Day 2*

Reading on Your Own
1. Read *The Tale of Jolly Robin* chapter 2 (pages 6–10)
2. Copy the best sentence into your reading notebook. (The first page of this pdf can be used for this, or other paper. Or, copy and paste this sentence into the handwriting worksheet maker and click print, *His wife shuddered*. Note: The sentence won’t come out in italics. Just copy and paste and choose your settings.)

Math
1. Counting to 100  Click on level 1.
2. Number Squares
3. Ordering numbers  Make sure you read the directions! It changes! Sometimes it says click on the cars smallest to largest. That means you will click on the lowest number first. If it says, click on the cars largest to smallest, then you will click on the highest number first.

English*

Rhyme — Long A Sound
1. Look at the picture on the right side of the page. What do you see in the picture? What do you think is happening?
2. Have a parent or older sibling read the poem to you. What is happening? Where did they come from? Where are they going?
3. This was another rhyming poem. Listen again for two long A sound rhyming words. What two long A sound words did you hear?
4. *Print out this Worksheet on long A sound words and fill it in. Follow the directions. (You only need page one. Page two has the answers.)

Computer
1. **Turn on and off computer.** With your parents’ permission turn your computer off and on. Ask how to do it properly. You have to tell the computer to turn off. You do not just push the power button. When the computer is off, there are no lights on the computer and it takes awhile to turn it back on and get going again.
2. Your computer can also “sleep.” When your computer is sleeping, it may have a moving picture of some sort come up on the screen. This is called a screen saver. It protects the computer screen, the part you are reading this on right now, from getting burned by having the same lights on it all the time. We can let laptops (computers that you can hold on your lap) sleep by closing their lids. Usually we let our computers sleep during the day and turn them off at night. Find out what your family does.

Day 3**

Reading on Your Own
1. Read *The Tale of Jolly Robin* chapter 3 (pages 11-15)
2. Tell what happened to a parent or older sibling. **Note to parents: At this age it is normal to need to ask leading questions. Who was the chapter about? What did he do? Then what happened? It's okay to do that for your child at this age.**

Math*
- Watch odd and even videos below
- *Color in the odd numbers  Print out the 100s chart and fill in odd numbers. Place your paper in your notebook.

English*

Rhyme — Long E Sound
1. Look at the picture on the right side of the page. What do you see in the picture? What do you think is happening?
2. Have a parent or older sibling read the poem to you. What is happening?
3. This was another rhyming poem. Listen for two long E sound rhyming words. What long E sound rhyming words did you hear?
4. *Print out this Worksheet and circle all the words that have the long E sound. Then circle the pictures that match the word.

**Day 4**

**Reading on Your Own**
1. Read *The Tale of Jolly Robin* chapter 4 (pages 16–20)
2. Copy the best sentence into your reading notebook. (Or copy and paste this sentence into the handwriting worksheet maker and print, *So Jolly Robin thanked him.*

**Math**
1. Read Odd and Even
2. Color in the even numbers on your 100s chart.
3. Paint by number Use your 100s chart to help you.

**English**

**Rhyme — Long E Sound**
1. Look at the picture on the left side of the page. What do you see in the picture? What do you think is happening?
2. Have a parent or older sibling read the poem to you. What is happening?
3. This was another rhyming poem. Listen for two long E sound rhyming words. What long E sound rhyming words did you hear?
4. *Print out this Worksheet and circle all the words that have the long E sound. Then circle the pictures that match the word.

**Thinking**
1. Which button?

**Day 5**

**Reading on Your Own**
2. Tell what happened in the chapter.

**Math**
1. Odd and Evens
2. Odd and Evens Click on the picture of the game, “Odd or Even” (at the top of the list). Click on up to 100. Remember, just look at the end of each number to decide if it is odd or even.
3. Play musical memory turtle

**English**

**Rhyme — Long I Sound**
1. Look at the picture on the right side of the page. What do you see in the picture? What do you think is happening?
2. Have a parent or older sibling read the poem to you. What is happening?
3. This was another rhyming poem. Listen for two long I sound rhyming words. What long I sound rhyming words did you hear?
4. *Print out this Worksheet and follow the directions.

- Click on Me You’re doing great! Okay, back to work.
Day 6***

Reading on Your Own
1. Read *The Tale of Jolly Robin* chapter 6
2. Copy the best sentence into your reading notebook. (Or copy and paste this sentence into the handwriting worksheet maker and print, *The struggle was over in a moment.*

Math**
1. *Trace and write numbers to 20. Keep your paper!
2. Count by 2s out loud using your 100s chart. Say all the odd numbers.
3. *Complete pattern worksheet

English*
Rhyme — Long I Sound
1. Look at the picture on the right side of the page. What do you see in the picture? What do you think is happening?
2. Have a parent or older sibling read the poem to you. What is happening?
3. This was another rhyming poem. Listen for two long I sound words. They rhyme but the lines they are in are not next to each other. What long I sound rhyming words did you hear?
4. *Print out this worksheet and follow the directions. You will need scissors and glue stick.

Day 7*

Reading on Your Own
1. Read *The Tale of Jolly Robin* chapter 7
2. Copy the best sentence into your reading notebook. (Or copy and paste this sentence into the handwriting worksheet maker and print, *On some days there was no sun at all.*

Math
1. Trace and write numbers 21 – 40 using your sheet from day 6.
2. Count by 2s out loud using your 100s chart. Say all the even numbers.
3. Play Pattern Matcher

English*
Rhyme — Long O Sound
1. Look at the picture on the right side of the page. What do you see in the picture? What do you think is happening?
2. Have a parent or older sibling read the poem to you. What is happening?
3. This was another rhyming poem. Listen for two long O sound words. What long O sound rhyming words did you hear?
4. *Print out this worksheet and follow the directions. You will need crayons or colored pencils.

Computer
1. **Vocabulary: desktop, window, program** Your “desktop” is the screen on the computer when it is not working and not sleeping. On the desktop there are little pictures of the different programs on our computer. You may have a program on your computer to write email. You may have a program for writing. You may have a program for pictures. When
you open a program, it opens in what we call a window. Show someone what a desktop, window and program is on your computer.

Day 8**
Reading on Your Own
1. Read *The Tale of Jolly Robin* chapter 8
2. Copy the best sentence into your reading notebook. (Or copy and paste this sentence into the handwriting worksheet maker and print, *His wife, however, shook her head.*)

Math*
1. Trace and write numbers 41 – 60 using your sheet from day 6.
2. Count by 2s out loud. Say all the odd numbers. Try and not look at your paper.
3. *Complete pattern worksheet

English*
Rhyme — Long O Sound
1. Look at the picture on the left side of the page. What do you see in the picture? What do you think is happening?
2. Have a parent or older sibling read the poem to you. What is happening? (note to reader: Maillot is a French word and “ot” is pronounced with a long O sound and the t is silent.)
3. This was another rhyming poem. Listen for two long O sound words. What long O sound rhyming words did you hear?
4. *Print out this worksheet and follow the directions.

Day 9*
Reading on Your Own
1. Read *The Tale of Jolly Robin* chapter 9
2. Copy the best sentence into your reading notebook. (Or copy and paste this sentence into the handwriting worksheet maker and print, *He had expected to have a ride.*)

Math
1. Trace and write numbers 61 – 80 using your sheet from day 6.
2. Count by 2s out loud. Say all the even numbers. Try and not look at your paper.
3. Complete worksheet online

English*
Rhyme — Long U Sound
1. Look at the picture on the right side of the page. What do you see in the picture? What do you think is happening?
2. Have a parent or older sibling read the poem to you. What is happening?
3. This was another rhyming poem. Listen for two long U sound words. What long U sound rhyming words did you hear?
4. *Print out this worksheet and follow the directions.

Thinking
1. Which button?

Day 10*
Reading on Your Own
1. Read *The Tale of Jolly Robin* chapter 10
2. Copy the best sentence into your reading notebook. (Or copy and paste this sentence into the handwriting worksheet maker and print, *And Jolly Robin did not laugh.*)

Math
1. Trace and write numbers 81–100 using your sheet from day 6.
2. Count backward out loud from 100 to 1. Try and not look at your paper.
3. Play the number sequence game. Choose Hard for your level.

English*
Rhyme — Long U Sound
1. Look at the picture on the right side of the page. What do you see in the picture? What do you think is happening?
2. Have a parent or older sibling read the poem to you. What is happening?
3. This was the last poem in the book. You don’t have to listen for a rhyme.
4. *Print out this worksheet and follow the directions. You will need crayons or colored pencils.

Writing
1. Take two words from those on your worksheet and write two lines of a rhyming poem. (You can write more if you like, and you can use other long U sound words. Just make sure your lines rhyme!)
2. Here’s an example: The wind it came and fiercely blew — whirled the leaves, stirred them like stew.

**Day 11***
Reading
1. Read *The Tale of Jolly Robin* chapter 11
2. Copy the best sentence into your reading notebook. (Or copy and paste this sentence into the handwriting worksheet maker and print, *His wife shuddered.*)

Math
1. Watch the First Circus Act
2. Fill in numbers 1–10 on online worksheet
3. Write these number words in your notebook: one, two, three, four, five, six, seven, eight, nine, ten

English*
1. *Read this poem about *The Worm* and answer the questions. (The last page is the answer key.)

**Day 12***
Reading
1. Read *The Tale of Jolly Robin* chapter 12
2. Tell someone what happened in the chapter.

Math
1. Watch ordinal number videos
2. Fill in online worksheet on ordinals
3. Write these ordinal number words in your notebook: first, second, third, fourth, fifth, sixth, seventh, eighth, ninth, tenth
English*
1. Listen to the story of The Boy Who Cried Wolf
2. *Print out this page to use with this story. Grade 1 Boy Who Cried Wolf On this sheet are six boxes. In each box is written something that happened in the story. But they are all mixed up! You need to put them in order.
   - Number them 1st, 2nd, 3rd... OR
   - Cut them out and arrange the blocks in order.

Computer
1. **Click, Double Click, Right Click** You probably already know what it means to click on something. You push the left button on your mouse. Sometimes there is something called a touchpad, and you just have to tap it to click. When you click on something, you are telling the computer you are choosing that thing.
2. To double click means to click two times very quickly. That tells the computer you want it to open something. We will practice clicking and double clicking in your next computer lesson.
3. Did you notice there are two clicking buttons? We usually use the one on the left. I hope you know your right from your left (if not, go practice that!) Sometimes we are told to right click on something. That means to click on the button on the right. This opens a menu for us. We use this often to save something.
4. Go ahead and right click on your desktop. Did a menu open?

Day 13*

Reading
1. Read The Tale of Jolly Robin, chapter 13
2. Copy the best sentence into your reading notebook. (Or copy and paste this sentence into the handwriting worksheet maker and print, I’d like to hear you sing!)

Math
1. Fill in online worksheet on higher ordinals or write these number words in your notebook: eleven, twelve, thirteen, fourteen, fifteen, sixteen, seventeen, eighteen, nineteen, twenty
2. Draw a picture of 7 stars in a line. Then circle the first. Draw a line under the third. Draw an X over the fifth. And write the ordinal number word for the last star in line. Have a parent or older brother or sister check your work. Were you right?

English*
1. *Read about porcupines and answer the questions. (The last page is the answer key.)

Click HERE. Good job! Keep up the good work!

Day 14*

Reading
1. Read The Tale of Jolly Robin, chapter 14
2. Copy the best sentence into your reading notebook. (Or copy and paste this sentence into the handwriting worksheet maker and print, And so all the weeping he might do would be merely wasted.)

Math
1. Fill in numbers 1 –100 on online worksheet
2. Fill in number words 1 – 100 on online worksheet or write these number words in your notebook: twenty-one, twenty-two, twenty-three, twenty-four, twenty-five, twenty-six, twenty-seven, twenty-eight, twenty-nine, thirty

English*
1. Listen to the story of Goldilocks and the Three Bears
2. *Print out this page, Grade 1 Goldilocks and the Three Bears There are six boxes. Cut them out. Mix them up. Can you put them in the right order how they happened? If you want, you can make a story book like I described in the directions for day 12.

Thinking
1. Which button?

Day 15*

Reading
1. Read The Tale of Jolly Robin chapter 15
2. Copy the best sentence into your reading notebook. (Or copy and paste this sentence into the handwriting worksheet maker and print, His cousin shook his head at that.)

Math
1. Fill in count by 2s worksheet online
2. Write in your notebook: forty, fifty, sixty, seventy, eighty, ninety, one hundred
3. Play musical memory turtle

English*
1. *Read about the Florida manatees and answer the questions. (The last page is the answer key.)

Day 16*

Reading
1. Read The Tale of Jolly Robin chapter 16
2. Copy the best sentence into your reading notebook. (Or copy and paste this sentence into the handwriting worksheet maker and print, The feathered folk in Pleasant Valley were all aflutter.)
3. Tell what happened in the chapter to a parent or older sibling.

Math
1. Put two coins in your hand (if you really can’t find 2 coins, you can use something else) Now go and ask your mom (or someone else) to give you zero more coins. How many coins do you have in your hand now?
2. You just learned at 2 plus 0 more is still 2. We say, “2 plus 0 equals 2.” You can write it like this 2 + 0 = 2.
3. Do activity 1 again but this time put 5 coins in your hand. How many coins do you have in your hand after you ask for 0 (zero) more?
4. You just learned that 5 plus 0 more is still 5. We say 5 plus 0 equals 5. You can write it like this 5 + 0 = 5.
5. Write in your notebook on a new page, 5 + 0 = 5.
6. Activity 3 Practicing adding 0 online. You are allowed to do 20 problems.

English*
1. Color this phonics worksheet according to the directions. You will need crayons. All of the words end in s. Some of words have an s that sounds like the hissing of a snake like in the word lips. The other words end in an s that sounds like the buzzing of a bee like in the word gems. Say each word out loud and decide which type of s is ends with.

