

NAME _____

DATE _____

Home Connection II ★ Activity



NOTE TO FAMILIES

Although telling time is second nature to us, it's a remarkably complex skill. Part of the problem is that one hand indicates a change of 5 minutes every time it progresses from one number to the next, while the other hand indicates a change of an entire hour. For many primary children, it's hard to keep track of which hand is which, and hard to remember when to count by 5's and when to count by 1's. This game, which we've played in class, gives children a chance to deal with the minute hand alone, and also provides practice counting by 5's.

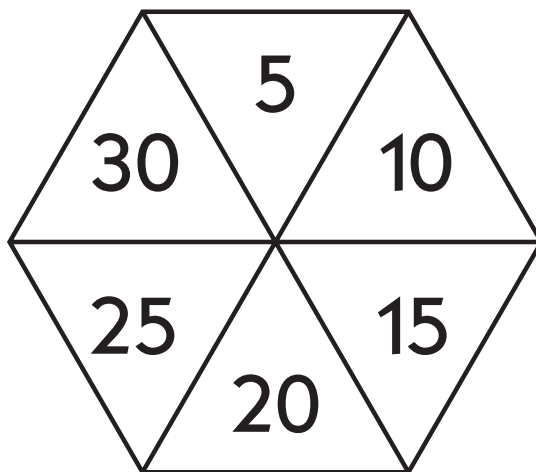
An Hour or Bust!

You'll need a spinner, 1 record sheet, and some crayons (4 colors for each player).

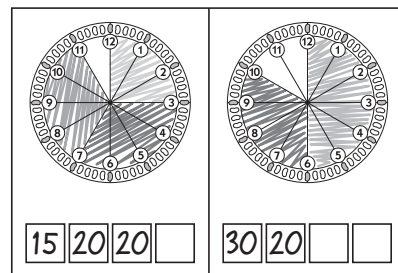
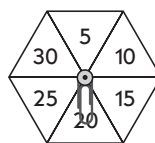
Game Rules

1 Decide who gets to spin first. Take your first spin, color in the number of minutes you spun starting from the 12 on your clock face. Write that number in the first box below your clock. Have your partner take a turn.

2 Take turns spinning and coloring until each of you has had 2, 3, or 4 turns. Be sure to record every spin with a different color crayon. You can stop taking turns whenever you'd like because you don't want to color in more than 60 minutes. For instance, if you spin 25 minutes on your first turn and 20 minutes on your second turn, you'll have to think hard whether you want to stay put on your third and fourth turns or take a chance of going over 60 minutes.



3 The player closest to coloring in an hour without going "bust" wins.



Child Boy! I'm not taking any more spins. I'm only off by 5 minutes.

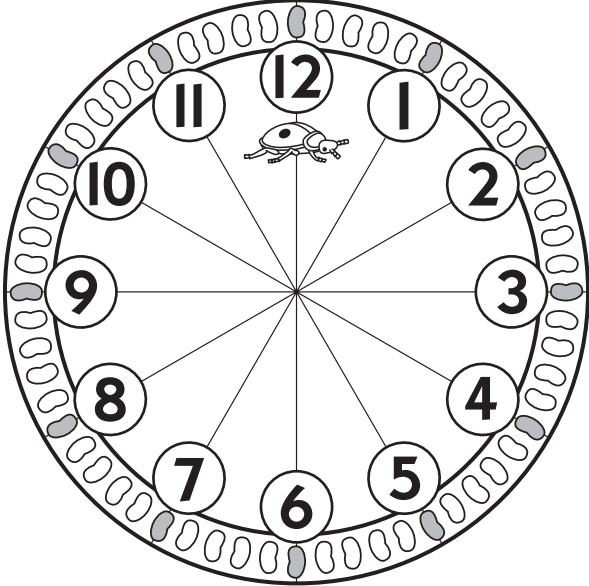
Uncle Oh gosh! Should I take 1 more spin and hope I get a 5 or a 10?

4 Circle the winning player's clock and begin again. There is room to play 4 games if you use both the front and the back of the sheet.

