

Help Your Child Succeed In Their Summer Reading!

Experts agree that children of all ages need to read or be read to over summer break. Just as important, children should talk about the stories they read. When you read or talk to your child about books, he or she develops important language skills, understanding of a text or topic, and knowledge about how stories are constructed. Get in on the summer reading fun and discuss these 10 questions/phrases with your child throughout their reading.



Predict what will happen next.

Do you know the problem?

Make a connection with another text.

What are you visualizing?

Notice what the main character says and does.

Are there emerging themes?

Look for the solution.

What is the lesson?

Describe the author's craft.

Do you like the book?

Would you recommend it?



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Summer Reading Challenge

Reading All Shapes & Sizes

- Read a fiction book
- Read a letter
- Read a newspaper
- Read an eBook
- Read a recipe
- Read a postcard
- Read a mystery
- Read a biography
- Read a menu
- Read instructions
- Read poetry
- Read a joke book
- Read a magazine
- Read a dictionary!
- Read a chapter book
- Read a picture book
- Read a comic
- Read a non-fiction book
- Read song lyrics
- Read a blog page
- Read a web page about a theme park.
- Read a greetings card
- Read a historical book.

www.PYPteachingtools.com

Reading All Over the Place

- Read in bed
- Read upside down
- Read outside
- Read by a pool
- Read to a pet
- Read aloud like an opera singer!
- Read to a friend
- Read with sunglasses
- Read in a hat
- Read by torchlight
- Read to a parent
- Read at the library
- Read to a grandparent
- Read in the park
- Read aloud in a whisper
- Read over the phone
- Read while eating ice cream
- Read to your favorite toy
- Read to a neighbor
- Read under an umbrella
- Read with music
- Read standing up

Can you meet the challenge?
Can you check it all off?

HI-DEE LO-DEE

addition

Remove the Jack, Queen, King and Jokers. Deal the deck out to all players. (If more than 2 players, use an additional deck.)

"Hi-Dee" round: highest total wins the cards.

"Lo-Dee" round: lowest total wins the cards.

- Player 1 calls "Hi-Dee-High" or "Lo-Dee-Low".
- Both players turn over 2 cards and add them up.
- Take turns calling "Hi-Dee-High" or "Lo-Dee-Low" each time.
- Player with the most cards, wins!

LEVEL UP: Draw three cards instead. Each player chooses to add two cards then subtract one to try to win the "Hi-Dee-High" or "Lo-Dee-Low" amount.

HI-DEE LO-DEE

place value

Remove the Jack, Queen, King and Jokers. Deal the deck out to all players. (If more than 2 players, use an additional deck.)

"Hi-Dee" round: highest number wins the cards.

"Lo-Dee" round: lowest number total wins the cards.

- Player 1 calls "Hi-Dee-High" or "Lo-Dee-Low".
- Both players turn over the same number of cards and choose the best card for the ones place tens place, hundreds place, etc... (1st grade: two digit numbers, 2nd grade and up: three, or more, digit numbers) position to win the "Hi-Dee-High" or "Lo-Dee-Low"
- Take turns calling "Hi-Dee-High" or "Lo-Dee-Low" each time.
- Player with the most cards, wins!

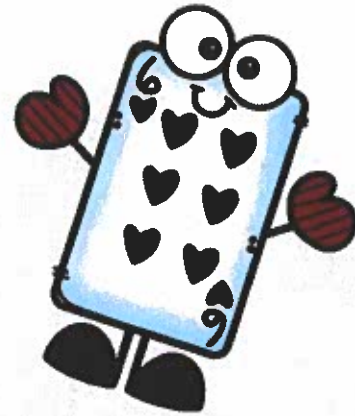


RACE TO 100

addition

Remove the Jack, Queen, King and Jokers. A score sheet will be needed per person (or the student can keep the score for everyone) to help keep track of the running totals. Deal 2 cards to each player.

- Each player adds his/her cards to determine his/her starting amount.
- Take turns drawing a card from the center deck, adding the drawn amount each time.
- First person to reach 100, wins!



SPY

addition

Arrange cards in rows face up.

