#### Day 6

Fundations - Practice tapping, writing, and reading CVC words. Try using the words in a sentence. Use the words: mug, nut, lug, set, met, Meg.

Sight Words - Refer back to the Sight Word list and games from Day 1.

Journal - What job do you want when you grow up? Illustrate and write a sentence.

Math - Play Counting on the Number Grid. Complete worksheet for the number 6.

Social Studies - Read and discuss pages 12 and 13, Workers Solve Problems.

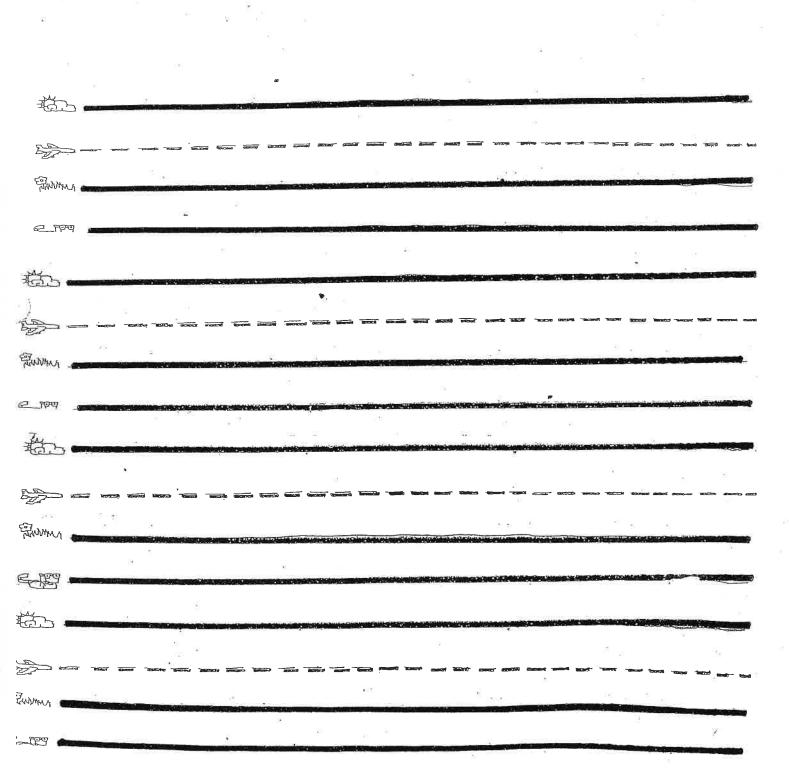
Science - Tally and graph the weather. Use the graph and tally sheet from Day 1.

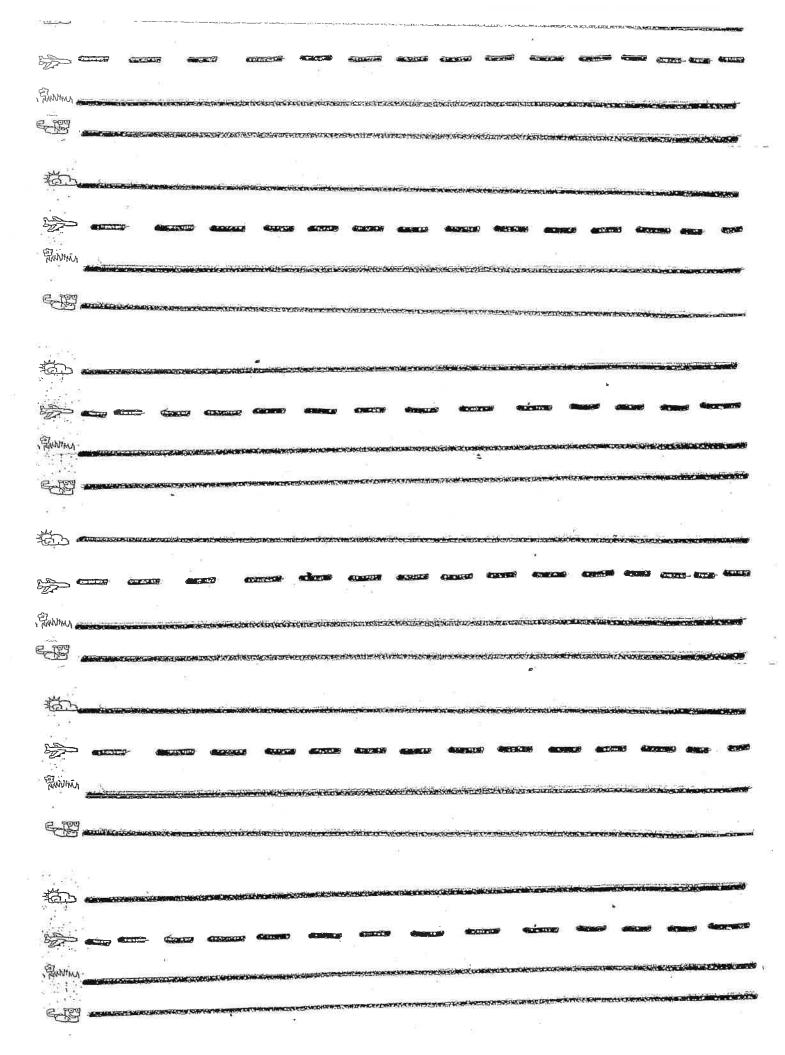
Guided Reading - Continue to read your books in your bag. Log onto <u>www.raz-kids.com</u> and read a story. Answer the comprehension questions.

