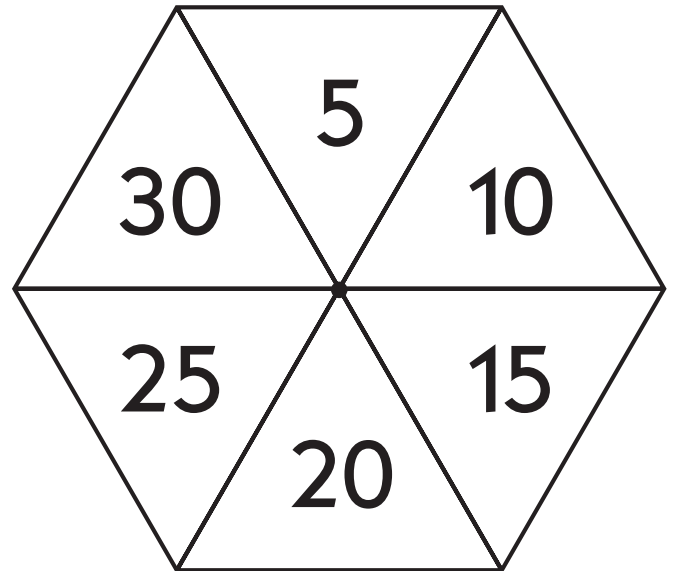


Home Connection 5 ★ Activity

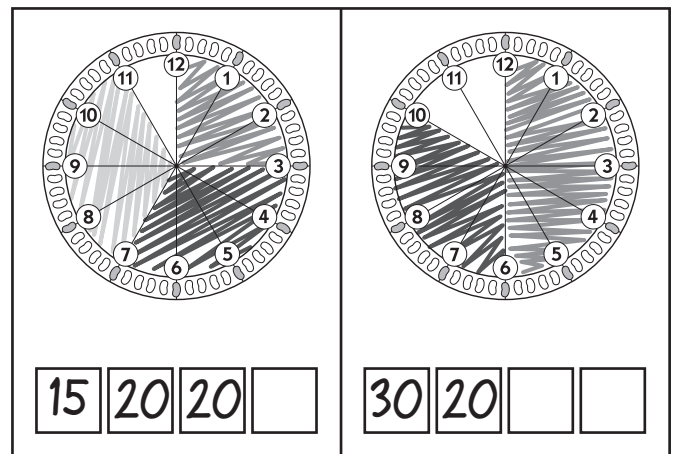
An Hour or Bust!

Game Rules

- 1 Get a partner, a spinner, 1 record sheet, and some crayons (4 different colors for each player).
- 2 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.
- 3 Take turns spinning and coloring until each of you has had 2, 3, or 4 turns. *Be sure to record each new spin with a different color crayon.* You can stop taking new 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.
- 4 The player closest to coloring in an hour *without going "bust"* wins.
- 5 If one player goes "bust," mark an "X" over the number on his or her record sheet that caused him or her to go over 60 minutes.

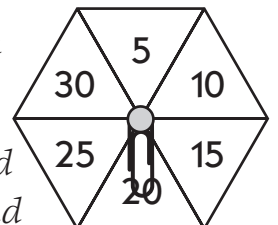


- 6 Circle the winning player's clock and begin again. There is room to play 4 games if you use both the front and the back of the sheet.