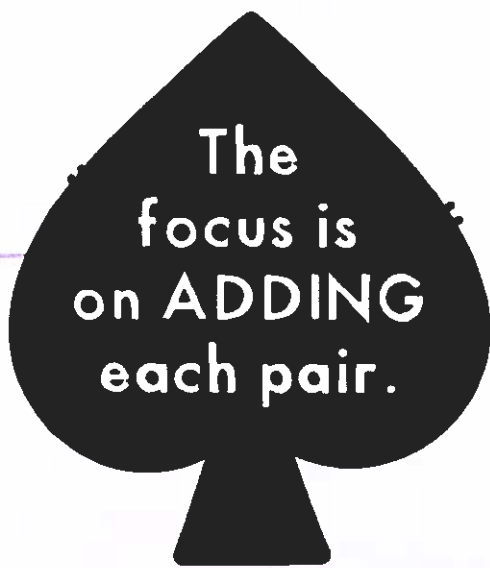
- Player 1 secretly chooses two neighboring cards and adds them together.
- He/She then says, "I spy with my two eyes, two cards with the sum _____"
- Player 2 finds and picks up the cards. If an incorrect pair is selected or Player cannot find the pair, player 1 claims the pair.
- Take turns. The player with the most cards wins!



GO FISH

addition

Remove the Jack, Queen, King and Jokers. Follow the same "Go Fish" process, but instead of simply creating matching number pairs, try these different versions listed below.



Sums of Ten

Create pairs that add up to 10.
Ex: 4 and 6, 1 and 9, etc...

Doubles Sums

Create pairs that match, but add in requiring to total the matching (doubles) numbers. Ex: $8+8=16$

Split the Middle

Create pairs that could be split to create doubles when adding. Ex: $6+8=7+7=14$, $2+4=3+3=6$...i.e. take 1 from the big # to

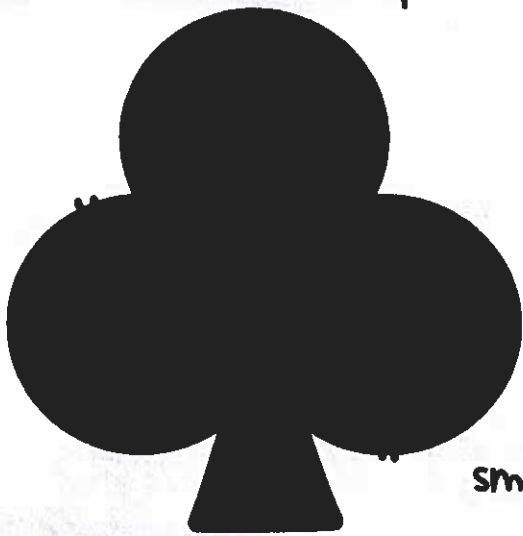
Doubles +1 Sums

Create pairs that have a difference of 1, so they can be added using knowledge of doubles. Ex: $6+7=6+6+1$



BATTLE addition

Remove the Jack, Queen, King and Jokers. Follow the same "Battle" (aka "War") process, but instead add a twist. Try one of the versions listed below. You will flip 2 cards each time.



Addition

Add the pair, the largest value wins. Ex: $4+6$ beats $3+4$

Subtraction

Determine the difference. Subtract the smallest value from the largest value. The largest total wins. Ex: $9-2$ beats $6-4$

Double Digits

Flip first card to determine 10s digit. Second flipped card is the 1s digit. Have the student determine which value is greater. Largest value wins. Ex: 35 beats Ace 7

Triple Digit Addition

Flip a third card. Add the three. (students use a strategy to choose which two to add first.) Largest total value wins.

