

### **Eagle Creek Elementary**

1216 East 5<sup>th</sup> Street - Arlington, WA 98223 Office: 360.618.6270 - Fax: 360.618.6275

#### Kindergarten Learning Menu Information: April 27<sup>th</sup> - May 8<sup>th</sup>

Please find the attached Learning Menu for April 27<sup>th</sup>-May 8<sup>th</sup>. A few notes about the menu:

- This menu includes two-weeks of learning material and supports instruction through May 8<sup>th</sup>.
- New learning is introduced and the academic demand on students has increased. Consider working with your child to plan out how they will work through the menu over the two-week period of time.
- Students are asked to submit their work to an assignment or two- we would love to see what your children are doing so we can assess their understanding of material and plan next steps. Directions for this are provided on the menu.
- The Specialist Menu is grade level specific. Your kids can pick one Specialist area every day or so to work with.

Washington State's Superintendent's Office is recommending the following for daily learning times:

- Kindergarten/1<sup>st</sup> Grade: 45 minutes a day
- 2<sup>nd</sup> and 3<sup>rd</sup> Grade: 60 minutes a day
- 4<sup>th</sup> and 5<sup>th</sup> Grade: 90 minutes a day

We are taking weekly attendance and our goal is to check in with students at least once a week. Please be sure to connect with your teacher via e-mail, phone, Zoom, Google Classroom, or by submitting assignments.

If you are looking for more learning, consider looking back at previous menus and doing an assignment you may not have gotten to OR check out the many websites listed under "Helpful Websites".

If you have questions or concerns, please reach out to your child's teacher. Teacher emails are listed at the bottom of each menu.



### Eagle Creek Kindergarten Menu



April 27 - May 8 \*Remember to read each day!\*

Math	<u>Everyday</u> , count to 100 by 1s and 10s. Play the Out of This World Addition / subtraction fluency game. <u>*BONUS</u> work on Chapter 8 Measurement in our MyMath workbook.*	<u>Everyday</u> , count to 100 by 1s and 10s. Work one of the addition/ subtraction worksheets. Before you start, pick two colors one for addition, one for subtraction and go through the worksheet and color the symbols. This will help the student to see which one is addition and subtraction. *Take a picture and email it to your teacher.*	<ul> <li><u>Everyday</u>, count to 100 by 1s and 10s.</li> <li>Work on one of the addition/ subtraction story problems.</li> <li>*Take a picture and email it to your teacher.*</li> <li><u>*BONUS</u> work on Chapter 8 Measurement in our MyMath workbook.*</li> </ul>	<ul> <li><u>Everyday</u>, count to 100 by 1s and 10s.</li> <li>Make up your own story problem with the worksheets provided.</li> <li>*Take a picture and email it to your teacher. Your teacher might share it with families as an extra challenge.*</li> <li><u>*BONUS</u> work on Chapter 8 Measurement in our MyMath workbook.*</li> </ul>
ELA	<u>Everyday</u> , practice your letters, letter sounds, and sight words. Read Decodable 13. Flower Power Word Practice	<u>Everyday</u> , practice your letters, letter sounds, and sight words. Making Little Words Beanstalk activity. *Take a picture and email it to your teacher.*	<u>Everyday</u> , practice your letters, letter sounds, and sight words. Read Decodable 14. Moke lobels (like sticky notes) ten things in your room.	Everyday, practice your letters, letter sounds, and sight words. Read Decodable 15. Work on one Color by Sight Word page. *Take a picture and email it to your teacher.*

Sci/SS	Continue to graph the weather (sunny, windy, cloudy, and rainy). On the last day of April, which weather won? How do you know? Share your thinking and reasons why. *Take a picture and email it to your teacher.*	Write at least two sentences about your favorite season (winter, spring, summer, or fall) and why. Remember to use inventive spelling, write the letters for the sounds you hear in words and draw a picture to show your words. *Take a picture and email it to your teacher.*	Work on the season worksheet. Match the chick to the right season. *BONUS go read a book in your teacher's Weather/Season collection on getepic.com Email your teacher if you did not receive an invite in your email.*	Work on the "Teddy Gets Dressed" worksheet. * <u>BONUS</u> : go read a book in your teacher's Weather/Season collection on getepic.com Email your teacher if you did not receive an invite in your email.*
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## Sample Kindergarten Schedule

Washington State's Su[erintendent's Office is recommending that K/1 students should be engaged in at-home learning for 45 minutes daily.

This is meant to guide you for schooling at home. Please do what is best for you, your student and your family.

- 1. <u>10 minutes</u>: practice letter sounds, sight words, numbers, counting (flashcards, games, online resources, etc.)
- 2. <u>15 -20 minutes</u>: Work on one or two activities from our Learning Menu. (Remember, we encourage games to be played multiple times.)
- 3. <u>10-20 minutes:</u> listen to a grown-up and/or sibling read you a story or independently read one of your little books from school or from your home library.
- 4. Make sure to take **movement breaks** in between activities (go on gonoodle.com or do jumping jacks, go for a walk, play outside etc.

#### <u>Health & Wellness:</u>

Establish a new routine so that you can have balance in your day.

- Put as many things in order the night before.
- Get a good night's sleep
- Keep your wake-up routines cheerful and positive.
- Brushing teeth
- Combing hair

- Washing face
- Getting dressed
- Eating Breakfast, Drink Water
- Putting shoes on
- Exercising, Breathing, Going for a Walk
- Get your daily school done
- Do chores
- Call or facetime Family and Friends
- Enjoy the rest of your day

#### <u>Library/Tech</u>:

Print & cut out the Dash & Dot memory card game. Coding cards go face down and you're looking for a match. The other game is a memory game that asks you to match English instructions with the corresponding code (this may require help from an adult). Please find this game in the "materials" folder. Have fun!

#### Music:

Week 4 (4/27 -5/1)- Use the packet or click on Make and Play a Percussion Instrument for this lesson. It includes directions for the instrument, notes to create rhythms, and definitions for tempo (speed) and dynamics (volume) <u>Make and Play a Percussion Instrument</u>

Week 5 (5/4 - 5/8) -Use the packet or click on Compose a Rhythm Piece for this lesson. It includes directions for the activity, notes to create rhythms, definitions for tempo (speed) and dynamics (volume), and a rhythm composition worksheet.

<u>Compose a Rhythm Piece</u>

#### <u>PE</u>:

#### <u>Soccer Skills</u>

**Dribbling**: This week as you dribble around work on changing directions quickly. Also, work on dribbling at different speeds (slow, medium, and fast). **Passing:** Pass the ball to a target (a partner, tree, wall). Trying using different parts of your foot (inside and outside of the foot). Remember to use your trapping skills when the ball comes back to you.

#### Extension(s) of the Week:

Juggle the ball. Try and keep the ball up in the air using your feet, thighs & head, (not your hands).

#### <u>General Wellness</u>:

Make Feeling Flashcards. Find pictures in magazines or draw your own faces that go with the feeling words provided in this packet. Put the pictures/drawings with the matching feeling words on flashcard sized paper. Play Charades with these feeling cards. Charades is when you act out the feeling word without saying anything. Another person has to guess what feeling word you are acting out. Another version is to come up with other feeling words that are similar to your feeling word. Example: Happy is on the flashcard. Others could respond by saying joyful, good or pleased. See if you can come up with other feeling words not on the list and make flashcards for them.

Play Charades with feeling cards

For more social emotional skills, lessons and helpful stories visit our Google Classroom. Log in to Google, Open Google Classroom, click the "+"; join the class Social Emotional Support During School Closure; enter in the code **kyufbxn** 

#### <u>Helpful Websites:</u>

- Arlington School District School Closure Page (printable resources)
- starfall.com
- Mo Willems on YouTube (art lessons)
- Jack Hartman on YouTube (educational songs)
- gonoodle.com (movement breaks and educational songs)
- Štorylineonline.com (read-alouds)
- <u>https://mysteryscience.com/school-closure-planning</u>
- Khan Academy
- <u>https://www.youtube.com/watch?v=WqAbQ9NtV\_o&feature=youtu.be</u>,
- <u>https://classroommagazines.scholastic.com/support/learnathome.html</u> (Scholastic has daily lessons that the kindergarten teachers love)
- abcmouse.com (wait for your teacher to email you an invitation)
- getepic.com (wait for your teacher to email you an invitation)

#### <u> Teacher Emails:</u>

Mrs. Cofer: <u>ecofer@asd.wednet.edu</u>

Mrs. Ford: cford@asd.wednet.edu

Mrs. Hargraves: chargraves@asd.wednet.edu

Mrs. Harrison: jharrison@asd.wednet.edu

Mrs. Johnsen: rjohnsen@asd.wednet.edu

Mrs. Jones: <u>sjones@asd.wednet.edu</u>,

Ms. Lorello: klorello@asd.wednet.edu

#### <u>Specialist Emails:</u>

Ms. Arnold: jarnold@asd.wednet.edu (Library/Technology)

Ms. Hallanger: <a href="mailto:ahallanger@asd.wednet.edu">ahallanger@asd.wednet.edu</a> (Music)

Mr. Mclaughlin: tmclaughlin@asd.wednet.edu (Health and Wellness)

Mr. Robison: <a href="mailto:brobison@asd.wednet.edu">brobison@asd.wednet.edu</a> (PE)

Ms. Jablonski: CJablonski@asd.wednet.edu (School Counselor)

Can you get the alien back Addition/Subtraction Fl	Out of This World	Can you get the alien back to his friends?	Addition/Subtraction Fluency game * 🐑 🖇	
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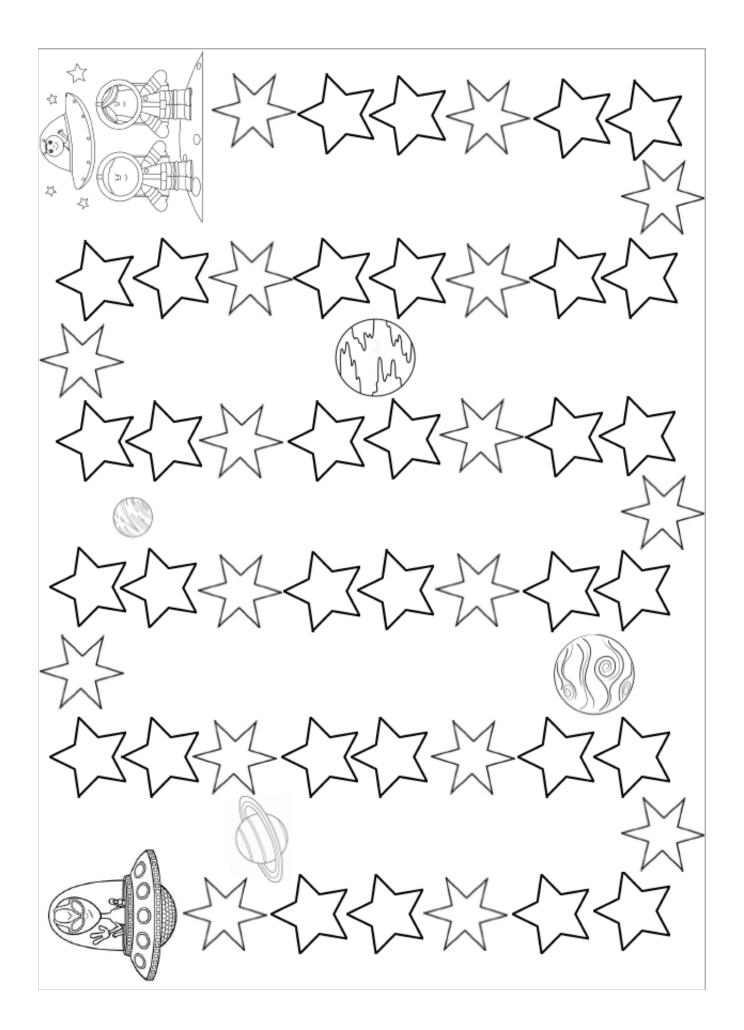
- <u>Prep:</u> I. Color game board with super careful kindergarten coloring.
  - Cut apart equation cards.