Day 17**
Reading
1. Read *The Tale of Jolly Robin* chapter 17
2. Copy the best sentence into your reading notebook. (Or copy and paste this sentence into the handwriting worksheet maker and print, *But all the others gazed at him in amazement.*)
3. Tell what happened in the chapter to a parent or older sibling.

Math*
1. *Do the first 2 lines of this worksheet. (You can do more if you like. You only need the first page. The second page is the answer key.)
2. Gather 10 legos (or blocks or pennies or something — 10 of the same kind of thing)
   - step 2 Count out 3 legos and connect them (or stack together whatever you collected).
   - step 3 Add on one more. To do that connect one more lego (or add one more thing) to your stack.
   - step 4 Count how many are in your stack now.
You just learned that 3 plus 1 more is 4. We say 3 plus 1 equals 4. We write \(3 + 1 = 4\).
   1. Repeat steps 2, 3 and 4 but count out 4 legos.
   - You just learned that 4 plus 1 more is 5. We say 4 plus 1 equals 5. We write \(4 + 1 = 5\).
   - Try again but count out 5 blocks this time.
   - Keep experimenting.

English*
1. Fill in this phonics worksheet as best you can. You will use the letters at the bottom of the page one time each. Use the pictures to help you figure out the story.

Computer
1. **Opening and closing programs.** Double click on one of the little pictures on your desktop. If you know which one it is, click on the one for your writing program. Do not click on any games. It’s not time to play! Double click means click two times fast. Usually we need to double click to open a program. The program will open in its own window.
2. Look in the top right corner of the program’s window. Is there a red box with an X in it? Click on the X. This closes the program.

Day 18**
Reading
1. Read *The Tale of Jolly Robin* chapter 18
2. Copy the best sentence into your reading notebook. (Or copy and paste this sentence into the handwriting worksheet maker and print, *Several times Jasper tried.*)
3. Tell what happened in the chapter to a parent or older sibling.

Math*
1. Write $3 + 1 = 4$ on a piece of paper and then draw a picture of that problem. Think about stacking and counting from day 12.
2. *Do the first two lines of the worksheet. You can do more if you like.

English*
1. Complete this phonics worksheet.

Day 19*
Reading
1. Read *The Tale of Jolly Robin* chapter 19
2. Copy the best sentence into your reading notebook. Copy a sentence into your reading notebook. (Or copy and paste this sentence into the handwriting worksheet maker and print, *Mr. Crow looked up quickly.*
3. Tell what happened in the chapter to a parent or older sibling.

Math
1. Get 11 pieces of scrap paper. Computer paper used on one side would be perfect. Write a number big on each piece of paper from 0 to 10.
2. Lay the papers out in order. This is a number line.
4. Practice adding 1 online

English*
1. Complete this phonics worksheet about the sound “ch.”

Thinking
1. Which button?

Day 20*
Reading
1. Read *The Tale of Jolly Robin* chapter 20
2. Copy the best sentence into your reading notebook. (Or copy and paste this sentence into the handwriting worksheet maker and print, *Mr. Crow was more than willing.*
3. Tell what happened in the chapter to a parent or older sibling.

Math
1. Play musical memory turtle
2. Build math problems on the computer. Click on “Manipulatives” and “Blocks” and build the problem $5 + 1 = 6$ just like you drew a problem the other day. What other problems can you make a picture for?

English*
1. Complete this phonics worksheet. You’ll need crayons.

Day 21*
Reading
1. Read *The Tale of Jolly Robin* chapter 21
2. Copy the best sentence into your reading notebook.
3. Tell what happened in the chapter to a parent or older sibling.

Math*
1. *Print out this addition worksheet. Read the worksheet carefully and practice with the number line.
2. Now try this addition game.

**English**
1. Practice putting stories in order.

**Day 22**

**Reading**
2. Copy the best sentence into your reading notebook.
3. Tell what happened in the chapter to a parent or older sibling.

**Math**
1. Draw a picture of 2 plus 3 equals 5, $2 + 3 = 5$, like my baseball picture I made for you.
2. Do you remember how to count to add? Try this online activity.

**English**
1. You are going to make a mini book about *The Tale of Jolly Robin*.
2. First sit down with a parent or older sibling. Tell them six things that happened in the book. Tell them in order and ask them to write a sentence for each one.
3. Take two pieces of blank computer paper and fold them in half so it looks like a book. Staple the edge of the book. Write the title of the book on the front cover. Use your list you just made of six things that happened. Draw one on each page in the book. Make sure you put the pictures in the right order! Have a parent or older sibling write on each page the sentence that goes with each picture.

**Computer**
1. **My documents, creating a folder** Ask a parent or an older sibling to show you where the My Documents folder is on your computer. If you don’t have a folder with your name on it, click on New Folder and type in your name and click OK. Ask for help if you need it. This folder is where you will save the things you make on the computer.
2. Click on the red X to close the folder window. Now try to find and open the folder with your name on it.

**Day 23**

**Reading**
1. Read *The Tale of Peter Rabbit* This is a little long. See if you can do it. Use the first arrow button to turn the page.
2. Or you can listen and read along with the video.

**Math**
1. Do two more lines on your adding 0 (zero) and adding 1 (one) papers.

**English**
1. Can you answer these questions about Peter Rabbit? Click on “What’s Going On?” Move the arrow around the picture and it will ask you questions. Just say the answers out loud if you don’t have anyone with you to tell.
Day 24
Reading
1. Read half of *The Tale of Jemima Puddle-Duck*. Stop after you read page 33. There is a picture of Jemima Puddle-Duck lying down in a bed of feathers. Tomorrow you’ll finish reading it.

Math
1. Now, every day I’m going to tell you a new addition problem I want you to remember. Today’s is two plus two equals four. Say it out loud. Now write on a new page of your notebook, \(2 + 2 = 4\). At the top of the page write **Addition Facts**.
2. Then you are going to practice what you know. Change the first ten to a 2. Change the second ten to a 2. Change the number of problems to 10. Click on the button “Generate” to start.

English
1. Put the story of Peter Rabbit in order.

Thinking
1. Which button?

Day 25
Reading
1. Read the last part of *The Tale of Jemima Puddle-Duck*. Read to the end.

Math
1. Here’s your problem for today. \(2 + 3 = 5\)
2. Now I want you to look at your left hand. How many fingers are on it? 5, right? Now, hold three of your fingers together with your right hand. You have two fingers free and three fingers being held. That’s two plus three equals five. Now, hold onto just two fingers. You have three fingers free and two fingers being held. That’s three plus two. So what does \(3 + 2 = ?\)? 5! You still have five fingers! It doesn’t matter which way you hold them. So, we learned that \(2 + 3 = 5\) \text{ AND } \(3 + 2 = 5\)
3. Write it on your facts page. You are starting a list.
4. Let’s practice. Change the first ten to a 2. Change the second ten to a 3. Do ten problems.
5. Play musical memory turtle.

English
1. Can you put these words in the right order? Make sentences by putting the words in the right place.

Click on what year you are studying: Year 1 Year 2 Year 3 Year 4

Day 26
Reading
1. Today for reading you are going to watch a movie! Watch *The Tale of Squirrel Nutkin*.
2. Tell someone the story.

Math
1. Do a fun dot to dot. Count by 2!
2. Now try a BIG dot to dot.
3. Now here’s your math problem to learn today. I want you to remember that $3 + 3 = 6$. $3 + 3 = 6$, Say it out loud, “Three plus three equals six.”

4. Add it to your facts list.

5. Let’s practice. Change the first ten to a 3. Change the second ten to a 3. Do ten problems.

Day 27

Reading

1. Today you are going to read the beginning of The Tale of Squirrel Nutkin. Stop at page 23 where they bring a mole to the owl.

Writing

1. Now you are going to start to write the story yourself. First you need to write the main character, who the story is about. Write down a sentence about who the story is about. Don’t just write his name. Write something about him. (If writing is hard for you, you can type or ask a grown up or big sibling to help with the writing.) Now write about another important character in the story.

Math

1. Get out six coins (or you could use something else).
   - Put them all together in a pile. That’s $6 + 0$. Six coins plus no more coins.
   - Move one coin off all by itself. That’s $5$ coins plus $1$ coin. You still have six coins, right? $5 + 1 = 6$. And, if you look at it the other way it’s $1 + 5 = 6$.
   - Now move another coin to be with the one coin. Now you have a pile of 4 coins and a pile of 2 coins. That’s $4 + 2 = 6$.
   - Move one more coin so they both have three coins. That’s $3 + 3 = 6$.
   - Do you see how there is always the same number of coins? The answer is always 6. But there are lots of ways to get that answer because you can move the coins into different combinations.

1. Now here’s your math problem to learn today. I want you to remember that $2 + 4 = 6$. That means that $4 + 2 = 6$ too! $2 + 4 = 6$ and $4 + 2 = 6$. Say it out loud, “Two plus four equals six. Four plus two equals six.”

2. Do you remember what else equals 6? $3 + 3$!

3. Add it to your facts list.


Computer

1. When you want to find something on the internet, you have to be careful how you look for it. Here are some tips. Be as specific as possible in your search. Type as many words as you know that will help you find what you are looking for. That will help keep things you are not looking for from coming up.

2. Also, use kid friendly search engines. Here is another place you can go to search. (Maybe your parents can bookmark one for you. I also suggest turning on google safe search. You can turn on youtube’s safety switch at the bottom of any youtube page.)

Click on what year you are studying: Year 1 Year 2 Year 3 Year 4
Day 28
Reading
1. Today you are going to read from page 24 to page 39 of *The Tale of Squirrel Nutkin*.

Writing
1. Now you are going to write a sentence about what the main character did in the story. What did he do?
2. Now write one more sentence. What happened when the main character did that?

Math
1. Draw the problem $3 + 4 = 7$ Draw three stars (or whatever you want) and then a + sign. Then draw four more. How many do you have? 7!
2. Here’s your math problem of the day. I want you to remember that $3 + 4 = 7$. **Say it out loud, “Three plus four equals seven. Four plus three equals seven.”** $3 + 4 = 7$ and $4 + 3 = 7$
3. Add it to your facts list.

Day 29
Reading
1. Today you are going to finish reading *The Tale of Squirrel Nutkin*.

Writing
1. Now you are going to write what happens at the end of the story. What does the main character do?
2. Now write your last sentence. What happened when he did that?
3. Click here. (Remember not to click on anything else.)

Math
1. Either get out your number papers and line them up on the floor, or get out your baseball addition paper with the number line on the bottom. Find 4 and either stand on it or put your finger on it. Now move four more. What number are you on?
2. Here’s today’s addition problem to remember. $4 + 4 = 8$ **Say it, “Four plus four equals 8.”**
3. Add it to your facts list.

Thinking
1. Which button?

Day 30
Reading
1. Read aloud the story you wrote about Squirrel Nutkin.
2. Do you think you did a good job saying the beginning, middle and end?
3. If you want, you can take your sentences and make a book. (Read the directions on Day 23 if you forget how.)

Math
1. Addition counting game Remember you can count to add. Use the marbles IF you need to.
2. Play musical memory turtle

Day 31*
Reading
1. Read chapter 1 of *The Tale of Solomon Owl*
2. Copy the best sentence into your reading notebook. (Or copy and paste this sentence into the handwriting worksheet maker. *That was unfortunate for the mice.* )

English*
1. *Complete this phonics worksheet on the sound sh. You’ll need crayons for this one.

Math
1. Let’s count backwards! Start at 20 and count down by connecting the dots.
2. Let’s practice addition. Change the first ten to a 4. Change the second ten to a 4.

Day 32*
Reading
1. Read chapter 2 of *The Tale of Solomon Owl*
2. Copy the best sentence into your reading notebook. (Or copy and paste this sentence into the handwriting worksheet maker. *It was really a good thing for Solomon Owl.* )

English*
1. *Complete this phonics worksheet on the sound th.

Math
1. Get a whole bunch of legos or something else you can stack. Count out ten and make them into a stack.
2. If you have enough, make another stack of ten.
3. Do you have more? If so, make another stack of ten. (It’s okay if you don’t.)
4. Put away the rest.
5. So, you should have 3 stacks of ten.
6. 1 stack of ten is ten legos, right? 10
7. 2 stacks of ten is twenty legos. 20 Is that right? (Count if you’re not sure.)
8. 3 stacks of ten would be thirty legos. 30
9. 4 stacks of ten would be forty legos. 40
10. 5 stacks of ten would be fifty, 50.
11. Here’s your math problem of the day. I want you to remember that $2 + 5 = 7$. 2 + 5 = 7 and 5 + 2 = 7 Say it out loud, “Two plus five equals seven. Five plus two equals seven.”
12. Add it to your facts list.

Computer
1. Internet Safety — Here are some tips for staying safe when you use the internet.
2. Never sign up for anything online without permission.
3. When a site asks for a **username**, you are not supposed to give your real name. Make up a pretend name for yourself.
4. Never tell anyone online your real name, address, phone number or email address unless your parents tell you it is okay. Even if it's a friend online, don’t give them information about yourself unless you have permission.

Day 33*

Reading
1. Read chapter 3 of *The Tale of Solomon Owl*
2. Tell someone what happened in this chapter.

English*
1. *Complete this phonics worksheet on the sound wh.*

Math
1. Read and look at this page on counting by tens.
2. Watch the video below on counting by tens.
3. Here’s your math problem of the day. **three plus five equals eight, 3 + 5 = 8, five plus three equals eight, 5 + 3 = 8**
4. Add it to your facts list.
5. Let’s practice. Change the first ten to a 5. Change the second ten to a 3. Do fifteen problems.

Day 34*

Reading
1. Read chapter 4 of *The Tale of Solomon Owl*
2. Tell someone what happened in this chapter.

English*
1. *Complete this phonics worksheet on the sounds shr and thr.*

Math
1. Play this connect the dots game. You want to count by 10. Click on the up arrow until it says 10.
2. Here’s your math problem of the day. **four plus five equals nine, 4 + 5 = 9, five plus four equals nine, 5 + 4 = 9**
3. Add it to your facts list.