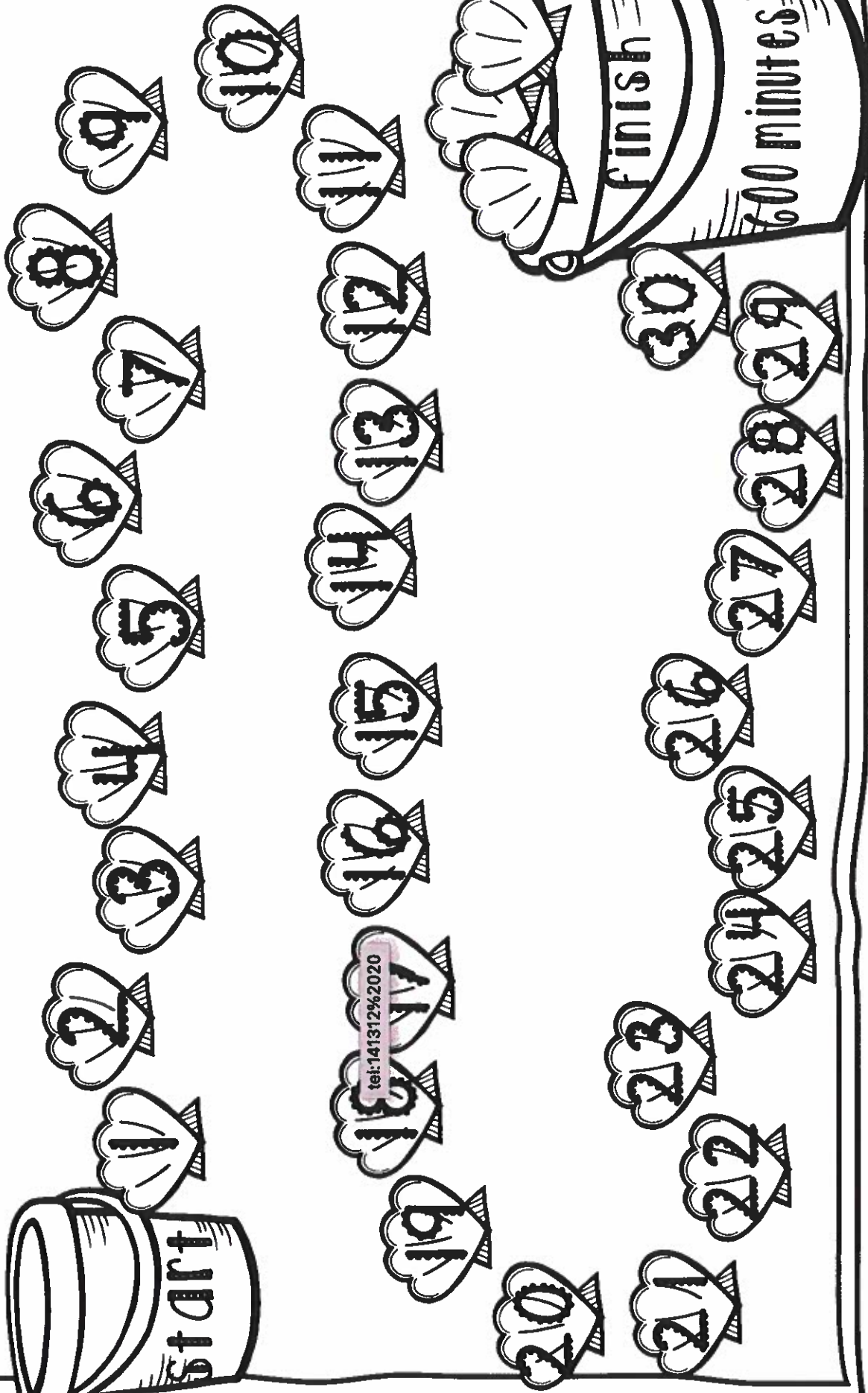
Ex: $7, 10, 7=7+7=14+10=24$ beats $8, 3, 2=8+2=10+3=13$



On My Way to 2nd Grade!