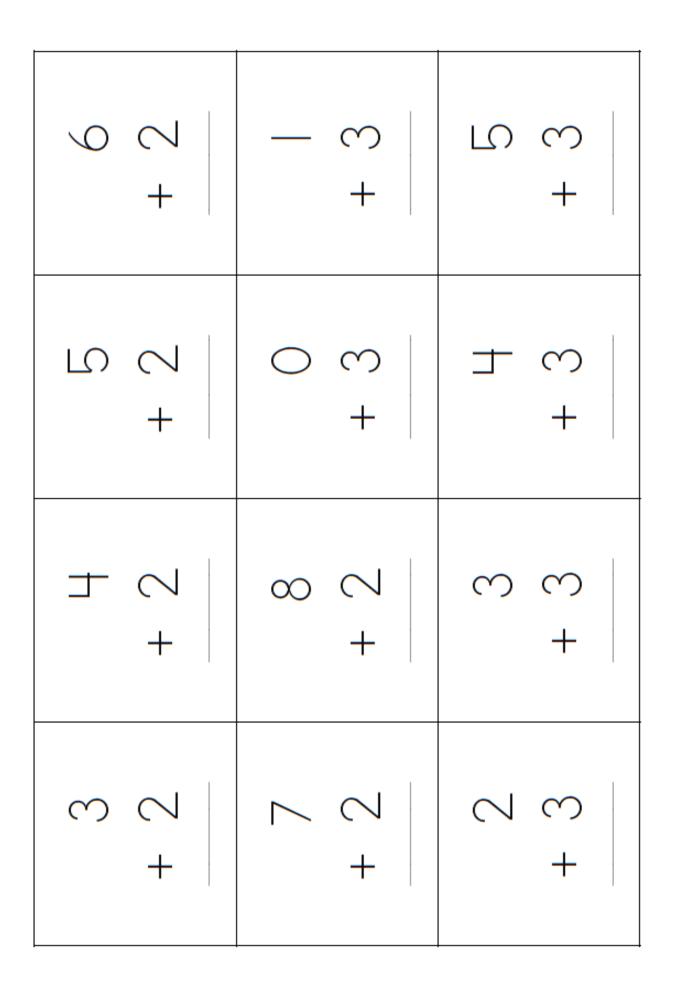
# How to Play:

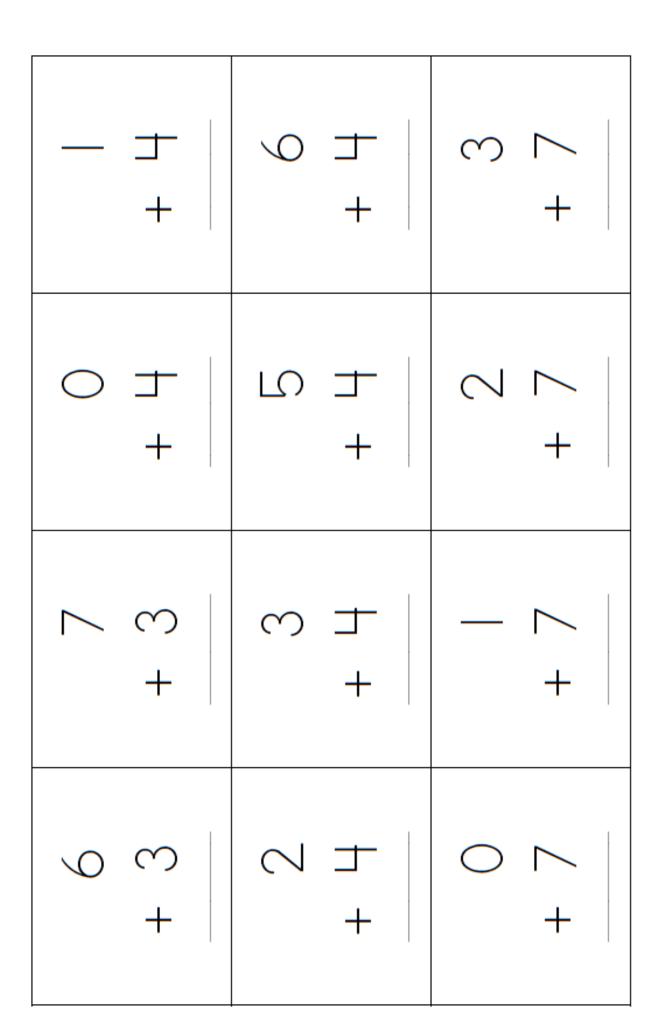
- Find an object to use as your character for the game (you can use beans, pennies, rocks, pieces from an old game, etc) \_.
  - Put the equation card in one pile upside down. 2
    - Player pulls a card and solves the equation. ы т
- If the player pulls a card that is addition equation, they get to go forward that many spaces for the sum (For example, if you pull 2+2 you get to go forwarded 4 spaces). If the player pulls a card that is a subtraction equation, they have to go backwards പ
  - that many spaces for the difference (For example, if you pull 3-2 you get to go backwards l'space).
    - The first person to end wins but we are all winning because we are all growing our brains. 9.

