



## Intervention Distance Learning

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Teacher	Grade	Online Delivery Methods	Connection	Office Hours and Method
Sparling	1-6	Email Zoom	Email: <a href="mailto:alia.sparling@simivalleyusd.org">alia.sparling@simivalleyusd.org</a>	Email Monday-Friday 10:00-11:00

Ms. Sparling is available to help all students with questions. Please feel free to email her with questions on general education assignments. She can also set up Zoom appointments for help.

## INTERVENTION RESOURCES

### Phonics Resources

**Beginning Sight Words-** [https://docs.google.com/presentation/d/14dqGK92Twkzmygzi0bfSy\\_z0ovGYyK-B9xnVmYudYZg/edit?usp=sharing](https://docs.google.com/presentation/d/14dqGK92Twkzmygzi0bfSy_z0ovGYyK-B9xnVmYudYZg/edit?usp=sharing)

- The first group of first graders worked through this in its entirety already, as have the second graders. The second group is about halfway through.
- The routine for these words, when they are new, is the students guess what the word is, and then when they get it correct they read me the new word a few times, and then we move on to the next word and repeat the process. They should all be familiar with the routine since they work on them daily.
- We go through the entire list at least once during every intervention class.

### Beginning Letter Patterns-

<https://docs.google.com/presentation/d/14L20eizAsYwYZINeYu6Gb13LtIU5XaBH41xw4vVUoSc/edit?usp=sharing>

- These letter sounds are all the simple sounds for each letter. Short vowels, the hard sound for each consonant, etc.
- The complex sounds that have taken them more practice are:
  - Ed- /ed/, /d/, /t/

- D- /d/ and /t/
- Dge- /j/
- Tch- /ch/
- We work through practicing each of these letter sounds daily as well. We go through this list at least once during each intervention session. Again our first group of first graders, and our second graders, have worked through this in its entirety. The second group of first graders is about half way through.

#### ***Extension Sight words-***

<https://docs.google.com/presentation/d/1RZd03NcALkbbblcWOJvM4s0WJrvM2WbyyzzVAakI9yU/edit?usp=sharing>

- Our third graders are almost through this part of the curriculum. My plan with them was to continue review until they had mastered the patterns. As these are more complex they tend to forget them.
- Our second graders had only a few lessons into this curriculum. They were doing well moving forward, but could likely still benefit from extra practice.
- The routine for these sight words is the same as the routine used for the beginning sight words.

#### ***Extension Sounds-***

<https://docs.google.com/presentation/d/14n9olzYiYUBy6K562CG9ZuNA4qmt8LlvIPZDjauo1e4/edit?usp=sharing>

- Our third graders are almost through this part of the curriculum. My plan with them was to continue review until they had mastered the patterns. As these are more complex they tend to forget them.
- Our second graders had only a few lessons into this curriculum. They were doing well moving forward, but could likely still benefit from extra practice.
- The routine for these sight words is the same as the routine used for the beginning sight words.
- Understanding these more basic sounds can help students to decode words they are reading.

#### **Reading Comprehension Resources**

- Notice and Note Signposts- Fiction
  - [https://docs.google.com/document/d/15y4nvu9yvWiAR200VM4OO\\_7WpHujolFOCdWuMxtvhuo/edit?usp=sharing](https://docs.google.com/document/d/15y4nvu9yvWiAR200VM4OO_7WpHujolFOCdWuMxtvhuo/edit?usp=sharing)

#### **Fact Fluency Games**

##### ***Multiplication***

- Multiplication war (2 players)
  - Materials: Deck of cards
  - Rules
    - REMOVE KINGS FROM PLAYING DECK