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

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



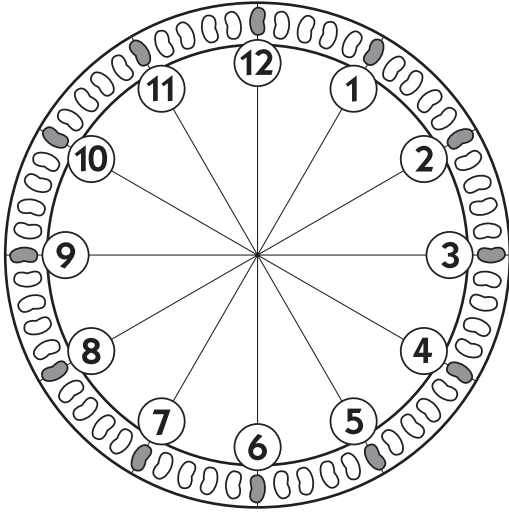
NAME _____

RETURN BY _____

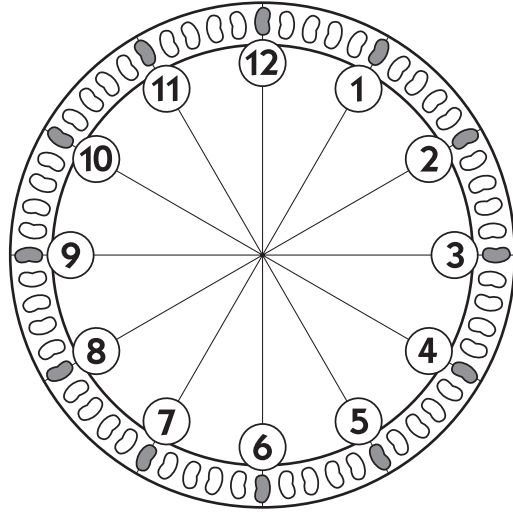
An Hour or Bust! record sheet

PLAYER 1 _____

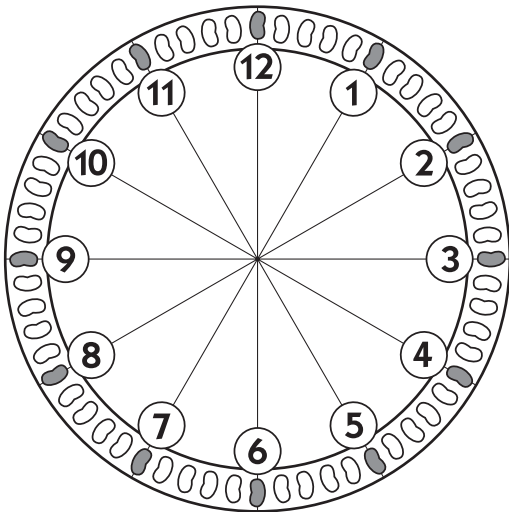
PLAYER 2 _____



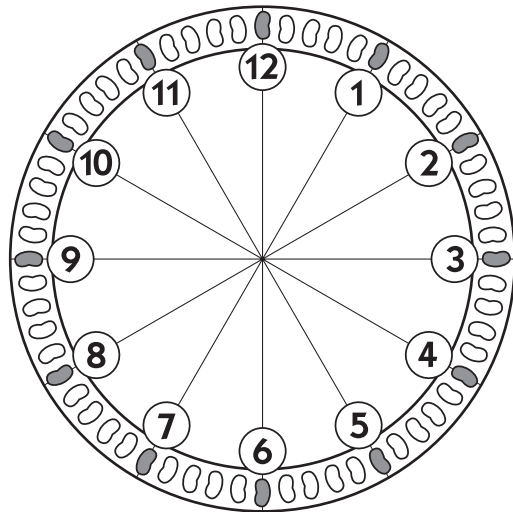
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Home Connection 5 ★ Worksheet

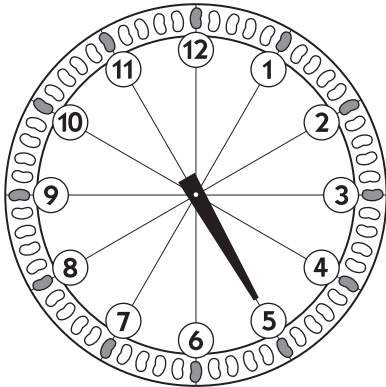


NOTE TO FAMILIES

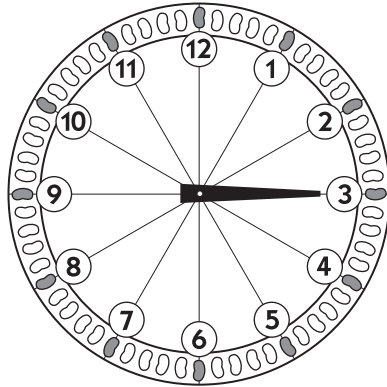
Although telling time is second nature to us, it's a remarkably complex skill. Part of the problem is that one hand indicates a change of 5 minutes every time it progresses from one number to the next. The other hand indicates a change of an entire hour. For many second graders, it's hard to keep track of which hand is which, and hard to remember when to count by 5's and when to count by 1's. We've been practicing reading the minute hand on a clock for the last few weeks, but will soon work with both the hour and the minute hand. This worksheet is designed to help your child practice reading the minute hand. It also reinforces the counting-by-5's pattern we've been studying.

