

Summer	Dractice	Dacket	Pro-K	4 to I	(inder
Sullillei	PIALILE	Packet	FIETN S	+ 1() 1	vii iuei

Student Name	<u> </u>	

Dear Parents,

The summer has arrived and what a better way to spend these fun days than with a great book! Families are encouraged to support their child's summer reading and foster their interest by making it a priority, especially during this time of the year when, according to reading experts, young readers suffer a "slide back".

Attached you will find the following:

- Reading assignment
- Math assignment

Reading Assignment:

Below is the summer reading list and activities for students entering Kindergarten in August. Your child will choose **two books** from the list and complete **two journal entries (one for each book).** Please remember, the writing and illustrations should be completed by the students; we would love to see their work! They are due the first day of school and it will be the first reading grade for the 1st grading period.

Book List:

- The Napping House by Audrey Wood
- The Very Hungry Caterpillar by Eric Carle
- The Pigeon Needs a Bath by Mo Willems

Journal Entry #1: Who is the story about? Draw and color a picture about a character of the story. Then, write who that character is or a sentence about your picture (if possible).

Journal Entry #2: Where does the story take place? Draw and color a picture about the story. Then, write what is in your picture or a sentence about your picture (if possible).

Math assignment

Math packets for the summer are attached here; this packet will be the first math grade for the 1st quarter of the year. Please ensure that it is thoroughly completed. If your child has a difficult time with a specific skill please mark the particular problem for the teacher to know when he/she reviews the packets upon returning to school.

*All students are required to complete and turn in this entire packet on the first day of school.

We hope you have a fun and exciting summer as you play, relax, and enjoy the warm days off. If you have any questions, please email Ms. Lanuza at rlanuza@keypointschools.com

Name:	Date:	
		- — — —
		- — — —

Name:	Date:	
		- — — —
		- — — —

Name:	Date:

Fab 5 Writing Checklist

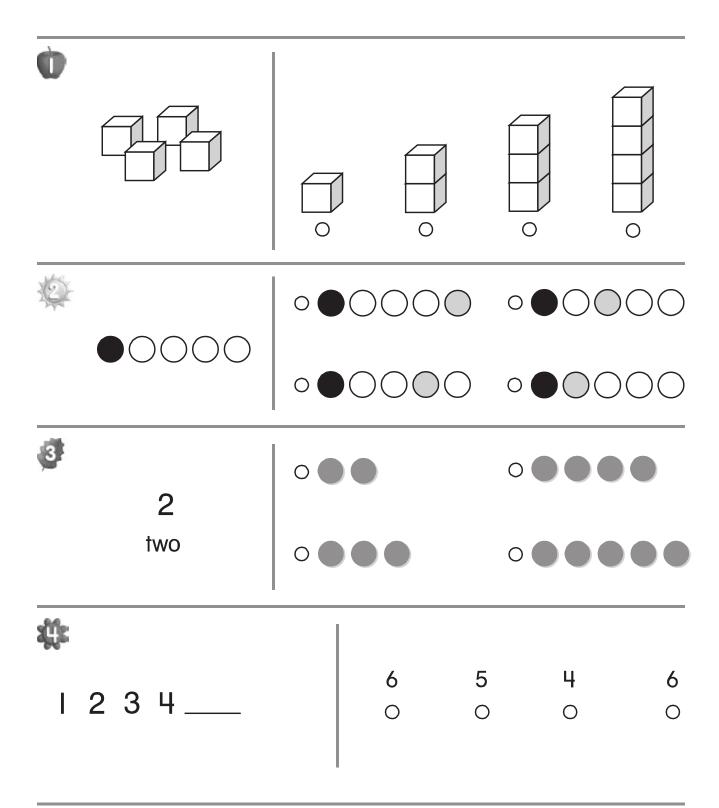


Name

Fab 5 Writing Checklist

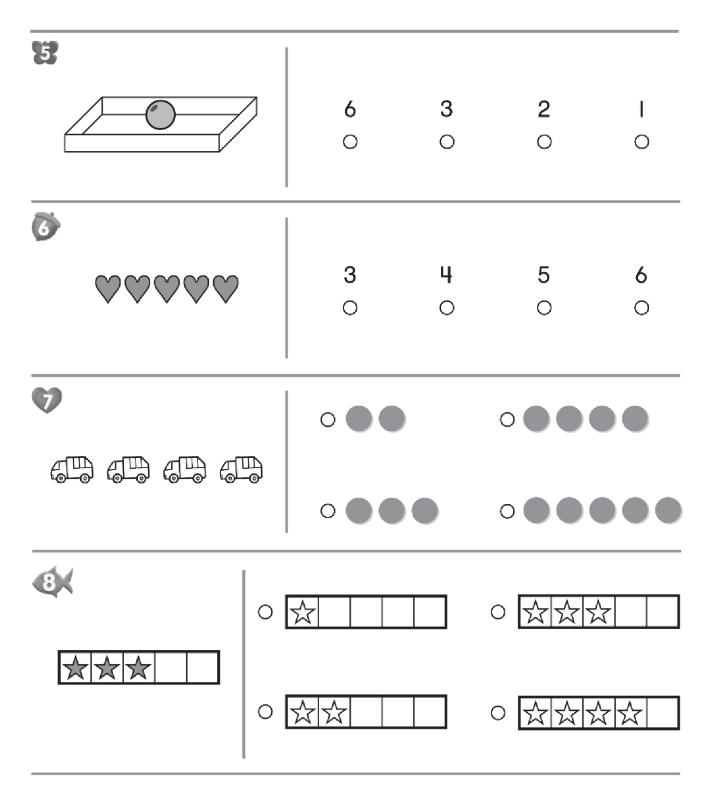
	0
Did I stretch out my words?	
Did I use capital letters? My name is Sam.	
Did I use finger space?	
Did I use punctuation marks?	
Does my writing make sense?	

Name



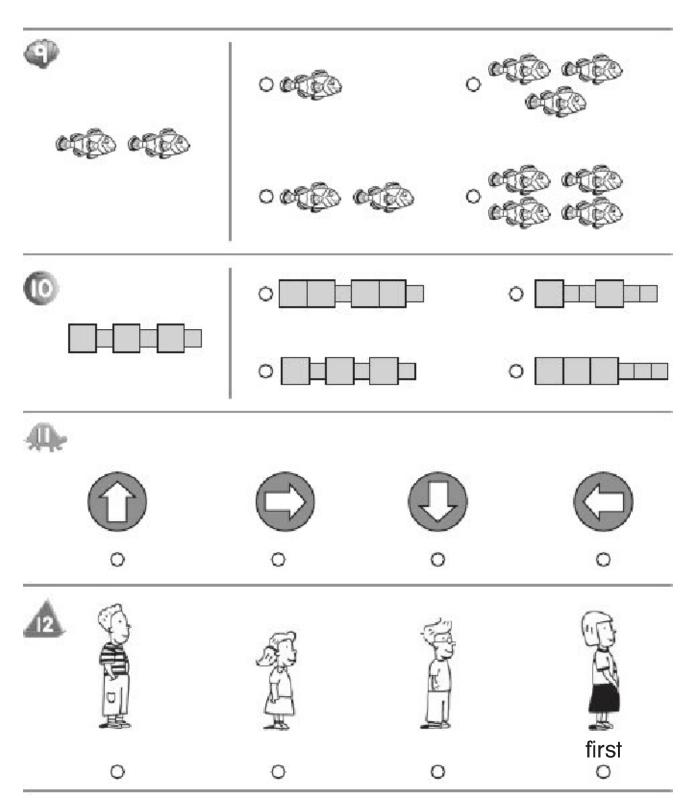
DIRECTIONS I. Jake uses the blocks to build a four-block tower. Mark under the picture that shows his tower. 2. The first circle is colored black. Mark beside the picture that shows the fourth circle colored gray. 3. Mark beside the set that shows two. 4. Mark under the number that comes next.





