$$
\begin{array}{lll}
43+27= & 87+90= & 34-21= \\
84-36= & 91-38= & 63+19= \\
70+22= & 46-23= & 33+50= \\
89-39= & 25+37= & 52+41= \\
4-4 & + & +
\end{array}
$$

Name: $\qquad$

## Ask Questions

| Who? | What? |
| :--- | :--- |
| When? | Where? |
| Why? | How? |

## What invention will you make that'll change the world? - Kid President

Write a paragraph sharing a problem and what you could invent to solve that problem.

- Include a topic sentence stating your problem

Describe your invention (what it looks like and how it works)

- Include a closing sentence
- Draw a picture of your invention


Name

## Write about plants in the boxes.

I know these facts
about plants
Thave these questions
about plants.
I learned these facts
about plants

Name:
Plant Life Cycle

Word Bank: sprout
flower plant seed


## Make a Map

You are going to be a cartographer, that means a mapmaker, this week. You and your family will have fun exploring and thinking about where you live.

1. Listen to the Story: Me on the Map Link: http://tiny.cc/vdj8mz
2. Draw a map of your room on a piece of paper. Show your map to a family member. Do they recognize your room? What details make your map clear?
3. Go on a walk with your family to draw a neighborhood map. Add lots of details. Where is your home located? What buildings, roads and other features are around your neighborhood? Label your map. Talk to your family about what makes your neighborhood special. Create a map key that uses symbols to show things on your map. Note cardinal directions: north, south, east, and west.

## Make the Life Cycle of a Plant

You are going to make the life cycle of a plant. You may use materials from home such as a paper plate, a piece of paper, cotton balls, leaves, sticks, beans, markers, crayons, markers, paint, etc. You can draw and label each stage, you can show the stages by doing $1^{\text {st }}, 2^{\text {nd }}, 3^{\text {rd }}$, etc., or first, next, then, last. Below are a few ideas to help you get started. You can also look at the cube activity in activity 2 on the Choice Board to help you too. Have fun with this!


## Name that Number

## Materials number cards 0-20 (4 of each card $0-10$, and 1 of each card 11-20)

Players 2 to 4 (the game is more fun when played by 3 or 4 players)

Skill Using addition and subtraction to name equivalent numbers

Object of the game To collect the most cards.

## Directions

1. Shuffle the deck and place 5 cards number-side up on the table. Leave the rest of the deck number-side down. Then turn over the top card of the deck and lay it down next to the deck. The number on this card is the number to be named. Call this number the target number.
2. Players take turns. When it is your turn:

- Try to name the target number by adding or subtracting the numbers on 2 or more of the 5 cards that are number-side up. A card may be used only once for each turn.
- If you can name the target number, take the cards you used to name it. Also take the target-number card. Then replace all the cards you took by drawing from the top of the deck.
- If you cannot name the target number, your turn is over. Turn over the top card of the deck and lay it down on the target-number pile. The number on this card is the new target number.

3. Play continues until all of the cards in the deck have been turned over. The player who has taken the most cards wins.

## Mae and Joe take turns.



It is Mae's turn. The target number is 6 .
Mae names the number with $12-4-2$.
She also could have said $4+2$ or $8-2$.
Mae takes the 12, 4, 2, and 6 cards. Then she replaces them by drawing cards from the deck.

Now it is Joe's turn.

Name: $\qquad$

## Reading a Map



1. Label $\mathbf{N}, \mathbf{S}, \mathbf{E}$, and $\mathbf{W}$ on the compass rose.

Write north, south, east, or west to complete each sentence.
2. To go from Eddie's house to the school, you travel $\qquad$ .
3. The supermarket is $\qquad$ of Lisa's house.
4. A police officer would go $\qquad$ to Davis Park.
5. Students walk $\qquad$ to the school after using the school playground.
6. Corey goes $\qquad$ to eat at the restaurant.
7. Eddie would walk $\qquad$ to use the Davis Park playground.
8. Eddie would walk $\qquad$ to visit Lisa.

## ANSWER KEY

## Reading a Map



1. Label $\mathbf{N}, \mathbf{S}, \mathbf{E}$, and $\mathbf{W}$ on the compass rose.

Write north, south, east, or west to complete each sentence.
2. To go from Eddie's house to the school, you travel $\qquad$ west .
3. The supermarket is $\qquad$ north of Lisa's house.
4. A police officer would go __ east to Davis Park.
5. Students walk $\qquad$ south to the school after using the school playground.
6. Corey goes north to eat at the restaurant.
7. Eddie would walk __east to use the Davis Park playground.
8. Eddie would walk south to visit Lisa.