Thinking
1. Which button?

Day 35*

Reading
1. Read chapter 5 of *The Tale of Solomon Owl*
2. Copy the best sentence into your reading notebook. (Or copy and paste this sentence into the handwriting worksheet maker. *He had suddenly decided not to let his shop, after all.*)
3. Tell about the story of Solomon Owl so far to someone in your family.

English*
1. *Complete this phonics worksheet about the silent e!*
Math
1. Here’s your math problem to remember. Look at your two hands. Hold them out in front of you. You have five fingers on your left hand and five fingers on your right hand. That’s five plus five fingers. How many fingers do you have in all? 10! So, 5 + 5 = 10, say it, “five plus five equals ten” That’s an easy one to remember, right?
2. Add it to your facts list.
3. Play this addition game. Click on “Practice Facts 1 – 5”

Day 36*

Reading
1. Read chapter 6 of The Tale of Solomon Owl
2. Tell someone about what happened.

Math
1. Play this addition game. Click on Practice Facts 1 – 5.

English*
1. *Print out this main idea worksheet and follow the directions.

Day 37*

Reading
1. Read chapter 7 of The Tale of Solomon Owl
2. Copy the best sentence in the book. (Or copy and paste this sentence into the handwriting worksheet maker. Then Solomon sat up and listened.)

Math
1. Play this addition game.

English*
1. *Print out this story and reading comprehension worksheet (first 2 pages). Read the story. Answer the questions. Then you can click on the link and check your answers.

Computer
1. Internet security — There are different tools that are used for security on the internet.
2. One is passwords. A password is a secret word that you use to let the computer or website know that you are you. The best passwords have letters and numbers in them. I use a really good password for important websites (that you don’t use—like for my bank information) but I use a silly password for websites where it is not important, like to play a game. Use only one or two passwords or you’ll forget which password you used where! So many places ask for passwords now. Choose passwords that are at least 6 letters/numbers long. Sometimes 8 is required.
3. Another tool is software that protects your computer from viruses and adware. A computer virus is a command that sneaks into your computer and tells it to do something you don’t want it to do, like erase everything on your computer! Adware sneaks advertisers info onto your computer. You probably have anti-virus software on your computer. A free program is called Avast.
4. Your computer should block ads that are called “pop ups.” Sometimes you’ll see a note that says a “pop up” was prevented from opening. This was a website trying to force their advertisement on you. Sometimes worse. Most of the time you don’t want to see the pop
up that was blocked, but sometimes you need that pop up for whatever you are doing. If you want to see the pop up that was blocked, go and ask a parent if it is okay.

Day 38*
Reading
1. Read chapter 8 of The Tale of Solomon Owl.
2. Tell someone what happened in the chapter.
Math
1. Play this addition game. Click on Relaxed Mode under Sums to 10.

English*
1. *Print out this story and reading comprehension worksheet.

Day 39*
Reading
1. Read chapter 9 of The Tale of Solomon Owl (This chapter is called Halloween, but there is nothing but a jack-o-lantern in it.)
2. Tell someone what happened in the chapter.
Math
1. Play this addition game. Click on Practice Facts 1 – 5.

English*
1. *Print out this worksheet and fill in the blanks with either is or are. Read the sentence out loud to hear which one fits.

Thinking
1. Which button?

Day 40* (If you want to keep a portfolio, now would be a good time to collect some things for it.)
Reading
1. Read chapter 10 of The Tale of Solomon Owl
2. Copy the best sentence from the chapter. (Or copy and paste this sentence into the handwriting worksheet maker. “What have you been eating?” she inquired.)
Math
1. Play this math game. Click on addition and easier.

English*
1. *Print out this worksheet and follow the directions.

Day 41**
Reading
1. Read chapter 11 of The Tale of Solomon Owl
2. Copy the best sentence from the chapter. (Or copy and paste this sentence into the handwriting worksheet maker. “Good! She exclaimed with a smile.”)
3. Tell someone what happened in the chapter.

Math*
1. *Print out this addition worksheet. Fill in all the blanks. (Give this to your homeschool parent to put in your portfolio.)
2. Remember odd and even? Read this story (click on the arrow to go to the next page) and answer the questions.

English*
1. Complete this phonics worksheet on the a sound.

Day 42*

Reading
1. Read chapter 12 of *The Tale of Solomon Owl*
2. Copy the best sentence from the chapter. (Or copy and paste this sentence into the handwriting worksheet maker. *It was different with Benjamin Bat.*)
3. Tell someone what happened in the chapter.

Math
1. Take this odd or even test.
2. Practice your addition. Choose a game under Math 1 – Addition.

English*
1. Complete this phonics worksheet on the e sound.

Computer
1. Vocabulary: Here are some words to learn about using the internet.
   - **Browser:** a browser is what you use to open up websites. You are using a browser right now. There are several different kinds. If it says, "Firefox" in the top left corner of the screen, you are using Firefox. If you clicked on a big e to open a webpage, you are using Internet Explorer. Google Chrome is another. They each are different, but they all serve the same purpose. You could sit in a library to look through books and the library would have tools to help you find books. The browser is your library for the internet, where you hang out to look at webpages.
   - **Back:** Your browser has a back button, probably an arrow pointing left. If you click on that, it will take you to the last page you were on. Click on it and THEN click on the right arrow, this takes you forward, hopefully back to this page!
   - **Refresh:** This is another arrow button on your browser. It is an arrow in a circle. It reopens the page you are on. This is useful if something didn’t show up or show up right on the webpage. Sometimes it’s good just to try again. Try it now.
   - **Scroll:** You scroll down a webpage by clicking on the rectangle button all the way on the right of your screen and dragging it down. You can also click on the down arrow at the bottom right of your screen. You, of course, can also scroll back up. Try it now. Move up and down the screen.

Day 43*

Reading
1. Read chapter 13 of *The Tale of Solomon Owl*
2. Copy the best sentence from the chapter. (Or copy and paste this sentence into the handwriting worksheet maker. *In the middle of the day Solomon Owl happened to awake.*)
3. Tell someone what happened in the chapter.

Math
1. Put the kids in their ride in order.
2. Practice your addition. Choose a game under Math 1 – Addition.

English*
1. Complete this phonics worksheet on the i sound.

Day 44*
Reading
1. Read chapter 14 of *The Tale of Solomon Owl*
2. Copy the best sentence from the chapter. (Or copy and paste this sentence into the handwriting worksheet maker. *“What makes you think that?” Benjamin Bat inquired.*)
3. Tell someone what happened in the chapter.

Math
1. How well do you know your ordinal numbers? (first, second, third…) Click on Part 2 (at the top) and drag the words to their matching number.
2. Practice your addition. Choose a game under Math 1 – Addition.

English*
1. Complete this phonics worksheet on the o sound.

Thinking
1. Which button?

Day 45**
Reading
1. Read chapter 15 of *The Tale of Solomon Owl*
2. Copy the best sentence from the chapter. (Or copy and paste this sentence into the handwriting worksheet maker. *“Oh, I shall be willing to step outside,” Solomon told him.*)
3. Tell someone about the chapter.

Math*
1. Count by tens. Color in the square as you count: ten, twenty, thirty, forty… Click on a color and then the square.
2. Practice your addition. Choose a game under Math 1 – Addition.

English*
1. Complete this phonics worksheet on the u sound.

Day 46
Reading
1. Read the first paragraph of chapter 16 of *The Tale of Solomon Owl*. (That's the first few sentences until there is a break. Stop when Solomon starts talking.)
2. What do you think happened to Jasper Jay?
3. Now read the rest of the chapter and see if you were right.
4. Tell someone about what happened in the chapter.

Math
1. Do this pattern game. Click on start.
2. Practice your addition. Choose a game under Math 1 – Addition.

English
1. Read this short story. “Old Mr. Chicken was standing by the side of the road. He heard what sounded like a BIG TRUCK coming. He decided to cross the road anyway. Unfortunately, he never made it to the other side. Poor Old Mr. Chicken.

2. What do you think happened to Mr. Chicken? Why? Did the author say that happened?

3. You made an inference. Sometimes it’s called reading between the lines. The author told you what was going to happen without really telling you.

**Day 47**

**Reading**

1. Read the first paragraph of chapter 17 of *The Tale of Solomon Owl*.
2. What do you think Solomon and his cousin are going to do together? Why?
3. Read the rest of the chapter and see if you were right.
4. Solomon Owl talks about getting 40 winks. What does that mean? They are talking about taking a nap. To get 40 winks is an expression that means to take a nap.
5. Copy the best sentence in the chapter. (Or copy and paste this sentence into the handwriting worksheet maker. “You surely out to be glad to please your own cousin,” he told Simon.)

**Math**

1. Do this matching pattern game. Click on go and follow the instructions. Click on the space shuttle as many times as you need to in order to copy the pattern.
2. Practice your addition. Choose a game under Math 1 – Addition.

**English**

1. Listen to this story. Follow the directions as you go.
2. Tell someone the story when you are finished.

**Computer**

1. Vocabulary: Here is some more internet vocabulary.
   - When a page is **loading**, it is working on opening. Be patient. Don’t click on anything. Wait. Wait until it is all the way open. There is usually something to show you that something is loading so you can know that your computer is doing something. Sometimes there is something that says loading and counts up to 100% which is when it all down loading. Click on the back button and watch in the corner for a circle spinning or moving in some way. That is letting you know that the page is loading. If you don’t wait for it to load and click on something, it will make it slower. It might make it **crash**.
   - When your computer **crashes**, it stops working. Sometimes it’s because it’s trying to do too much at once. Sometimes it’s because there is a problem. Follow the directions on your screen if they come up. Usually you can just start again and it will work.
   - **Download** when you download something, you save it onto your computer. Do not download anything without your parents’ permission. Sometimes things like movie or game downloads have viruses on them and you would be saving a virus on your computer. In your school you will download pdf files. These are worksheets for you. These are safe for you to download.
Day 48
Reading
1. Read chapter 18 of *The Tale of Solomon Owl*.
2. When it talks about 39 winks, that is a joke. To catch 40 winks means to take a nap. So, if he only got 40 winks, he didn't get all his sleep. He's tired because he can't sleep because he's thinking and worrying.
3. Tell someone what happened in this chapter.

Math
1. Do this pattern activity. Click on the color that comes next.
2. Practice your addition. Choose a game under Math 1 – Addition.

English
1. Read this short story. Last night I baked a dozen cookies. I left them out on the kitchen table to cool. Just before I went to bed, I saw a little mouse under the table looking at me. She looked hungry! I turned off the light and went to bed. When I came down in the morning, one of the cookies was gone. Another was half-eaten. “Oh well,” I thought, “I guess she wasn’t that hungry.”

Day 49
Reading
1. Read the first paragraph of chapter 19 of *The Tale of Solomon Owl*.
2. Does Solomon want it to get warmer? How do you know?
3. Read the rest of the chapter and see if you were right.
4. Tell someone what happened in the chapter.

Math
1. Can you answer all the questions in this pattern lesson?
2. Practice your addition. Choose a game under Math 1 – Addition.

English
1. Put the stories in order.

Typing
1. Typing Click on lessons. Click on the video symbol for lesson 1. Then practice using the “Lesson 1” link.

Day 50
Reading
1. Read chapter 20 of *The Tale of Solomon Owl*.

Writing
1. Write (or tell) a story that makes the reader (or listener) make an inference.
2. Think of something that could happen–like you run out of milk and don’t have any for your cereal. When you tell the story, you skip telling that you run out of milk. Instead you could say that you looked in the refrigerator and made a face and said, “Oh well.” Then you sat down and crunched through your bowl of cereal, eating with your fingers.
3. Now, you think of something that could happen and tell it without telling it! See if you can get the person to guess what happened.

Math
1. Match the patterns. Choose level 1 and complete it. Then from the "Menu" at the top, choose level 2.
2. Practice your addition. Choose a game under Math 1 – Addition.

Day 51*
Reading
1. Read chapter 21 of The Tale of Solomon Owl.
2. Congratulations! You finished the book!
3. Draw a map of the book’s setting as best as you can.

Math
1. Read the instruction at the top of the page. It will say something like “greater than 18.”
2. Double click on a number that is greater than 18. You have to get the rabbit just right.
3. When you are right, the rabbit will eat the carrot and a new instruction will come up.
4. Play several times and then close.
5. Practice your addition. Choose a game under Math 1 – Addition.

English*
1. Complete this phonics worksheet.

Day 52*
Reading
1. Go here and choose a book to have read to you.
2. Tell someone the story.

Math
1. Follow the directions to label the first number is more than or less than the second number. (hint: The crocodile wants to eat the bigger number.)
2. Practice your addition. Choose a game under Math 1 – Addition.

English*
1. Complete this phonics worksheet.

Computer
1. Typing Click on lessons. Click on the video symbol for lesson 2. Then practice using the “Lesson 2” link.

Day 53***
Reading*
1. Remember the word, inference? It means to make a guess based on the information you have.
2. Print out this worksheet and make inferences.

Math*
1. Print out and fill in this worksheet.
2. > means greater than
3. < means less than
4. The easiest thing to remember is that the big end points to the bigger number and the little end points to the smaller number.
5. Practice your addition. Choose a game under Math 1 – Addition.

English*
1. Complete this phonics worksheet.

Day 54*
Reading
1. Listen to the story of *Little Red Riding Hood.*
2. What happened first?
3. What happened last?

Math
1. Click on Compare Numbers. Click on "Numbers to 100." Click on the Check button when you are done.
2. Practice your addition. Choose a game under Math 1 – Addition.

English*
1. Complete this phonics worksheet.

Computer
1. Typing Click on lessons. Click on the video symbol for lesson 3. Then practice using the “Lesson 3” link.

Day 55*
Reading
1. Choose a story to listen to.
2. Tell someone the story after it's finished.