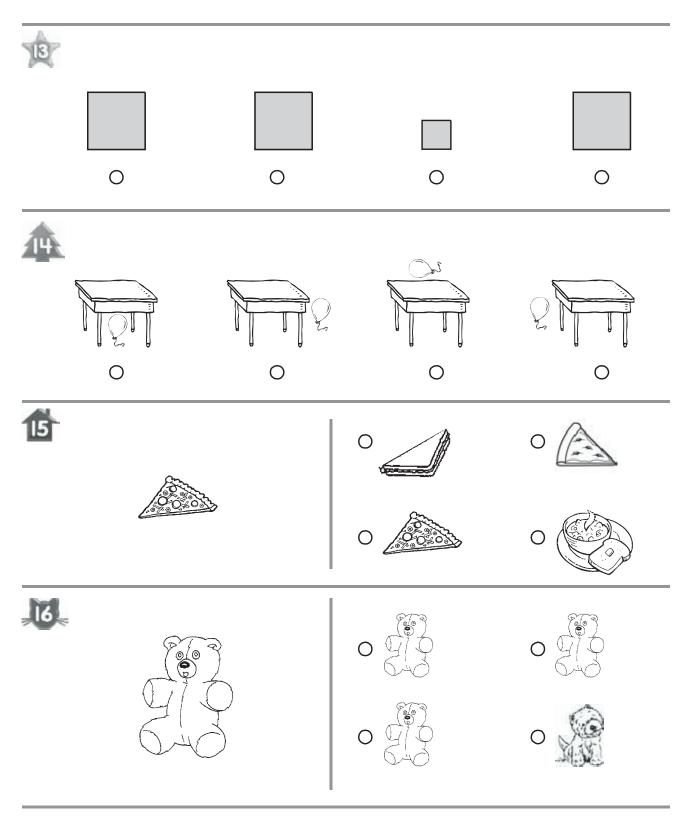
DIRECTIONS 5. Mark under the number that tells how many beads are in the box. 6. Mark under the number that tells how many hearts there are. 7. Mark beside the counters that show the same number of objects as there are in the set of toy trucks. 8. Count the gray stars. Mark beside the set that shows more white stars.





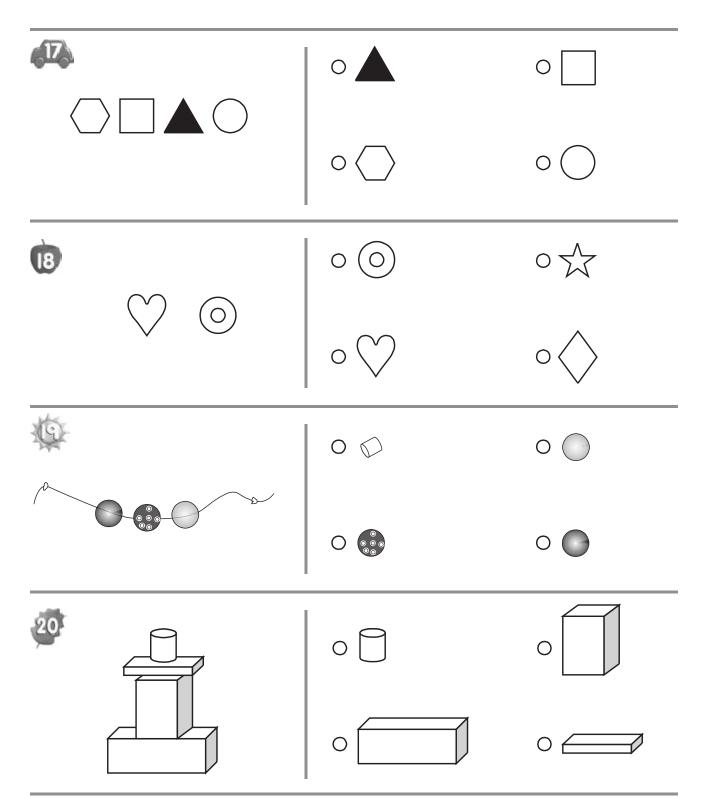
DIRECTIONS 9. Mandy has 2 fish. The number of fish Ron has is less. Mark beside the number of fish Ron has. **10.** Mark beside the shape that is the same. **11.** Mark under the arrow that points down. **12.** Mark under the child that is last in line.