60 Minutes in an Hour

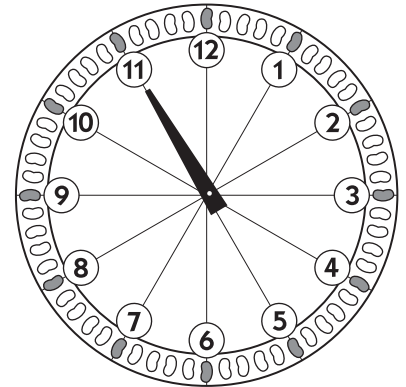
Tell how many minutes the hand has gone past the hour on each clock below. Remember to start at the 12 each time.



_____ minutes past the hour

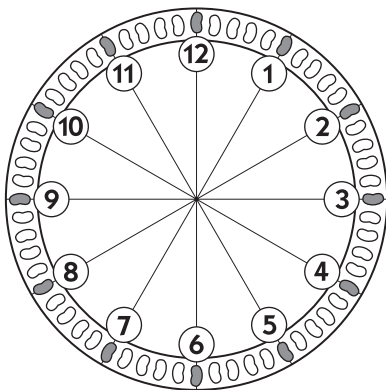


_____ minutes past the hour

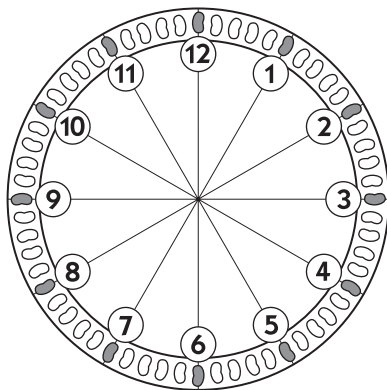


_____ minutes past the hour

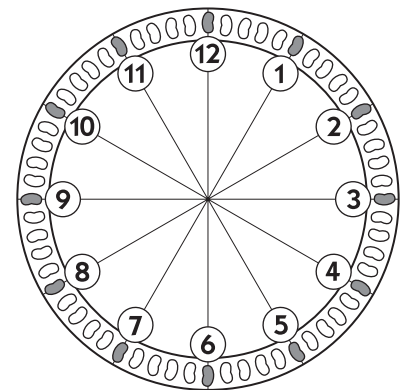
Draw a hand on each clock below to show how many minutes past the hour:



20 minutes past the hour



35 minutes past the hour



45 minutes past the hour

Home Connection 6 ★ Activity



NOTE TO FAMILIES

We have been collecting facts about ants over the past few days in order to write some special story problems. This Home Connection Activity features coordinate graphing and is played much like Battleship. This is not a game that we've played at school, so you and your child will have to study the rules carefully together.

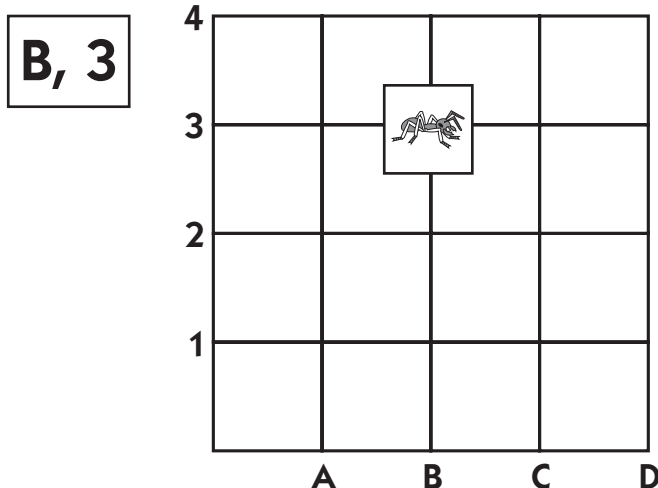
The Ant Path Game—3 in a Row!

Game Rules

1 Cut out the ants and the game cards on the accompanying page. Decide who will play the white ants and who will play the black.