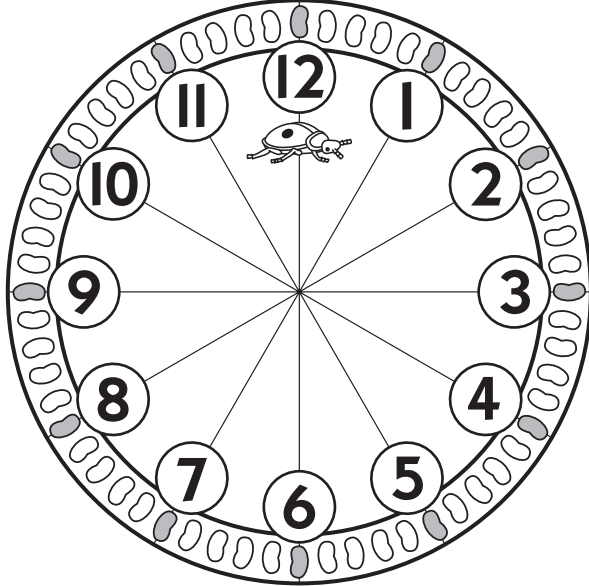
An Hour or Bust! record sheet

PLAYER 1 _____

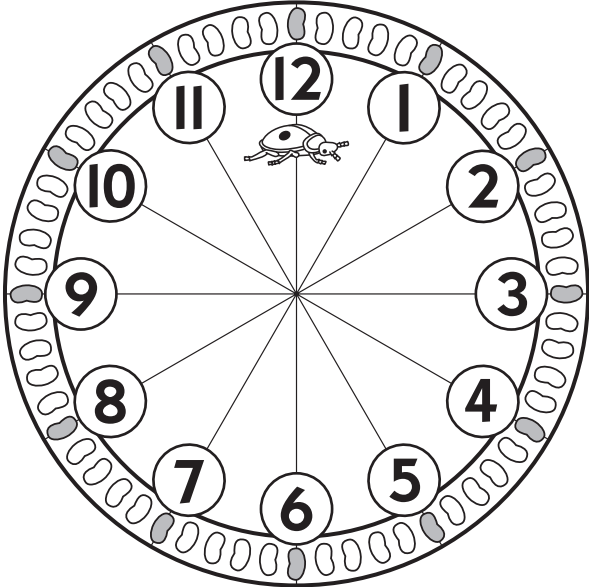
PLAYER 2 _____



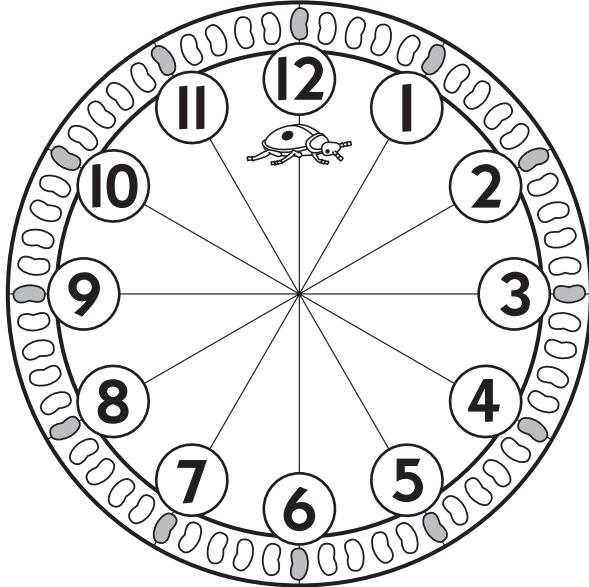
A circular clock face divided into 12 segments, numbered 1 through 12. A small beetle is positioned at the 12 o'clock position. The outer edge of the clock is decorated with a border of small, oval shapes. Below the clock face are four empty rectangular boxes for recording scores.



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Home Connection 12 ★ Activity



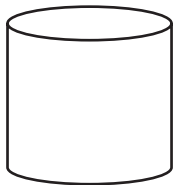
NOTE TO FAMILIES

We have just started a new unit on geometry. Over the next few weeks, we will use pattern blocks, geoboards, and polydrons to investigate many different 2- and 3-dimensional shapes. Besides learning to recognize and name these shapes, we'll explore how they're alike and different, what happens when we put them together, take them apart, and move them around by sliding, turning, and flipping them. We'll also consider the shapes that are all around us, both human-made and those occurring in nature. This assignment reinforces what we are learning about geometry.

