

PARENT

Tips & Handouts

How Can I Work With My Child In **READING**?

Read and Cover

1. Read a paragraph (or a page if there isn't a lot)
2. Then cover what you just read with your hand.
3. Think about what you read.
4. Share what you remember.
5. Look and see how much you remembered.

Sticky Note Reading

Choose 2-4 sticky notes. As you read, stick them on the page with your thoughts about what you read.

Say Something

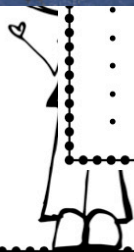
As you read, stop every once in a while (at the end of paragraphs, every page, etc.) and say one of the following prompts.

- Why...?
- How...?
- I can't believe...
- I wonder why...
- I think...
- I don't understand...
- I'm not sure...
- I felt _____ when...
- This made me think of...
- I was surprised when...
- It seems like...
- I predict...

How Can I Work With My Child In **MATH**?

Eggo - using an empty dozen egg carton, number from 1-12. Using two beans or pebbles, shake the carton with the two beans inside. Add the two numbers that the beans land on. You could also multiply them. Or add them and then think of the subtraction sentence it would go with. For example, if it lands on 7 and 8, you would say $7 + 8 = 15$ and then you could say $15 - 8 = 7$.

Beat the Clock - Using a set of flashcards, see how many you can correctly answer in one minute. Then try it again. Can you beat your previous number?



When you get stuck on a problem, stop and "say something" using one of the following prompts.

I don't understand...

I can't add because...

I can't subtract because...

I knew to multiply because...

I knew to divide because...

This makes me think of...

I knew to _____ because...

I know my answer is correct because...



How Can I Work With My Child In **READING**?

Read and Cover

1. Read a paragraph (or a page if there isn't a lot of text).
2. Then cover what you just read with your hand.
3. Think about what you read.
4. Share what you remember.
5. Look and see how much you remembered.

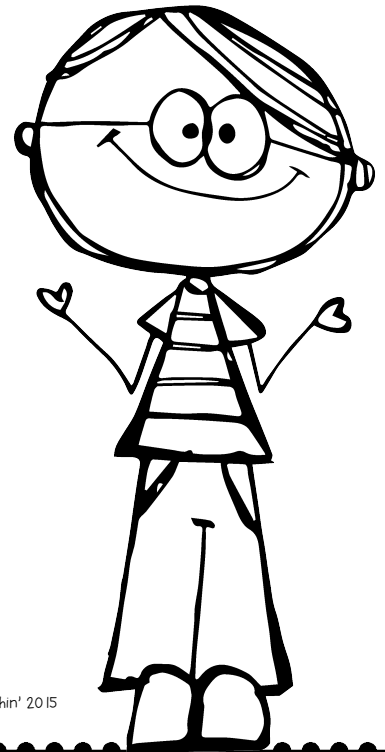
Sticky Note Reading

Choose 2-4 sticky notes. As you read, jot down your thoughts about what you read.

Say Something

As you read, stop every once in a while (after every couple of paragraphs, every page, etc.) and "say something" using one of the following prompts.

- Why...?
- How...?
- I can't believe...
- I wonder why...
- I think...
- I don't understand...
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- I felt _____ when...
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How Can I Work With My Child In **MATH**?

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Beat the Clock – Using a set of flashcards, see how many you can correctly answer in one minute. Then try it again. Can you beat your previous number?

Say Something

As you solve a problem, stop and “say something” using one of the following prompts.

- Why...?
- How...?
- I don't understand...
- I think...
- I knew to...
- I knew to add because...
- I knew to subtract because...
- I knew to multiply because...
- I knew to divide because...
- This makes me think of...
- I knew to _____ because...
- I know my answer is correct because...



Thinking Cards

Thinking cards are great for promoting thinking, discussion, and dialogue, which helps build vocabulary and critical thinking. Enlisting your students' parents will only help your students. And they are extremely easy for parents to use!

Copy and print the following two pages for every student. I recommend that you print on cardstock for longer lasting use.

Cut out the cards and keep in a baggie.

Give to parents for them to use at home.

There are so many ways to use them:

- Parent or child can choose a particular card or randomly
- Use while reading
- Use during math homework time
- Use while watching a TV show together to help promote discussion and dialogue



I think...



I know...



I wonder...



Why...



How...




I predict...



How
come...



I don't
understand...



I'm not
sure...



I noticed...



That
reminds me
of...



Maybe...

Math Games

Race to 100

All you need are a pair of dice to play this math game. The object is to get to 100 or closest without going over. Each player shakes the dice and makes a number. If you shake a 5 & 3 you can make the number 53 or 35. Write the number on a piece of paper and when it's your turn again, shake the dice and make another number. Add the 2 numbers together. Keep adding the numbers until someone wins.

You can also play Race to 0. It's played the same way but subtracting from 100.

The Game of Pig

The object: to be the first to score 100 points or more.

How to play: Two players take turns rolling two dice and following these rules. On a turn, a player may roll the dice as many times as he or she wants, mentally keeping a running total of the sums that come up. When the player stops rolling, he or she records the total and adds it to the scores from previous rounds. But, if a 1 comes up on one of the dice before the player decides to stop rolling, the player scores 0 for that round and it's the next player's turn. Even worse, if a 1 comes up on both dice, not only does the turn end, but the player's entire accumulated total returns to 0.

War

How to play: Two players flip over a card and add the two numbers. Take a deck of cards and take out all the Jokers. Shuffle the cards and divide them up so that each person has the same amount of cards. On the count of 1, 2, 3, each player flips over their card (away from you, not toward you). Add the two numbers. The first player to say the correct sum out loud gets to keep the cards, putting the cards at the bottom of the pile. For example, if you flipped over a 3 and a 4, the first player to say "7" gets to keep the two cards. The person with the most cards at the end wins. All number cards equal their number 5=5, 3=3. The face card values are: Ace=1, Jack=11, Queen=12, and King=0. Can also play multiplying the numbers instead of adding them.

Thank You

Thank you for purchasing my product! I hope this product is very useful in your classroom! I would LOVE to have you follow me in any of my social media outlets and my TPT store!

If you have any questions or concerns about your purchase or have a request, email me at southernfriedteachin@gmail.com

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Enjoy and happy teaching!

Angela

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