Math
1. Practice your addition. Choose a game under Math 1 – Addition.
2. Play musical memory turtle

English*
1. Complete this phonics worksheet. You’ll need crayons. Follow the directions.

Day 56
Reading
1. Read lessons 4 and 5 in the *McGuffey Second Reader.*
2. Say or write the pairs of rhyming words in the poem in lesson 4.

Math
1. Measure! Read the ruler and tell how long things are in centimeters.
2. Practice your addition. Choose a game under Math 1 – Addition.

English
1. Watch the video.
2. Click on the letters in alphabetical order. (A, B, C…)

Day 57
Reading
1. Read lesson 7 and 8 in the *McGuffey Second Reader.*
2. Tell someone the stories.
Math
1. Measure in inches.
2. Practice your addition. Choose a game under Math 1 – Addition.

English
1. Put the alphabet in order.

Computer
1. Typing  Click on lessons. Click on the video symbol for lesson 4. Then practice using the “Lesson 4” link.

Day 58*
Reading
1. Read lessons 10 and 11 in the McGuffey Second Reader.
2. What is the lesson of lesson 10?
3. What did the bird say in lesson 11?

Math
1. Practice your addition. Choose a game under Math 1 – Addition.
2. Measure the teddy bear. Try different levels.

English*
1. Print out this worksheet (click on create worksheet) and follow the directions: Alphabetical Order.

Day 59*
Reading
1. Read lessons 12 and 13 in the McGuffey Second Reader.
2. What is the lesson of lesson 12?
3. If you were a sunbeam, what would you do? Write or tell your answer.

Math
1. Practice your addition. Choose a game under Math 1 – Addition.
2. What to use to measure? Click on the arrow to turn the page.

English* (You'll need scissors.)
1. Print out this worksheet and follow the directions: Alphabetical Order.

Computer
1. Typing  Click on lessons. Click on the video symbol for lesson 5. Then practice using the “Lesson 5” link.

Day 60*
Reading
1. Read lessons 17 and 18 in the McGuffey Second Reader.
2. What is the boy good for?
3. What are some things you learned about the King bird?

Math*
1. Do this addition facts to 5 worksheet.

English
1. Put the words in alphabetical order. Click on Medium. Look at the first letter of each word. Ball comes before couch because b comes before c. Shoe comes before turtle because s comes before t.

Day 61*
Reading
1. Read Lesson 23 and 24. (XXIII and XXIV)
2. What lesson did the little girl, Mary, need to learn? (answer: put her things away)
3. What steps are taken to shear sheep?

Math*
1. Do this addition worksheet.

English
1. Make a sentence. You can click on the red button to get all new sentence parts. Click on the white button next to any sentence part you want to change. When you are happy with your crazy sentence, copy it in your notebook.
2. So, what makes that a sentence? Read this lesson. Scroll down to the box and click on “full screen.” Turn the pages. Sentences start with a capital (or big) letter and end with an end mark like a period (.) or a question mark (?) or an exclamation mark (!)
3. Did you remember to write a capital letter and end mark on your sentence you copied?

Day 62
Reading
1. Read lesson 26 and 27 (XXVI and XXVII).
2. How did Patty tame the squirrel?
3. Does there seem to be a problem in the poem? In stanza #4? What is it? Maybe long ago they pronounced the words differently? Or is it just a mistake? What do you think? (answer: share and are)

Math
1. Practice your addition. Choose a game under Math 1 – Addition.
2. Play with the thermometer. F on the right stands for Fahrenheit which is how we measure temperature in America. C on the left stands for Celsius which is how we measure temperature everywhere else! The number tells you the degrees. We say 32 degrees Fahrenheit or zero degrees Celsius. That’s the same temperature, just measured in different ways (like we use inches and centimeters to measure the same things).
3. How hot is the desert?
4. How cold is ice?

English
1. Build sentences. It will change the first letter into a capital letter for you. When you drag all the words into place to make a sentence, then you have to choose a punctuation mark for the end of your sentence. Then click on “Build it!”

Computer
1. Typing Click on lessons. Click on the video symbol for lesson 6. Then practice using the “Lesson 6” link.
Day 63
Reading
1. Read lessons 32 and 33 (XXXII and XXXIII).
2. What are two things you learned about tigers?
3. What lesson did the girls learn? (answer: it can be more fun to work and to be productive than to play)

Math
1. What temperature is it? Read the number at the top of the red line.
2. Practice your addition. Choose a game under Math 1 – Addition.

English
1. Take the quiz and put the right end punctuation mark on each sentence.

Day 64
Reading
1. Read lesson 35 and 36 (XXXV and XXXVI).
2. Retell the story to someone.

Math
1. Weigh the poddles. Put the weights on the scale to balance it.
2. Practice your addition. Choose a game under Math 1 – Addition.

English
1. Play this game. This time you need to look for the right end punctuation mark and a capital letter at the beginning. If you are stuck, you can click on hint.

Computer
1. Typing Click on lessons. Click on the video symbol for lesson 7. Then practice using the “Lesson 7″ link.

Day 65
Reading
1. Read lesson 37 and 38 (XXXVII and XXXVIII).
2. How did the boy build the scale?

Math
1. Complete the pattern.
2. Practice your addition. Choose a game under Math 1 – Addition.

English
1. Write a sentence that ends with a period (.)
2. Write a sentence that ends with a question mark (?)
3. Write a sentence that ends with an exclamation mark (!)

Day 66
Reading
1. Read lessons 41 and 42. (XLI and XLII)
2. Tell someone something you learned about the fishhawk.
3. What did the leaf say?

Math
1. Less than maze — jump to a smaller number
2. Practice your addition. Choose a game under Math 1 – Addition.

English
1. Write a knock knock joke. Use a period, a question mark and an exclamation point. Here are some samples to get ideas. (Click to make it bigger.)

Day 67
Reading
1. Read lessons 43 and 44. (XLIII and XLIV)
2. What was mother’s Christmas present? (answer: the girl)
Math
1. Odd or Even
2. Practice your addition. Choose a game under Math 1 – Addition.

English
1. Choose an animal. Pretend you are the animal and describe yourself. Use a period and an exclamation point. End with the question, “Who am I?” Example: I have four legs. I run faster than everyone else! Who am I?

Computer
1. Typing Click on lessons. Click on the video symbol for lesson 8. Then practice using the “Lesson 8” link.

Day 68
Reading
1. Read lessons 45 and 46. (XLV and XLVI)
2. What happened to Ralph when he threw a fit and grabbed what he wanted? (answer: cut by thorns)
Math
1. Which cat is orange? Click on the right ordinal number (first, second, third…)
2. Practice your addition. Choose a game under Math 1 – Addition.

English
1. Write a shape poem. Use a period, a question mark and an exclamation point.

Day 69
Reading
1. Read lesson 49. (XLIX)
2. What does it mean, pretty is as pretty does? (answer: it is not talking about what is good looking but about what is worthwhile)
Math
1. Match the pattern of the egg.
2. Practice your addition. Choose a game under Math 1 – Addition.

English
1. Create a character by clicking on the pictures. Then click on the notepad and write about him. Try to use a period, exclamation point and question mark.

Computer
1. Typing Click on lessons. Click on the video symbol for lesson 9. Then practice using the “Lesson 9” link.
Day 70*
Speaking
1. Go back to the knock knock page. Print it out and read the page out loud to an audience. Use your voice to show which sentence ends in a period, a question mark or an exclamation point. A sentence with a question mark should sound like you are asking a question. A sentence with an exclamation point should sound excited! If you aren't sure how those different sentences sound, ask a parent before you begin.

Math
1. Play musical memory turtle

Day 71
Reading
1. Read a story about Garfield in the Park. Click on the long button toward the top to choose the story. Answer the questions out loud.

Math
1. Practice your addition. Choose a game under Math 1 – Addition.
2. Can you find what’s the same?

English
1. Play Fishing with Phonics. Click on “Back” to try a different level.

Day 72
Reading
1. Read a story. Choose Garfield and the Beanstalk. Click on the long button toward the top to choose the story. Answer the questions out loud.

Math
1. Practice your addition. Choose a game under Math 1 – Addition.
2. Find the pattern.

English
1. Play Mystery Match. You can try different levels if you like. You are matching sounds in this game.

Computer
1. Typing Click on lessons. Click on the video symbol for lesson 10. Then practice using the “Lesson 10” link.

Day 73
Reading

Math
1. Practice your addition. Choose a game under Math 1 – Addition.
2. What can you build? Click on the different shapes and move them around.

English
1. Make a cartoon.

Day 74
Reading
1. Read Stinky.
Math
1. Practice your addition. Choose a game under Math 1 – Addition.
2. Make shapes. Click on the bands — these are rubber bands. Then click on a red dot — these are pegs. Then click and drag the end of the band to another dot. Then stretch out the side of the band to another dot. When you like your shape, click on a color to fill it in.

English
1. Make a cartoon.

Computer
1. Typing Click on lessons. Click on the video symbol for lesson 11. Then practice using the “Lesson 11” link.

Day 75*

Reading
1. Read The Big No-No.

Math
1. Practice your addition. Choose a game under Math 1 – Addition.
2. *Print the shapes on page 3.
3. Color or cut out the shapes.
4. Look at the ideas on page 4.

English
1. Make a cartoon.

Day 76*

English*
1. Read this story and fill in the blanks with the best words. Then write your own sentence. Follow the directions!

Math
1. Practice your addition. Choose a game under Math 1 – Addition.

Day 77*

Reading

Math
1. Practice your addition. Choose a game under Math 1 – Addition.
2. Here’s a too easy shape quiz.

Writing*
1. Fill in this worksheet parts 1 and 2.

Computer
1. Typing Click on lessons. Click on the video symbol for lesson 12. Then practice using the “Lesson 12” link.

Day 78

Reading
1. Read chapter 2 of The Tale of Reddy Woodpecker.

Math
1. Practice your addition. Choose a game under Math 1 – Addition.
2. Do this shape puzzle.

Writing
1. Type your sentence from part one of your worksheet from yesterday. (Ask for help opening a program to type in.)
2. Now type one sentence for each of the top three boxes on your worksheet.
3. Here is an example. My favorite room is the kitchen. It is big and has lots of room for the whole family. In the kitchen I hear pigeons cooing outside the window all the time. It often smells of boiling soup.
4. Save your story in a folder with your name on it. (Ask for help.)

Day 79*
Reading
1. Read chapter 3 of *The Tale of Reddy Woodpecker.*

Math
1. Practice your addition. Choose a game under Math 1 – Addition.
2. * Print and color the shapes.

Writing
1. Open your story from yesterday. (Ask for help if you need it.)
2. Type one sentence for each of the bottom three boxes on your worksheet.
3. Here is an example. In the kitchen I taste the soup to see if it needs more salt. It is the coolest room in the house when the wind blows through the window. The kitchen makes me feel happy as long as it is clean!
4. Save your story.

Computer
1. Typing Click on lessons. Click on the video symbol for lesson 13. Then practice using the “Lesson 13” link.

Day 80 (If you want to keep a portfolio, now would be a good time to collect some things for it.)
Reading
1. Read chapter 4 of *The Tale of Reddy Woodpecker.*

Math
1. Practice your addition. Choose a game under Math 1 – Addition.
2. Play in the shape cave. Click on the arrow to go on to the next level.

Writing
1. Fix anything you think is a mistake in your story.
2. Print it out.
3. Draw a picture of the room on the paper.
4. Share it with others. Give it to your homeschool parent to put in your portfolio.

Day 81*
Reading
1. Read chapter 5 of *The Tale of Reddy Woodpecker.*
2. Tell someone what happened in the chapter.
Math
1. **Fractions** are part of a whole number. You already know more about **fractions** than you think.
2. When you break a candy bar in half in order to share it with someone, that’s a fraction. You each have one half. We write that as a one over a two with a line in between. We type it like this 1/2.
3. If you have a small pizza, it is cut into four slices. If there are four people, you each take one of the four slices. We write 1/4. That just means one of the four. That’s how you write it in math language. We say “one fourth.”
4. Go to this website and color in one block blue. One fourth of the square is blue.
5. Color two blocks red. 1/2 of the square is red, right? You could also say that 2 of the 4 squares are red, 2/4.
6. Click on clear. Color all the blocks the same color. Now four of the four blocks are colored, 4/4. We say the “whole” thing is colored.
7. Play around with it. Make different types of fractions.
8. *You could print a screen out of this activity and put it in your portfolio.

Writing*
1. Print out this picture and write a story about what happened. (Parents, you probably have to register to print this out. That’s what junk email addresses are for. It’s quick and free, no confirming required.)

**Day 82**

Reading
1. Read chapter 6 of *The Tale of Reddy Woodpecker.*
2. Tell someone what happened in the chapter.

Math
1. Let's see if you can count the colored parts. Click on start. The square is divided into four parts like the square you painted. Count how many of the parts are colored blue. If one part is colored blue, then it is 1/4, one fourth which just means in math language that one of the four parts is blue.

Writing
1. Describe your family. Tell all about them. Write it down on paper or by typing.

Computer
1. Typing  Click on lessons. Click on the video symbol for lesson 14. Then practice using the “Lesson 14” link.

**Day 83**

Reading
1. Read chapter 7 of *The Tale of Reddy Woodpecker.*
2. Tell someone what happened in the chapter.

Math
1. Design flags.
2. Use the arrows at the bottom of the screen to choose into what fractions you want to divide your flag.
Writing
1. Describe your favorite thing to do. Why do you like to do it?

Day 84
Reading
1. Read chapter 8 of *The Tale of Reddy Woodpecker.*
2. Tell someone what happened in the chapter.
Math
1. Play *Around the World in 80 Seconds.* Click on addition and Easier.
Writing
1. Describe what you ate for dinner yesterday. Include colors and smells!
Computer
1. Typing  Click on lessons. Click on the video symbol for lesson 15. Then practice using the “Lesson 15” link.