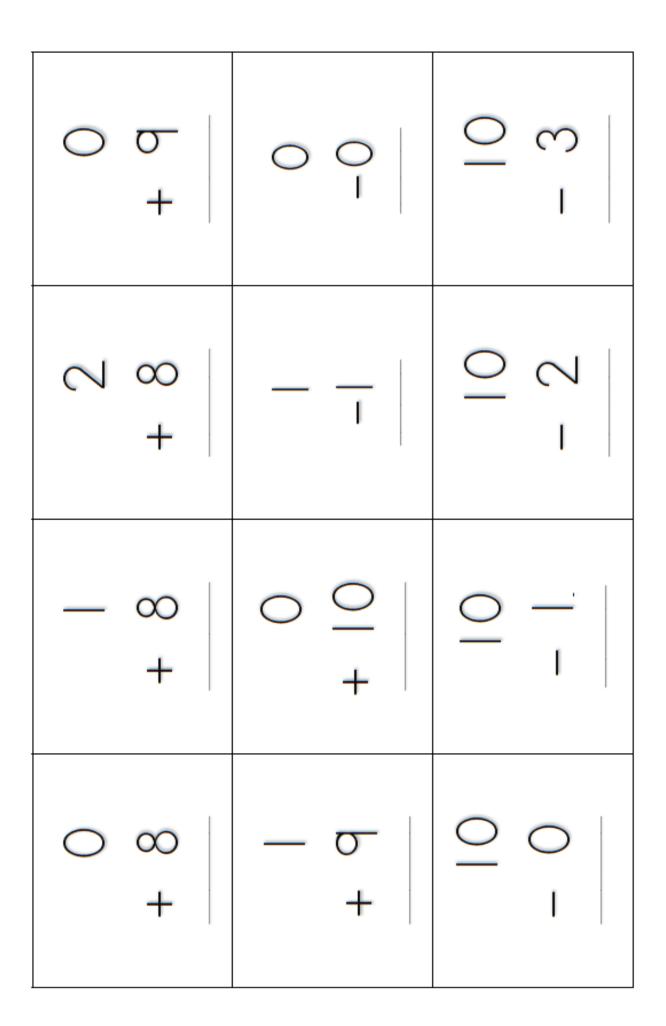


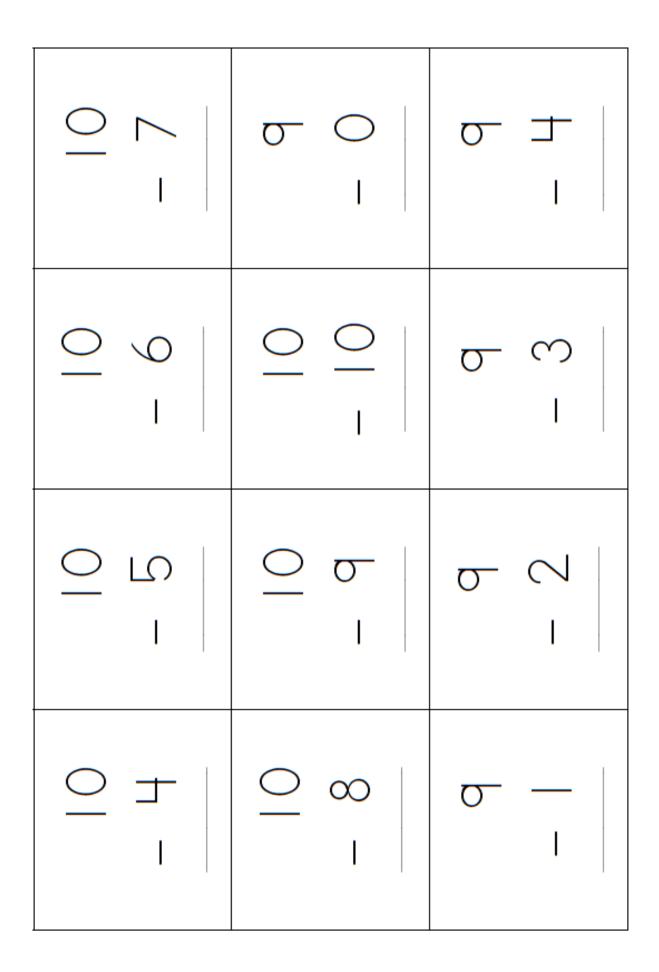


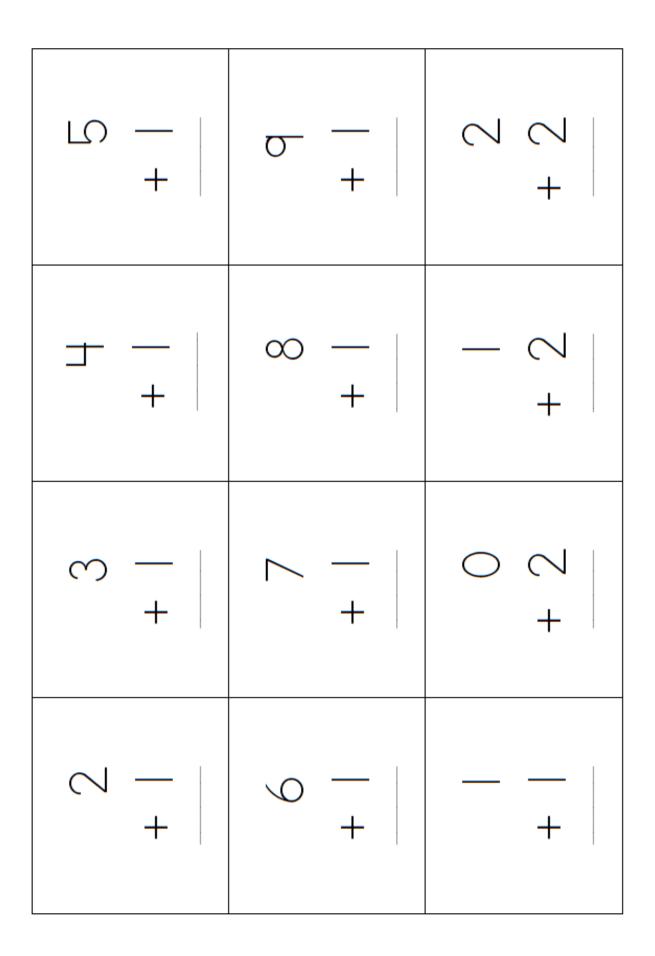


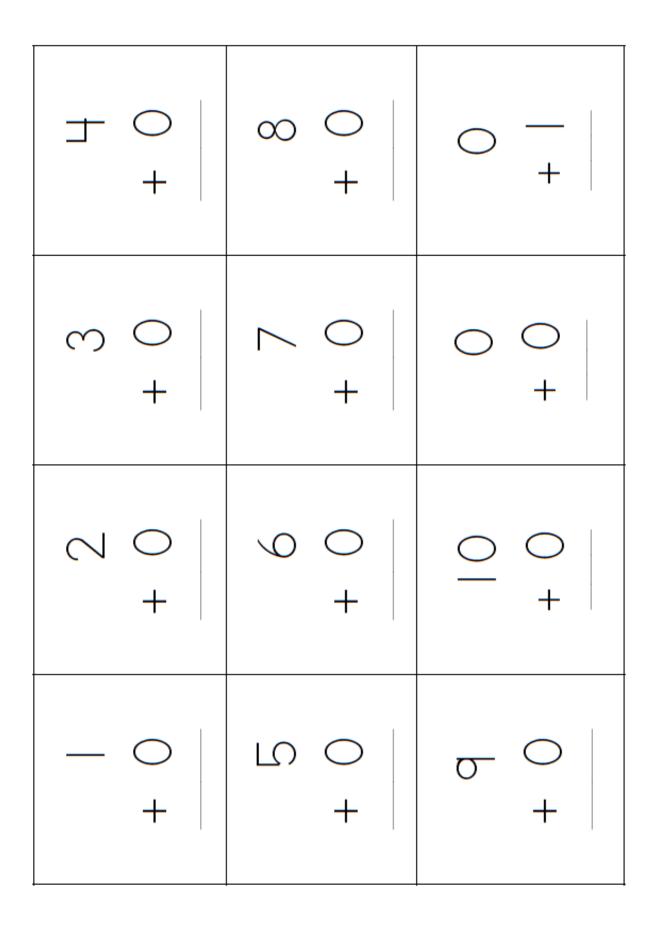


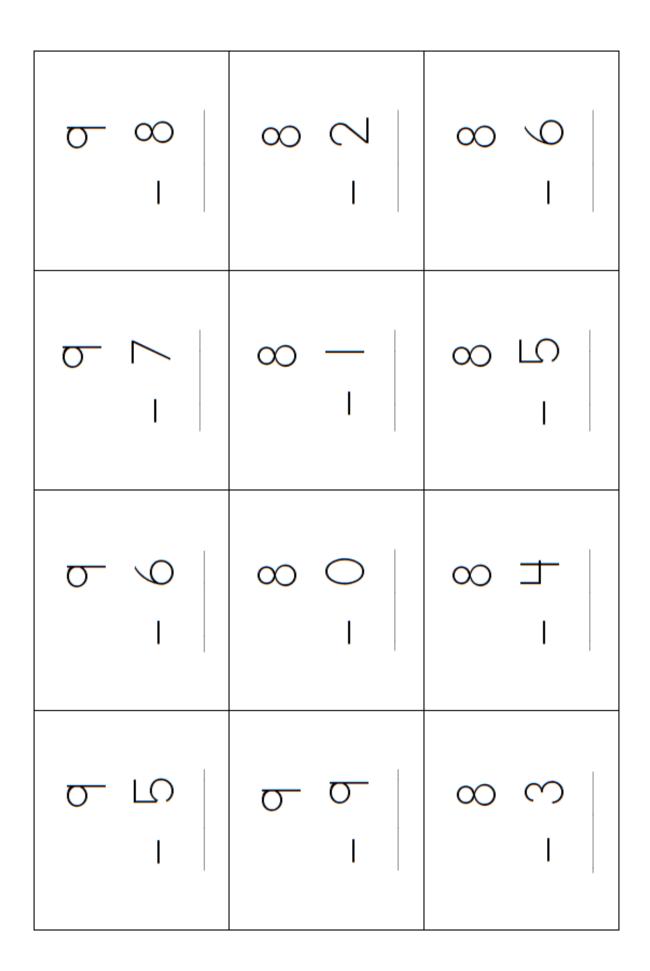


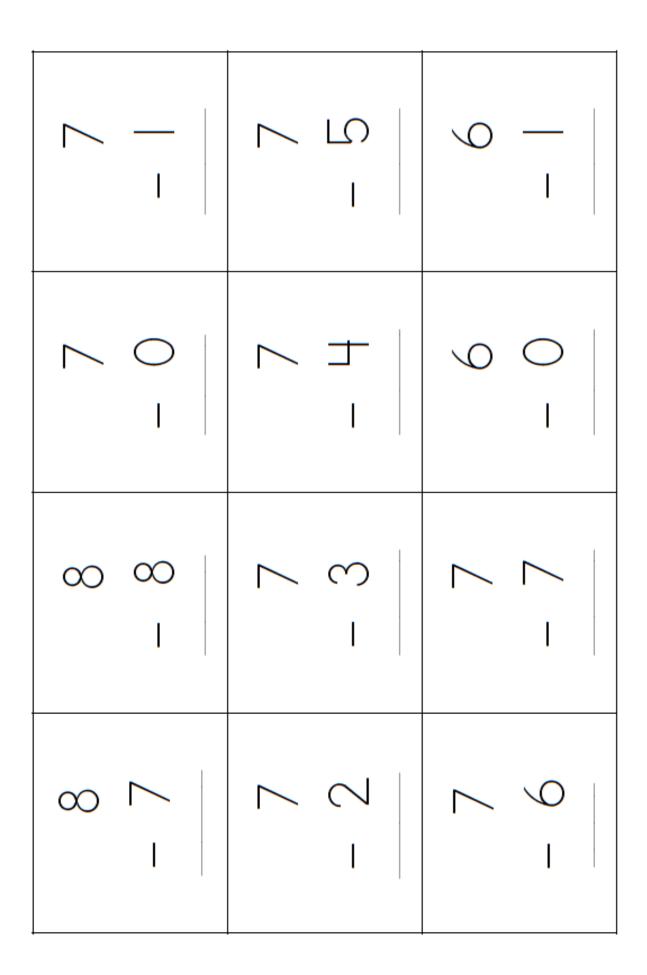


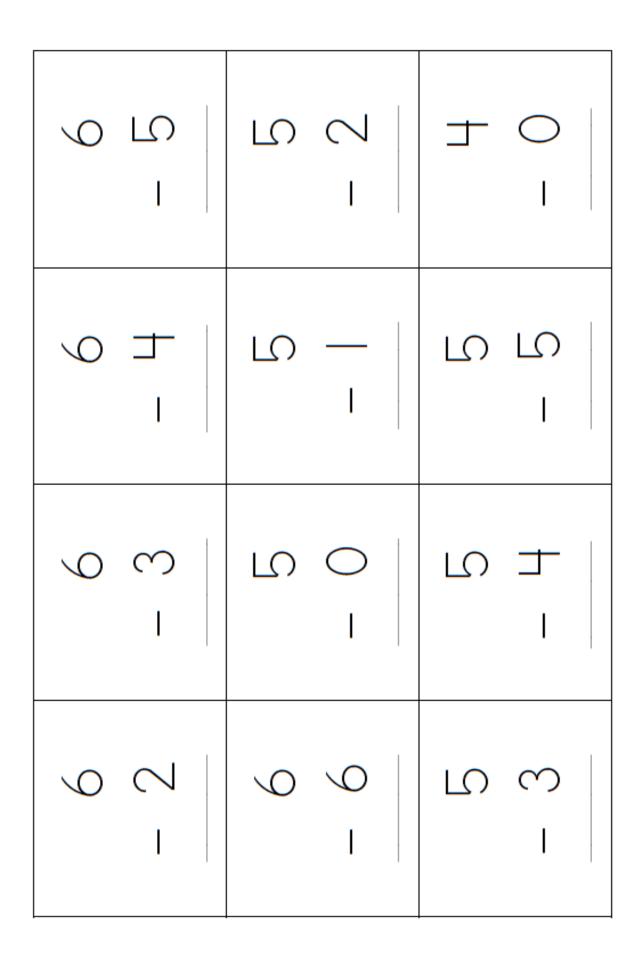


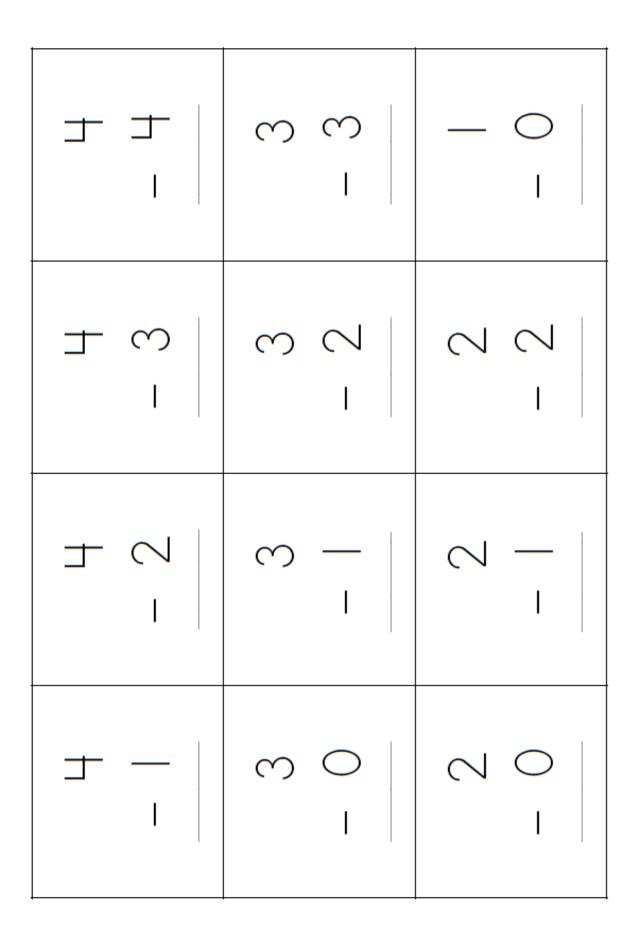


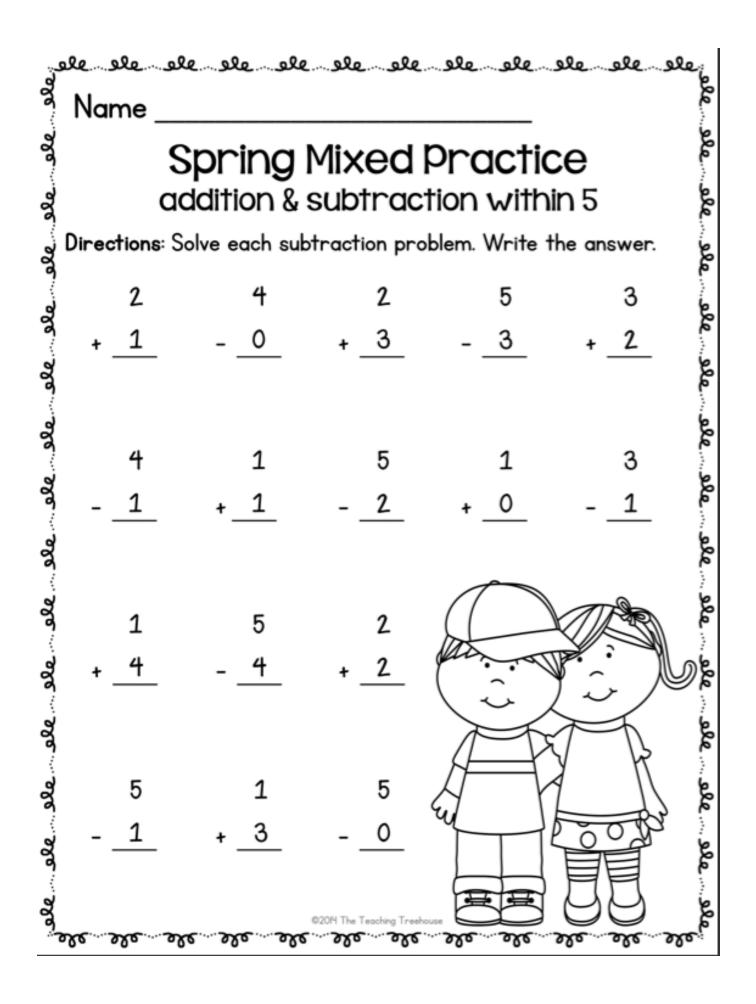


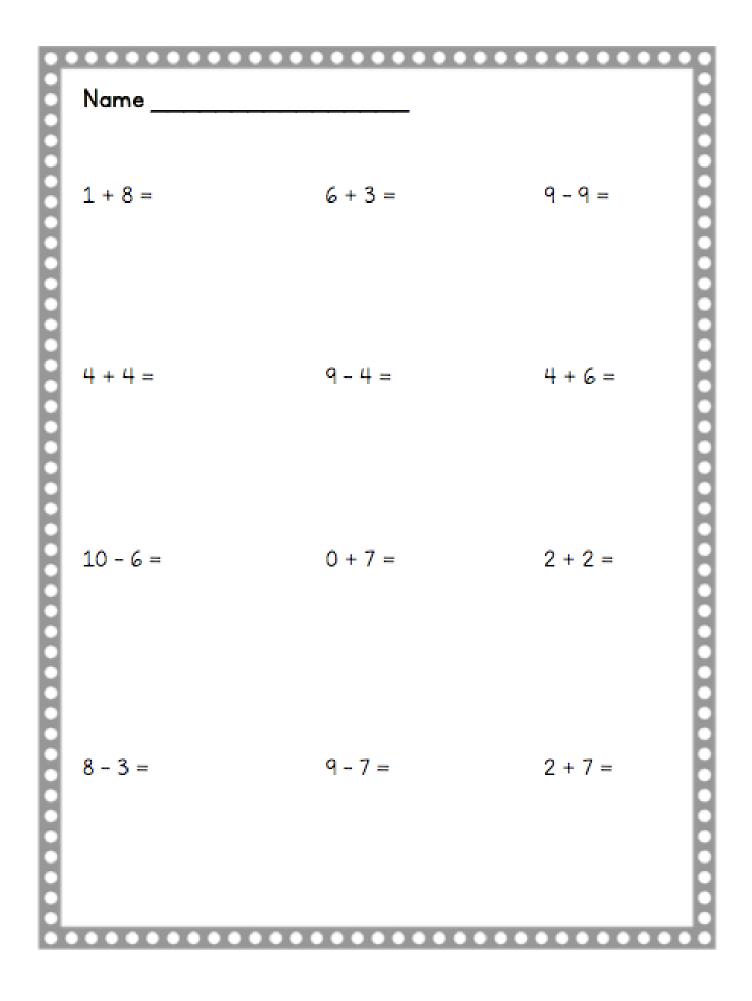












Kent saw 3 white cars pass by his house. Then he saw 4 blue cars pass by his house. How many cars did Kent see all together? My Picture:
My Number Line: 0 1 2 3 4 5 6 7 8 9 10
My Equation: My Answer:
+ = cars