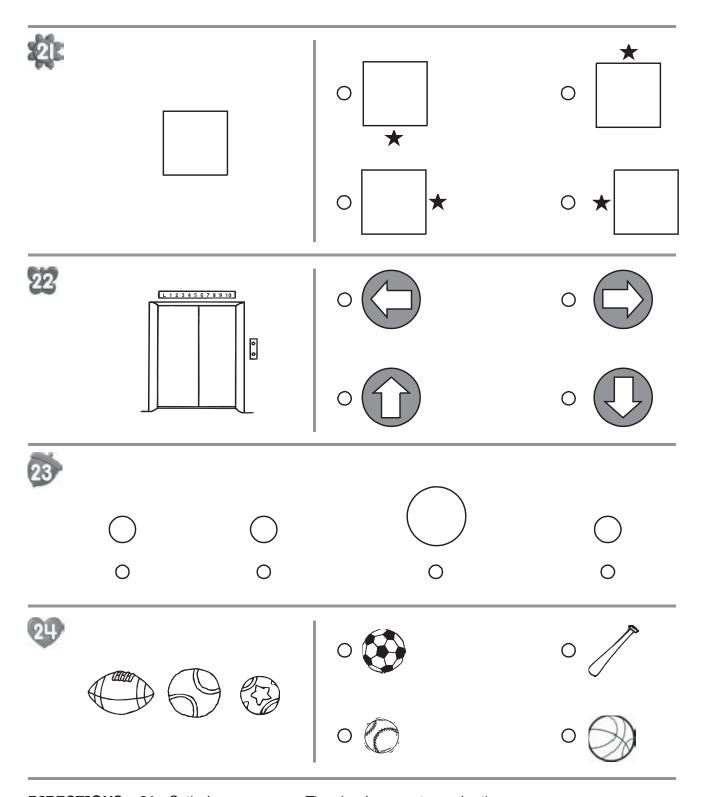
DIRECTIONS 13. Mark under the small square. 14. Mark under the picture that shows the balloon over the table. 15. Mark beside the food that is alike.

16. Mark beside the stuffed animal that is different.



DIRECTIONS 17. Mark beside the shape that is the same as the one to the right of the black triangle. 18. Mark beside the shape that is the same as the one on the left at the beginning of the row. 19. Mark beside the bead that is like the one in the middle. 20. Mark beside the block that is the same as the one on the top of the tower.





DIRECTIONS 21. Seth draws a square. Then he draws a star under the square. Mark beside the picture Seth draws. **22.** The man pushes a button to go up on the elevator. Mark beside the button that has an arrow pointing up. **23.** Mark under the big circle. **24.** Mark beside the object that does not belong in the group.

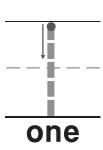


COMMON CORE STANDARD CC.K.CC.4a

Model and Count I and 2

Count to tell the number of objects.









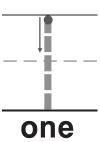












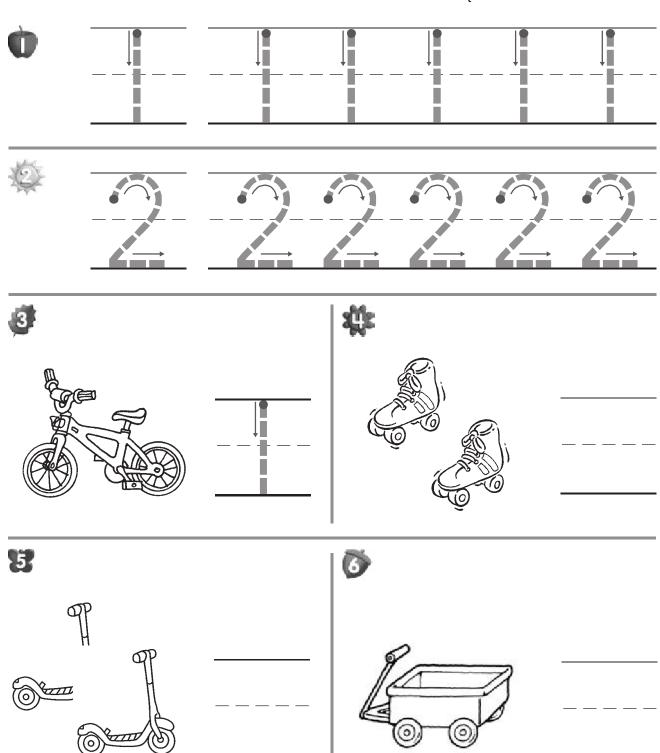


DIRECTIONS Draw a dot on each toy as you count. Use cubes to show the number of objects. I. Say the number. Trace the number and the cube. 2–3. Say the number. Trace the number. Draw the cubes.

