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 first grader. This book list is a combination of titles that can be read aloud by either your child or a parent. It is important to continue a reading routine at home over the summer and we hope some of these titles will support that! Reading over the summer will help further ensure that your child is off to a great start in 1st grade!

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<thead>
<tr>
<th>Biscuit series/ Capucilli</th>
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<td>Fly Guy series/ Arnold</td>
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<td>Messy Bessey series/ Rookie Readers</td>
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<td>Piggy and Elephant/ Willems</td>
<td>Clifford series/ Bridwell</td>
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<td>Splat the Cat series/ Scotton</td>
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<td>Curious George series/ Rey</td>
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<td>Dixie series/ Gilman</td>
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<td>Little Critter/ Mayer</td>
<td>Mercy Watson series/ DiCamillo</td>
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<td>Whoever You Are/ Fox</td>
<td>Froggy series/ London</td>
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<td>Grandma in Blue with Red Hat/ Menchin</td>
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<td>Joseph Had a Little Overcoat/ Taback</td>
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**Favorite Read Alouds from the Kindergarten Teachers**

I Lost My Tooth in Africa - Penda Diakite
Peter’s Chair & The Snowy Day - Ezra Jack Keats
All Kinds of Families - Mary Ann Hoberman
I Too Am America - Langston Hughes
    Cinnamon Girl - Sally Huss
    Yo, Yes - Chris Raschka
Our Granny - Margaret Wild
The Art Lesson - Tomie DePaola
We feel children learn best when they have opportunities to develop their problem solving skills through authentic, real-world experiences. Studies show that completing worksheets and workbooks during the summer doesn't advance students’ mathematical thinking and learning.

Books are to reading as games are to math. Take some time together this summer to play the games attached. The directions are included, but feel free to get creative and change the rules to make new games.

Below 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.

**Sorting and Counting** - Grouping items is key to helping children make sense of their world. If you go to the beach, collect seashells. Have your child sort the shells. Then, check out a book from the library and find out what creature might have lived in those shells. Find other things around the house and have your child sort them! Ask your child what other items they might like to collect and sort. Do they have anything at home that they could sort? Can you count the things you have sorted? What ways will make it easier to count?

**Play** - Kids always try to problem solve as they play. Playing board games, such as Jenga, Connect Four, Chutes and Ladders, etc. will help your child strategize. As your child plays, encourage him/her to build something. Use Legos, sticks, paper, etc. and build anything. As your child builds he/she will learn to:

1. Identify problems or challenges
2. Fact find (What do I know? What have I tried?)
3. Think of ways to solve the problem
4. Test their ideas

**Create** - Make a lemonade stand. Make a new game. Order the steps necessary to complete the task. Try it out and make adjustments when necessary.

**Cook** - Children are natural bakers who love getting messy in the kitchen! Make something together. Have your child measure and pour out the ingredients. Have him/her practice stirring and using a spatula. Definitely make meringue together, so your child can see what happens to egg whites in an electric mixer!

Have a super summer and happy reading and problem solving!

The Kindergarten Team
**Shut the Box**

**Materials:**
2 dice
pennies or other chips for covering

**Rules:**
- Player 1 rolls 2 dice
- Counts the dots
- Find the matching number and cover it with a penny or you may cover 2 other numbers that make up the number rolled (for example, if you roll 7, you can cover 1 and 6, 2 and 5, or 3 and 4)
- Once a number is covered, it cannot be used again
- Player 2 repeat above instructions

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**Player 2**

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Rock, Paper, Scissors Sums

How to Play

Step 1: (This version is for practicing adding numbers to 10.) Two players face each other and “pound” their fists (3x) just like in the regular game.

Step 2: Each player shows a number (zero through five) shown as:

0 - Closed fist
1 - Pointed finger
2 - Pointer and middle finger
3 - Pointer, middle, and ring finger
4 - All fingers but thumb
5 - Whole hand

Step 3: Each player should hold their “number of fingers” out clearly so both players can see the total number of fingers.

Step 4: The first player to call out the sum (total number of fingers) wins!

Step 5: Repeat game.

Learning Extensions/Variations:

- Take turns calling out the total. The game doesn't have to be competitive!
- Your child can count on her fingers, if needed, to help find the total.
- Declare a sum you are trying to reach together, i.e. “8” and play until you get the sum of 8 combined.
- To make the game more challenging, play with three people.
- Try adding numbers to 20 by holding out both hands.
Addition Top-It

Materials: A set of number cards with four cards each of the numbers 0-10, a penny (optional)

Number of Players: 2 or 3

A player shuffles the cards and places the deck number-side down on the playing surface. Each player turns over two cards and calls out their sum. The player with the highest sum wins the round and takes all the cards. In the case of a tie, each player turns over two more cards and calls out their sum. The player with the highest sum then takes all the cards from both plays. Play ends when not enough cards are left for each player to have another turn. The player with the most cards wins.

Option: Children toss a penny to determine whether the player with the most or the fewest cards wins.

Game Variations: Use a set of double-nine dominoes instead of a set of number cards to generate addition problems. Place the dominoes facedown on the playing surface. Each player turns over a domino and calls out the sum of the dots on the two halves. The winner of a round takes all the dominoes then in play.

To practice addition with three addends, use three cards.
Make Ten Go Fish

Materials:
- A deck of cards (remove all face cards but keep the Ace which is worth 1)

Object of the Game:
- To get 2 cards that total 10

How to Play:
- Each player is dealt 5 cards. The remaining cards are stacked, face down, as the “Go Fish” pile.
- Each player looks for pairs from his/her cards with the sum of 10. They place pairs in front of them on the table and draw new cards to replace them.
- Players take turns asking each other for a card that will make 10 with a card in their own hands. For example, if I hold a 5, 3, 2, 4, 9, I might ask for a 5 so I can “make 10” and place the pair on the table.
- If a player gets the card he/she asked for, he/she puts the pair down on the table and picks a new card from the “Go Fish” pile to replace the card. If the player doesn’t get the card he/she asked for, the player must “Go Fish” and pick a new card from the deck. If the new card from the deck makes 10 with a card in the player’s hand, he/she puts the pair of cards down and takes another card.
- If a player runs out of cards, he/she picks two new cards. A player’s turn is over when no more pairs can be made that make 10.
- The game is over when there are no more cards, or no more pairs can be made.
- The winner is the player with the most pairs put down on the table that make 10.

Variations:
- Designate 4 face cards as “wild cards” which when drawn can be any value the holder of the card decides to give it.
- Create sums with three addends (i.e. “I have a 1 and 2. Do you have a 7 to make 10?”)