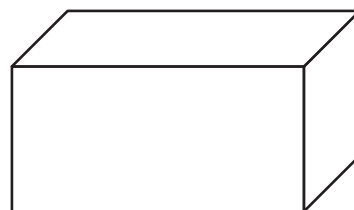
3-D Shape Hunt

Have you ever thought about why things are the shape they are? Ever wondered why cups and canisters are shaped like cylinders and soda crackers come in rectangular boxes? Why dice and ice are cube-shaped and why we eat ice cream out of cones instead of pyramids? Shapes are fun to find and fun to think about! This week, you're going to go on a 3-dimensional shape hunt. All you have to do is search around your house for things that are shaped like cubes, spheres, cylinders, and rectangular prisms (boxes), and sketch them below. Happy hunting!

1 Here are some of the things we found that are cylindrical.



2 Here are some of the things we found that are shaped like rectangular prisms.



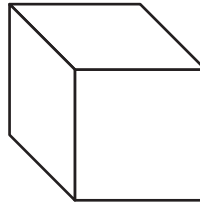
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Home Connection 12 (cont.)

3 Here are some of the things we found that are spherical.



4 Here are some of the things we found that are shaped like cubes.



NAME _____

DATE _____

Home Connection 13 ★ Activity



NOTE TO FAMILIES

Last Shape in Wins is an easy and fun strategy game that gives children a chance to see the results of combining some familiar shapes. We play it at school with pattern blocks, but you'll be coloring in the shapes instead. Have fun!

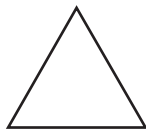
Last Shape In Wins

To play this game, you'll need crayons, markers, or colored pencils in the following colors: yellow, green, blue, and red.

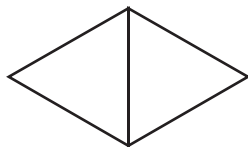
Game Rules

1 With your partner, decide who will go first and who will go second.

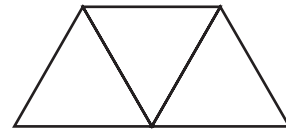
2 Take turns coloring in shapes on the gameboard (see the back of this sheet). You could just go back and forth coloring in little green triangles, but it would probably be kind of boring. Or, you can combine triangles to form one of the other shapes shown below:



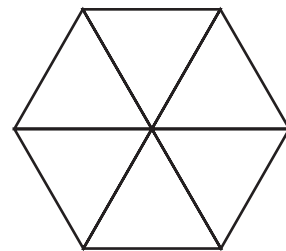
a triangle (color it green)



a rhombus (color it blue)



a trapezoid (color it red)



a hexagon (color it yellow)