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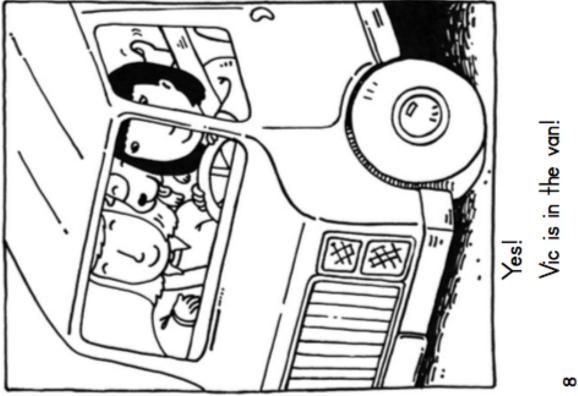
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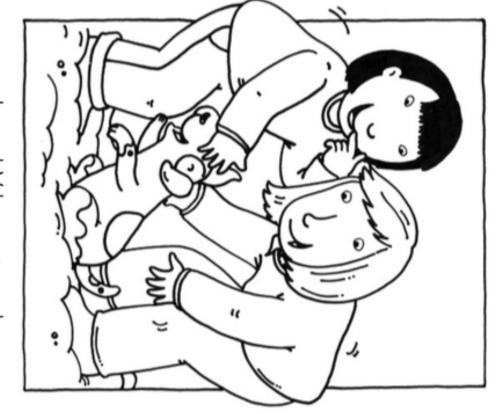
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Jen and Val were in mud.

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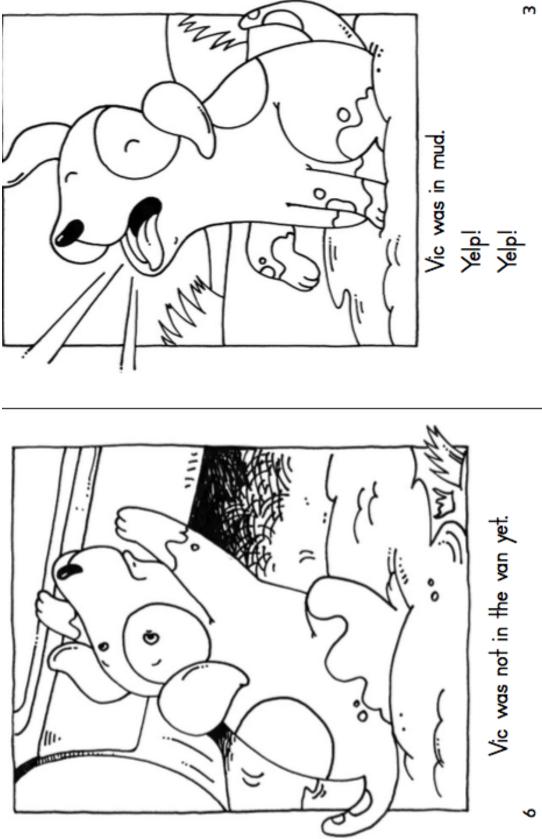
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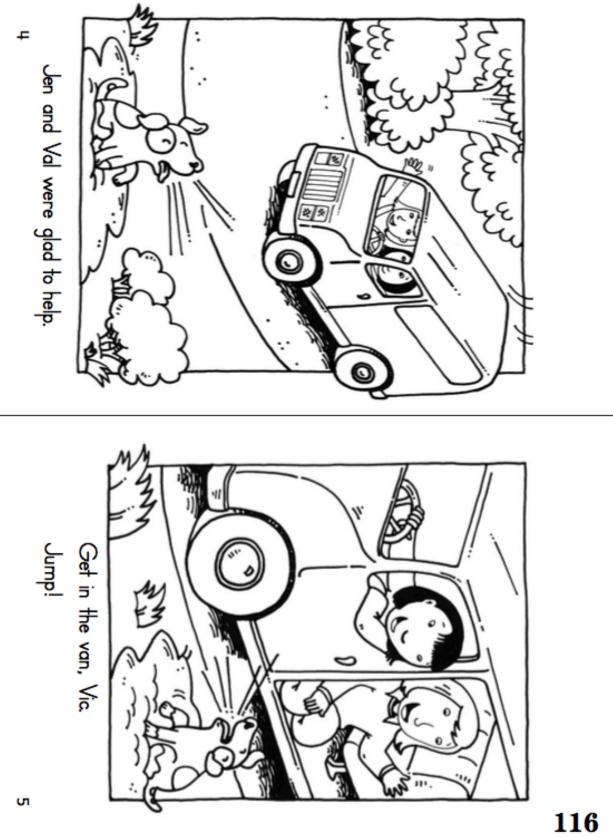


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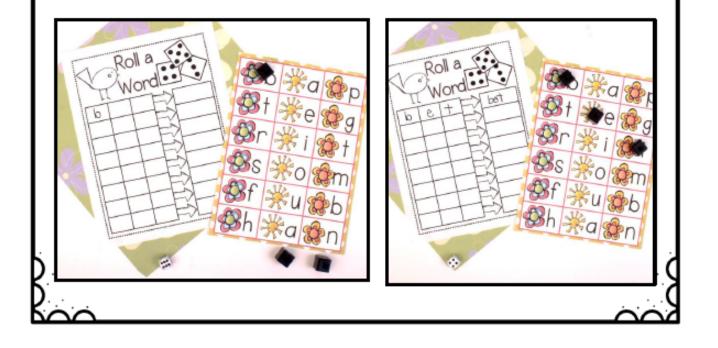
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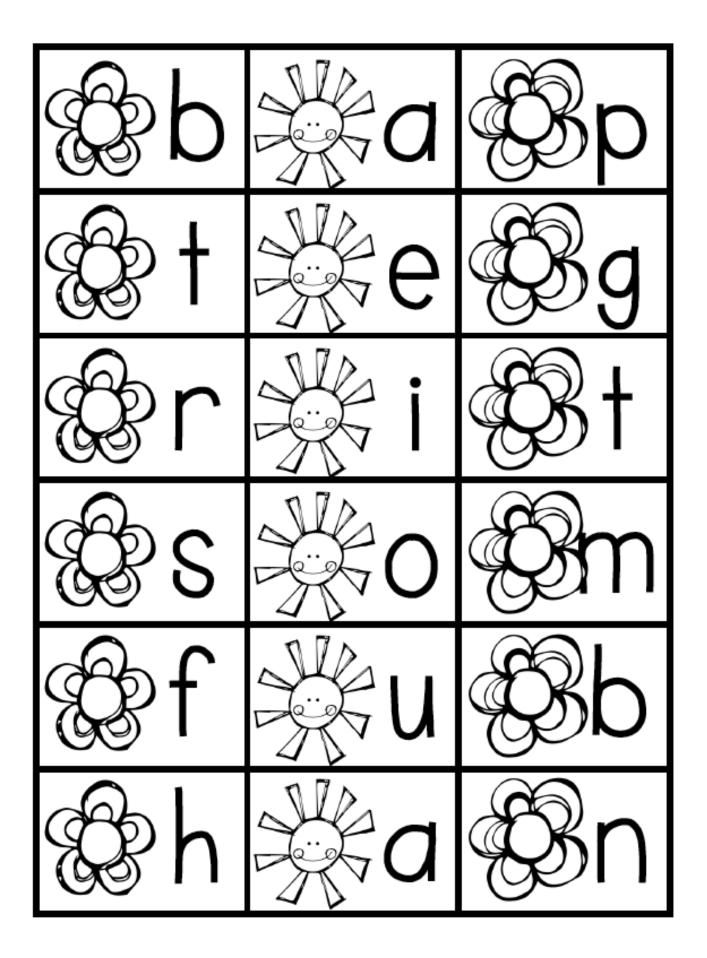