Count and Write I and 2

COMMON CORE STANDARD CC.K.CC.3

Know number names and the count sequence.



DIRECTIONS 1–2. Say the number. Trace the numbers. 3. Draw a dot on each object as you count. Tell how many. Trace the number. 4–6. Draw a dot on each object as you count. Write the number.

Lesson I.3 Reteach

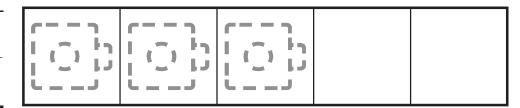
COMMON CORE STANDARD CC.K.CC.4a

Count to tell the number of objects.

Model and Count 3 and 4







three



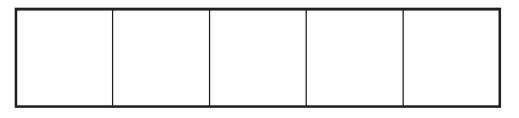




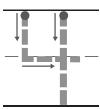
three













four

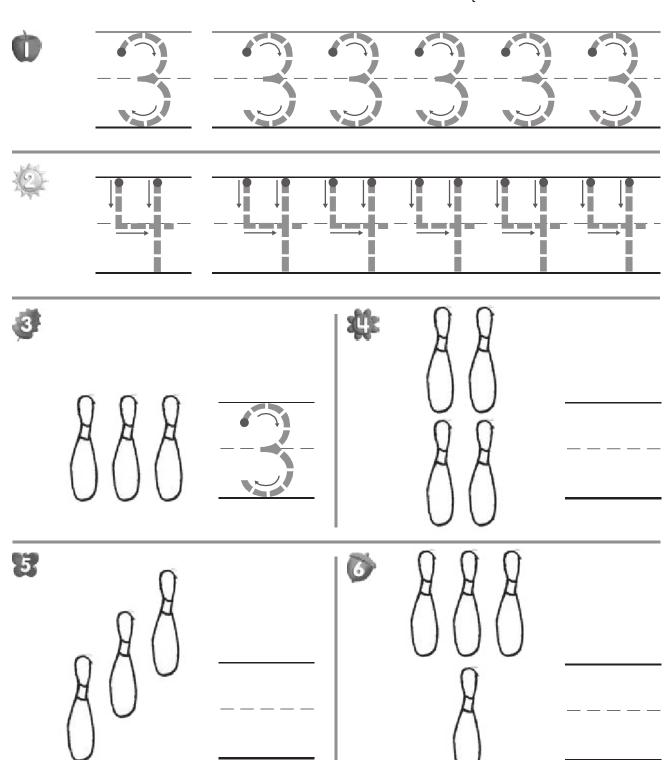
DIRECTIONS I. Say the number as you trace it. Count out that many cubes in the five frame. Trace the cubes. 2-4. Say the number as you trace it. Count that many cubes in the five frame. Draw the cubes.

Grade K

COMMON CORE STANDARD CC.K.CC.3

Count and Write 3 and 4

Know number names and the count sequence.



DIRECTIONS 1–2. Say the number. Trace the numbers. 3. Draw a dot on each object as you count. Tell how many. Trace the number. 4–6. Draw a dot on each object as you count. Write the number.

Lesson I.5 Reteach

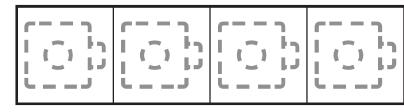
COMMON CORE STANDARD CC.K.CC.4a

Count to tell the number of objects.