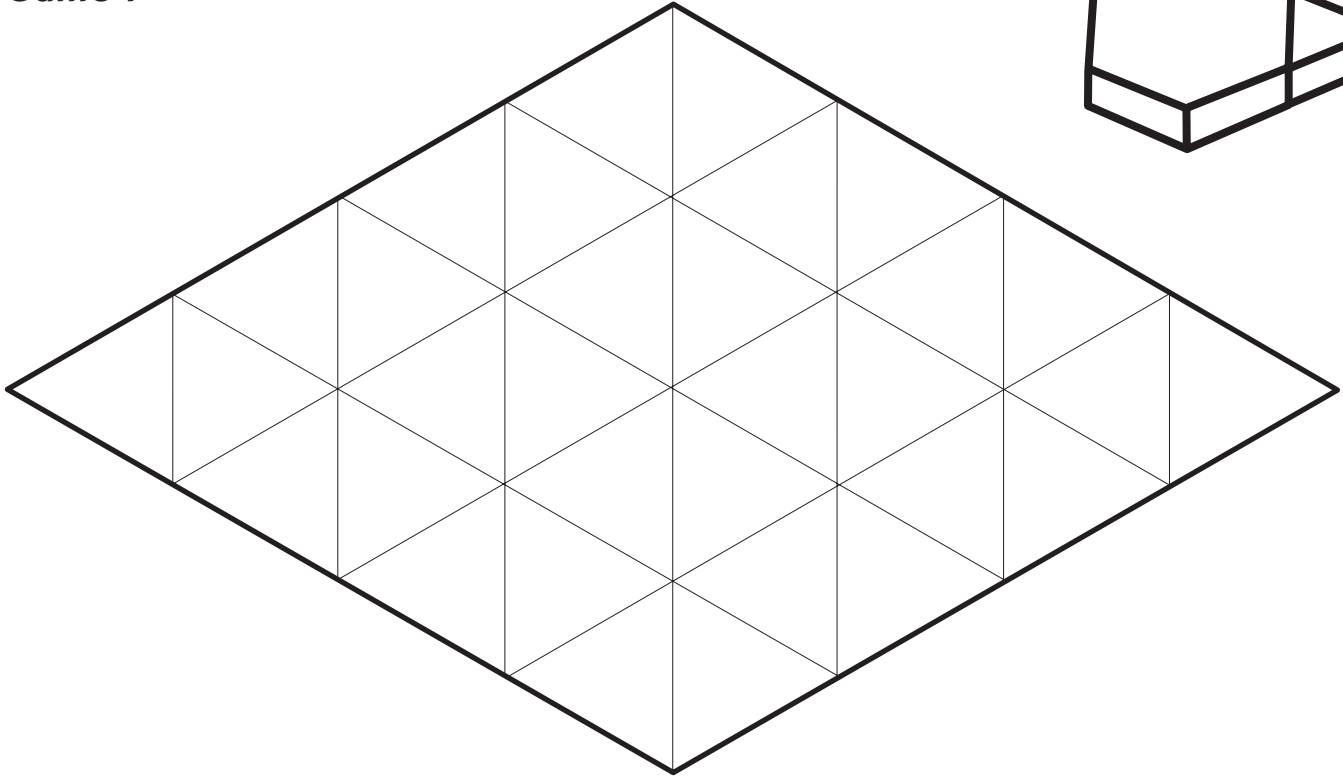
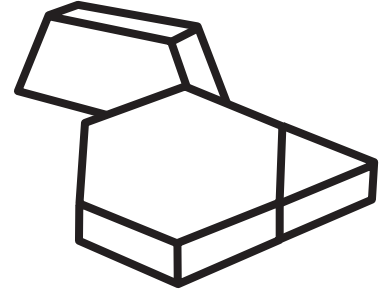
3 You can color in any one of the 4 shapes (triangle, rhombus, trapezoid, or hexagon) anywhere on the gameboard each time it's your turn. You must take your turn every time, down to the very end. The object of the game is to be the person who gets to complete the giant rhombus by coloring in the last shape.