Websites where you can find additional activities for your child include:

www.starfall.com www.abcya.com www.Storylineonline.net www.raz-kids.com

Journal





## Counting on the Number Grid

Home Link 5-1	
NAME	DATE

### Family Note

The 0–100 number grid is a mathematical tool that children can use to help them count, explore number patterns, and develop an understanding of place value. Display the number grid (on the following page) in your home and use it to complete the fun activities below. Return to the number grid frequently to practice the activities with your child.

Look for patterns on the number grid.

- What happens as you move your finger across a row? When you move your finger down a column?
- Where are the smaller numbers? Where are the larger numbers?

Close your eyes and point to a number on the grid.

- Count up to that number from 1.
- Or count from that number up to 100.

Take turns covering a number with a coin and guessing what the number is. Then say the number right before and right after that number.

Put a coin on the 0 space and roll one or two dice. Move your coin forward the number of spaces shown on the dice, following the order of the numbers on the number grid. Continue until you reach 100!

Invent your own number-grid activities and games!

# Counting on the Number Grid (continued)

Home Link 5-1

NAME

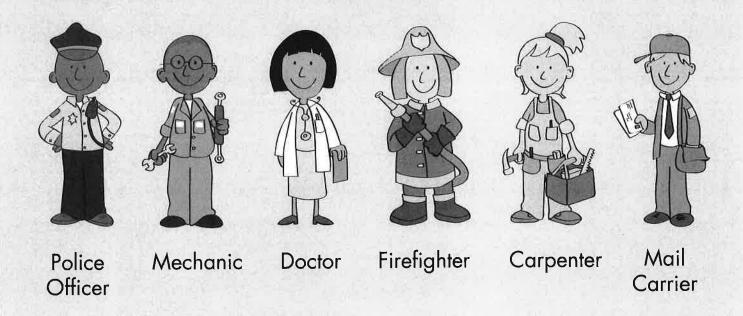
DATE

27 L C									0
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	32	33	34	35	36	37	38	39	40
41	42	43	44	45	46	47	48	49	50
51	52	53	54	55	56	57	58	59	60
61	62	63	64	65	66	67	68	69	70
71	72	73	74	75	76	77	78	79	80
81	82	83	84	85	86	87	88	89	90
91	92	93	94	95	96	97	98	99	100
101	102	103	104	105	106	107	108	109	110

-								
Name_						six		
Color in	the co	rrect	numb	er of b	oxes:			
-								
		$-\langle$	<u> </u>					
					-			
			- 0 - 1 - 1 - 1 - 1 - 1 - 1 - 1 - 1 - 1					
Si	<u>six six six six</u>							
Circle all the number 6s: Color six:								
1	3	6	8	7	6			
6	6	4	2	9	2			
2	3	5	6	1	6			
2	8		2		1			
	O	U	L	U	<b>T</b>			
Write in the missing numbers:								
3 (5) (8)								

# Workers Solve Problems

Want to play a game? This game is about community workers who solve problems.





## How to Play

- Close your eyes and put your finger on a number.
- Move that number of spaces on the game board.
- Look at the picture where you land. Tell about the problem.
- Name the community worker who can solve the problem.