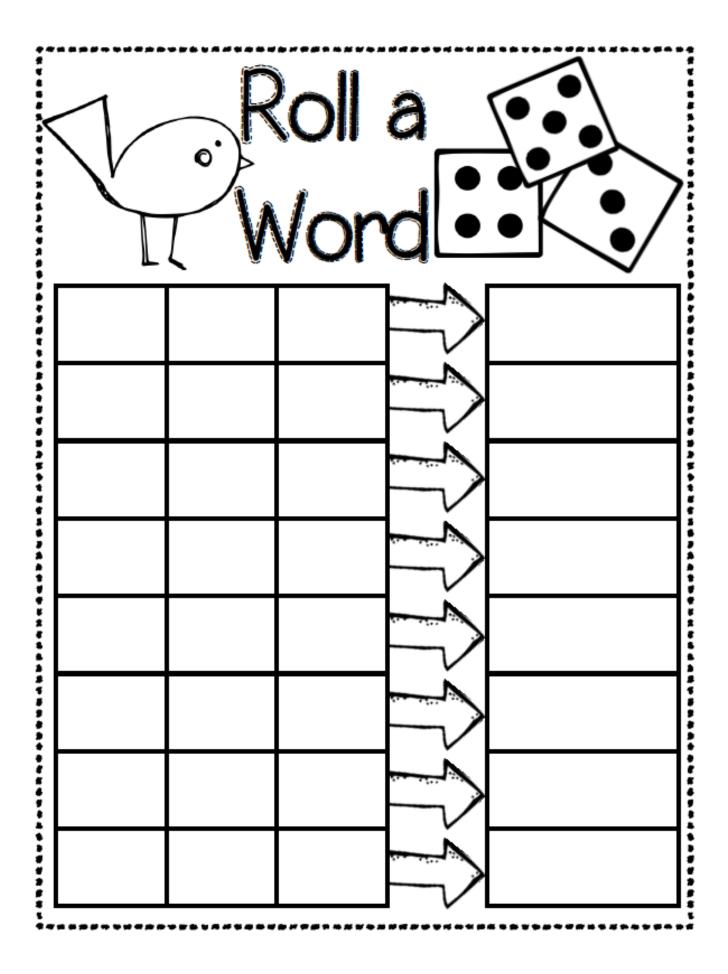


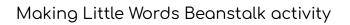
# Roll a Word

- Collect a dice and 3 plastic flowers or some other type of game piece for each child. Also, reproduce the Roll a Word game board for each child. Laminate and cut apart.
- Invite the children to lay the flowers along the bottom edge, one for each column.
- Now, roll the dice. Move the first flower that many spaces up the column. Repeat with the second and third flower.
- Reproduce the Roll a Word recording sheet for each child.
- In the first text box, have the children write the letter that the first flower landed on. Write the letter that the second flower landed in the second box. And, write the letter that the third flower landed on in the third box.
- Write the three letters together in the long box after the arrow.
- Invite the children to blend the three sounds together to read the new word. Ask, "Is it a real word or a 'Dr. Seuss' word?"
- Repeat the activity until the recording sheet is completed.







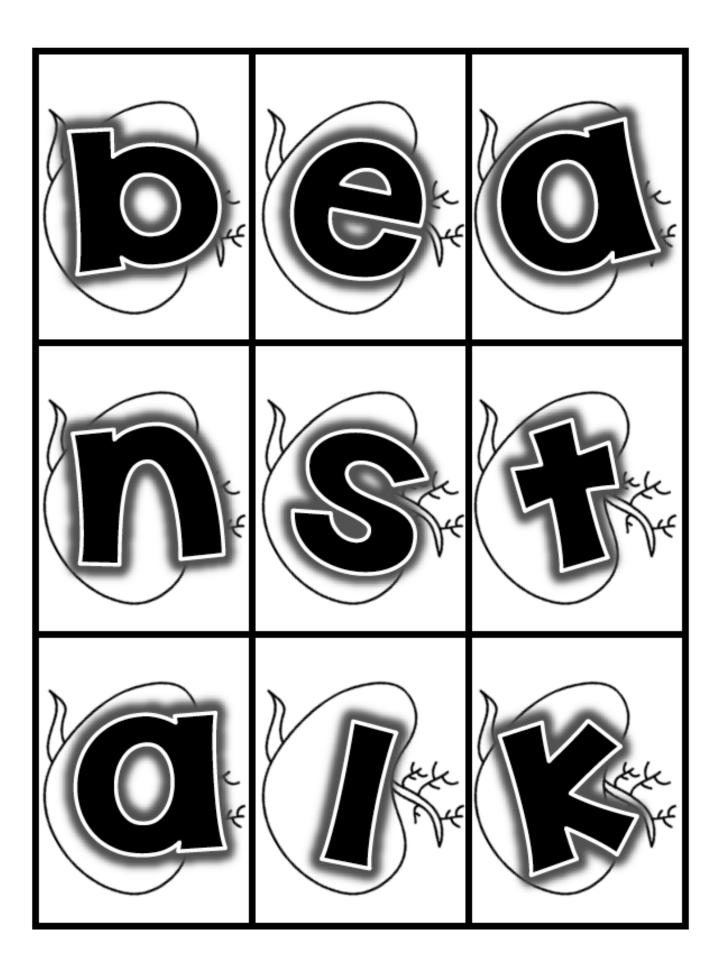




- Reproduce the beanstalk letters. Laminate and cut apart.
- Reproduce the Making Words recording sheet for each child.
- Using the beanstalk letter cards, the children see how many of the little words they can make.
- If they can make the word, they make a mark in the yes column. If they can't make the word, the make a mark in the no column.







b e a	ns	t 0	I   k						
Cav You Make the Word?									
	yes	no							
$\langle \rangle$			bet						
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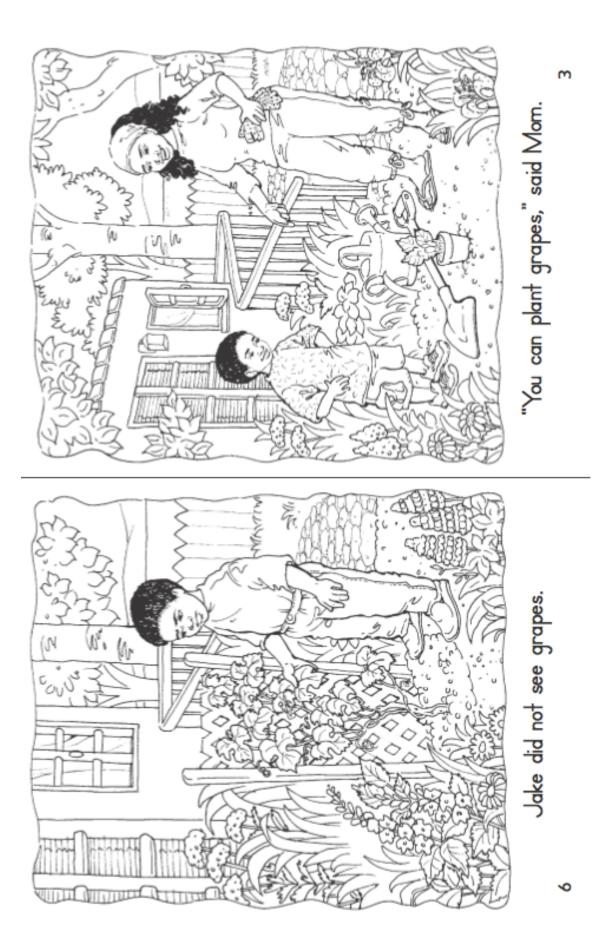
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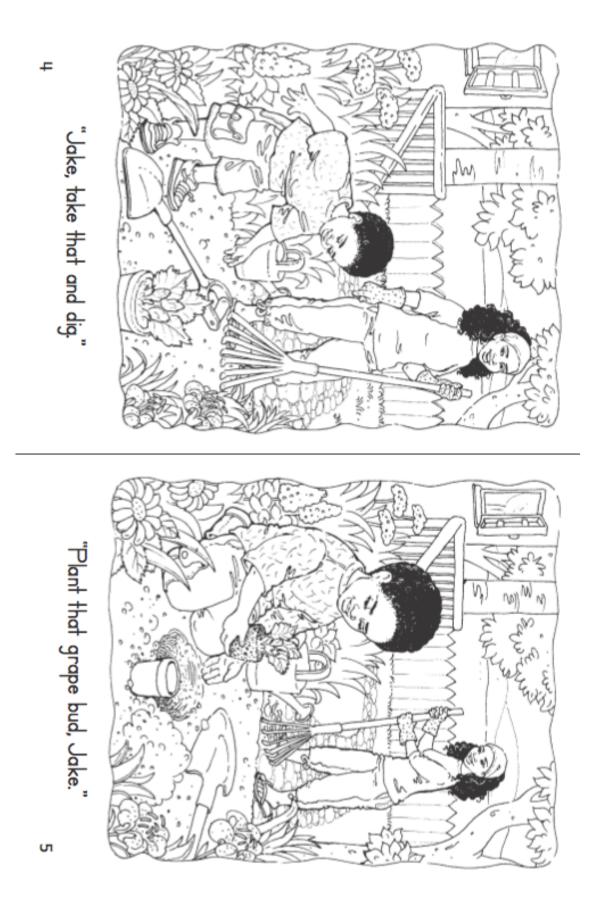
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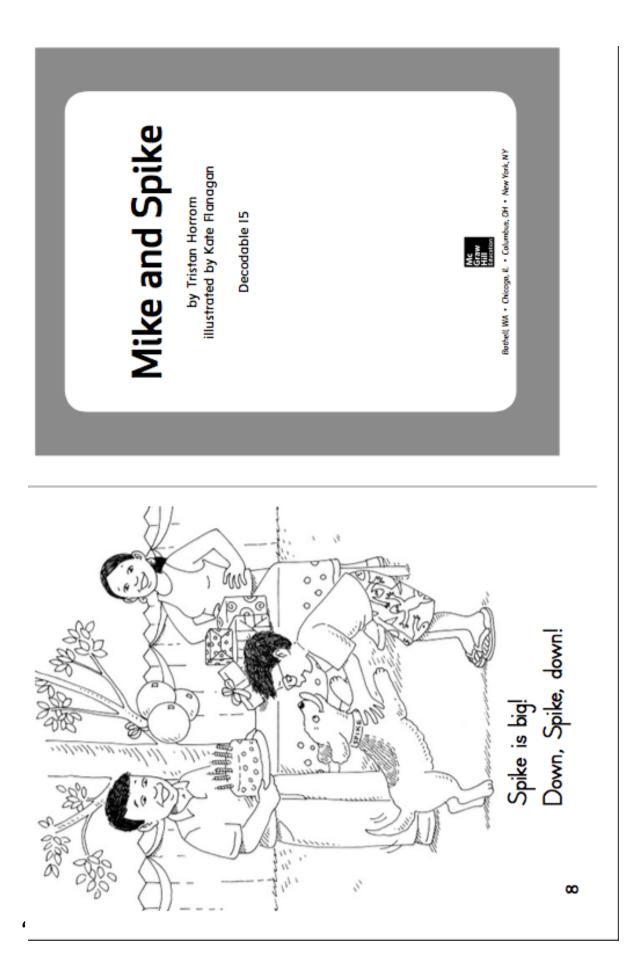


"Jake, can you see big red grapes?" said Mom.

