Home Connection I ★ Activity



NOTE TO FAMILIES

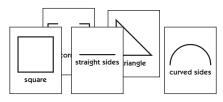
Welcome to the first Home Connection. This bingo game is designed to help your child practice shape names and discover some of the ways in which triangles, squares, circles, and rectangles are alike and different.

Shape Bingo

You'll need the Shape Attribute cards and the Shape Bingo gameboards, an envelope, and some game markers such as pennies, marshmallows, cereal, or pieces of paper.

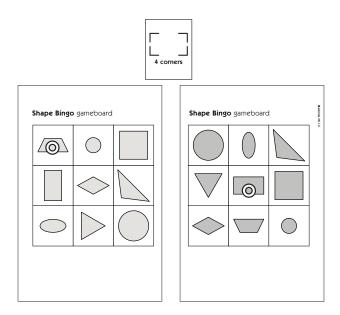
Instructions

Cut apart the shape attribute cards and place them in an envelope. Tuck the flap inside the envelope.



2 Cut the 2 bingo gameboards apart and give 1 to each player, along with a small handful of game markers.

3 Pull an attribute card out of the envelope. What does the card show? Do you have a shape on your gameboard that matches the card? What about your partner? Were your choices the same or different? Each player should cover only *1* shape on his or her bingo board, even if there are several shapes that match the description on the attribute card.