4 When you have time, play the game again. There are 2 gameboards on the back of this sheet.

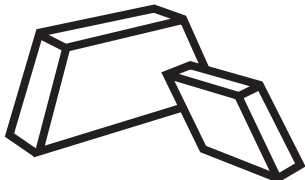
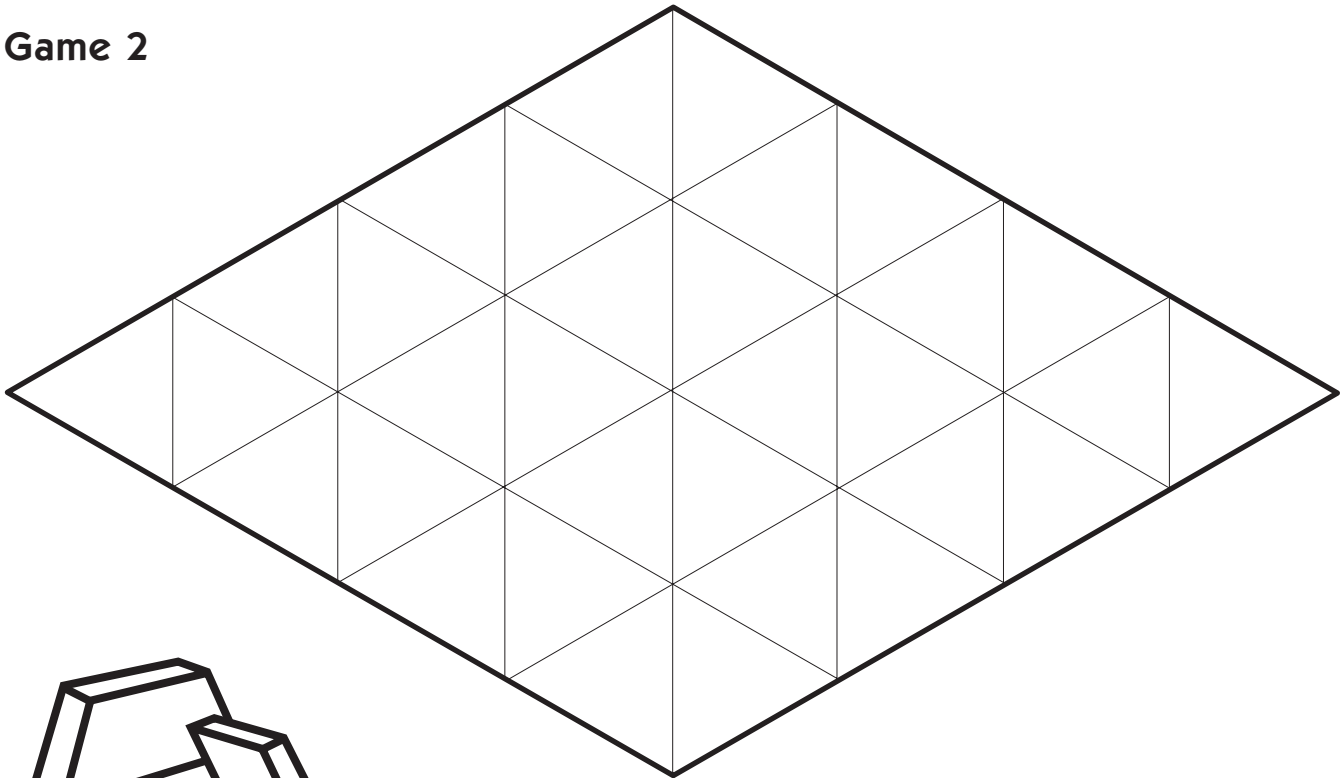
(Continued on back.)

Home Connection I3 (cont.)

Game 1



Game 2



NAME _____

DATE _____

Home Connection 14 ★ Activity



NOTE TO FAMILIES

Four in a Row is a game that features coordinate graphing and is played much like Battleship. We have played this game and others like it at school, and your child may enjoy teaching you how to play.

Four in a Row

To play the game, you'll need 2 sets of game markers, 15 in each set. You might use nickels and pennies, red beans and white beans, buttons in 2 different colors, or any other small objects you can find around the house.

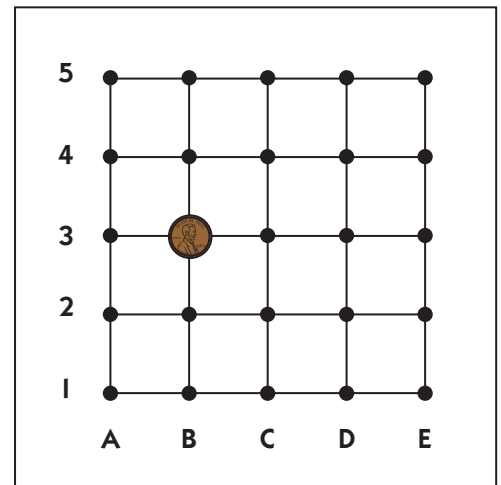
Game Rules

1 Cut out the coordinate cards on the accompanying page.

2 Decide which of the 2 sets of markers you're going to use (nickels or pennies, for instance) and set them beside you.

3 Mix up all the Coordinate cards and set them in a pile, face down. Have the first player draw a card from the pile, read the coordinate, and place 1 of his or her markers on that coordinate. For example, if the card says "B,3", the player goes over to B and up to 3 and places his or her marker on the point where the letter and the number intersect, as shown:

B,3

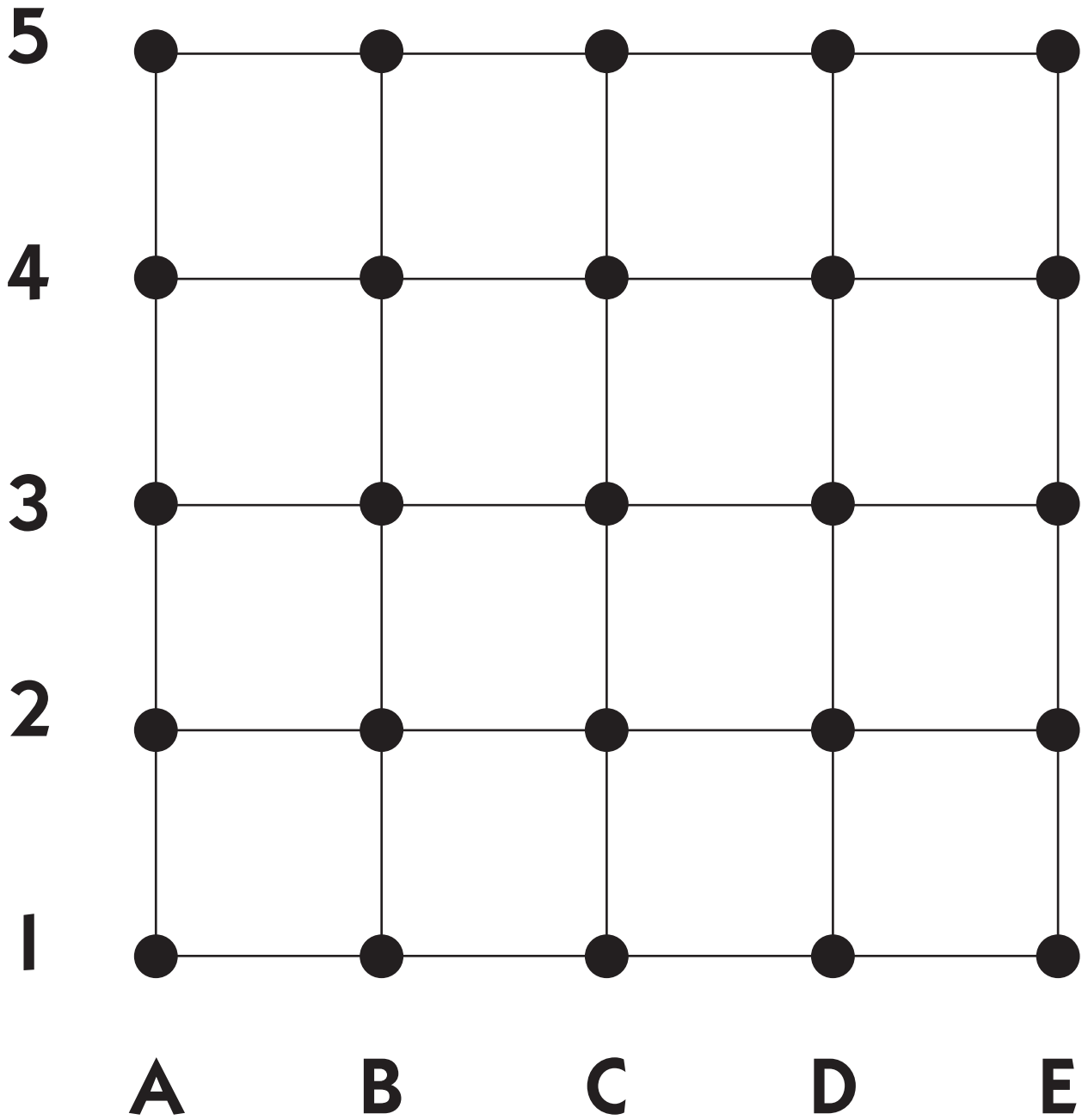


4 Take turns drawing cards from the pile and placing your markers on the correct coordinates on the gameboard. The first person to get 4 in a row vertically, horizontally, or diagonally, wins. If neither of you manages to get 4 in a row by the end, it's a "cat's game" and you should just mix up the cards and play again.

(Continued on back.)

Home Connection I4 (cont.)

Four in a Row gameboard



Four in a Row cards

A,1	A,2	A,3
A,4	A,5	B,1
B,2	B,3	B,4
B,5	C,1	C,2
C,3	C,4	C,5
D,1	D,2	D,3
D,4	D,5	E,1
E,2	E,3	E,4
E,5		