7





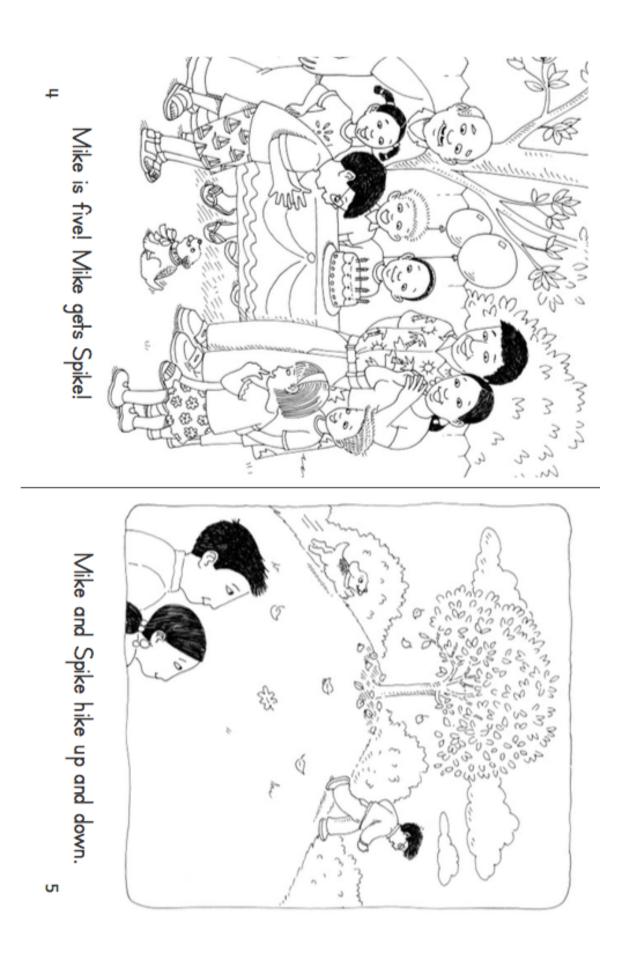


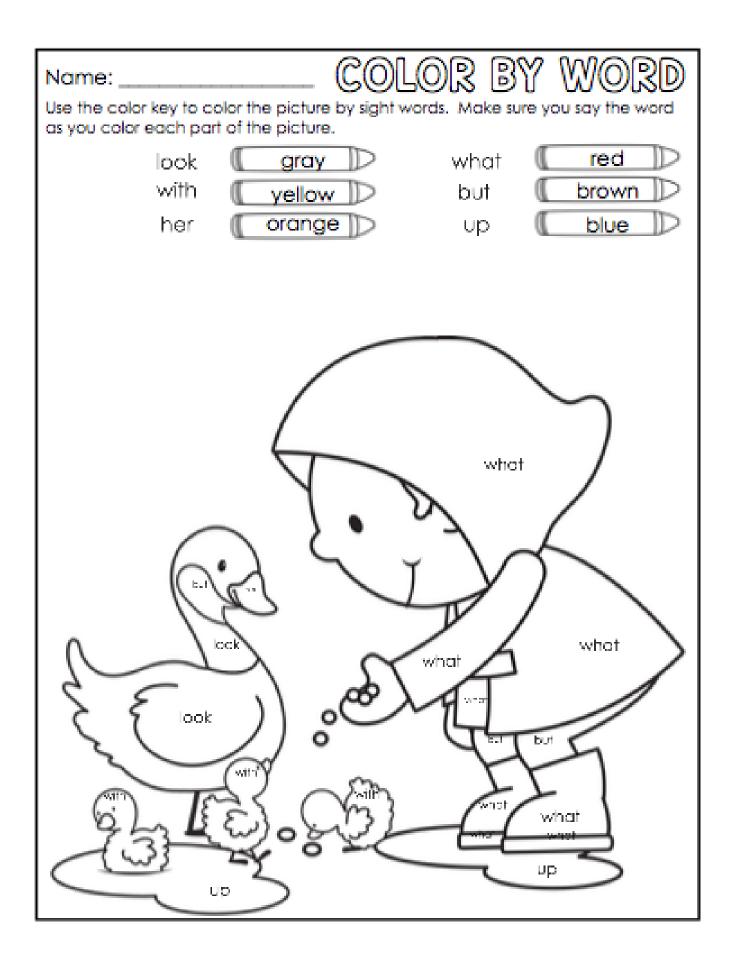


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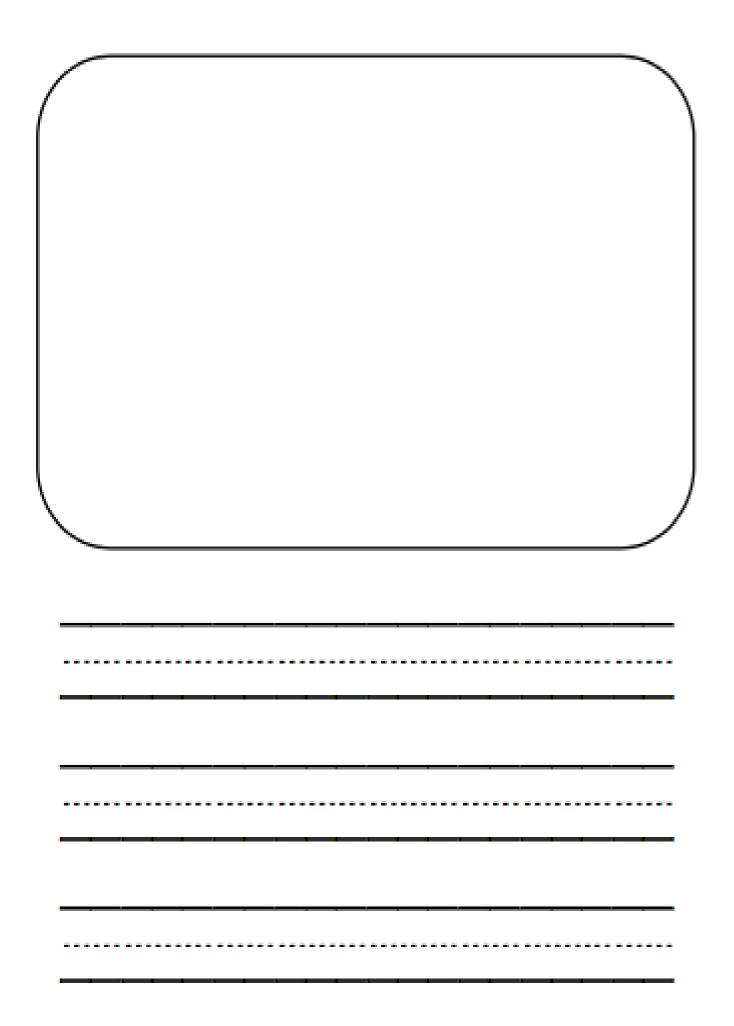


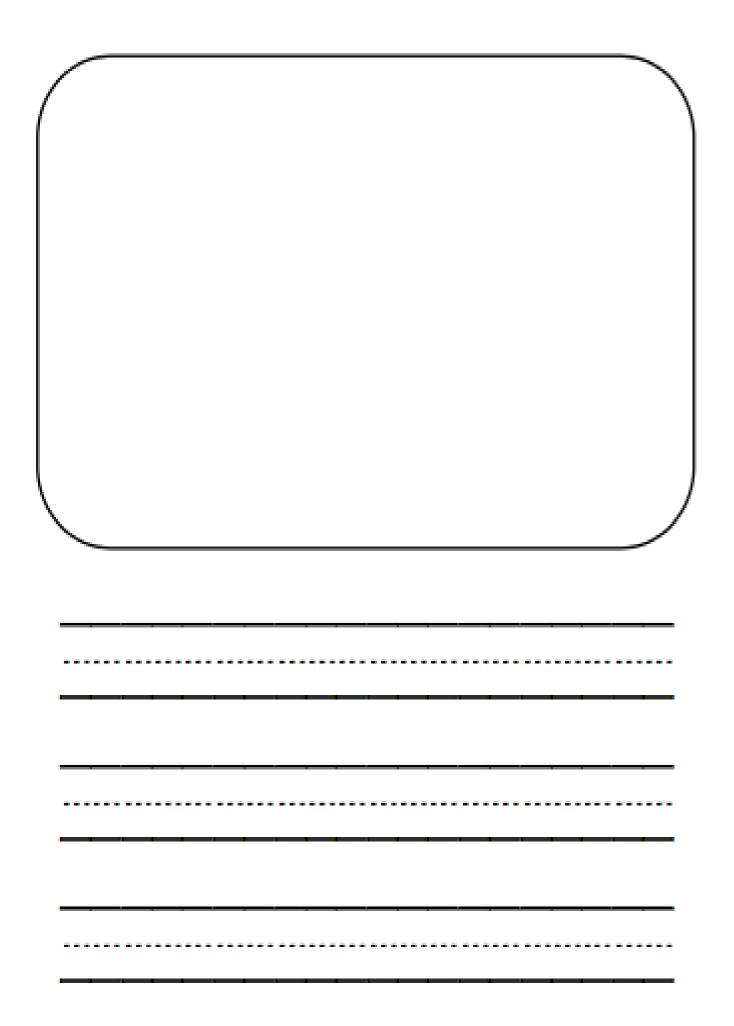
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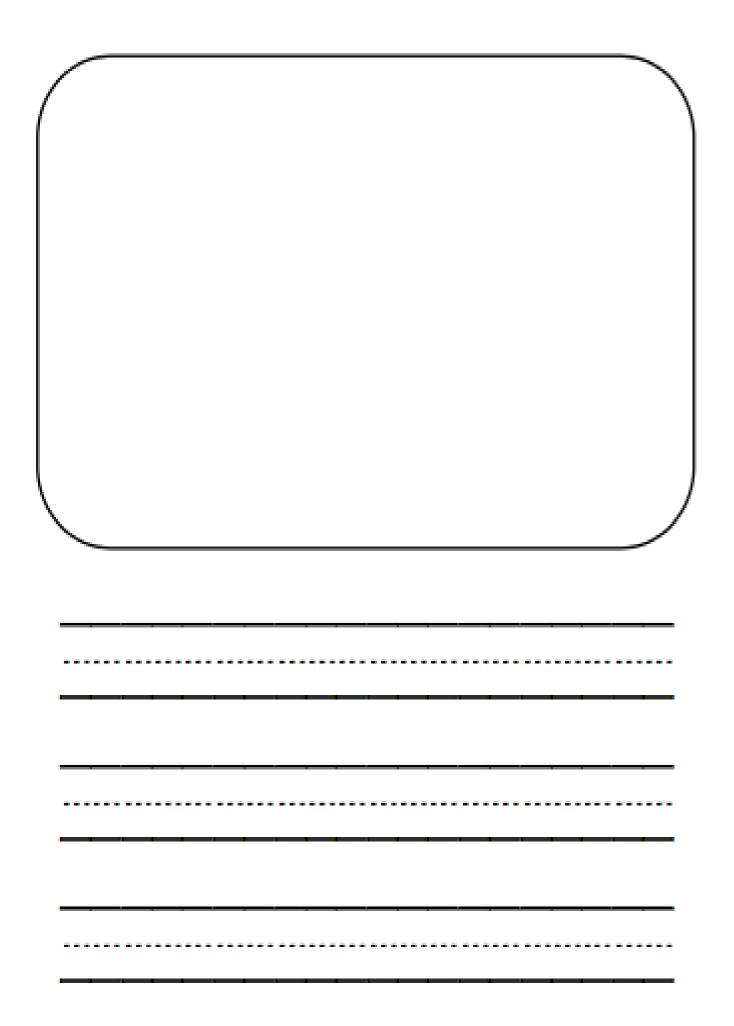