## Two-Digit Addition Scoot

Objective: This game will give students an opportunity to review two-digit addition.

Materials: Grid Worksheet (one per student) Scoot Question Cards (one per desk)

Preparation: Place a Scoot Question Card on each desk. Attach them to the desk with tape.


How to Play: Students will move from desk to desk around the classroom. At each desk, students will read the two-digit addition card and write the answer on the grid worksheet. When the teacher says "SCOOT," they move to the next desk. Students visit each desk in the classroom and answer all of the question cards.
example: A student is at desk 2.
He reads a Scoot question card that says "63 + 9 =".
He writes " 72 " on his grid worksheet.
When the teacher says "SCOOT," he moves to desk number 3.
At the end of the game, collect all of the question cards and review the answers with the class.

## Management Suggestions:

Practice moving from desk to desk before playing the actual game. Have them "Scoot" four or five times before you begin the actual game. Some teachers like to spread out the desks a bit so students do not look at the cards to the right or left of them before they arrive at the desks.

Watch your timing. If you tell the students to scoot too soon, they may not be able to finish writing answers to their question cards. If you wait too long before telling students to scoot, they may get bored and restless.
Use only as many question cards as you need. This version of the game has 30 cards. However, if you have only 18 desks in your classroom, only use 18 cards and 18 squares on the grid.
(This file has 20, 25 , and 30 square grids. Use whichever one best meets your needs.)

2----------------
2igit Addition SCOO! <br> \section*{27 <br> \section*{27 <br> <br> $+18$} <br> <br> $+18$}

2-Digit Addition
Scoo'

## 3

2-Digit Addition Scoo'

## $63+9=$

## 2-Digit Addition SOOO:

 1
## Find the sum of 83 and 22 .

## 2-Digit Addition Scoo'

## 50

 $+39$2-Digit Addifion Scoo'

## 6

## $16+77=$

2-Digit Addition Serer

2-Digit Addifion Scoo'

## 8

Add the two smallest numbers together.


## 2-Digit Addition Scoo'

## 0

## 26 <br> $+46$

2-Digit Addition
SOOP:

## 11

## $42+29=$

2-Digit Addition Scoot

## 2-Digit Addition Scoot



Add the numbers in the circles.


## 2-Digit Addition Scoo'?

## 18

## $+8$

2-Digit Addition
Scoo'

2-Digit Addition Scoo'

## $57+23=$

## 2-Digit Addition

 Scoo'
## 16

Add the numbers in the squares.


Find the sum of 30 and 60 .

## 2-Digit Addition Scoot

## 17

7

2-Digit Addition Scoot

## $39+21=$

2-Digit Addition

## Scoot

## 1

## 9

## $+27$ <br> 13

 (
2-Digit Addition
Scoo'

## 2



## Add the numbers in the circles.

## Find the sum of 49 and 38.

## 2-Digit Addition Scoo'


$+34$

2-Digit Addifion Scoot

## 2

 22
## $16+48=$

## 2-Digit Addilition

2-Digit Addition

## Scoot

## Find the sum of 8 and 17.

## 2-Digit Addition Scoo'

## 73 <br> $+19$

2-Digit Addition
Scoo'

## 27

## Find the sum of 49 and 8.

2-Digit Addition Scoot

## 39 + 49

2-Digit Addition Scoot


## Add the numbers that are outside the square.

> 8
> 16
> 59
> 68


Name:


| (1) | (2) | (3) | (4) | (5) |
| :--- | :--- | :--- | :--- | :--- |
| (6) |  |  |  |  |

Name:


| (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) |

Name: $\qquad$

## Two-Digit Addition Scoot

 Answer Grid:30 Squares

| (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) |



## Sorting Adjectives

Adjectives are words used to describe nouns.
Directions: Read the adjective from the word box. Then, write the adjective where it belongs in the box below.

|  |  | Adjective Word Box |
| :--- | :---: | :---: |
| squeaky | quiet | smooth |
| huge | little | three |
| six | shiny | purple |
| yellow | bumpy | round |


| How many... | What size... | How it <br> sounds/feels... | How it looks... <br> (including color!) |
| :--- | :--- | :--- | :--- |
|  |  |  |  |

Write two sentences below and include at least one adjective.
Example: I saw a fast, blue car driving down the road.

1. $\qquad$
2. $\qquad$

## Flamingo: Practice Subtraction

 Subtract these numbers. You may need to borrow. Then answer the question below.