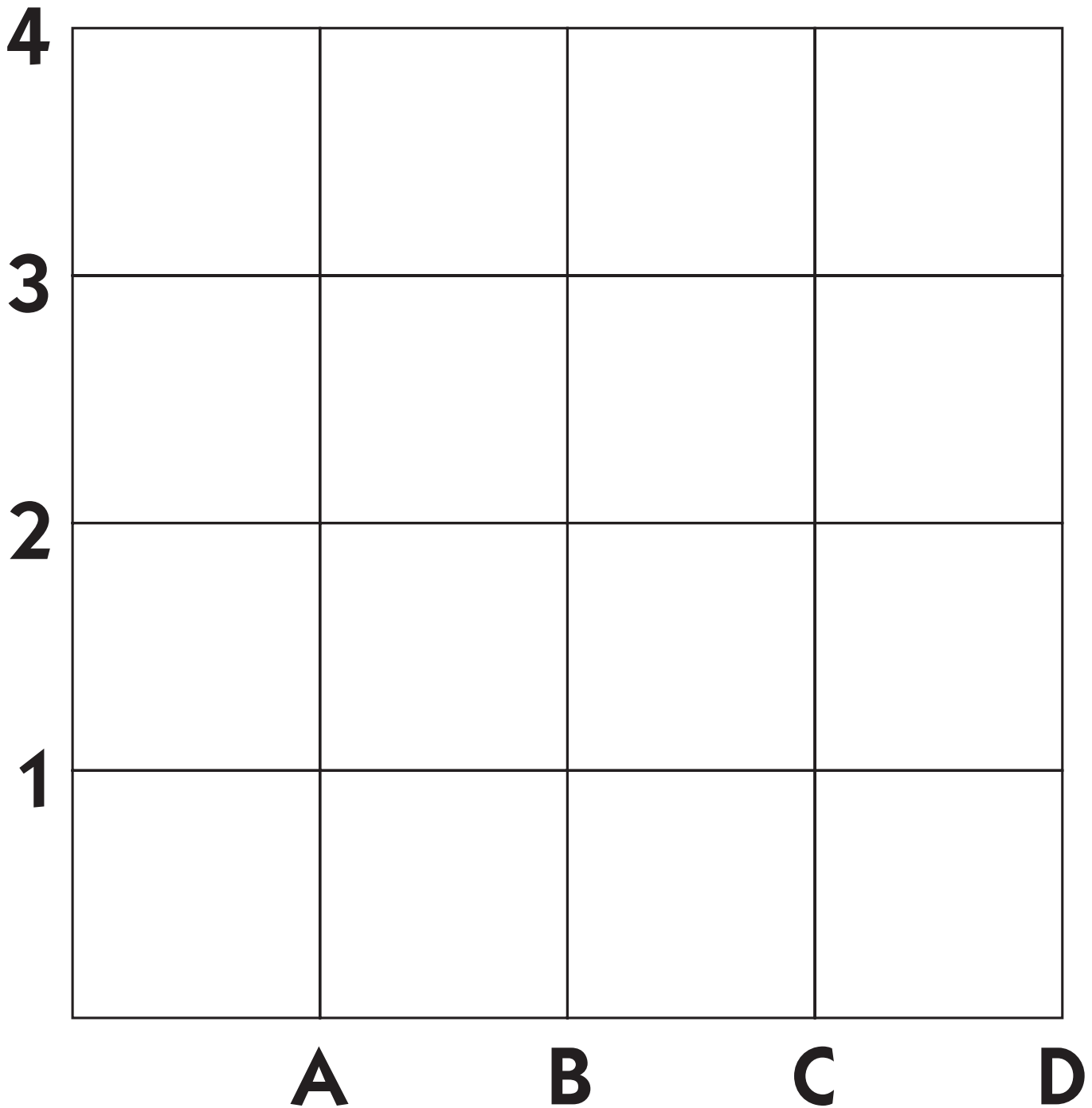
2 Mix up the game cards and put them in a stack, face down. Have the first player draw a card from the top of the deck, read the coordinate, and place one of his or her ants on that coordinate. For instance, if the card says “B, 3,” the player goes over to B and up to 3 and places his or her ant on the point where the letter and the number intersect, as shown below:

3 Take turns drawing cards and placing your ants on the appropriate coordinates. First person to get 3 ants in a row, horizontally, vertically, or diagonally, is the winner. If neither of you get 3 in a row, it's a “cat's game,” and you get to play again!





















(Continued on back.)

Home Connection 6 Activity (cont.)



The Ant Path Game—3 in a Row! cards & markers

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

NAME _____

RETURN BY _____

Home Connection 6 ★ Worksheet

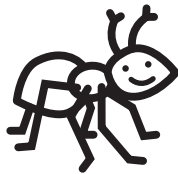


NOTE TO FAMILIES

This worksheet will give your child some practice at measuring short lengths in centimeters. You may need to remind him or her to place the end of the ruler right at the beginning of the line when measuring.

Measuring Ant Paths

Cut out the centimeter ruler at the bottom of the page and use it to measure the ant paths below. Be sure to record the length of each path in the correct box.