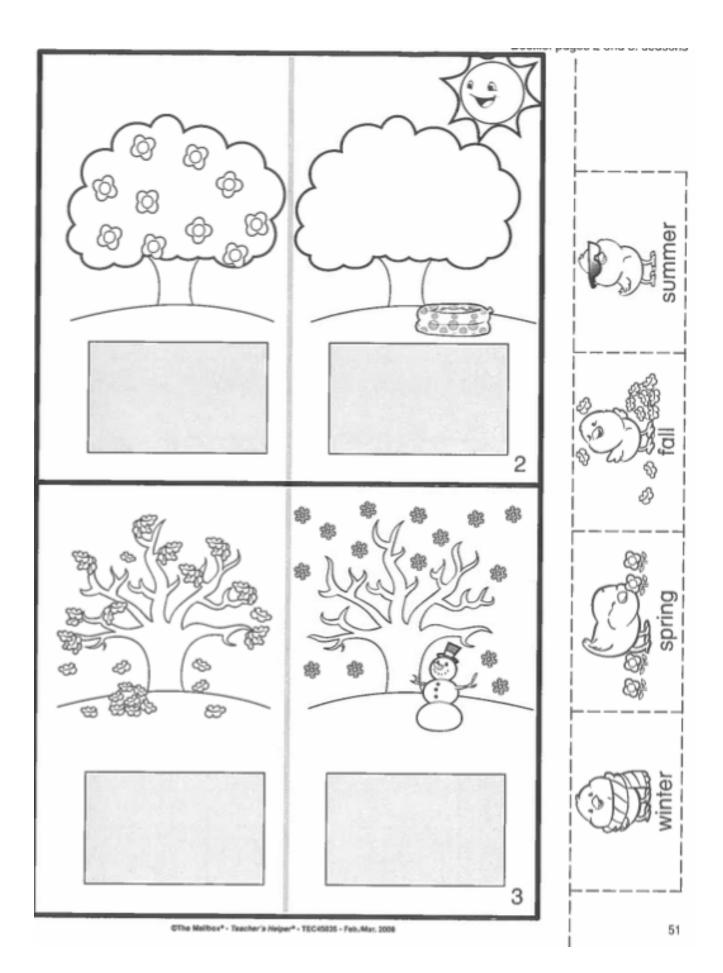


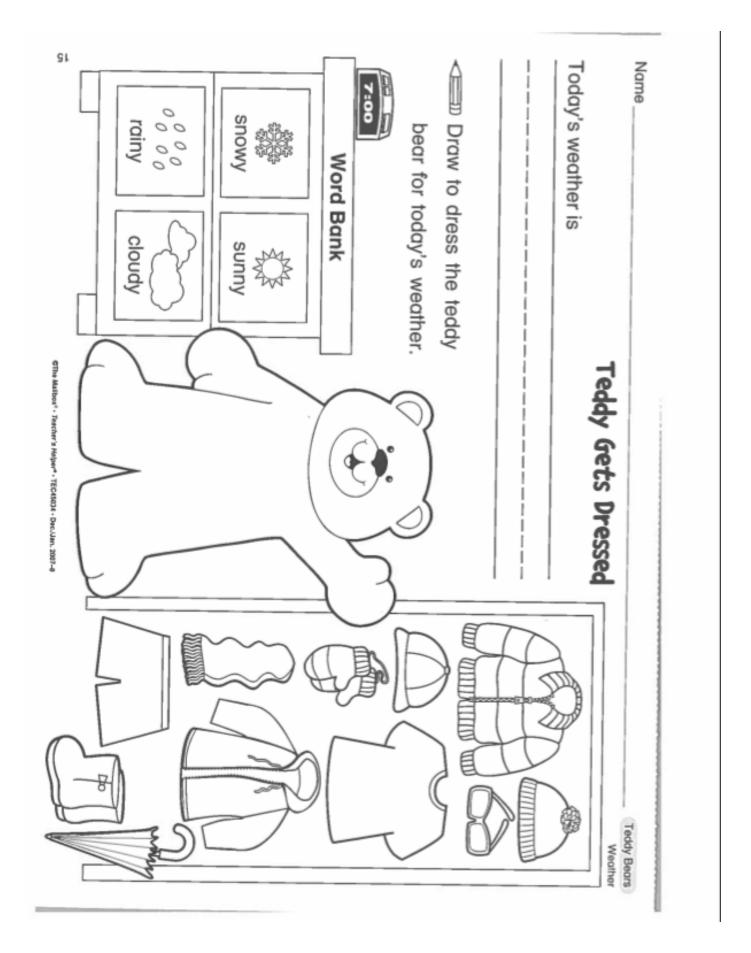
Name:       MYSTERPTICE         Use the color key to color the spaces by corresponding word. Make sure you say the word as you color each part of the picture. When your picture is completely colored, your mystery picture will be revealed.         yellow       black       white       green         look       what       was       were         with       said       that       but         her       up       all       girl									
were	but	were	what	were said	were up	what	were	but	girl
girl	were	girl	were what	up	said	what	were	girl	were
girl	were	were	up	what	said	what	girl	were	girl
but	girl	but look	with	her	look	her	with	were	girl
girl was	that	said	up	what	said	what	υp	all	girl was
all	that	look	with	her	look	her	look	all	that
that	was	up	said	said	what	υp	up	that	all
was	that but	girl	her	look	her	look	with	but that	was
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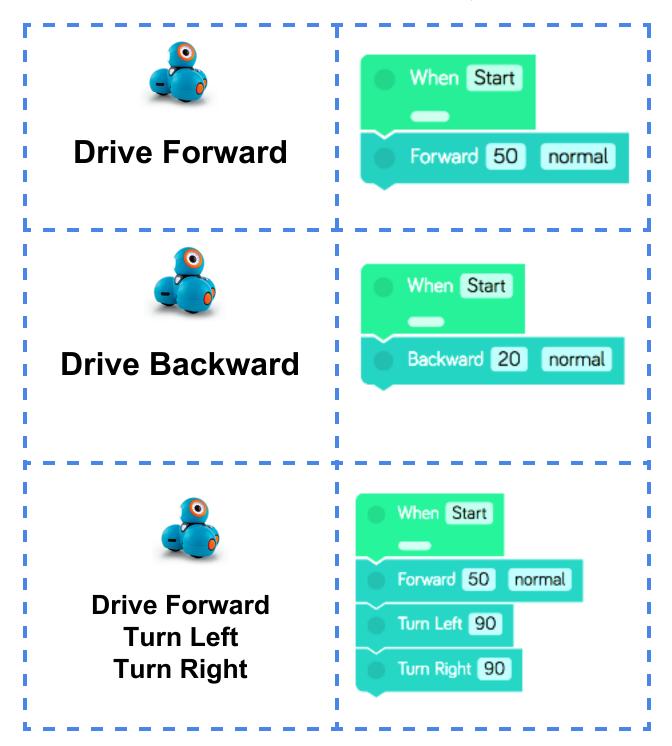




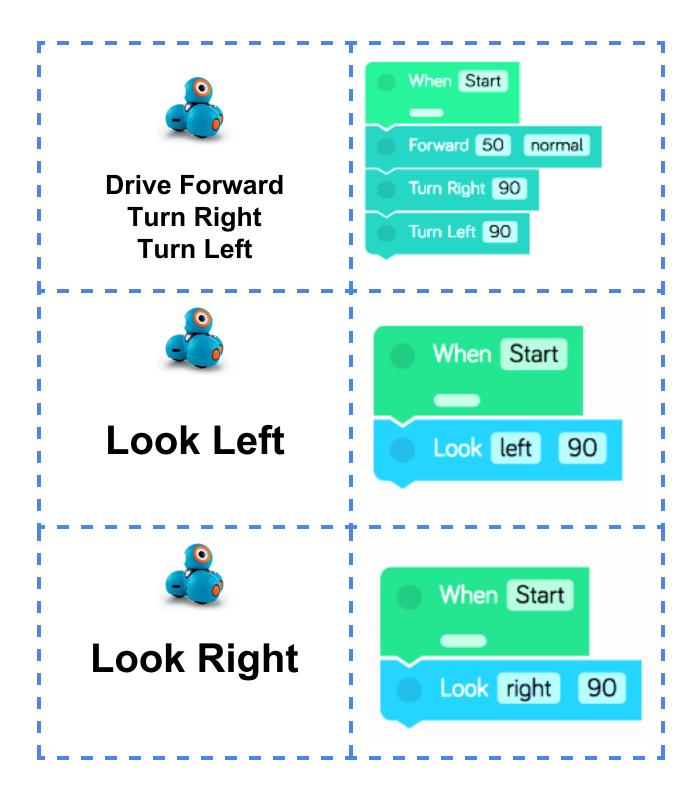


Directions:

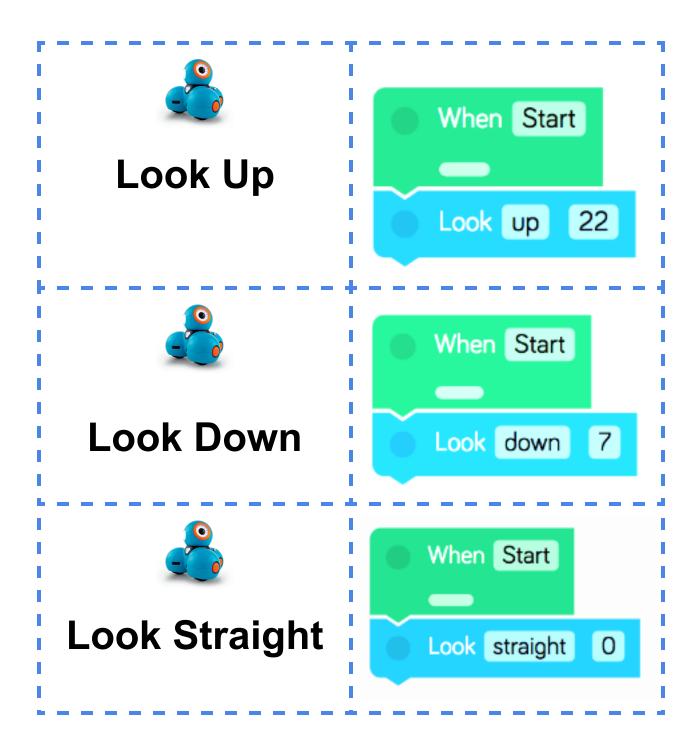
- 1. Cut out cards along the dotted lines.
- 2. Mix up cards and lay them in rows, face down.
- 3. Turn over any two cards. If they match, keep them. If they don't, turn them back over. Remember, the "to code" card needs to match the "Blockly code" card.
- 4. The game is over when all the cards have been matched and the player with the most pairs, wins.
- 5. ALTERNATIVE: Have a player act out a "to code" card and the other player has to match it with the "Blockly code" card.
  To Code Pieces
  Blocky Code Pieces