Model and Count 5

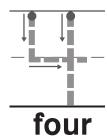


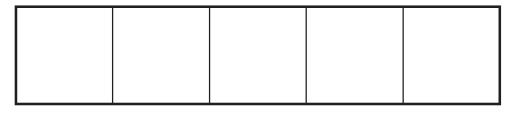




five

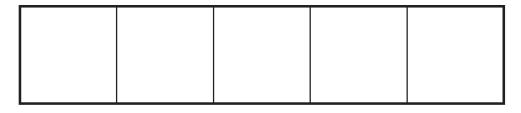






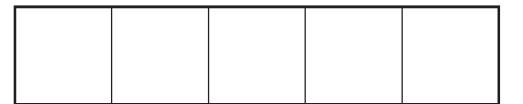
3





affe





five

DIRECTIONS 1. Say the number as you trace it. Place cubes to show the number. Trace the cubes. 2–4. Say the number as you trace it. Place cubes to show the number. Draw the cubes.

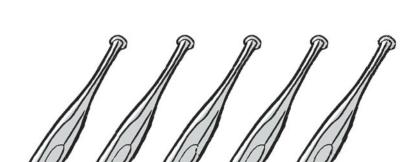
Name		
INCHILE		

Lesson I.6 Reteach

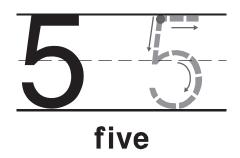
COMMON CORE STANDARD CC.K.CC.4b

Count to tell the number of objects.

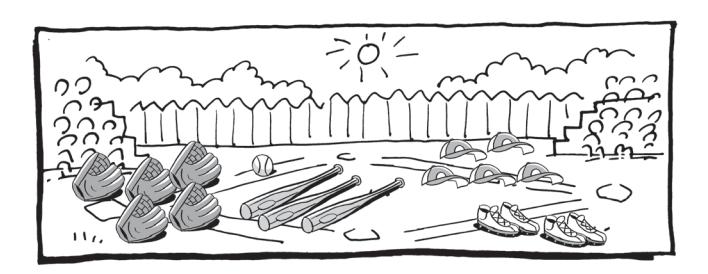




Count and Write to 5







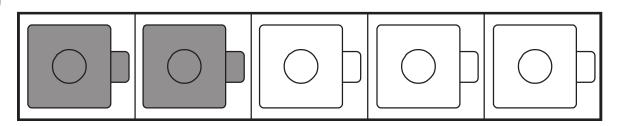
DIRECTIONS 1. Draw a dot on each baseball bat as you count. Tell how many. Trace the number. Draw one baseball above each bat to show a set of five baseballs.2. Circle the sets of five objects.

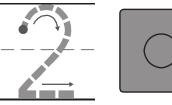
Algebra • Ways to Make 5

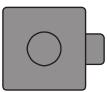
COMMON CORE STANDARD CC.K.OA.3

Understand addition as putting together and adding to, and understand subtraction as taking apart and taking from.



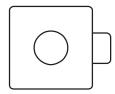




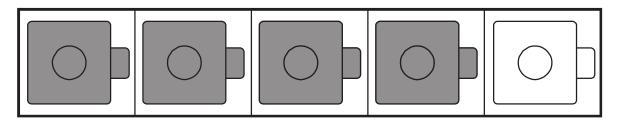


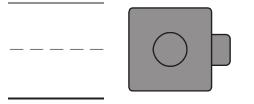




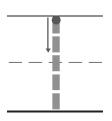


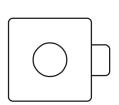












DIRECTIONS I. Count the gray cubes in the five frame. Trace the number. Count the white cubes in the five frame. Write the number to show a way to 2. Count the gray cubes in the five frame. Write the number. Count the white cubes in the five frame. Trace the number to show a way to make 5.

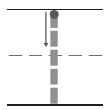
Lesson I.8 Reteach

COMMON CORE STANDARD CC.K.CC.4c

Count to tell the number of objects.