June Reading Log

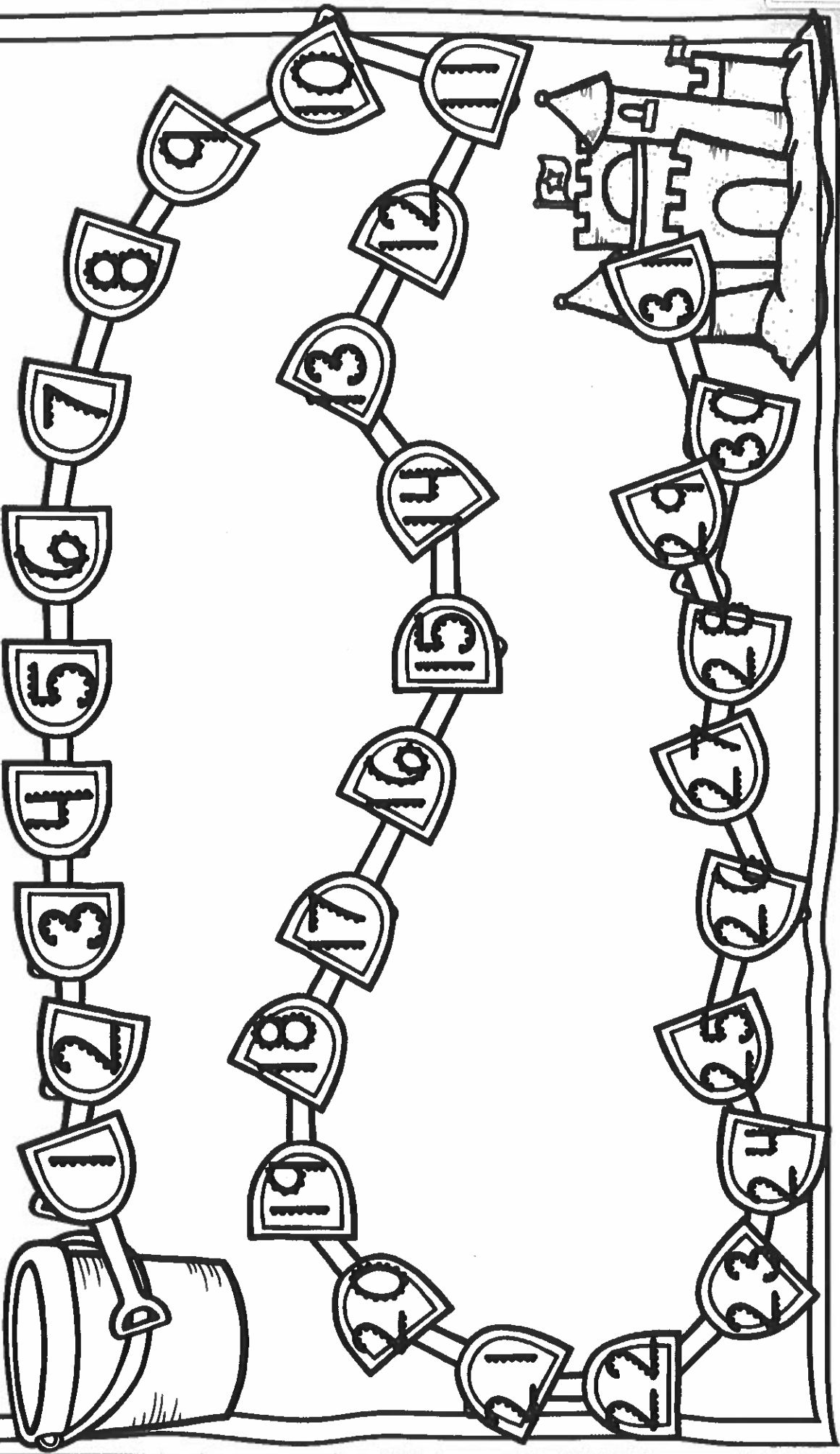
Color in a shell for every 20 minutes you read per day. Can you build a sand castle?



On My Way to 2nd Grade!

JULY Reading Log

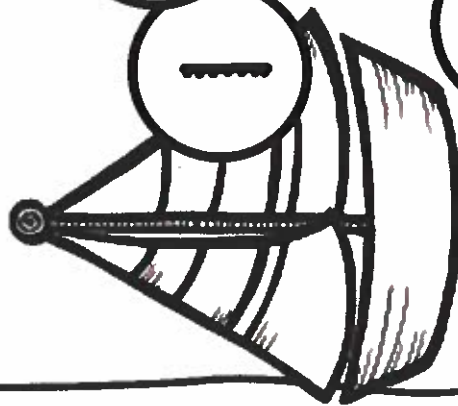
Color in a shovel for every 20 minutes you read per day. Can you build a sand castle?



On My Way to 2nd Grade!

AUGUST Reading Log

Color in a bubble for every 20 minutes you read per day. Can you get the boat to the water?



A path of 31 numbered bubbles leading from the sailboat to the finish line. The bubbles are arranged in a winding line, starting with bubble 1 at the sailboat and ending with bubble 31 at the finish line. The numbers in the bubbles are: 1, 2, 3, 4, 5, 6, 7, 8, 9, 10, 11, 12, 13, 14, 15, 16, 17, 18, 19, 20, 21, 22, 23, 24, 25, 26, 27, 28, 29, 30, 31.

finish

60 minutes!