Day 85*
Reading
1. Read chapter 9 of *The Tale of Reddy Woodpecker.*
2. Tell someone what happened in the chapter.
Math
1. Read about Frank and Fran’s Fabulous Fractions.
Writing*
1. Print out this story page and write a story about the pictures.

Day 86**(*)
Reading
1. Read chapter 10 of *The Tale of Reddy Woodpecker.*
2. Tell someone what happened in the chapter.
Math
1. Let’s see if you can get across the river. Remember if there are three parts to the circle. Then the number on the bottom is a three. The number on the bottom tells us how many parts it’s divided into to.
Writing**( optional)
1. Copy the first sentence in this chapter. *Jolly Robin’s worrying wife wouldn’t give him a moment’s peace.* You can copy and paste the sentence into here and print.
2. Do you see how it says “worrying wife?” Both words start with a W. Can you think of another pair of words like that? Like maybe Jolly Robin’s sad son. You could use daughter, uncle, grandma, friend. What can you think of?
3. Can you write a sentence like the one you copied using your pair of words? Here’s an example: *Jolly Robin’s sad son said he wanted to play.* You can type your sentence. (Parents the alliteration doesn’t have to use an adjective. It could be, “Grandma’s gum is sticky.”

Day 87
Reading
1. Read chapter 11 of *The Tale of Reddy Woodpecker.*
2. Tell someone what happened in the chapter.

Math
1. Make the right fraction. Choose the right number of parts by using the arrow. Then click on the parts to color them in. Example: if it says 4 out of 4, 4/4, then you would click on the arrow until it said 4. Then you would click on all four parts of the circle to color them all red.
2. Then click on check.
3. Click on New Whole.

Writing
1. Copy the first sentence of chapter 11. *Jolly Robin told his wife how he swooped down over Reddy Woodpecker’s head.* You can copy and past it into here and print.
2. Picture Jolly Robin flying over Reddy Woodpecker. Now picture him swooping down over him. Which is more exciting?
3. Can you write an exciting sentence? You can always type your writing sentences if you like.

Computer
1. Email: Today you will learn how to send an email. You will need someone to show you how to open your email account. Usually you can just click on an icon (little picture) and it will take you there.
2. You need to tell it that you want to write an email. Click on something that says “Compose” or “Send Email.” It should open a blank letter page for you.
3. In the To: box you have to write someone’s email address. If you start typing someone’s email address, usually the rest will show up. You can ask for the email address of your grandmother or someone else close to you.
4. Click in the box next to where it says Subject. In the subject line you can write “Hello” or “From” and then your name.
5. Click in the big box where you are to write your letter. Write something nice. Finish with your name.
6. Click on “Send.”
7. Find out what your parents’ rules are for using email.
8. Remember not to give out your email address except with permission.

Day 88
Reading
1. Read chapter 12 of *The Tale of Reddy Woodpecker.*
2. Tell someone what happened in this chapter.

Math
1. See if you can figure out these fractions. 1/5 means one of the five parts.

Writing
1. Try to win a million fake dollars.

Day 89
Reading
1. Read chapter 13 of *The Tale of Reddy Woodpecker.*
2. Tell someone what happened in the chapter.

Math
1. Read this story about halves, thirds, fourths and fifths. Thirds are when something is divided into three parts, like 1/3. Fourths are when something is divided into four parts, like 3/4. Fifths is when something is divided into five parts, like 2/5. In math language, two fifths, 2/5, just means two of the five parts. It could mean two of the five pieces of cake, or two of the five kids are wearing hats. In math we say two fifths and write, 2/5.

Writing
1. Copy the first sentence in the chapter. One day Reddy Woodpecker was tap, tap, tapping on a tall poplar that grew beside the brook. You can copy and paste and print it from here.
2. The author gives us a sound to listen to, “tap, tap, tapping.” Can you think of some other sound words? Burp, swish, pop,…what are some others?
3. Can you write a sentence with a sound word in it?

Thinking
1. Learn to play set.

Day 90
Reading
1. Read chapter 14 of The Tale of Reddy Woodpecker.
2. Tell someone what happened in the chapter.

Math
1. Play Dude’s Dilemma. Click on addition and EASY.

Writing
1. Try this sentence game again.

Day 91
Reading
1. Read chapter 15 of The Tale of Reddy Woodpecker.
2. Tell someone what happened in the chapter.

Math
1. Learn about pennies. Then click on the penny to practice counting money.
2. Take a penny quiz. Click on NEXT each time.
3. Paint a math picture.

Writing
1. Draw a picture of where Reddy lives.

Day 92
Reading
1. Read chapter 16 of The Tale of Reddy Woodpecker.
2. The chapter is called The Sly Trick. What was the trick? Why was it sly? What does sly mean? (Answers)

Writing
1. Write descriptive words about where Reddy lives. Fill in this worksheet with words that tell what you would see, feel, hear, smell and taste if you were where Reddy lives.
Math
1. Count by five dot to dot.
2. Learn about nickles. Then click on the nickle to count money.
3. Take a nickle quiz. Click on NEXT each time.

Computer
1. Social networking sites: Your parents may use Facebook or another website like it.
2. Find out the rules of the house about using it.
3. Even though sites like that are supposed to be just for your friends, more of what you put on there is for the public than you realize.
4. Don’t share anything that isn’t okay for the whole world to know!
5. Don’t put on your phone number and other personal information just like on other places on the internet.
6. Don’t tag your photos unless your parents tell you to.

Day 93
Reading
1. Read chapter 17 of The Tale of Reddy Woodpecker.
2. Tell someone what happened in the chapter.

Writing
1. Write a description of where Reddy lives. Write sentences using all of the words you wrote in your five senses tree yesterday.

Math
Connect the dots. Click on the up arrow to tell the game you want to count by 10.
1. Learn about dimes. Then click on the dime to count money.
2. Take a dime quiz. Click on NEXT each time.

Day 94
Reading
1. Read chapter 18 of The Tale of Reddy Woodpecker.
2. Tell someone what happened in the chapter.

Speaking
1. Read your description of where Reddy lives to someone and ask them to draw a picture of it. Does it look like your picture at all?

Math
1. How much money? BINGO Choose pennies and the 3×3 box.
2. Do your best to catch 10 blocks.

Thinking
1. Play set. Click on the little “Learn to Play” guy if you need to be reminded of the rules and need to practice again.

Day 95
Reading
1. Read chapter 19 of The Tale of Reddy Woodpecker.
2. What’s the answer to the question in the chapter title? (Answers)

Writing
1. If the other person’s picture doesn’t look right, what could you add to your description to help them draw a better picture that is more like Reddy’s house? After you change your description, you can try and have someone draw again if you like.

Math
1. Practice your addition. Choose a game under Math 1 – Addition.
2. Music turtle!

Day 96
Reading
1. Read chapter 20 of *The Tale of Reddy Woodpecker*.
2. Tell someone what happened in the chapter.

Math
1. Count the nickles by counting by five. Then add on the pennies. Example: 3 dimes and 4 pennies. Hold up 3 fingers or make three marks on a paper and count them by five: 5, 10, 15. Add on 4 pennies. Hold up four fingers or make four marks on a paper and count ON from 15: 16, 17, 18, 19.

English
1. Fact and opinion game Is it really true or just what someone thinks?

Day 97
Reading
1. Read chapter 21 of *The Tale of Reddy Woodpecker*.
2. Tell someone what happened in the chapter.
3. Copy your favorite sentence. (Reddy Woodpecker had no patience with him. Copy, paste and print if you like.)

Math
1. Count the dimes by counting by ten. Then add on the pennies. Example: 4 dimes, 1 nickle and 6 pennies. Hold up four fingers or make four marks on a paper and count them by ten: 10, 20, 30, 40. Count on one five, 45. Add on 6 pennies: 46, 47, 48, 49, 50, 51.
3. Choose a game from Math 1 – Addition.

English
1. Play this spelling game. Guess which letters are in the word.

Computer
1. Open your computer’s word processing program maybe it’s called Word.
2. Type your name.
3. Learn how to click save.
4. Find the folder with your name on it.
5. Type your name in for the name of the file, the document, the thing you are saving.
6. Click on save.
7. Type your full name on the page now.
8. Click on save. Now you don’t have to name it. It already knows.
Day 98
Reading
1. Read chapter 22 of *The Tale of Reddy Woodpecker*.
2. Tell someone what happened in the chapter.
3. Copy your favorite sentence. (It’s no wonder Reddy was angry. Copy, paste, print if you like.)
Math
1. Count the nickels ad pennies.
2. Learn about quarters. Click on the quarter. 4 quarters is 100 cents or 1 dollar
English
1. Play this spelling game.

Day 99
Reading
1. Read chapter 23 of *The Tale of Reddy Woodpecker*.
2. Tell someone what happened in the chapter.
3. Copy your favorite sentence. (The Frisky sat on a limb and glared at him. Copy, paste and print if you like.)
Math
1. Learn about money and count it up!
English
1. Play this spelling game.

Thinking
1. Play set. Click on the little “Learn to Play” guy to be reminded of the rules and to practice again.

Day 100
Click here.
Reading
1. Read chapter 24 of *The Tale of Reddy Woodpecker*.
2. Tell someone what happened in the chapter.
3. Copy your favorite sentence. (Frisky did not intend to go hungry when winter came. Copy and paste and print if you like.)
Math
1. Music turtle!
2. Click on practice facts 1 – 5.
English
1. Play this spelling game. Click on multiple choice.

Day 101*
Reading*
1. *Fill out a book report form for *The Tale of Reddy Woodpecker*. (Just print one page color or b/w.)
Math
1. Take a trip to the candy store. If any of these money games are too hard, skip them and get out your parents’ coins and count money that way. Have a parent or older sibling check and make sure you added correctly.

English
1. Take a spelling test. If it is too much, stop after you do number 15. Check your answers. (I couldn’t understand the word “foot.” The sentence is “A flamingo stands on one foot at a time.”)
2. Parent- If you want handwriting practice, you can print out handwriting pages with these words. Click “print list.”

Day 102*
Grammar*
1. Follow the directions on the page and write in the punctuation. Print page 1 and check your answers on page 2.

Math
1. Count the money.
2. Click on relaxed mode level 1. If the ad on the page is yucky, reload.

Spelling
1. Play this spelling game.

Computer
1. Find the folder with your name on it.
2. Click on it to open it.
3. Find the document with your name on it.
4. Click on it to open it. It should open Word or whatever your word processing program is. Do you see your name? Then you followed all the directions.
5. Type a sentence.
6. Click on save.
7. Click on “file” in the top left corner.
8. Find the word “close” and click on it. Your document, the page you were writing on is gone.
10. Find the document with your name on it.
11. Click on it to open it.
12. Click on the red X in the corner to close the whole program.

Day 103*
Grammar*
1. Which one, I or me? Fill in the blanks.

Math
1. This one is a bit trickier. Can you make the right amount?

Spelling
1. Play this spelling game.

Day 104*
Grammar
1. Rewrite the sentences with a capital I. I is always capital by itself when it is referring to you. Make sure you use a capital letter for the first word in each sentence as well.

Math
1. Go shopping with the farmer. Includes dollar bills. Each is 1 dollar. $1.00

Spelling
1. Play this spelling game.

Thinking
1. Try to play set or choose a game from level 1.

Day 105

Grammar
1. See if you can find the words that should start with a capital letter. ALL NAMES start with a capital letter—names of people like James, names of places like California, and names of things like Declaration of Independence. And you already know that all sentences start with a capital letter.

Math
1. Music turtle!
2. Choose a game from Math 1 – Addition.

Spelling
1. Take a spelling test. You can stop after you do number 15.

Day 106

Reading
1. Read chapter 1 of *The Adventures of Danny Meadow Mouse*. This book is by a different author.
2. Copy a sentence. (option: *No, it wasn’t that.* handwriting page maker)

Math
1. Get out a handful of coins.
2. Sort them into groups: all pennies into one group, all quarters into one group (or whatever currency you are using)
3. Line them up into rows. (These are not American coins.)
4. Now count up how many are in each group and write it down. For example: write “penny” or draw a penny and write “4” if you have four pennies. Do that for each row, for each type of coin.
5. Now take the paper over to where you have Legos or some kind of block.
6. Make a tower for each type of coin. Get red Legos and if you have 4 pennies then build a tower with 4 red Legos.
7. Do that for each coin. Use a different colored Lego for each tower.
8. Here’s another example. If you have 6 nickles, then take 6 blue Legos and build a tower.
9. When you have all of our towers, line them up next to each other. This is a **bar graph**.
10. Save your paper. You are going to keep working on your towers and make more bar graphs.

Spelling
1. Play a spelling game
2. Take the first half of this spelling test. Don’t worry if you get some wrong. Just do numbers 1 through 15.

Day 107

Reading
1. Read chapter 2 of *The Adventures of Danny Meadow Mouse.*
2. Copy a sentence. (option: *Old Mr. Toad just laughed.* handwriting page maker)

Math
1. Get out your paper from yesterday.
2. Build your towers again using this online tool. Just like yesterday, if you had 4 pennies, then you will make a tower of four shapes. Each tower must be different. Use a different color or a different shape for each tower.
3. Your graph will look different because you had different amounts of coins. Make it look like your lego graph.
4. When you are finished making your towers, explain to someone what each tower means. For example, you will show them your tower with four blocks and tell them that means you had 4 pennies. Tell them it is a **bar graph.**
5. Play this addition game. Click on practice facts 1–5.

Spelling/Vocabulary
1. Play a spelling game
2. Play a synonym game. A synonym is a word that has a similar meaning.

Computer
1. Find the folder with your name on it.
2. Find the document with your name on it.
3. Click on it.
4. Click on open.
5. Now practice changing the font. Change the font name and now type something. It’s okay if it’s crazy typing.
7. Change the font and size lots of times and experiment.

