

1st Grade Learning Menu

English/Reading	Math	Social Studies
<p>All students will have 4 library books</p> <ul style="list-style-type: none"> • Students can read and/or listen to stories. • Write/draw about a character. • Write/draw about your favorite part in the book. • Write 3 facts you learned. • Write/draw the conflict/resolution in a story. • Write/draw about the beginning, middle and end of a story. • Write a new ending for a story. • List the characters, setting, conflict/resolution for a story. • Hunt for words you know in magazines and newspapers. • Cut out pictures from magazines. Write a sentence about them. • Read a book to someone else, a pet or stuffed animal. • Reread your favorite books. • Keep a journal: Write several sentences about what you do each day and then illustrate. 	<ul style="list-style-type: none"> • Use the number cards to create a 2-digit number. Tell a grown up how many tens and how many ones. Repeat for 10 different numbers you create. • Draw a picture of a triangle. Draw a picture of a square. How are they alike? How are they different? • Write a word problem with an answer of 8. Have someone else solve it. Choose another number and write a word problem and have someone solve it. • Draw a picture to solve. Taylor has 12 markers. Four of the markers are red and the rest are blue. How many blue markers does Taylor have? • Find 3 different patterns at your house. Draw a picture of them and describe the pattern. • Don't forget to practice Reflex Math! 	<ul style="list-style-type: none"> • Look around the house and find 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 WONDER 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. Ask them to share stories of what life was like when they were your age. Write the information down 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
<ul style="list-style-type: none"> • Take a nature walk and record what you see. Classify objects by their different characteristics. • Create 3 toy car tracks - a straight path, a circular path, and a back-and-forth path. Time how long it takes for the car to travel from the beginning to the end. What do you notice? • Observe and record where the sun is in the morning, in the afternoon, and in the evening. How does it change? • Gather five different materials. Classify their different characteristics. Hold them up in front of a light source. How does the light pass through them differently? • Design and construct a model of a habitat for an animal. What does that animal need? • Visit the Hour of Code website and complete an activity. Try a different one each day! 	<p>Daily Warm Ups</p> <ul style="list-style-type: none"> • 2 sets of 20 jumping jacks • 2 sets of 20 stride hops • 10 Up Downs • Runner stretch (one leg in, one leg out) - 15 seconds each left • Butterfly stretch (sitting with feet together) - 15 seconds • 10 Curl-ups, 10 Push-ups <p>Activity</p> <ul style="list-style-type: none"> • 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 	<p>Art</p> <ul style="list-style-type: none"> • Give your child various objects that can be traced to create different sized circles. Have them cut these circles to create animals or objects. • Use the same directions as above with squares or triangles. • Students can now mix the shapes to create collages. <p>Music</p> <ul style="list-style-type: none"> • Pots, pans, bowls, and wooden spoons make great music-making instruments. Let your child explore the different sounds they can make. • Help your child create musical instruments out of rice, dried beans, empty cans, and such. Now turn on some music and let your child add the percussion.

Library Resources

Ebooks

Library website: <http://destiny.spotsylvania.k12.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:

<https://student.efiveponds.com/> Username: SpotsyS Password: 22407S (Please use capitals where indicated.)