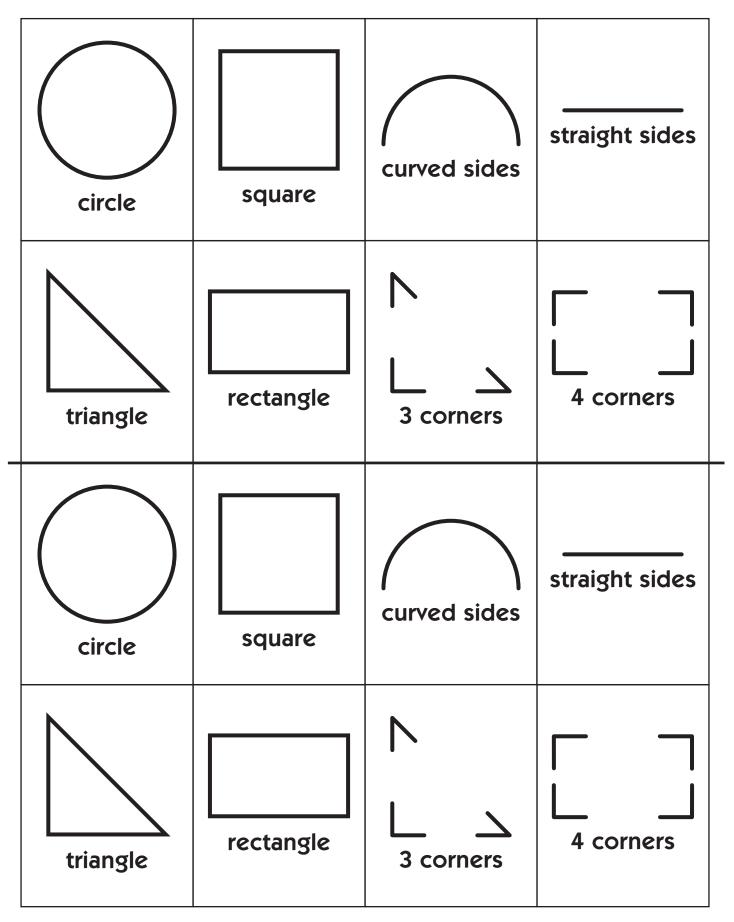


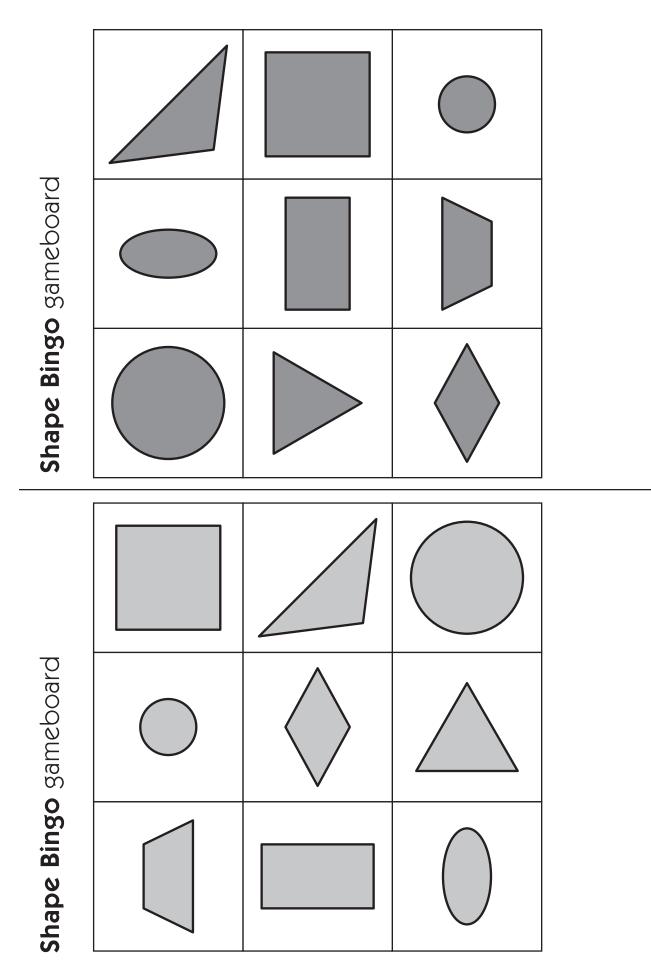
4 Take turns pulling Attribute cards out of the envelope and finding shapes on your boards that match the shapes or shape properties shown on the cards.

5 The first player to get 3 markers in a row horizontally, vertically, or diagonally wins the game.

Play the game several times this week.

Shape Attribute cards





Home Connection 2 ★ Activity



NOTE TO FAMILIES

This Home Connection is designed to provide your child with additional practice at sorting and patterning shapes by their common attributes. Hopefully, the whole family can get involved to help color and cut the shapes.

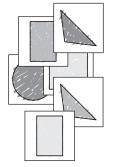
Shape Sorting & Patterning

You'll need the 3 sheets of shapes along with red, yellow, and blue crayons, scissors and an envelope.

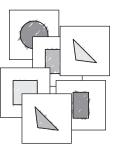
Instructions

Days I & 2 Work together to outline and color each of the shapes. Cut around the boxes that contain each of your colored shapes.

Day 3 Find different ways to sort the shapes. You might sort them by color, size, type, number of sides, number of corners, or by curved and straight sides.

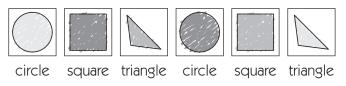


These are big



These are small

Day 4 Make some patterns using your shapes.

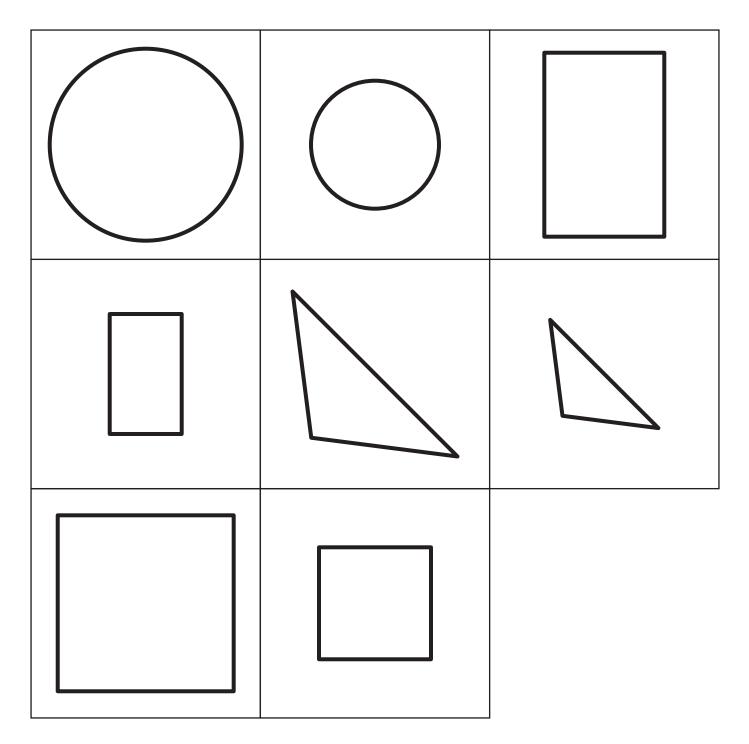


Remember Store your shapes in an envelope that you label. Put them away in a safe place. You'll need them again for a future Home Connection.



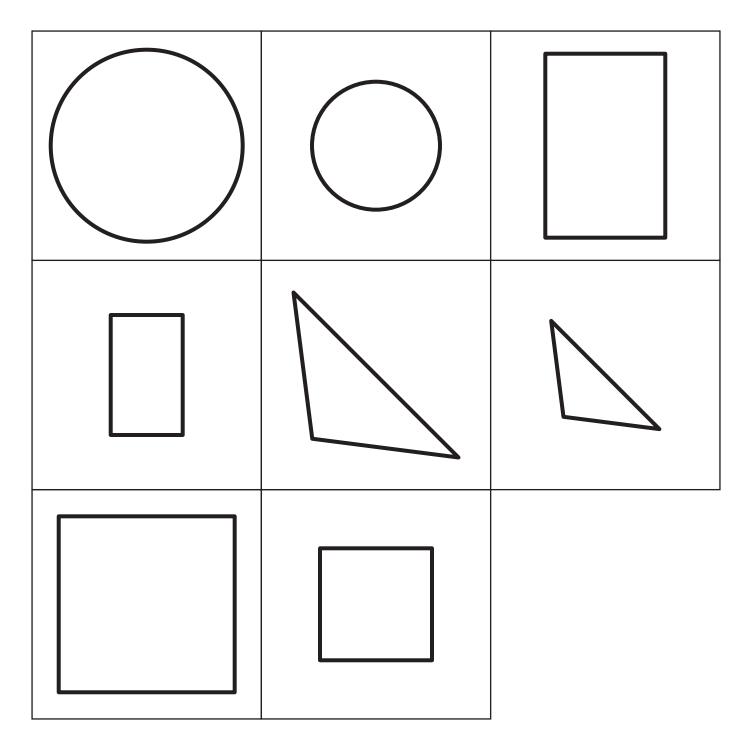
Shape Sorting & Patterning cards

Color each shape yellow.