Day 108*

Reading
1. Read chapter 3 of *The Adventures of Danny Meadow Mouse.*
2. Copy a sentence. (option: *By and by he turned his head.* handwriting page maker)

Math*
1. Get out your paper again.
2. *Now I want you to draw towers for each of your piles. You can use special paper called graph paper. Print out this graph paper.
3. In the bottom row write the different coins you counted. You can write penny or just write 1 for one cent. Then, if you have 4 pennies, in the first column, above where you wrote 1, you will color in four blocks. Do the same for each type of coin. Make sure you use a different color for each coin. Try and make it look like you lego bar graph.
4. Play this addition game. Click on practice facts 1–5.
Spelling/Vocabulary
1. Play a spelling game.
2. Play this word game.

Day 109*
Reading
1. Read chapter 4 of *The Adventures of Danny Meadow Mouse.*
2. Tell someone what happened in this chapter.

Math*
1. Print out this **bar graph** worksheet. Color in the right number of blocks for each kind of fruit. If there are none of a certain kind, color in zero blocks. You can click on the link to check your graph when you are finished.
2. Play this addition game. Click on practice facts 1–5.

Spelling
1. Play this **Spelling Game.**

Grammar
1. Can you make the right letters capital? Play this capitalization game.

Thinking
1. Choose a game from level 1.

Day 110
Reading
1. Read chapter 5 of *The Adventures of Danny Meadow Mouse.*
2. Copy the sentence. “Next time I’ll get him!” (handwriting page maker)

Math
1. Music turtle!
2. Choose a game from Math 1 – Addition.

Spelling
1. Take this spelling test. You can stop after you do number 15.

Grammar
1. Choose the right capitalization and punctuation. Choose Hard (or do medium and hard.)

Day 111*
Reading
1. Read chapter 6 of *The Adventures of Danny Meadow Mouse.*
2. Tell someone what happened in the chapter.

Math
1. Play with this pie chart or pie graph. We built bar graphs before to show how much we had of different things. We can use fractions and pie graphs to show how much as well. (Note: 25% is 1/4, 50% is 1/2, 33% is 1/3)
2. We’re going to make a pie chart to show how many boys and girls are in your family. Go to this pie chart maker.
3. Type in Girls and the number of girls in your family.
4. Type in Boys and the number of boys in your family.
5. Your family is made up of boys and girls, so boys and girls together fill the whole circle. Is your family half and half or almost all boy or all girl?

6. Draw your family boy/girl pie chart. Use this My Family pie graph worksheet. Choose which colors to use and label your graph by coloring in the boxes by the words boy and girl. If you color the box by girl pink, then color the girl portion of your pie chart pink.

Writing*
1. Copy these words. ship shop shape shine shirt shoe (Copy and paste these into the handwriting page maker.)
2. They all start with the sh sound, so they all start with an s and an h.

Grammar
1. A noun is a person, place or thing. Those types of words, words that are people places or things, we call nouns. Here are some nouns: girl, downtown, ball. That's a person a place or a thing. They are all nouns. Susan, Philadelphia and the Pentagon are also a person, a place and a thing. They are all nouns.
2. Play this game. There is one fish that has a noun written above it. See if you can find the nouns. If you aren’t sure, ask this question. Can you touch it? You can touch a person. You can touch a place; you can stand on it. You can touch a thing.

Day 112**
Reading
1. Read chapter 7 of The Adventures of Danny Meadow Mouse.
2. Copy the sentence: “That's good,” said she. (handwriting page maker)

Math*
1. Choose a game from Math 1 – Addition.
2. *Answer the questions on this graph page. There is a bar graph and a circle graph.
3. Here are the answers to check when you are done.

Spelling*
1. Print out this spelling worksheet and fill in the blanks.

Grammar
1. Read about nouns. Sing a song about them too if you like.

Computer
1. Find the document folder with your name on it and double click on it to open it.
2. Find the document with your name on it to open it.
3. Click in the top left corner of the page.
4. Hit enter a few times.
5. Now type a title for your page. You can call it your name if you like.
6. Now click on the center button. There should be three buttons with lots of lines on them. They are showing lines of words lines up to the left, to the right and in the center. You want your title in the center. See if you can get it in the center.
7. Now highlight your title. Click and drag your cursor over your title.
8. Choose a different color for your title.
9. Now move down and click in the rest of your typing below.
10. Click on the left and right buttons and watch what happens.
11. Now change the color of those words.

**Day 113**
Reading
1. Read chapter 8 of *The Adventures of Danny Meadow Mouse.*
2. Tell someone what happened in the chapter.

Math
1. Read "I Am Special."
2. Play Fruit Fall.

Spelling
1. Find the words in this PuzzleFast word search. (Note: you can click on the "A" multiple times to make the letters bigger.)

Grammar
1. Play this noun game. It will give you a list to choose from. Leave a check next to noun. Click on everything else to take off their check marks. Choose how fast you want it to go.

**Day 114**
Reading
1. Read chapter 9 of *The Adventures of Danny Meadow Mouse.*
2. Tell someone what happened in the chapter.

Math
1. Read “Kids Have Pets.”
2. Choose a game from Math 1 – Addition.

Spelling*
1. Print this PuzzleFast crossword puzzle. (Note: you can click on the “A” multiple times to make the boxes bigger.)

Grammar*
1. Print out a nouns worksheet and find and circle the nouns. (Choose simple sentences, one column, show the answer to the first problem, uncheck asking the student to name the type of noun)

Thinking
1. Choose a game from level 1.

**Day 115**
Reading
1. Read chapter 10 of *The Adventures of Danny Meadow Mouse.*
2. Tell someone what happened in the chapter.

Math
1. Read “Kinds of Graphs.” (If there is no next button, scroll down.)
2. Play with this bar graph maker. You can click on the words to delete them and write your own. Can you make a graph of how you spend your time? You can make your labels: school, play, read, eat, sleep, and whatever else. Each block could be one hour. (You can click on the numbers to change them too.)

Spelling
1. Take a spelling test. Have someone read you the words listed on day 111. Write them down without someone helping you. Can you spell them correctly? Get a high five and a hug if you got them all right.

2. Play this alphabetical order game. Do you remember alphabetical order?

**Day 116**

**Reading**
1. Read chapter 11 of *The Adventures of Danny Meadow Mouse.*
2. Tell someone what happened in this chapter.

**Math**
1. Get out 5 blocks or coins or something, all the same. I’m going to use blocks.
2. You have 5 blocks. Lay them down. Pick up one in your hand. How many are laying there now? 4, of course!
3. There are 4 down and 1 in your hand. $4 + 1 = 5$. You knew that. Now we are seeing that five take away one is four. In math we say: **five minus one equals four** or **$5 - 1 = 4$**
4. This is called **subtraction**.
5. Write that big word on the top of a piece of paper and write underneath it **$5 - 1 = 4$**
6. Now play with your blocks. If you take away 2, how many are left? If you take away 5, how many are left?

**Spelling**
1. Copy these words: chin chip chop cheep church churn. (Copy and paste these into the handwriting page maker.)

**Grammar**
1. Go around your house touching things and say, for example, “A book is a noun. A door is a noun. The floor is a noun.” Find lots and lots of **nouns**. Go!

**Day 117**

**Reading**
1. Read chapter 12 of *The Adventures of Danny Meadow Mouse.*
2. Tell someone what happened in this chapter.

**Math**
1. Get out ten blocks (or whatever).
2. Lay five blocks out together.
3. Add on one block. $5 + 1 = 6$ Say it out loud, “Five plus one equals six.”
4. Add another block. $6 + 1 = 7$ Each time say the math problem out loud.
5. Add another block. $7 + 1 = 8$
6. Add another block. $8 + 1 = 9$
7. Add another block. $9 + 1 = 10$
8. Now take away a block. $10 - 1 = 9$ Say it out loud, “Ten minus one equals nine.”
9. Take away another block. $9 - 1 = 8$ Continue to say each problem out loud.
10. Continue until you have no blocks.

**Grammar**
1. See how many nouns you find in this sentence. His big eyes filled with tears as he looked at Danny Meadow Mouse, for Danny was all torn and hurt by the cruel claws of Hooty the Owl, and you know Peter has a very tender heart.

2. What are the nouns? A noun is a person, a place or a thing. It’s okay if you didn’t find them all!

Spelling*
1. Fill in the missing letters in this Spelling List 1.2 worksheet.

Thinking
1. Choose a game from level 1.

Day 118*

Reading
1. Read chapter 13 of The Adventures of Danny Meadow Mouse.
2. Tell someone what happened in this chapter.

Math*
1. If you had 100 blocks, and I took all 100 away, how many blocks would you have? (answer: zero)
2. If you had 1 million blocks, and I took away 1 million blocks, how many blocks would you have? (answer: zero)
3. If you had one block, and you gave me one block, how many blocks would you have? (answer: zero)
4. If you had five blocks, and you didn’t give me any, how many blocks would you have? (answer: you would still have five blocks)
5. If you had nine blocks, and you gave me zero blocks, how many blocks would you have? (answer: nine)
6. If you have seven blocks, and I took from you zero blocks, how many blocks would you have? (answer: seven)
7. *Fill in subtracting zero and one worksheet. There is one problem at the beginning that we didn’t talk about (3 – 2). See if you can think about it and figure it out.

Writing
1. Write a rhyme like this one in the story. My ears are long. My legs are strong. You just have to rhyme two sentences.
2. Think of two rhyming words.
3. Read this out loud: My ears are long. My legs are strong.
4. Put your two rhyming words together in short sentences like that.
5. Read your sentences out loud. How do they sound?

Spelling
1. Play this PuzzleFast word search game. You can print it or play online. Click on the big A to make the letters bigger. Click the first and last letter of the words when you find them.

Day 119

Reading
1. Read chapter 14 of The Adventures of Danny Meadow Mouse.
2. Tell someone what happened in this chapter.
Math
1. Fill in another subtracting zero and one worksheet.
2. Feeling good about starting to subtract?

Grammar
1. Copy this sentence. *So Peter hurried over to the nearest tree.* (If you like, copy and paste it into the handwriting page maker.)
2. Underline the two **nouns** in that sentence. (answer: Peter, tree)

Writing
1. Calling him a “gentleman” instead of “he” or his name is more interesting. It is also more interesting to say he “started up hurriedly and made for his tunnel” than to say, “he ran to his tunnel.”
2. How many different, and more interesting, ways can you say, “I walked into the room.” Example: I snuck into the room. I tiptoed into the room. I crashed into the room. What can you think of?

Spelling
1. Play unscramble the spelling words. Click on the blanks and type in the letters.

Computer
1. See if you remember how to open your file we’ve been working on. It should be called your name and be in a folder with your name on it.
2. Click anywhere on the page and find where it says “Insert.” You are going to insert a picture. You can insert clip art that comes with your program. Or you can insert from a “file” which means a picture you have saved on your computer. Try inserting both kinds. After you click on insert, you’ll have to choose which picture. If you double click on it or click on open it should appear in your file. Use what’s on your computer already. We’re not going to get any other pictures onto your computer right now.
3. When you are done, make sure you save your file.

Day 120 (If you want to keep a portfolio, now would be a good time to collect some things for it.)

Reading
1. Read chapter 15 of *The Adventures of Danny Meadow Mouse.*
2. Tell someone what happened in this chapter.

Math
1. Play subtraction harvest. The wiggling apples are going to fall. How many apples will be left on the tree? If you aren’t sure, count the still apples.
2. Choose a game from Math 1 – Addition.

Spelling
1. Take a spelling test. Have someone say all your spelling words from day 116. Write them down (or type them). Can you spell them? Did you get them all right? Get a high five and a hug if you got them all right.
2. Put your spelling test in your portfolio. (Give it to a parent to put it in for you.)

Grammar
1. Play word invasion. You want to play nouns. So you need to have nouns checked. Click on everything else to get rid of their checks. Zap all the nouns.

Day 121*

Reading
1. Read chapter 16 of *The Adventures of Danny Meadow Mouse.*
2. Tell someone what happened in this chapter.

Math
1. When we subtract, we take away from what we already have. If you have 5 and take 0 away, you still have 5. If you have 5 and take 1 away, you have four. That’s 5 minus 1 equals 4. \(5 - 1 = 4\) Subtraction is the opposite of addition. If you have four and add back on one, then you have five. These facts are all relatives: \(1 + 4 = 5\), \(4 + 1 = 5\), \(5 - 1 = 4\), \(5 - 4 = 1\). Whenever you see a subtraction problem with the two numbers right next to each other on the number line (like 5 and 4 or 6 and 7 or 8 and 9) then the answer will be one. If you have nine candies and I take eight, then you will only have one left. If I take all nine away, you will have zero.
2. Play feed the frog. This game has missing numbers. It might ask \(4 + \_\_ = 5\). In this game you will have to think, “What plus 4 equals 5?” The answer is 1. \(1 + 4 = 5\) This is practice for subtraction.
3. Choose a game from Math 1 – Addition.

Spelling
1. Write these words: *who*, *what*, *why*, *where*, *when*, *which*. (You can paste them into the handwriting page maker.)

Grammar*
1. *Print out this noun worksheet. (To print: Simple, uncheck write the type, one column)*
   Find the nouns and then check your answers.
2. Give this worksheet to a parent to put in your portfolio.

Click on what year you are studying: Year 1 Year 2 Year 3 Year 4

Day 122**

Reading
1. Read chapter 17 of *The Adventures of Danny Meadow Mouse.*
2. Tell someone what happened in this chapter.
3. Here is a picture of a cricket frog.

Math
1. Remember if you take away 5 from 5 you have nothing, 0. If you take 4 away from 5, you still have 1 left. \(5 - 4 = 1\)
2. Do this subtraction worksheet.
3. Do you remember how to build fractions? The bottom number tells you how many pieces to divide the shape into. The top number tells you how many parts to fill in.

Spelling*
1. Fill in the blanks in this Spelling List 1–3.

Grammar*
1. Print out a proper noun worksheet. Remember that all names should start with a capital letter? Well, all names are nouns. They are called “proper nouns.” Names are names of people, names of places and names of things.” Circle all the proper nouns on this worksheet. You don’t have to write the sentences.

