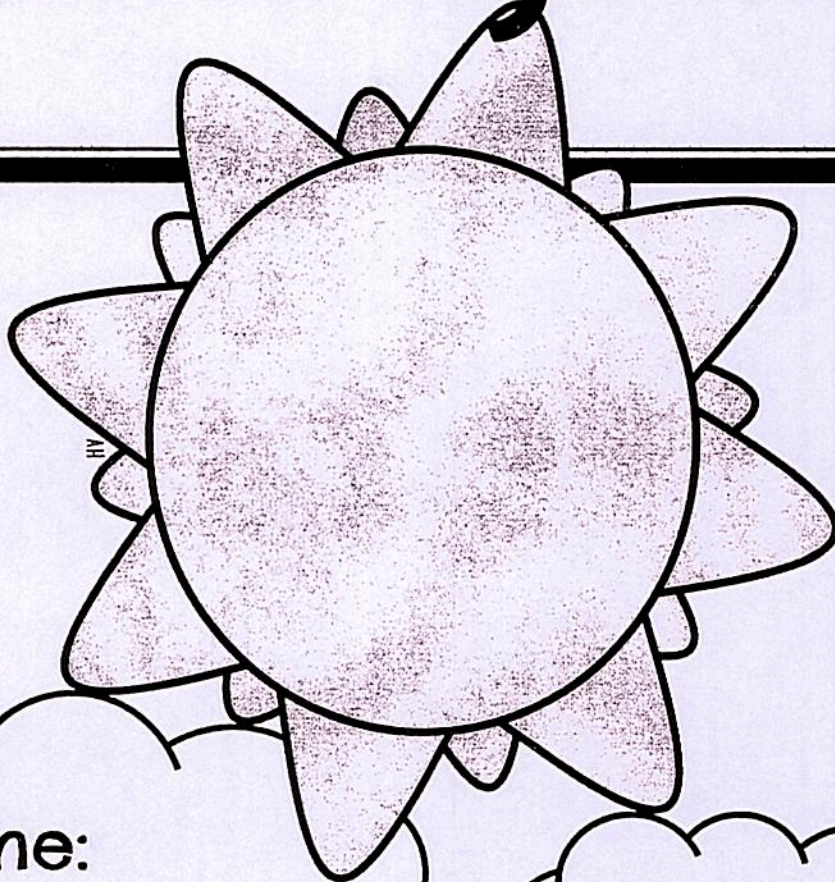


My Summer Learning Pack



Name:

Entering
Grade:

Dear Parent,

This is your child's summer learning book. It is full of fun, interactive activities that will keep your child thinking and using his or her skills all summer long. This book is meant to provide parents and families with a simple way to help students maintain their academic skills over the summer.

Children can LOSE up to two months of reading progress and 2.6 months of math progress over the summer. That means that their academic skills are going BACKWARDS during the summer, not just staying the same.

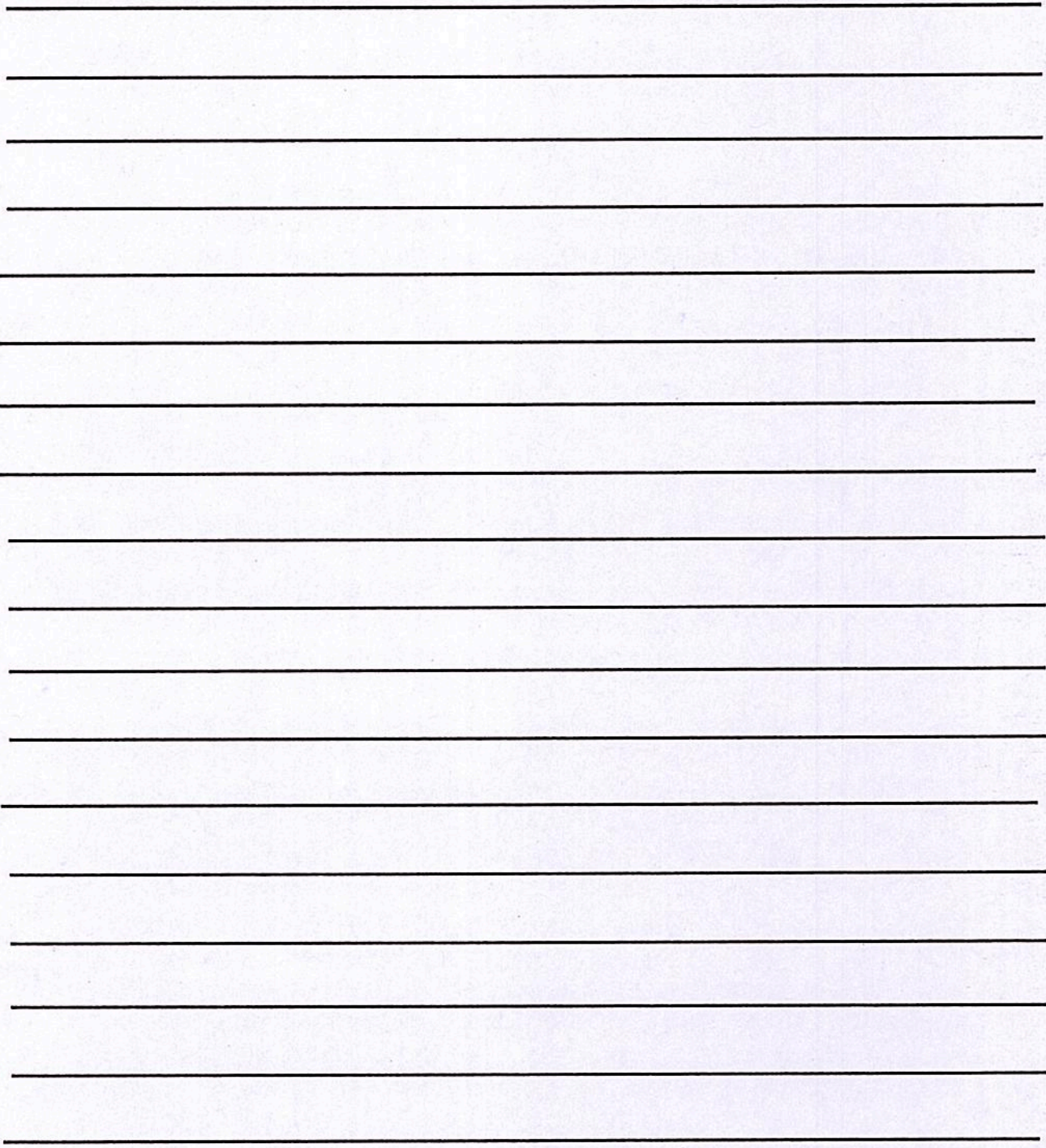
Parents and families can change this. You can help your child be ready for the next grade when he or she goes back to school.