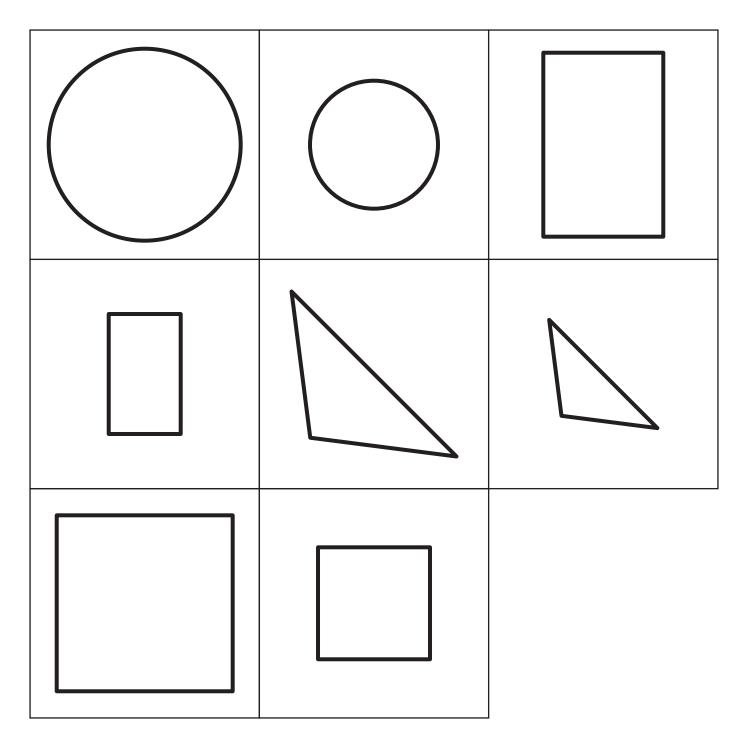
Shape Sorting & Patterning cards

Color each shape red.



Shape Sorting & Patterning cards

Color each shape blue.



Home Connection 3 ★ Activity



NOTE TO FAMILIES

This Home Connection features a Bugs Bingo game with bugs arranged in ten-frames so youngsters begin to count quantities relative to 5's and 10's. How many different ways can the bugs on each card be counted? Who will get 3 numbers in a row first?

Bugs Bingo

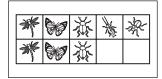
You'll need the Ten-Frame Bug cards and the Bug Bingo gameboards, as well as some game markers such as marshmallows, pennies, cereal pieces, or small pieces of paper. You'll also need an envelope in which to store the Ten-Frame Bug cards.

Instructions

Cut around the ten-frames of the bugs, stack them up, and put them into an unsealed envelope.

2 Cut the Bug Bingo gameboards apart so you have 2 playing boards, give 1 to each player, along with a handful of game markers.

3 Take turns reaching into the envelope for a Bug card. How many bugs are on the card? How did you count them? Is there another way to count them?



Counting Strategies

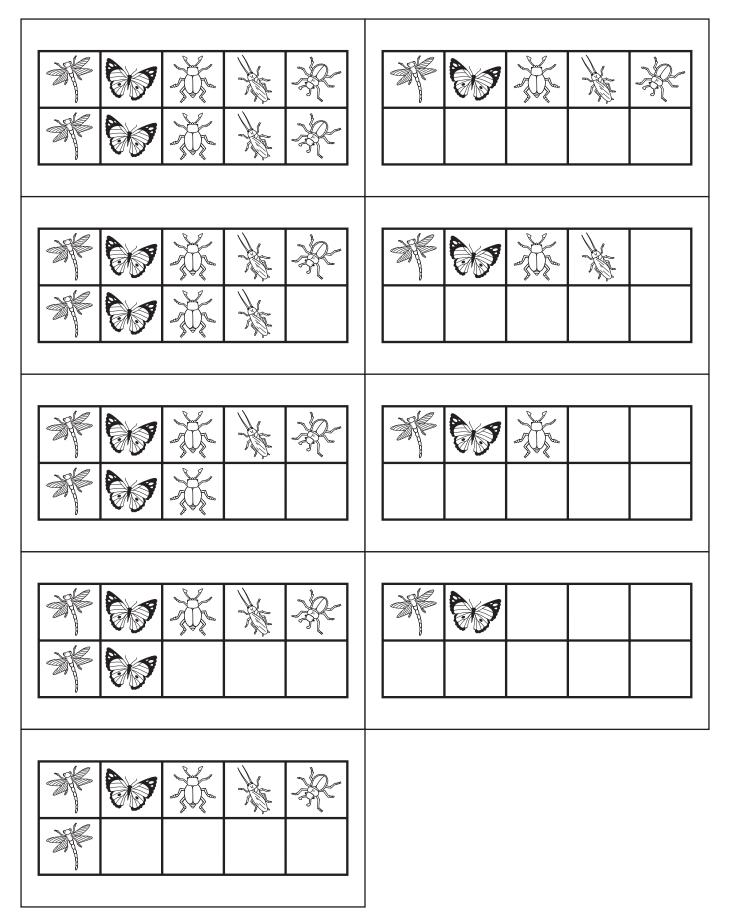
- It has 1, 2, 3, 4, 5, 6, 7, 8.
- I can see 5 on the top and then it's 6, 7, 8.
- If there were 2 more, it would be 10, so you can just tell it's 8.