Computer
1. From now on you can do Thinking on your computer day, or you can play around on your word processing program and create new documents.

Day 123
Reading
1. Read chapter 18 of The Adventures of Danny Meadow Mouse.
2. Tell someone what happened in this chapter.

Math
1. Choose a game from Math 1 – Addition.
2. Here’s a new problem: \(5 - 3 = 2\), \(5 - 2 = 3\) These are related to: \(2 + 3 = 5\), \(3 + 2 = 5\)
3. Do this subtraction worksheet.

Spelling
1. Do this PuzzleFast Word Search.

Grammar
1. Read this part of the chapter: By and by, happening to look across the snow-covered Green Meadows, he saw something that made his heart jump.
2. In this sentence what is the proper noun and what is the “common noun,” that’s what we call regular nouns that aren’t names and don’t use a capital letter. (Answers)

Writing
1. Write words that you could use to describe a meadow. In this sentence he called it “the snow-covered Green Meadows.” You could say the flat meadows. The sweet-smelling meadows. What can you think of?

Day 124
Reading
1. Read chapter 19 of The Adventures of Danny Meadow Mouse.
2. Copy this part of a sentence. Peter Rabbit sat in his secretest place in the dear Old Briar-patch. (handwriting page maker)

Math
1. Play this fraction golf game. Remember that the bottom number tells how many parts the circle is divided into and the top part tells you how many of the parts should be colored in. Follow the directions on the screen to get a hole in one!
2. Play this subtraction game. Pop the balloons to count down.

Spelling
1. Unscramble the words in this PuzzleFast game.

Grammar
1. Circle the proper nouns and underline the common nouns in the sentence you copied. (Answers)
Thinking
1. Choose a game from level 1.

Day 125*

Reading
1. Read chapter 20 of *The Adventures of Danny Meadow Mouse.*
2. Tell someone what happened in this chapter.

Math*
1. Choose a game from Math 1 – Addition.
2. Play Fraction Pizza. Choose “Go Easy” under “Difficulty.”
3. Play subtraction harvest.

Spelling
1. Take a spelling test. Have someone read the words to you from Day 121. Write them down. Did you spell them correctly? Get a high five and a hug if you got them all right.

Writing
1. Write an acrostic poem.

Day 126*

Reading
1. Read chapter 21 of *The Adventures of Danny Meadow Mouse.*
2. Tell someone about this chapter.

Math
1. Play feed the frog.
2. Hold one hand up. You have five fingers. Put down your thumb. That’s 5 – 1 = 4. Now switch your fingers. Put down four and leave your thumb up. That’s 5 – 4 = 1. Switch your fingers back and forth. Now hold up four fingers. Now lift up your thumb. That’s 4 + 1 = 5. With your fingers you can make the whole 1, 4, 5 family. 1 + 4 = 5 , 4 + 1 = 5 , 5 – 1 = 4 , 5 – 4 = 1
3. What other subtraction problem can you make on your hand? How about 5 – 2 = 3 and 5 – 3 = 2?
4. Draw a picture to show 5 – 2 = 3.

Spelling
1. Write these words. this that they thing think there (You can paste them into the handwriting page maker.)
2. They all start with *th.*

Grammar*
1. Print out a proper noun worksheet. Remember that all names should start with a capital letter? All names are nouns. They are called proper nouns. Names are names of people, names of places and names of things. Circle all the proper nouns on this worksheet. You don’t have to write the sentences.

Day 127

Reading
1. Read chapter 22 of *The Adventures of Danny Meadow Mouse.*
2. Tell someone what happened in the chapter.
Math
1. Choose a game from Math 1 – Addition.
2. Count down subtraction. You can just do 10 problems.
3. Get out blocks or coins or something and show that \(3 + 3 = 6\) and \(6 - 3 = 3\).

Grammar
1. Tell someone at least two proper nouns from this chapter.

Spelling*
1. Print out this spelling worksheet and fill in the blanks. Spelling List 1.4

Thinking
1. Choose a thinking game from level 1.

Day 128
Reading
1. Read chapter 23 of The Adventures of Danny Meadow Mouse.
2. Tell someone what happened in this chapter.

Math
1. Here’s your family of the day. \(2 + 4 = 6\), \(4 + 2 = 6\), \(6 - 4 = 2\), \(6 - 2 = 4\)
2. Draw a picture or use blocks to show how this family works.
3. Do these subtraction flash cards.

Grammar
1. List all of the proper nouns you can think of. Name everyone in your family. Name the places where you live. Here are some examples of proper nouns in my life: Richard, Ned, Pennsylvania, United States

Spelling
1. Do this PuzzleFast Word Search.

Day 129
Reading
1. Read chapter 24 of The Adventures of Danny Meadow Mouse.
2. Tell someone what happened in the whole book!

Math
1. Here’s your problem of the day. \(4 + 4 = 8\), \(8 - 4 = 4\)
2. Hold up four fingers on both hands and show that four plus four equals eight and eight minus four equals four.
3. Choose a game from Math 1 – Addition.

Spelling
1. Unscramble your spelling words with this PuzzleFast puzzle game.

Grammar
1. Play noun basketball.

Thinking
1. Choose a level 1 thinking game.

Day 130*
Reading*
1. Fill in the book report form. Print out one page either b/w or color.
Math
1. Here’s your problem of the day. $5 + 5 = 10$, $10 - 5 = 5$
2. Do this subtraction worksheet.
3. Music turtle!

Spelling
1. Take a spelling test. Ask someone to tell you your spelling words from Day 126 and write them down. Did you get them all right? Get a high five and a hug if you got them all right.

Vocabulary
1. Play Word Frog. Click on synonyms. Choose your speed.

**Day 131***

English
1. Let’s do some review.
2. Alphabetical Order
3. Put the words in alphabetical order. Click on Medium. Look at the first letter of each word. **Ball** comes before **couch** because **b** comes before **c**. **Shoe** comes before **turtle** because **s** comes before **t**.
4. Put the right pronouns in the sentences. A **pronoun** is a word that replaces a noun. I could say, “Sarah gave the book to John.” Or, I could say, “She gave it to him.” You know all about **pronouns**. You use them every day. I said “she” instead of Sarah. I said “it” instead of the book. I said “him” instead of John. I think it will be easy for you to pick the right pronouns. Just read the sentence out loud and choose the pronoun that sounds right.

Math**
1. *Let’s fill in some fact families. Fact Families (You might want to print out three of these.)
2. In the top triangle of circles, write 5 in the “whole” circle. In the bottom two circles write 2 and 3. Now explain how they are a family. 2 and 3 are two parts of the whole. If you put them together, they make the whole. $2 + 3 = 5$ and $3 + 2 = 5$. If you start with the whole, and take away one of the parts, you have the other part leftover. $5 - 2 = 3$ and $5 - 3 = 2$.
3. Now do the same thing with the other triangle of circles. This time fill it in for the 2, 4, 6 family. Explain how they are a fact family.
4. Choose a game from Math 1 – Addition.

**Day 132***

English
1. Play Synonym Sam.
2. Play Word Frog. Click on synonyms. Choose your speed.
3. Put the right **pronouns** in the sentences and build a clubhouse.

Math**
1. Let’s learn a new subtraction fact. You know that $3 + 4 = 7$ and that $4 + 3 = 7$, right?
2. Here is the subtraction half of that fact family. $7 - 4 = 3$ and $7 - 3 = 4$.
3. Do this subtraction worksheet. Subtraction worksheet 2
4. Play this subtraction game. Click on facts 1 and 2. If you don’t know one of the answers, count down or try and think of its fact family.

Thinking
1. Play Set.

Day 133(*)

English
1. Find the nouns.
2. Play word invasion. You want to play nouns and pronouns, so you need to have nouns and pronouns checked. Click on everything else to get rid of their checks. At the bottom of the screen it will tell you what kind of word to zap.
3. Play noun basketball.

Math(*)
1. Let’s learn another subtraction fact. You know that 2 + 5 = 7 and that 5 + 2 = 7.
2. To subtract we say 7 – 5 = 2 and 7 – 2 = 5.
3. *Fill in another fact family sheet for the families 3, 4, 7 and 2, 5, 7.
4. Choose a game from Math 1 – Addition.

Day 134(*)

English
1. (*)Write these words. this thing where why shop shoe chop church (You can paste them into the handwriting page maker.)
2. Do this PuzzleFast wordsearch.

Math
1. Let’s do one more fact family this week. 3 + 5 = 8, 3 + 5 = 8
2. Subtract them. 8 – 3 = 5 and 8 – 5 = 3.
3. Take out 8 coins or blocks and show that 8 - 5 = 3 and 8 - 3 = 5.
4. Play this subtraction game. Click on facts 1 and 2.

Thinking
1. Choose a game from level 1.

Day 135

English
1. Play this English review game.

Math
1. Choose a game from Math 1 – Addition.
2. Music turtle!
3. Do you remember that 10 − 5 = 5, 8 − 4 = 4, 6 − 3 = 3, 4 − 2 = 2? Go tell someone all those facts!

Day 136

Reading
1. Read chapter 1 of Buster Bear (BB1) by Thornton Burgess. This is a different series of animal books. I think you’ll find them funny.
2. Tell someone what happened in this chapter.

Math
1. Play feed the frog.
2. Do 15 Count Down Subtraction problems. Fill in the minimum and maximum as 3 and 8.
   Fill in the bottom numbers minimum and maximum as 0 and 5.

Spelling
1. Write these words. bikes stores cars tables friends times (You can paste them into the handwriting page maker.)
2. Go here and look for the Plural Fishing Game (click on it.) Then click on the guy to the left and click on bike = bikes button. Play the game.

Day 137(*)

Reading
1. Read chapter 2 of *Buster Bear* (BB2) by Thornton Burgess.
2. Tell someone what happened in the chapter.

Math(*)
1. Let’s do another fact family. You know that 4 + 5 = 9 and that 5 + 4 = 9.
2. Let’s subtract them. 9 - 5 = 4 9 - 4 = 5 Go and tell someone.
3. Hold up your hands and fold down one thumb. On one hand you have 5 fingers showing. On the other hand you have four fingers showing. Your hands together show that 5 + 4 = 9.
4. Hide the hand with all five fingers out. That shows that 9 - 5 = 4.
5. Now show that 9 - 4 = 5.
6. Let’s fill in another fact family page. Do the families 4, 5, 9 and 3, 5, 8.
7. Choose a game from Math 1 – Addition.

Spelling
1. Write these words. toys ways days plays keys (You can paste them into the handwriting page maker.)
2. The alphabet is made up of vowels and consonants. The vowels are a e i o u . The consonants are everything else.
3. Go here and look for the Plural Fishing Game (click on it.) Then click on the guy to the left and click on toy = toys button. Play the game.

Thinking
1. Choose a game from level 1.

Day 138

Reading
1. Read chapter 3 of *Buster Bear* (BB3) by Thornton Burgess.
2. Tell someone about this chapter.

Math
1. Play subtraction bowling.
2. Play subtraction baseball.

Spelling
1. Write these words. washes misses brushes peaches wishes taxes (You can paste them into the handwriting page maker.)
2. Go here and look for the Plural Fishing Game (click on it.) Then click on the guy to the left and click on wash = washes button. Play the game.

Day 139*
Reading
1. Read chapter 4 of Buster Bear (BB4) by Thornton Burgess.
2. Tell someone about this chapter.
Math
1. Minus Mission
2. Go fishing.
Spelling*
1. Fill in this worksheet, Plural 1.
Grammar
Thinking
1. Choose a game from level 1.

Day 140
Reading
1. Read chapter 5 of Buster Bear (BB5) by Thornton Burgess.
2. Tell someone about this chapter.
Math
1. Music turtle!
2. Do you remember that 10 – 5 = 5 , 8 – 4 = 4 , 6 – 3 = 3 , 4 – 2 = 2 ? Go tell someone all those facts!
3. Subtraction Blast
Writing
1. Write a short story using a word from each of the spelling rule lists from this week. (You can use your paper from day 139 for a list of words.) You can type your story (or ask for help writing it down).

Day 141
Reading
1. Read chapter 6 of Buster Bear (BB6) by Thornton Burgess.
2. Tell someone about this chapter.
Math
1. Choose a game from Math 1 – Subtraction.
2. Play this nickels and pennies game.
Writing
1. Write this sentence from the chapter. Who makes an enemy a friend, to fear and worry puts an end. (You can paste them into the handwriting page maker.)

Day 142
Reading
1. Read chapter 7 of *Buster Bear* (BB7) by Thornton Burgess.
2. Tell someone about this chapter.

Math
1. Choose a game from Math 1 – Addition.
2. Add nickles and pennies. Which is worth more?

Writing
1. Write this sentence from the chapter. *There the same thing happened.* (You can paste them into the handwriting page maker.)

Spelling
1. Not all plural words follow a rule. You know that you say, “One child,” but you say “Two children” not “two childs.” In this matching game you will find the single and plural word matches.

Thinking
1. Choose a game from level 1.

**Day 143**

Reading
1. Read chapter 8 of *Buster Bear* (BB8) by Thornton Burgess.
2. Tell someone about this chapter.

Math
1. Choose a game from Math 1 – Subtraction.
2. Match the dimes.

Writing
1. Write this sentence from this chapter. *A sudden odd surprise Made Farmer Brown’s boy’s hair to rise.* (You can paste them into the handwriting page maker.)

Spelling
1. Play this plural word matching game.

**Day 144**

Reading
1. Read chapter 9 of *Buster Bear* (BB9) by Thornton Burgess.
2. Tell someone about this chapter.

Math
1. Choose a game from Math 1 – Addition.
2. Match the quarters.

Writing
1. Write this sentence from the chapter. *What is it?* (You can paste them into the handwriting page maker.)

