Kindergarten Learning Menu		
English/Reading	Math	Social Studies
All students will have 4 school library books Students can read and/or listen to stories. Write/draw about a character. Write/draw about your favorite part in the book. Write 1 fact that you learned. Review letters and sounds. Look for objects in your home that start with a specific sound/letter. Use old magazines or newspapers to locate letters/known words. Generate rhyming words. Say a word, then change one sound in the word (Say cat. Now say cat but instead of /k/ say /b/. Child says bat.) Keep a journal: Write one sentence about what you do each day and then illustrate.	 Look around your house and find some patterns. Draw 3 patterns that you find and describe them to a grown up. If you can't find any, draw some on your own! Create an ABC pattern using items at home. Create another pattern of your choice and identify what type of pattern it is. Think about other patterns you see around you. Ben has 5 balloons. Some of them are red and some are blue. How many balloons can be blue and how many can be red? Can you find a different way? Draw a picture to solve the problem. Pretend you are the cashier at a toy store. Make up prices for the toys you are pretending to sell. What coins would you need to buy each of your toys? How many cents is each coin worth? 	 Look around the house and fin old objects (rotary phones, records, tapes, old kitchen utensils). Give it to your child to answer the following questions What do you SEE? What does this item make you THINK about? What do you WONDEF about this item? What do you THINK this item may be used for? How has this object changed over time? Look through an old photo album. Make a family tree of your family members. Call an older family member. A them to share stories of what li was like when they were your age. Write the information dow to share with your teacher or class. Create a map of your house. Include a key, compass rose, and scale.
Science	P.E.	Fine Arts
Make and record daily weather observations. Create a toy car track/ramp. Time how long it takes for the car to travel. Change the track and time the second trial. What do you notice? Build a different vehicle each day for your favorite action figure/doll. Change the surface each day. How do you need to adapt your vehicle? Observe and mark your shadow in the morning, in the afternoon, and in the evening. How does it change? Take a nature walk and record what you see. Classify objects as living and nonliving. Gather some objects. Describe and compare their basic properties, including color, shape, texture, size and weight. Visit the Hour of Code website and complete an activity. Try a different one each day!	 Daily Warm Ups 3 Sets of 10 jumping jacks 3 Sets of 10 stride hops 10 Up Downs Runner stretch (one leg in, one leg out) - 15 seconds each leg Butterfly stretch (sitting with feet together) - 15 seconds 10 Curl-ups and 10 Push-ups Activity Do a throwing and catching activity, using a ball or frisbee. 10 minutes Do a locomotor skill for 10 minutes (Skipping, galloping, running, walking, or 2 foot Jump) Crab walk/bear crawl around 10 minutes (try balancing items, like a pillow) If you have access to the internet please review the online PE link: https://tinyurl.com/rb4232d 	Just let your child draw. Crayons, markers, or pencils work great! Be ready to post these on your refrigerator. Use a box of scrap materials (i paper, cloth, blocks, and glue) allow your child to explore and create wonderful collages. Music Play the Freeze Dance Game. Turn on some music and have your child dance. Then, when the child least expects it, yell "freeze!" and stop the music. What position did she end up in

Library Resources

Ebooks

Library website: http://destiny.spotsylvania.kl2.va.us

Free App: Destiny Read

Student Login:

Username: Student ID (first & middle initial, last name − 2 digit #)

Password: scps + 5 digit lunch number Example: username: gpstilton-78

password: scps12345

Directions for using e-books from a computer/laptop:

• Select your school.

- Login to Destiny Discover.
- Click on See All under e-books.
- Select the title you would like to read.
- Click on the checkout button. Then click the title again.
- Select more details. Click on the open button.

Directions for using e-books from the app:

After checking out a book from Destiny via desktop site, you can use the app to read the book.

- Select Location (Virginia)
- Type in school name
- Log In; Type in username and password.

Research Options

www.worldbookonline.com

Username: read Password: books

Student Login Info

Five Ponds Press for Students: