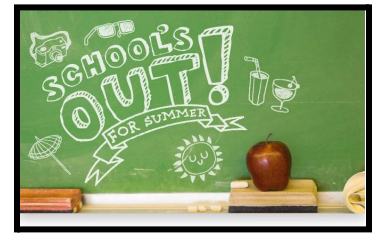


“Summer Learning”

ES Parent Training, May 2018



Websites and Apps we Recommend:

Literacy Focused:

- ❖ Words with Friends - www.zynga.com
- ❖ Freerice.com - <http://freerice.com>
- ❖ The Story Kitchen - <http://www.brucevanpatter.com/storykitchen.html>
- ❖ Story Jumper - <https://www.storyjumper.com/>
- ❖ Toontastic - <https://toontastic.withgoogle.com/>
- ❖ Scholastic for Parents - <http://www.scholastic.com/parents/>
- ❖ Reading Rockets for Parents - <http://www.readingrockets.org/audience/parents>
- ❖ Magazines
 - Scholastic - <http://magazines.scholastic.com/>
 - Time for Kids - <http://www.timeforkids.com/>
 - National Geographic Kids - <http://kids.nationalgeographic.com/>
 - Stone Soup - <https://stonesoup.com/> (also has a link that explains where you can publish writing from kids)
 - Newsela - <https://newsela.com/>
- ❖ Fry Sight Word Games - <http://www.sightwordsgame.com/sightwordgames/top-ten-sight-word-games/>

Math Focused:

- ❖ DREAMBOX!
- ❖ Math for Love - <http://mathforlove.com/lesson-plan/> - Lots of games and puzzles
- ❖ Nrich - <http://nrich.maths.org> - Lots of challenging puzzles and mind benders. Has a student section.
- ❖ Dice Games - <http://icebreakerideas.com/dice-games/> - This site has 9 simple dice games to play at home
- ❖ Youcubed - <https://www.youcubed.org/> - Articles, tasks, games, courses - this site has it all!
- ❖ Eureka Parent Resources - <https://greatminds.org/math/parents>

Our Favorite Commercial Games

- ❖ Bananagrams
- ❖ Boggle
- ❖ Scrabble
- ❖ Doublequick
- ❖ Upwords
- ❖ Words with Friends to Go
- ❖ Balderdash Jr.
- ❖ Racko



- ❖ Blockus
- ❖ Battleship
- ❖ Labyrinth
- ❖ Clue
- ❖ Rummikub
- ❖ Dominoes
- ❖ Battleship
- ❖ Yahtzee
- ❖ [Prime Club](#)



Card Games We Recommend

- ❖ Knock-out Whist
- ❖ Target Number
- ❖ War - *many variations - addition war, subtraction, multiplication (keep one factor the same)*
- ❖ Speed

Dice Games We Recommend

- ❖ Pig - Grades 2 and up
- ❖ Farkle
- ❖ Nim (need small objects rather than dice) - Grades 1 and up
- ❖ Roll and Record (PK, KG)



For rules, just google the name - i.e. "Knock-out Whist card game"; "Pig dice game"

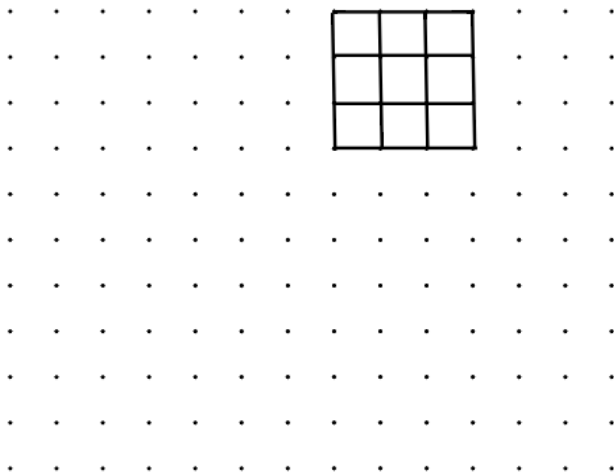
Games to play in the Car:

- ❖ On the road, look for signs for each letter of the alphabet. Shout it out when you see it.
- ❖ Choose a letter of the alphabet. Go round the car with everyone thinking of a chosen topic that starts with that letter (i.e., the letter is "B" and the topic is food. You might say, "banana," "butter," "Brazil nuts," etc.) Some possible topics: book titles, movies, animals, etc.
- ❖ For rhyming, you could play this game based on a Raffi song: "Willoughby, Wallaby, Wammy. An elephant sat on Tammy!" "Willoughby, Wallaby Wim. An elephant sat on Kim."



All-You-Need-Is-A-Notepad Games:

Ultimate Tic-Tac-Toe:



Ultimate Tic-Tac-Toe is a 2-player game. On your turn,

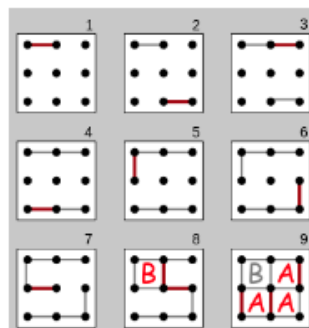
- (1) fill in a box with an X or O, then
- (2) draw in a new box, touching the existing board

Whoever makes *4-in-a-row* first wins!

Dots and Boxes is a 2-player game. Choose a small rectangle to play on.

On your turn, add an edge between two unjoined dots. If you complete a square, get one point and go again. Whoever has the most points at the end wins.

Example game on a 3 by 3 dot grid:



Nim - A two player game. The object of the game is to be the one who writes the number 10. Starting at one, players can write one or two numbers.

I.E.

Player 1 writes: 1, 2

Player 2 writes: 3,

Player 1 writes: 4, 5

Player 2 writes: 6, 7

Player 1 writes: 8

Player 2 writes: 9, 10 and wins the game because they wrote 10.

Trace a Number: With your finger, trace a number of your child's back. They have to guess the number. Variations: use digits, use dots. This is fun kids who are just learning to write numbers.

Pico, Fermi, Bagel:

The the game begins with one person secretly choosing a number with no repeated digits (2 - ? digit number).

We will start with a three digit number. Then others attempt to guess the number, and the one who chose the number responds to each guess as follows:

- If the guess has no numbers correct, they respond: "Bagel."
- For each digit the guess has correct, but in the wrong place, they respond: "Pico."
- For each digit the guess has correct and in the correct place, they respond: "Fermi."

As an example, let's say that you thought of the secret number 489.

Guess 1: 362 Bagel – no digit is correct.

Guess 2: 820 Pico – the 8 is in the wrong place.

Guess 3: 418 Pico Fermi – the 8 is in the wrong place, the 4 is in the correct place.

Guess 4: 518 Pico – the 8 is in the wrong place.

Guess 5: 487 Fermi Fermi – the 4 and 8 are in the correct place.

Guess 6: 489 Fermi Fermi Fermi – all digits are in the correct place.