Please have your child work on this book every day if possible. Use the checklist on the next page as a guideline. Leaving it for the end of the summer not only puts a lot of stress on both you and your child, but also defeats the purpose of the book. The purpose is to help your child maintain his or her skills, not to simply complete the pages.

Please have your child bring this book with him or her when he or she returns to school.

As always, thank you for your continued support of your child's education.

Sincerely,



A series of 18 horizontal lines for writing, contained within a decorative scalloped border.

Sincerely,

Power of Ten Game

For this game, you can use 6-sided dice, a deck of cards, or the game cards from Build a Number. If you are using dice, you can use 4 dice or roll one die four times. If you are using a deck of cards, take out the Jacks, Queens, and Kings, and use the Aces as ones. If you are using the Build a Number cards, only use numbers 1-9.

You'll also need the Power of Ten spinner from the back of this book. To spin, place a paper clip in the center of the circle and use a pencil point to hold it in place. "Flick" the paper clip with your finger to make it spin.

Directions:

1. Roll the dice or draw cards so that you have four digits.
2. Make a four digit number with your numbers.
3. Spin the Power of Ten spinner. Multiply or divide your number according to your spin.
4. The winner of each round is the person with the largest number after spinning. The winner gets 1 point. All other players score 0 for that round.
5. Don't forget to fill out the record sheet on the next page and answer the questions below!

Questions:

1. How did you decide what number to make with your four digits?

2. What's more important- the cards/ dice roll numbers or the spinner? Why?

Directions: Collect 5 examples of fractions and 5 examples of decimals from things you see and notice in real life. Tell where you saw each one and what the number means.

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My Number Collection

Fraction	Where I found it...	What it really means...

Directions: Collect 5 examples of fractions and 5 examples of decimals from things you see and notice in real life. Tell where you saw each one and what the number means.

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My Number Collection

Decimal	Where I found it...	What it really means...

Area and Perimeter Exploration

Directions:

1. Choose a room in your home. Draw an outline of it on the next page.

2. Measure the sides all of the walls/ sides of the room (to the nearest foot) and label the distances on your diagram.

3. Choose a piece of furniture in the room that has a flat, rectangular top, like a bed, desk, or table.

Add it to your diagram and label it.

4. Measure the sides of the furniture you chose (to the nearest inch) and record it on your diagram.

5. Find the area and perimeter of the room and the piece of furniture. Use the space below to show your work and record your answers on the next page.

Area and Perimeter Exploration

My Diagram:

Room Area: _____

Room Perimeter: _____

Furniture Area: _____

Furniture Perimeter: _____

Multiplication Toss Game

For this game, use the one digit number cards from the Build a Number game. Or, you can use regular playing cards and take out the Jacks, Queens, and Kings. The Aces are ones.

You'll also need some coins for this game.

Directions:

1. Spread the cards out, face up (or face down to make it trickier!). They don't need to be neat, they just need to not overlap.
2. Mark a line about 7-10 feet away.
3. On your turn, stand behind the line and toss 10 coins at the cards. If your coin lands on a card, you win that card.
4. After you toss your coins, go and collect your cards.
5. Use your cards to make a multiplication problem. If you have 5 cards or fewer, use all of your cards. If you have 6 or more, choose your 5 best.
6. The person with the highest product is the winner of that round and gets to go first in the next round.

Don't forget to fill out your record sheet and answer the questions!