Grammar Review
1. Play word invasion. You want to play nouns and pronouns, so you need to have nouns and pronouns checked. Click on everything else to get rid of their checks. Zap all the nouns.
2. Finish the sentence with a period.
3. Capitalization
Thinking
1. Choose a game from level 1.

Day 145
Reading
1. Read chapter 10 of *Buster Bear* (BB10) by Thornton Burgess.
2. Tell someone about this chapter.
Math
1. Choose a game from Math 1 – Subtraction.
2. Do you have enough money?
Writing
1. Write this sentence from the chapter. “That’s a splendid idea!”(You can paste them into the handwriting page maker.)
Spelling
1. Spell these words. Click on the a_e block. (Notice ALL of the words are spelled with an “A” and a silent “E” at the end.) Click on start.
2. Get a high five or a hug if you get them all right.

Day 146
Reading
1. Read chapter 11 of *Buster Bear* (BB11) by Thornton Burgess.
2. Tell someone what happened in the chapter.
Math
1. Play Minus Mission.
2. Play fruit fall. Remember bar graphs?
Spelling
1. Go here and look for the Plural Fishing Game (click on it.) Then click on the guy to the left and click on wife = wives button. Play the game.
2. Write these words. shelves knives loaves wolves leaves (You can paste them into the handwriting page maker.)

Day 147
Reading
1. Read chapter 12 of *Buster Bear* (BB12) by Thornton Burgess.
2. Tell someone what happened in the chapter.
Math
1. Play Around the World in 80 Seconds, addition.
2. Make a circle graph (or pie chart). Type in each kind of fruit you have in your house. Then type in how many of each type of fruit you have. If you have 8 oranges, then type orange 8. When you are done, click on Draw Chart. Which color is the biggest? Look at the color boxes at the bottom of your graph. Which fruit is marked by that color? That’s the fruit that you have the most of!
Spelling
1. Play this PuzzleFast word find.
Vocabulary
1. Find the opposites. Words that mean the opposite are called **antonyms**. Click on the cards to turn them over. Find their opposite match!

**Thinking**
1. Choose a game from level 1.

**Day 148**

**Reading**
1. Read chapter 13 of *Buster Bear* (BB13) by Thornton Burgess.
2. Tell someone what happened in the chapter.

**Math**
1. Play Dude’s Dilemma, subtraction.
2. Make fractions. Make the right number of pieces by clicking on the arrow. The number of pieces should be the same as the bottom number. Click on the pieces to color them in. Here’s an example. 3/4 means 3 out of 4. Make 4 pieces and then click on 3 to color them in. Three out of the four pieces are colored in.

**Spelling**
1. Do you think you can learn one more plural spelling rule? Try it.
2. Go here and look for the Plural Fishing Game (click on it.) Then click on the guy to the left and click on lady = ladies button. Play the game. Don’t worry if you are not perfect! That’s why we practice!
3. When you finish the game, don’t close the screen.

**Writing**
1. Write a funny sentence using one of the words from the spelling game.

**Day 149**

**Reading**
1. Read chapter 14 of *Buster Bear* (BB14) by Thornton Burgess.
2. Tell someone what happened in the chapter.

**Math**
1. Choose a game from Math 1 – Addition.
2. Play cross the river

**Grammar**
1. Play noun basketball.

**Writing**
1. Make sentences to help the monkey.

**Thinking**
1. Choose a game from level 1.

**Day 150**

**Reading**
1. Read chapter 15 of *Buster Bear* (BB15) by Thornton Burgess.
2. Tell someone what happened in the chapter.

**Math**
1. Choose a game from Math 1 – Subtraction.
2. Music turtle!
Spelling
1. Go here and look for the Plural Fishing Game (click on it.) Then click on the guy to the left and click on ALL RULES. Play the game. Don't worry if you are not perfect! That’s why we practice!

Writing
1. Write a sentence about what your favorite place to be is. (You can type if you like.) My favorite place to be is…. (You can paste that first part of the sentence into the handwriting page maker if your writer struggles.) Why is it your favorite place?

Day 151
Reading
1. Read chapter 16 of *Buster Bear* (BB16) by Thornton Burgess.
2. Tell someone what happened in the chapter.
Math
1. Choose a game from Math 1 – Addition.
2. Learn to tell time. Use the mouse to point to a number. It will tell you the time on the clock below. When you see 7:00, you read it “seven o’clock.” Click on the arrow to go to the next page.

Spelling
1. Play plural girls.

Writing
1. Write a funny sentence about two _______.
2. Read your sentence to someone.
3. If the person laughed, get a high five!

Day 152
Reading
1. Read chapter 17 of *Buster Bear* (BB17) by Thornton Burgess.
2. Tell someone what happened in the chapter.

Math
1. Choose a game from Math 1 – Subtraction.
2. Practice with a clock.
3. *You could print out a clock to practice with.

Spelling
1. Go here and look for the Plural Fishing Game (click on it.) Then click on the guy to the left and click on ALL RULES. Play the game. Don’t worry if you are not perfect! That’s why we practice!

Vocabulary
1. Try this crossword puzzle. If you get stuck, you can look at the word list.

Thinking
1. Choose a game from level 1.

Day 153
Reading
1. Read chapter 18 of *Buster Bear* (BB18) by Thornton Burgess.
2. Tell someone what happened in the chapter.

Math
1. Choose a game from Math 1 – Addition.
2. Match the times.

Spelling
1. Take a spelling test. Write the plural of these words: toy, leaf, lady, watch, bike. (Answers)

Day 154

Reading
1. Read chapter 19 of *Buster Bear* (BB19) by Thornton Burgess.
2. Tell someone what happened in the chapter.

Math
1. Subtraction flashcards
2. Learn about telling time. Click on the little clocks to turn the page.

Grammar
1. Play the pronoun balloon game. A pronoun is a word that replaces a noun.

Thinking
1. Choose a game from level 1.

Day 155

Reading
1. Read chapter 20 of *Buster Bear* (BB20) by Thornton Burgess.
2. Tell someone what happened in the chapter.
3. Here’s a picture of Buster Bear at the end of the chapter.

Math
1. Addition flashcards
2. What time is it?

Grammar
1. Play word invasion. Choose nouns AND pronouns.

Day 156

Reading
1. Read chapter 21 of *Buster Bear* (BB21) by Thornton Burgess.
2. Tell someone about this chapter.

Math
1. Choose a game from Math 1 – Subtraction.
2. What time is it? Match the clocks.

Grammar
1. Play power proofreading. Click on grade 2 and “Our Forest Friends.” You have to find four mistakes in what is written. There are two sentences that don’t start with a capital letter. Click on the mistake and then fix it. There is a question that needs a question mark and there is a sentence that needs a period. Can you find them?

Day 157

Reading
1. Read chapter 22 of *Buster Bear* (BB22) by Thornton Burgess.
2. Tell someone about the chapter.

Math
1. Subtraction flashcards
2. What time is it? Match the clocks.

Spelling
1. Play plural girls. Try fill in the blank.

Thinking
1. Choose a game from level 1.

**Day 158**

Reading
1. Read chapter 23 of *Buster Bear* (BB23) by Thornton Burgess.
2. Tell someone the story of the whole book.
3. How would you describe Buster Bear? Write a list of words that tell about him. What does he look like? What does he act like? Is he funny? Is he grumpy?

Math
1. Choose a game from Math 1 – Subtraction.
2. Play the time board game. Roll the die by click on it (the square at the bottom with a dot on it). Then click the gear to turn the clock hands. Match the clocks and click on done.

**Day 159**

Reading
1. Fill out a book report form for *Buster Bear*.

Math
1. Addition flashcards
2. Take the time quiz.

Grammar
1. Play pronoun Treasure hunt level 2.

Thinking
1. Choose a game from level 1.

**Day 160** (If you want to keep a portfolio, now would be a good time to collect some things for it.)

Writing
1. Write what you think happens to Buster Bear next.

Math
1. Choose a game from Math 1 – Addition.
2. Play with a clock. Type in a time.

**Day 161**

Reading
1. Choose a book to have read to you.

Math*
1. Build a train with Caillou. Click on one of the pictures. Then choose to play with the train.
2. *Fill in the time on this clock worksheet. Sometimes you have to draw the hands on the clock. Sometimes you have to write the time. Have a parent check your answers.

Grammar
1. Play power proofreading. Click on 2nd grade. Then click on "On-the-Spot News." Look for two sentences that need to start with a capital letter. Click on the mistake and fix it. Then look for a sentence that needs a period and a sentence that needs an exclamation point!

Day 162*
Reading
1. Choose a story to read and to listen to.
Math*
1. What's missing?
2. *Fill in the time on this clock worksheet. Have a parent check your answers.
Grammar
1. Play power proofreading.
Thinking
1. Choose a game from level 1.

Day 163*
Reading
1. Read the first and last poem in this packet. Read them out loud.
Math*
1. Be a pattern detector.
2. *Let's do one more clock worksheet. Have a parent check your answers.
Writing
1. Copy this part of the poem. *All things bright and beautiful* (Use this handwriting worksheet maker if you like.)
Spelling
1. Play this spelling game.

Day 164
Reading
1. Read the second and last poem in this packet. Read them out loud.
Math
1. Play Busy Bees.
2. Do these subtraction flashcards.
Writing
1. Copy this part of the poem. *All creatures great and small* (Use this handwriting worksheet maker if you like)
Spelling
1. Play this spelling game.
Thinking
1. Choose a game from level 1.

Day 165
Reading
1. Read the third and last poem in this packet. Read them out loud.

Math
1. Music memory turtle
2. Do these addition flashcards.

Writing
1. Copy this part of the poem. *All things wise and wonderful* (Use this handwriting worksheet maker if you like)

Spelling
1. Play this spelling game.

**Day 166**

Reading
1. Read the poems called “Days of the Week” and “Monday, Mommy Baked a Cake” as well as the last poem in this packet. Read them out loud.

Math
1. What time is it?
2. Play subtraction bowling.

Writing
1. Copy this part of the poem. *The Lord God made them all.* (Use this handwriting worksheet maker if you like)

Spelling
1. Play spelling match.

**Day 167**

Reading
1. Read the poems called “The Months” and “The Year” as well as the last poem in this packet. Read them out loud.

Math
1. What time is it? Match the clocks.
2. Subtraction Flashcards

Writing
1. Copy this part of the poem. *He gave us eyes to see them,* (Use this handwriting worksheet maker if you like)

Spelling
1. Play word sort.

Thinking
1. Choose a game from level 1.

**Day 168**

Reading
1. Read the poem called “Mr. Nobody” as well as the last poem in this packet. Read them out loud. Who is Mr. Nobody? What is the poem about?

Math
1. Match the quarters.
2. Minus Mission
Writing
1. Copy this part of the poem. *And lips that we might tell* (Use this handwriting worksheet maker if you like)

Spelling
1. Play word builder.

Day 169
Reading
1. Read the poem called “The Goops” as well as the last poem in this packet. Read them out loud.

Math
1. Do you have enough money?
2. Play subtraction baseball.

Writing
1. Copy this part of the poem. *How great is God Almighty,* (Use this handwriting worksheet maker if you like)

Spelling
1. Play this contractions memory game. **Contractions** are when we shorten words. We say, “can’t,” instead of “can not.” We say, “I’ll,” instead of I will. Find the contractions and their meanings.

Thinking
1. Choose a game from level 1.

Day 170
Reading
1. Read the poem called “The Bird” as well as the last poem in this packet. Read them out loud.

Math
1. Addition Flashcards
2. Choose subtraction and addition games from Math 1.

Writing
1. Copy this part of the poem. *Who has made all things well.* (Use this handwriting worksheet maker if you like)

Spelling
1. Play this contractions game.

Day 171
Math
1. Practice with coins. First click on the papers on the bottom and choose “four numbers.” Put twenty-five cents in each square, but make each square different! When you are done, click on the numbers “1 2 3” at the bottom and it will count up your coins and see if you are right. Then you can play around with it!

Writing
1. Play Professor Garfield’s Reading Ring.

Spelling
1. Take the spelling quiz.

Grammar
1. Play pronoun Treasure hunt level 2.

Day 172
Math
1. Today play with fractions. Use the scissors to cut your circle into parts. Then use the paint to color in some of the parts. Click on the numbers at the bottom to see what fractions you made.

Reading
1. Read The Toy Breaker.

Spelling
1. Play plurals tic tac toe. Play both people.

Thinking
1. Choose a game from level 1.

Day 173
Math
1. See if you can find all of the correct matches.

Writing
1. Make a cartoon with the cartoon maker.

Spelling
1. Play this plural matching game.
2. Play word builder.

Day 174
Math
1. Click on boxes in a row that add up to the target number.

Writing
1. Make a character.

Spelling
1. Try this plurals activity.
2. Play spelling match.

Thinking
1. Choose a game from level 1.

Day 175
Math
1. Here's the same type of game as yesterday.

Writing
1. Write a story about your character. You can tell the story and ask someone else to type if you like.

Day 176
Math
1. Color in all the odd numbers.

Writing
1. You are going to write a comic book. This has changed since I first put it up, and I haven’t used this new version yet. You will have to register and a parent will have to register and verify the child’s account. It looks very fancy and seems to allow much more freedom than other comic book makers.

2. If you don’t want to register, or if you find it too complicated, here is another online comic book maker. You are going to be working on it all this week, so you need to be able to save it.

**Day 177**

Math
1. Drive like a monkey!

Writing
1. Work on your comic book.

Thinking
1. Choose a game from level 1.

**Day 178**

Math
1. Catch Falling Stars!

Writing
1. Work on your comic book.

**Day 179**

Math
1. Drive like a monkey!

Writing
1. Work on your comic book.

Thinking
1. Choose a game from level 1.

**Day 180**

Math
1. Catch Falling Stars!
2. Congratulations on finishing first grade math!
3. I suggest that you play this math game over your break until you start second grade!

Speaking
1. Read your comic book to a parent and show them all the pictures you put in and tell them all about what’s happening in each scene.

Congratulations! You have finished the first level! You are now promoted to the second level!