- Divide the entire deck of cards between two players.
  - Each player flips over 2 cards at a time and multiplies them together.
  - Player with the highest product keeps all 4 cards
  - Repeat until one player has the entire deck.
  - Special Card Values
    - Ace=1
    - Jack= 11
    - Queen= 12
- Multiplication Speed (1-2 players)
    - Rules:
      - start with one card face up, the others are face down in your hand.
      - Flip one card from your hands at a time and multiply it by the card that is face up in front of you.
      - Keep going until you run out of cards in your hand.
      - See how fast you can get through all the cards in your hand. You can use a timer for this if you have one and want to.
      - Try to beat your last time on every round you play.
      - Special Card Values
        - Ace=1
        - Jack=11
        - Queen=12
        - DO NOT USE KINGS
  - Square Number Speed
    - This is almost the same as regular speed. But instead of multiplying each card by the card that is face up in front of you, you multiply the number by itself. That way we get to practice our square numbers- remember that “square number” is a fancy way to say a number being multiplied by itself!
  - Multiple Speed
    - Again, almost the same as regular speed. In this game though instead of multiplying each card by the card that is face up in front of you, you multiply each card by a single number.
    - Ex. if you choose 6, you multiply every card flipped over by 6. If you choose 4, you multiply every card flipped over by 4, etc.

### ***Addition/Subtraction***

- Oh No 99 (2 players minimum)

- Materials: Deck of Cards
- Rules
  - Each Player gets 4 cards
  - Flip over top card in the deck of left over cards
  - Each player takes a turn playing one card on top of the face up stack. They must add the value of the card they are playing to the value of the entire stack of cards. (the value of the deck grows as each player puts down a card)
  - The value of the entire deck may be UP TO 99, but not more. If the player cannot put down a card that keeps the value at 99 or less then they say “oh no 99” and they are out.
  - Special card values
    - Ace= 1
    - Jack = minus 10
    - Queen= any number 0-10 OR minus 10, players choice
    - King= 0
- Addition war (2 players)
  - Materials: Deck of cards
  - Rules
    - Divide the entire deck of cards between two players.
    - Each player flips over 2 cards at a time and adds them together.
    - Player with the highest sum keeps all 4 cards
    - Repeat until one player has the entire deck.
    - Special Card Values
      - Ace=1
      - Jack= 11
      - Queen= 12
      - King= 13
- Subtraction War (2 players)
  - Materials: Deck of cards
  - Rules
    - Divide the entire deck of cards between two players.
    - Each player flips over 2 cards at a time and subtracts them together.
    - Player with the least difference keeps all 4 cards
    - Repeat until one player has the entire deck.

- Special Card Values

- Ace=1
- Jack= 11
- Queen= 12
- King= 13

## Fraction Games

A lot of what fractions looked like in intervention was problem solving. I made sure that students knew the most important rule of fractions was that all pieces must be equal, and then would draw problems and have them decide whether something was or was not a fraction, and if it was what fraction could be used to represent the pictures.

When we left school we were practicing adding and subtracting fractions because most of the students were still struggling with that concept that the denominator does not change, only the numerator does.

Since that work is hard to put down in a link I will be working on finding some more concrete resources for students. As of right now I found these few resources on TPT for free download right now.

Free TPT Resources <https://www.teacherspayteachers.com/Product/FREE-Equivalent-Fraction-Task-Cards-Hands-On-1065885>  
<https://www.teacherspayteachers.com/Product/Fractions-on-a-Number-Line-Cut-and-Paste-Common-Core-472327>

- Fraction War (2 players)

- This game is similar to the standard card game “war” or multiplication war as explained above, with a few key differences.
  - Materials: Deck of cards
  - Rules
    - Divide the entire deck of cards between two players.
    - Each player flips over 2 cards at a time, one will be the numerator (smaller card) and the other will be the denominator (larger card), can be flipped for improper fractions
    - Students determine which fraction has a greater value
    - Player with the fraction with the largest value keeps all 4 cards
    - Repeat until one player has the entire deck.
    - Special Card Values
      - Ace=1
      - Jack= 11
      - Queen= 12
      - King= 13

Another interesting way to incorporate fractions is through baking. Most baking recipes require fractions of a cup, tablespoon, or teaspoon. Comparing the different size measuring cups while completing the recipe can give students a more concrete idea of a fairly complex topic.

- You can incorporate addition, subtraction, multiplication, and subtraction of fractions into baking by having students compare, or combine, the measurements for different ingredients, or by having them double or half the recipe.

Improper fraction video explanations:

<https://www.youtube.com/watch?v=z9dFJuArLP4>

<https://www.youtube.com/watch?v=EYW0MIHkqSE>