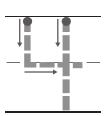
Count and Order to 5























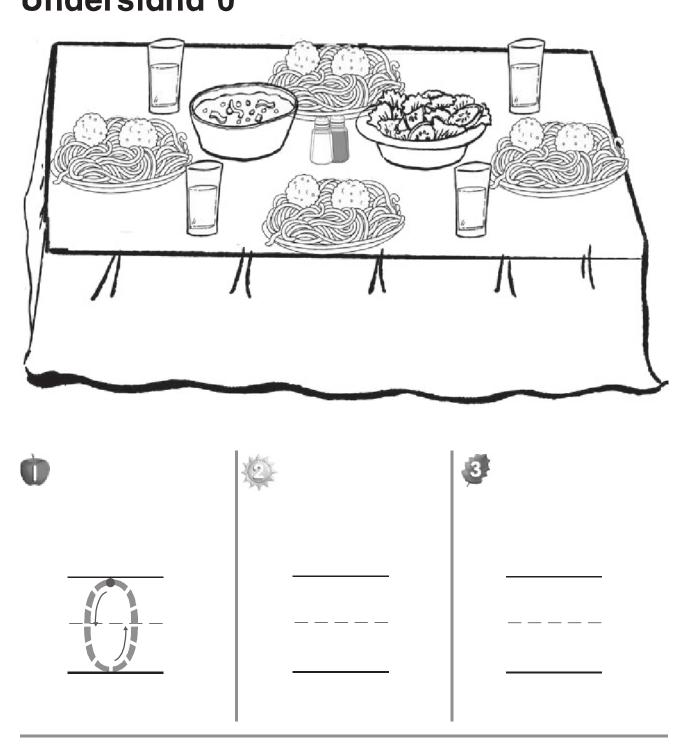


DIRECTIONS I. Trace the numbers. Make a cube tower to show each number. 2. Place the cube towers in order. Trace the cube towers. Write the number of cubes for each tower.

COMMON CORE STANDARD CC.K.CC.3

Problem Solving • Understand 0

Know number names and the count sequence.



DIRECTIONS I. Place a cube on the dinner table. Take the cube off the dinner table. How many cubes are on the dinner table now? Trace the number. 2. Place a cube on each plate. Take the cubes off the plates. How many cubes are on the plates now? Write the number. 3. Place a cube on each bowl. Take the cubes off the bowls. How many cubes are on the bowls now? Write the number.

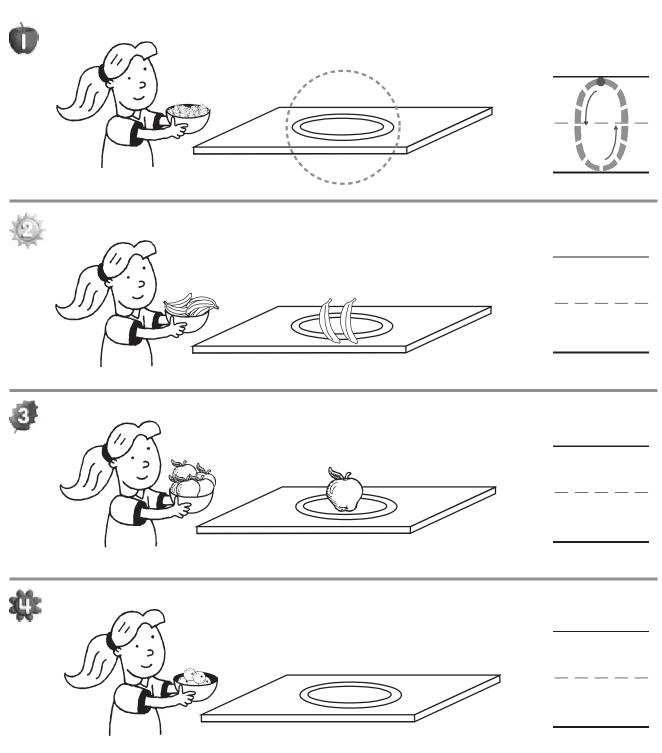
Name		
INCHIC		

Lesson I.10 Reteach

COMMON CORE STANDARD CC.K.CC.3

Know number names and the count sequence.

Identify and Write 0



DIRECTIONS I. Touch each piece of fruit on the plate. How many did you touch? Trace the number. Circle the plate if it has 0 pieces of fruit. **2–4.** Which plates have 0 pieces of fruit? Circle the plates. Write how many pieces of fruit.