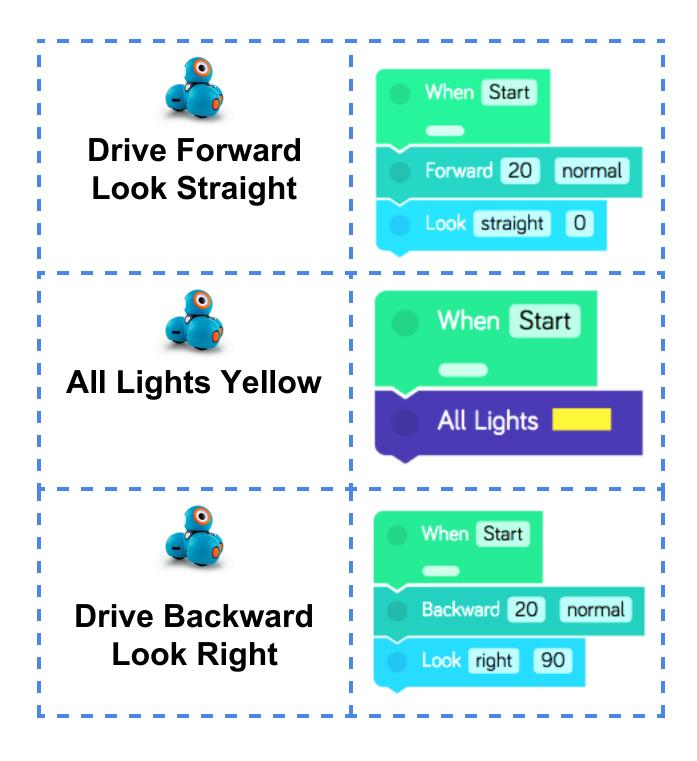
workshop Learn more about our educational resouces at: www.makewonder.com



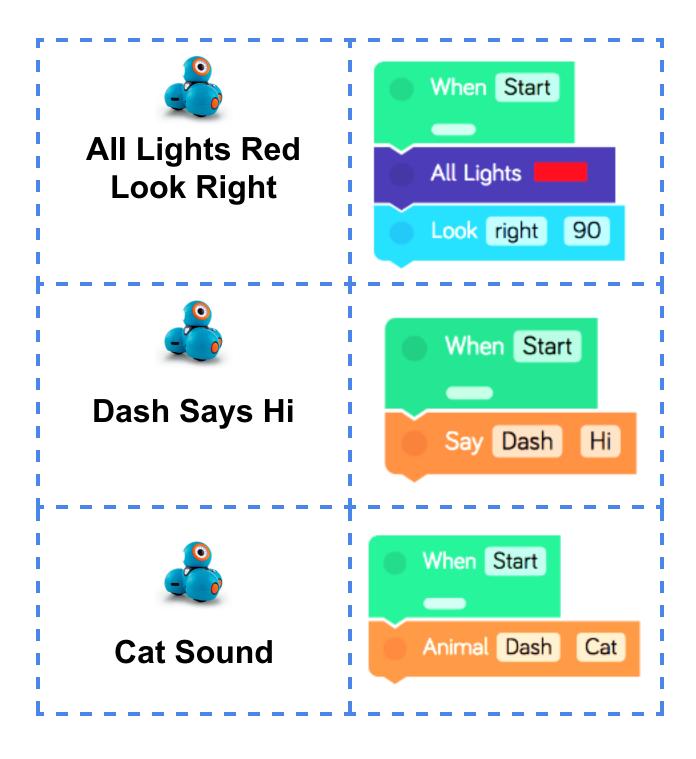




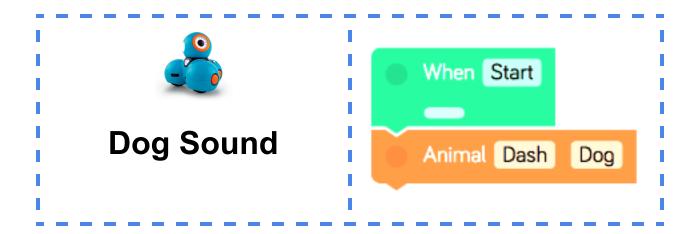












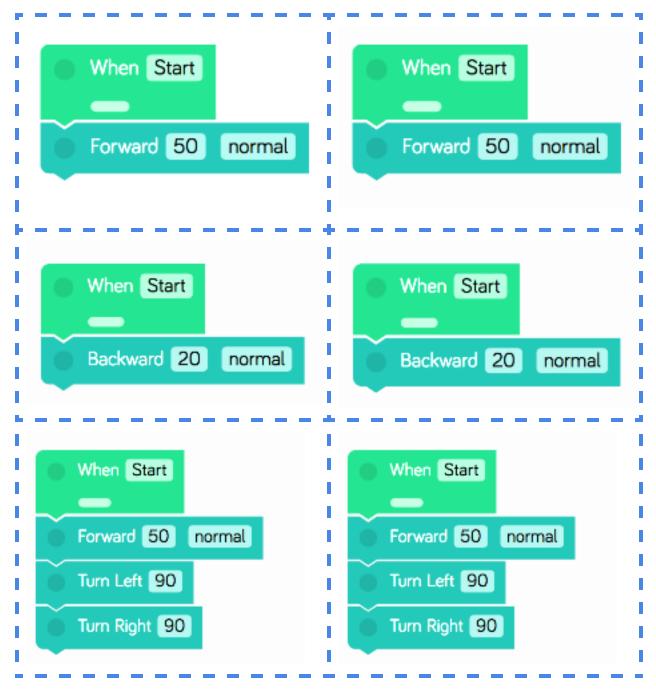


1. Cut out cards along the dotted lines.

2. Mix up cards and lay them in rows, face down.

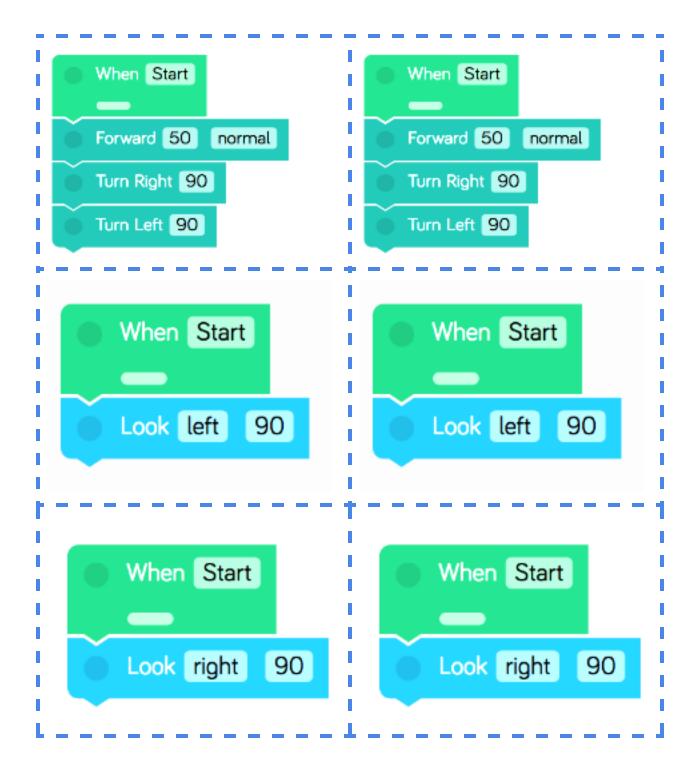
3. Turn over any two cards. If they match, keep them. If they don't, turn them back over. Remember, the "to code" card needs to match the "Blockly code" card.

4. The game is over when all the cards have been matched and the player with the most pairs, wins.





### Game Set #2







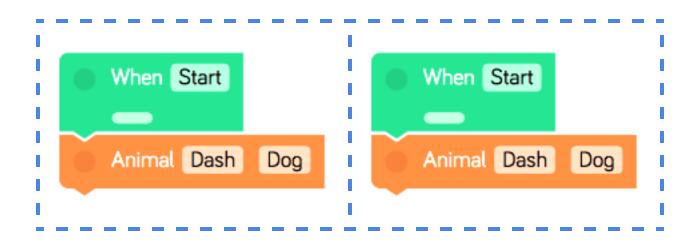














## RHYTHM FUN WITH YOUR HOMEMADE INSTRUMENTS

Using the rhythm symbol cut-outs provided (or writing them by hand if you prefer), create an original rhythm composition and play it on your homemade instruments. Use  $\bullet$  or  $\bullet$  or  $\ddagger$  in the beat boxes on the next page to create 4-beat measures. Remember, each of these rhythm symbols takes up **one** beat box.

Your composition must be **4 measures long (16 beats)**, and you must use **all 3 different types of notes or rests**. You can include a **tempo** word at the beginning of your composition to let the performer know what speed to play. Also, you can add **dynamic** symbol so the performer knows the volume level(s) you want your piece played.

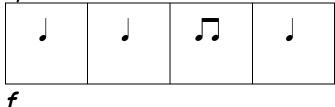
Here are some performance ideas: 1. Play your composition for your family. 2. Teach your family how to read your composition and then have them play it. 3. Record yourself playing your composition.

### Have fun!

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example:

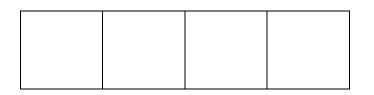
presto



## Paste or write your rhythms here. If you need more of a certain note, write it in.

Measure 1

Measure 2



Measure 3

Measure 4

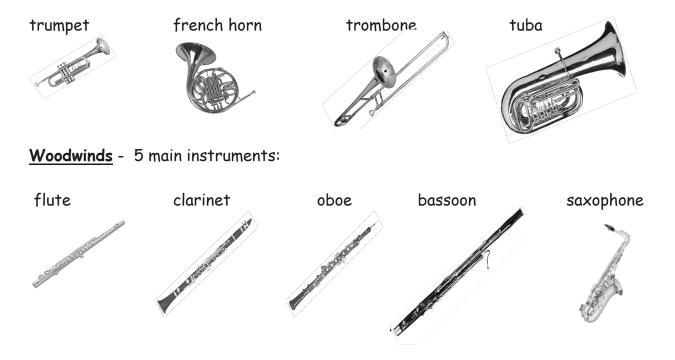
Write in your tempo and dynamic markings. **Tempo** goes **above** the notes, **dynamics** go **below** the notes.



# Make and Play a Percussion Instrument

Make a percussion instrument and *play some rhythms using your rhythm worksheet* Be sure to add some **dynamics** (louds and softs) that you learned about last week. This week add **tempo** (different speeds), too. <u>Presto</u> - fast <u>Largo</u> - slow <u></u>

The *kazoo* you made two weeks ago is a *wind instrument*, because it uses air to make its sound. In bands and orchestras there are two families of wind instruments. <u>Brass</u> - 4 main instruments:



Percussion are instruments that you hit, shake or scrape. The instrument pictured below can

do all three of those. Use the balloon top, (or bottom of can if you don't have a balloon) for your *tapping surface*. Put your choice of filling in it to make a *shaker*, use a pencil, chopstick, or some other utensil to *scrape* rhythms on the side

### Three in One!

### Balloon bongo, shaker & guiro (scraper)

Fill a clean can with your choice of filling, stretch a

balloon over the top and secure with a rubber band or ponytail

holder. Decorate if you want with paint, stickers, glue some fabric on it <u>Materials</u>:

**Body of instrument:** Tin can. For a non-bumpy surface you could use an oatmeal container, or some other hollow container. To just make a shaker you could use plastic Easter eggs, a soda bottle, or even two cups taped together in the middle. Be creative!

**Filling:** rice, beans, popcorn, pebbles, beads, etc. Or try something softer like jelly beans or erasers. You are the inventor!



<u>Create and perform your own rhythms. Teach someone in your family so they can join you</u> You can cut out the notes below, or write your own!! Add some **dynamics** and **tempo** to make it interesting.

 piano means quiet
 p
 forte means strong or loud
 forte

 presto means fast
 Image: Company strong or loud
 Image

Use your kazoo from last week, or your percussion instrument from this week. Have someone join you and make a family band!!



- 🖌 Te-te
- Sh. Don't make any sound

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