• I know that if you have 5 and then 3 more it makes 8.

4 Once the number of bugs on the card has been determined, each player gets to cover the appropriate numeral on his or her bingo board. The first player to get 3 markers in a row horizontally, vertically, or diagonally wins the game.

Play the game several times this week

Ten-Frame Bug cards



gameboard	0	Ŋ	4
		2	V
Bugs Bingo gameboard	\mathbf{n}	0	00
ameboard		00	Ŋ
	0	0	n
Bugs Bingo gameboard	Q	4	2

Home Connection 4 ★ Activity



NOTE TO FAMILIES

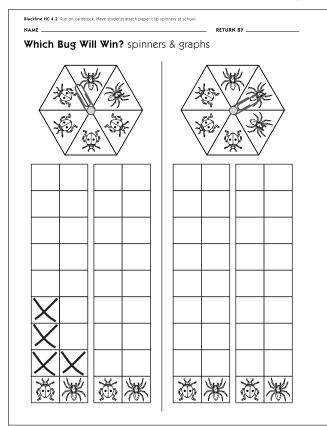
This Home Connection is a probability experiment in which you'll compare data gathered from using 2 different spinners. Which "bug" is more likely to win when there are 2 spiders and 4 ladybugs on the spinner? Will the results be the same when there are 3 spiders and 3 ladybugs? What do you predict would happen if 20 students conducted the same investigation?

Which Bug Will Win?

You'll need the Which Bug Will Win? spinner & graph sheet.

Instructions

Days I & 2 Spin the first spinner and record the results of each spin on the graph until *1* column is filled to the very top. Which bug won? Why do you think that happened? Will you get the same results another time? Spin and record the results again on the second graph.

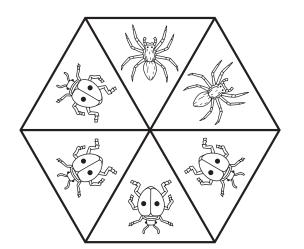


Days 3 & 4 Spin the second spinner and record the results of each spin on the graph until *1* column is filled. Which bug won? Why do you think that happened? What will happen next time? Complete the second investigation.

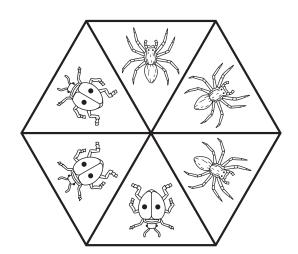
Return the completed graphs to your teacher when you have completed the work. Do you think your classmates will have obtained the same results? NAME ____

RETURN BY _____

Which Bug Will Win? spinners & graphs



	<u> </u>	
X		X



 		· · · · · · · · · · · · · · · · · · ·
X		X

Home Connection 5 ★ Activity



NOTE TO FAMILIES

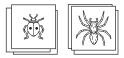
This week's Home Connection is a worksheet that displays 4 different bug patterns. The challenge in each case is to figure out how the pattern is repeating and how to complete it.

Bug Patterns What Comes Next?

You'll need the Bug Patterns: What Comes Next? sheet, along with some scissors and glue.

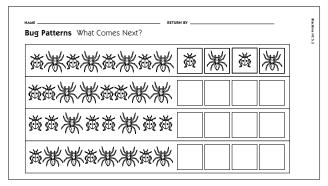
Instructions

Cut around the bug boxes pictured at the bottom of the page and sort them into 2 piles—ladybugs and spiders.



