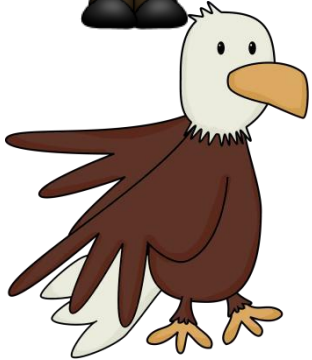


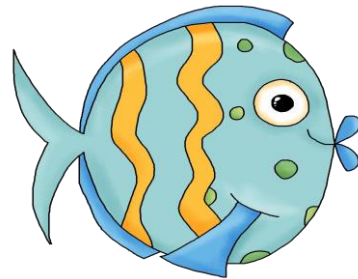


When you come to a word you can't figure out

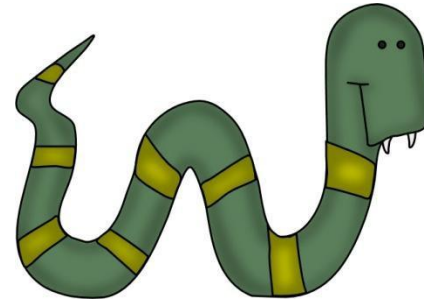
be a word detective!



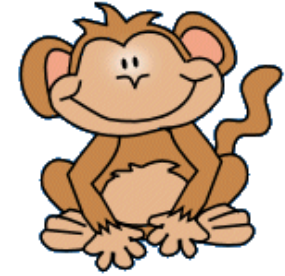
Eagle Eye



Lips the Fish



Stretchy Snake



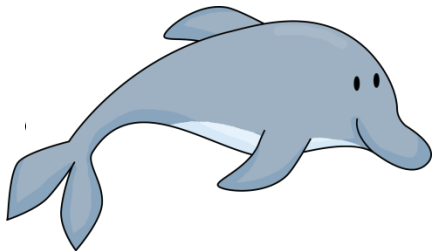
Chunky Monkey

Look at the pictures.

Say the first sound.

Stretch the words.

Look for chunks.



Flippy Dolphin



Skippy Frog



Tryin' Lion

stand finger

Ask Yourself:

Does it make sense?



Does it sound right?



Does it look right?



Flip the vowel sound.

Skip over the word

Reread the sentence

(cap vs. cape)

and **come back** to it.

and try a word that makes sense.

Hello Families!

These are some of the characters your child is familiar with from our guided reading time this year. While we did not have a chance to use all of our animal friends heavily at reading time (Flippy Dolphin, Skippy Frog, and Tryin' Lion are newer, for more complex words) they still can practice using any of them as they read this summer! Encourage your child to keep reading through the summer months so that they maintain their reading stamina as they approach second grade! You can still access books from the EPIC website, or read any books you have at home! When your child comes across a tricky word, encourage them to try a variety of strategies to decode it or figure out the word, so they don't just form a habit of relying on one. (Some children tend to focus on only picture clues and struggle with sounding out words, while other children often rely so much on sounding out words, they forget to look at the pictures for clues!) If they remember that each of these animals stands for a great strategy to try when they approach a difficult word, they might be more inclined to try a few different strategies with it, which will lead them to success in the more complex stories they will be using next year with Mrs. Pierce! Happy reading!

~Mrs. Gearhart

A 10x10 grid of numbers from 1 to 100, arranged in rows of 10. The grid is enclosed in a thick, multi-colored border that transitions through the colors of a rainbow (red, orange, yellow, green, blue, purple). The numbers are printed in a simple, black, sans-serif font.

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

Number Grid Fun!

Here are some fun games we have played as a class through the year, that review number sense, place value, and many other math topics! **Read the page below** to find out how to play both games! These would be great fun activities to try on a rainy day this summer, to keep these math skills fresh on your child's mind as they approach second grade!

Number Grid Squeeze (Guess My Mystery Number)

One person is the Mystery Number Chooser, and the rest of the players are guessers. The first person chooses a number from the grid and keeps it secret. The guessers take turns guessing numbers out loud. If you like, you could print the grid on the page above, and cross out incorrect guesses or put a chip or marker on the wrong numbers to rule them out. If you don't have a printer, just pull up this grid and keep it on the computer screen while you play! There is also a number grid on the back of your child's red take home folder, and inside our agendas, if you like to use that grid better! Here's the twist to help them with math skills... When a guesser says a wrong number, the first player doesn't just say "no," but they tell the guessers clues. (For example, if my secret number was 37, and you guessed 50, I'd say, "no, but my number is LESS THAN 50." If you guess 15, I'd say, "no, but my number is GREATER THAN 15.") By playing this way, children become more aware of number comparisons. If you see that in that situation your child later still guesses a big number (say, 65) you can remind them that the mystery number must be less than 50, so we don't need to guess anything bigger than 50, because we know that isn't heading in the right direction.

Number Grid Guess Who Game (similar to the "Guess Who?" board game with the faces that you flip down)

One player chooses a number from the grid and keeps it secret. The other player asks questions to start narrowing down the choices about which number it might be. For example, some good questions might be....

Is your number even or odd?

Does your number have 3 in the tens place?

Is your number in the column that ends with zeros?

Does your number have 2 digits?

Is your number greater than 50? Etc...

To add a fun twist to the game, see if the partner can guess the right number by asking less than 10 questions, or less than 5 questions, etc...