Dear Parents,

Our mission and commitment to nurturing the whole child tasks us with offering "experiences that inspire our students to love learning. We encourage them to think critically, communicate effectively, engage creatively, and collaborate purposefully. We provide the opportunities and resources that help our students develop independence and self-direction and extend their learning beyond the walls of the classroom as they grow intellectually, emotionally, physically, aesthetically, morally, and spiritually."

Towards this purpose, we hope that students will continue to grow these habits of mind throughout their summer. Following is a list of learning opportunities your child may want to pursue. These are not required and certainly nothing needs to be turned in; however, we wanted to provide you with some guidance and resources, so your children can continue on in their journeys of becoming lifelong learners.

1. Read
2. Tackle bigger thinking math problems that may take days and weeks to solve
3. Act in or direct a play, write a song, or choreograph a dance routine
4. Join or create a book club
5. Investigate numbers and patterns through games
6. Play outside
7. Create, tinker, and build
8. Write a short story, a poem, a how-to book, or a letter to the editor
9. Volunteer your time to help others
10. Read
11. Go to Code.org to continue to explore coding
12. Keep a journal of your summer experiences to record thoughts and wonderings
13. Create experiments to test out your ideas and questions
14. Practice an instrument
15. Use your Spanish throughout the summer to reinforce your language skills
16. Write a thank you note
17. Draw, paint, or sculpt
18. Read

Included are additional resources to help you support your children in their summer learning adventures. In addition, if you have a rising 5th grader, your child will have two additional invitations to learning (one for ISM and one for Humanities). These are not optional and will need to be turned in on the first day of school.

Have a wonderful summer!

Amy Darsey and Jen Tatasciore
LS Directors of Teaching and Learning
Dear Parents,

Here is a list of book recommendations for your rising second grader. The lists of books fall into specific “book bands”. Book bands are guided reading levels that are banded together because they share similar traits or qualities in the books. Your child can and should read books in his or her just right band this summer! Reading over the summer will help further ensure that your child is off to a good start in 2nd grade! Have a great summer & happy reading!

**GHI**
- Biscuit series / Capucilli
- Fly Guy series / Arnold
- Dragons series / Pilkey
- Messy Bessey series / Rookie Readers
- Splat the Cat series / Scotton
- Little Critter series / Mayer
- Dixie series / Gilman
- Katie Woo series / Manushkin
- Curious George series / Rey
- Whoever You Are / Fox
- Grandma in Blue with Red Hat / Menchin
- Joseph Had a Little Overcoat / Taback

**JKL**
- Fox series / Marshall
- Henry and Mudge series / Rylant
- Mr. Putter and Tabby series / Rylant
- Poppleton series / Rylant
- Frog and Toad series / Lobel
- Mercy Watson series / DiCamillo
- Nate the Great series / Sharmat
- Amelia Bedelia series / Parish
- Cam Jansen series / Adler

**Iris and Walter series / Guest**
- Ready Freddy series / Klein
- Ling and Ting series / Lin
- Song Lee Series / Remkiewicz
- Zelda and Ivy / Kvasnosky
- Pinky and Rex / Howe
- Like Myself / Beaumont
- One Green Apple / Bunting
- Hairs/Pelitos / Cisneros
- Grandfather Counts / Cheng
- The Name Jar / Choi
- The Colors of Us / Katz

**M**
- Magic Tree House series / Osborne
- Junie B. Jones series / Park
- Horrible Harry series / Lee
- Last Stop on Market Street / de la Pena
- Boundless Grace / Hoffman
- What if You Had… / Sandra Markle
- Ruby’s Wish / Bridges
Attached are optional problem solving opportunities for your child to practice throughout the summer. Through these shared learning experiences of playing games and problem solving, your child will build collaboration and communication skills in a fun way while also growing their mathematical understanding. Your child might want to stretch out the work across a few days or adapt the problems to relate to a family trip or experience. All you will need to do is make copies!

Below is an example of how you may adapt one of the problems.

Pick any three numbers that make 13.
Use each number only once for each open equation.

\[
\begin{array}{cccccc}
2 & 3 & 4 & 5 & 6 & 7 \\
\end{array}
\]

\[
\begin{array}{cccccc}
\underline{} & \underline{} & \underline{} & + & \underline{} & = \\
\end{array}
\]

- Pick a new set of numbers
- Pick a new sum
- Ask your child to solve using addition and subtraction
- Ask your child how many numbers they could possibly use
- Ask your child to create a new problem for someone in the house to solve

An additional resource is [Greg Tang](http://gretangmath.com). His website allows your child to further build number sense through online games.

Remember that these are optional and do not need to be turned in. They are resources should your child want to do some problem solving or play games over the summer.

The First Grade Team
Let's Go Shopping!

Make a list of 3 items you need to buy from the grocery store below.

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<tr>
<th>Item</th>
<th>Cost</th>
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You take $10.00 to the store.

Do you have enough money to buy all 3 items? ________

If not, how much more money do you need? ________

If so, do you get any change? ________
Summer Schedule

Now that you have more free time during the day, think about how you will spend your time each day. Make a daily schedule/list that includes all the things you do for one week. Some ideas might include - reading, exercising, eating, or when you take a shower. Record your schedule below. Make your own chart for the rest of the days of the week.

DATE:

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<th>Start and End Time</th>
<th>Activity</th>
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Collecting Data and Graphing

Do you have a special collection at home? Do you record how much reading you do each day? Think about how you can organize the data in a way for others to understand. For example, when I go for a walk I might record how many times I hear the birds chirp. An example of how I collected data and organized my data is below.

**TASK:** Make your own tally table and graph to organize and share the data you collected or make copies of the blank table and graph on the back.

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<th>Tally table</th>
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<table>
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<tr>
<th>Bar Graph</th>
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Number Flexibility

Pick any three numbers that make 13.
Use each number only once for each equation.

\[
\begin{array}{cccccc}
2 & 3 & 4 & 5 & 6 & 7 \\
\_ & \_ & \_ & \_ & \_ & \_ \\
\_ & \_ & \_ & \_ & \_ & \_ \\
\_ & \_ & \_ & \_ & \_ & \_ \\
\end{array}
\]

BONUS!
Can you use four numbers?

\[
\begin{array}{cccccc}
1 & 2 & 3 & 4 & 5 & 6 & 7 \\
\_ & \_ & \_ & \_ & \_ & \_ & \_ \\
\_ & \_ & \_ & \_ & \_ & \_ & \_ \\
\_ & \_ & \_ & \_ & \_ & \_ & \_ \\
\end{array}
\]
Family/Friends Summer Book Club

Summer is a great time to relax and enjoy a good book! A fun way to encourage your child to read aloud with you AND check their understanding is by enjoying a summer book club with your child or a group of friends!

**How to Have a Summer Book Club:**

1. Pick out a book together— it can be a picture or a chapter book.

2. Decide how many pages/chapters you are going to read before each book club meeting. We recommend you read one chapter or about 10 pages.

3. Everyone involved uses a post-it note and writes down their favorite part of the chapter before the meeting.

4. Meet and discuss the chapter together.

**SAMPLE Discussion Questions for Your Book Club:**

*During reading:*

- What was the main idea of the chapter?
- What do you think will happen next?
- If you were that character, what would you have done differently in that situation?
- If the main character in that story lived next door, would you be friends?
- What does the place look like in your head as you read? Would you want to visit there?
- Did you learn any new words or facts so far?

*After reading:*

- What was your favorite part of the book? Why?
- Who was your favorite character? Why?
- What was the most interesting thing you learned from the book?
- Why do you think the author wrote this book?
5 Finger Retell

Characters

Beginning

Middle

End

Setting
Dice Games

1. **Beat That!** Player 1 rolls both dice and adds them together. They pass the dice to Player 2 and says “Beat That!” Player 2 rolls and adds their dice together. The person with the biggest sum wins 1 point. First person to 15 points wins!

2. **Subtract it!** Each player rolls 1 die at the same time. The first person to say the difference of the 2 dice gets a point. First person to 10 wins!

3. **Race to Zero!** Each person starts with a score of 20. On your turn, roll 1 die and subtract the number from 20. First person to get to zero wins!

4. **Pig!** Roll both dice, add and record the answer on scrap paper. You can continue rolling and adding up your points or you can stop and bank your points for that round. If you continue rolling though and roll a 1, you lose all your points in that round! Person with the most points at the end of 10 rounds wins!

5. **Hide Out!** Player 1 rolls both dice while player 2 turns around. Player 1 adds the dice in his head and records the answer on a scrap piece of paper. Player 1 hides 1 of the dice under a cup with the number rolled face up. Player 2 turn around and tell them the sum of both dice. Player 2 has to try and find out what number is on the dice that is hiding under the cup by using the dice outside the cup as help! Ex. The sum is 9. I can see a dice that has 5 on it...so a 4 must be hiding under the cup because 5 + 4 = 9!
Card Games

1. **Don’t Capture the Tens!** Remove the face cards from the deck. Sort the cards into a line of 10 piles with 4 cards in each pile (face down). Pick up a card from the top of a pile and sort the number where it would fit in the line. (Piles go 1-10) Put it on the bottom face up and pick up the top card from that pile. Continue sorting all the cards back into their number piles. The goal of the game is to get all the cards home before you find all 4 10’s!

2. **Battle!** Remove the face cards from the deck. Split the deck in half. Each player turns over a card at the same time. Read out your number. The person with the highest number wins all the cards! If you put down the same number card you battle! Place 2 cards face down and then turn over the third! Highest number takes all! Variation: Play where lowest number wins!

3. **Addition Battle!** Remove the face cards from the deck. Same as battle...but start off with a 9 or 10 card face up on the table. This card stays there all game and does not get removed. When you turn over your next card you need to add it onto the card already down! Ex: Both players have a 10 card placed down. Player 1 turns over a 3...3 + 10 = 13. Player 2 turns over a 6...6 + 10 = 16. Player 2 gets all the cards! Battle if you get the same sum! Variation: Play lowest sum wins all the cards!

4. **Take Ten!** Remove the face cards and the 10’s from the deck. Place 12 cards face up in 3 rows of 4. On your turn, find as many pairs that go together to make 10. Remove them from the board. You can keep making pairs of ten until you can no longer go. Fill up the empty spaces and it is player 2’s turn! When there are no cards left, count up your pile and see who has the most!

*Keep up the hard work!*