2 Look at the pattern at the top of the worksheet. How does it repeat?

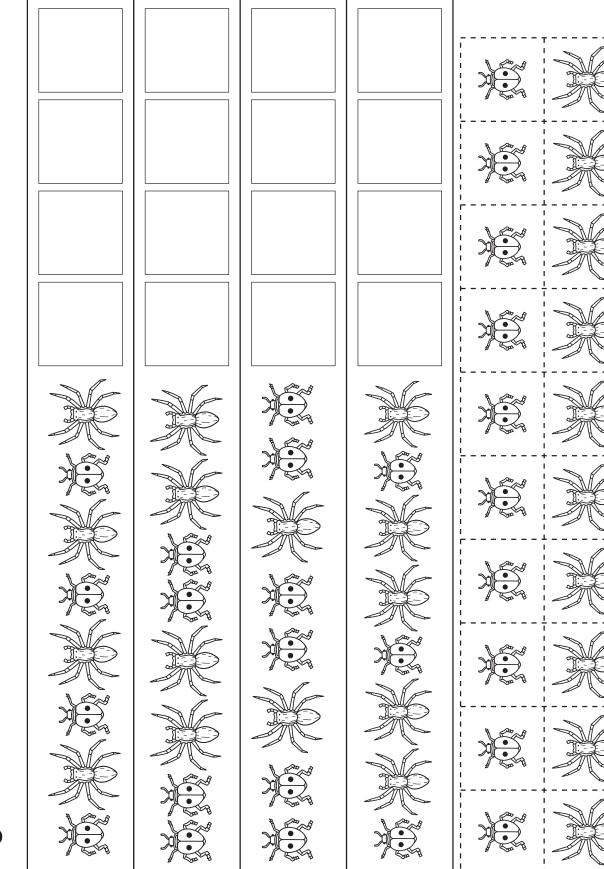
3 Glue the appropriate "bugs" into the boxes to complete the pattern. Complete the other 3 patterns on the worksheet in similar fashion.



Return the paper to your teacher when you have completed the work.

Bug Patterns What Comes Next?

RETURN BY



NAME

Home Connection 6 ★ Activity



NOTE TO FAMILIES

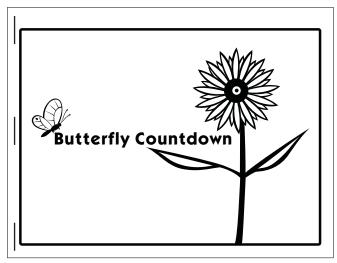
Ten butterflies are in the air. If one stops to sip some nectar from a flower, how many will be left? This subtraction Home Connection starts with a miniature countdown book where one butterfly departs from the group on each new page of the story. You'll read through the book several times together and then help your child color ten butterflies to playact the story as the two of you work with the big idea of subtracting one.

Butterfly Countdown

You'll need the Butterfly Countdown book pages, along with the sheet of butterflies. You'll also need scissors, crayons, and a stapler.

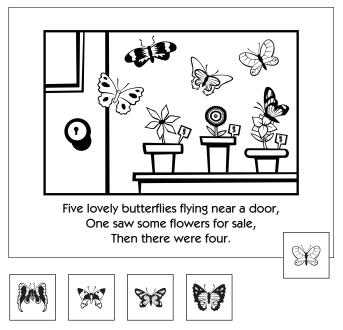
Instructions

Preparing the book: cut apart the Butterfly Countdown pages on all 3 sheets and assemble the book with the cover first, then in 10 to 1 order. Staple the pages together along the side.



2 Preparing the Butterfly cards: color the page of butterflies and cut them out.

3 Read the book together a time or two. What does your child notice about each page? **4** Playacting: read a page together and use the paper butterflies to show what happens.



Playact several of the pages and then save the butterflies for some "mental math" described on the following page another day.

```
Blackline HC 6.2 Run back to back with HC 6.1
```

Home Connection 6 (cont.)

Mental Math

Note If your child would be more comfortable using his or her butter-flies to help solve these problems, be sure to get them out again.

Can you imagine 7 butterflies hovering over some flowers? If 1 flies away, how many will be left?

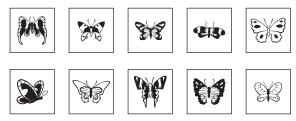
2 Can you imagine 10 butterflies flying in the air? If 1 stopped to sip some nectar, how many will be left?

3 If 4 butterflies were flying near a pumpkin patch and 1 stopped to rest on a scarecrow, how many would be left?

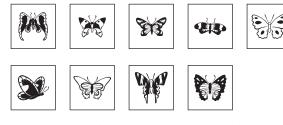
4 Continue telling stories similar to these and then save the butterflies for 1 more day's worth of work.

Subtracting One

Set out all 10 of your butterflies.



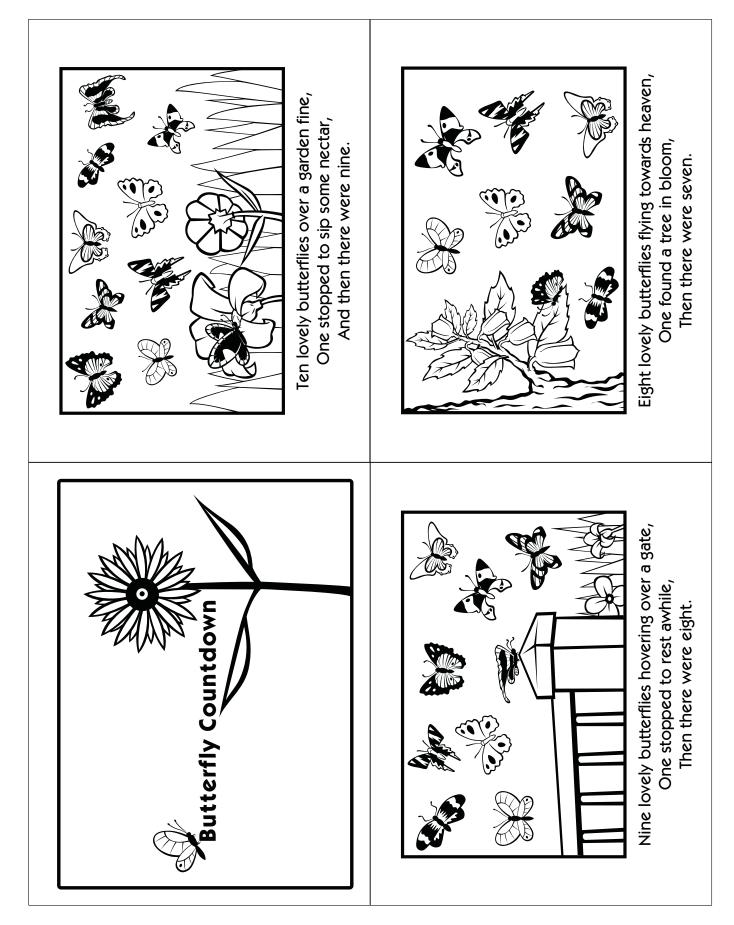
2 Take away 1 butterfly. How many are left?

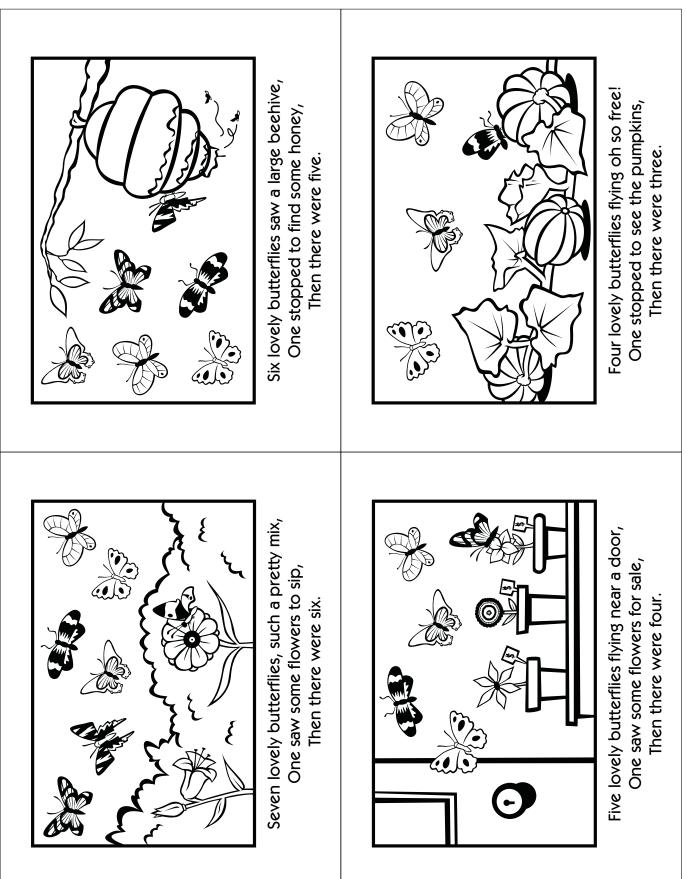


10 take away I leaves 9!

3 Continue all the way to 0 and then try a bit of "mental math" subtracting 1 each time (What's 5 - 1? What about 9 - 1?, 4 - 1?, 10 - 1?).

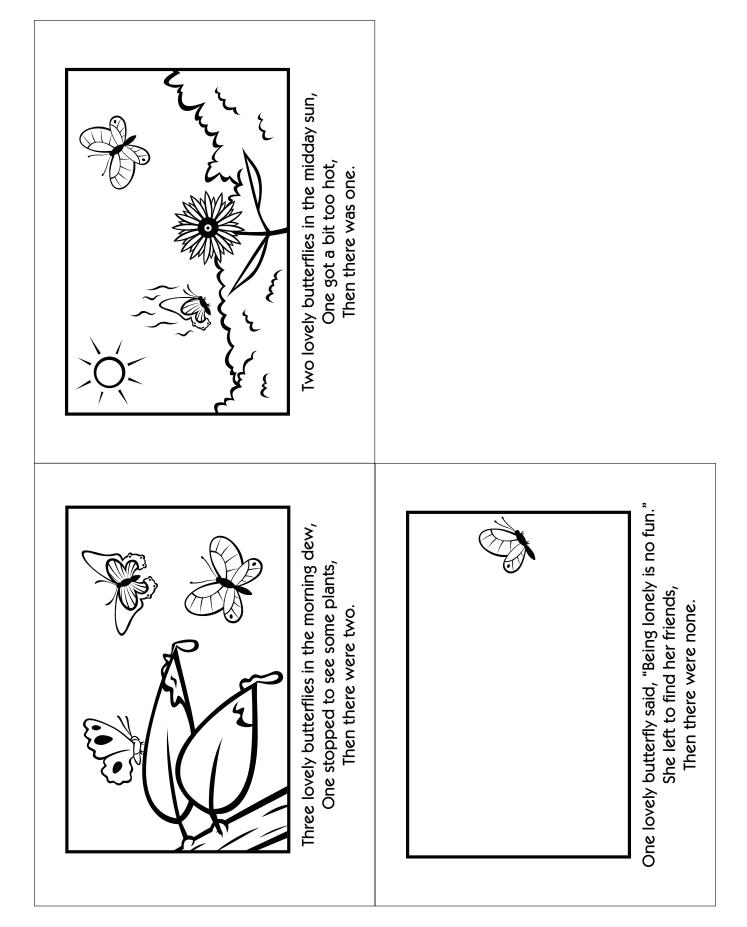
Butterfly Countdown book pages





Butterfly Countdown book pages

Butterfly Countdown book pages



Butterfly cards