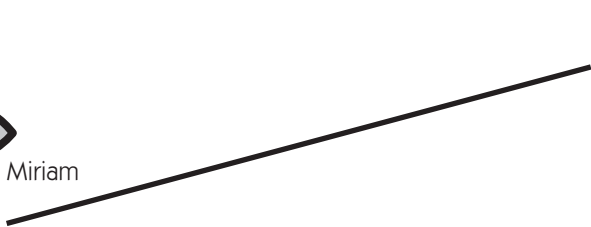
Archie



cm



Miriam



cm



Cramer



Dora



cm

Which ant has the longest path? _____

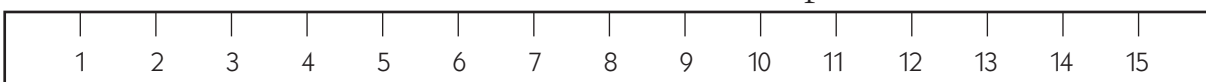
How much longer is Cramer's path than Dora's? _____

How much shorter is Dora's path than Miriam's? _____

cm

How far did the 4 ants walk in all? Write a number sentence to show this:

Cut this ruler out and use it to measure the ant paths.



NAME _____

RETURN BY _____

Home Connection 7 ★ Activity

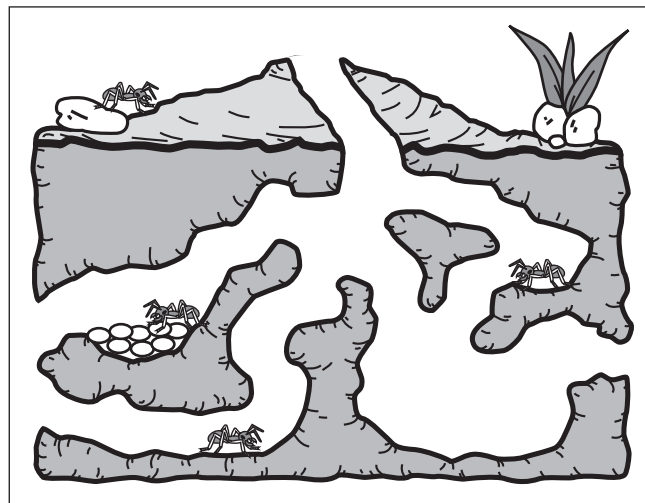


NOTE TO FAMILIES

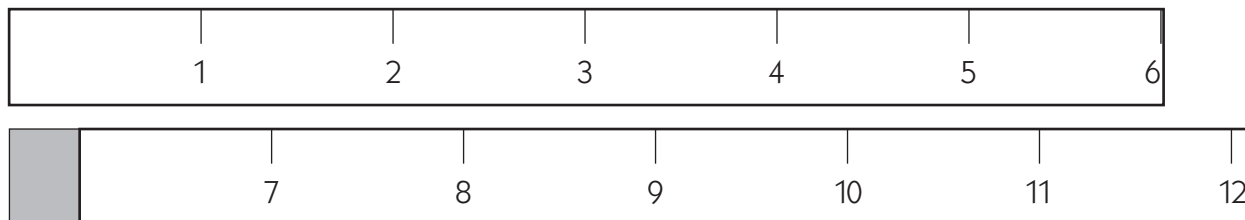
As your child learns to measure, it's important for him or her to develop "unit sense"; to begin to understand how long a centimeter is compared to a meter or a kilometer; to know that gallons make more sense than cups when it comes to measuring the amount of water your family consumes in a day. This week's Home Connection Activity is designed to help your child find out more about feet. Work together to find things around your house that are shorter than, longer than, and just about the same length as a foot. If you don't have a 12-inch ruler at home, there's one below for you to cut out and glue or tape together.

How Long is a Foot?

Did you know that some ants can dig tunnels as deep as 16 feet? It's true, but hard to appreciate until you know just how long *one* foot is. Using the paper ruler below or one you have around the house, go on a hunt for things that are shorter than a foot, longer than a foot, and just about the same length as a foot. Happy hunting, and don't forget to record your discoveries on the chart on the back of this page.



Cut these out and glue or tape them together to make your own ruler.



(Continued on back.)

Home Connection 7 Activity (cont.)

Things that are shorter than 12 inches (1 foot)	Things that are just about the same length as a foot	Things that are longer than 12 inches (1 foot)

NAME _____

RETURN BY _____

Home Connection 7 ★ Worksheet



NOTE TO FAMILIES

Over the past week or so, the children have been solving and posing story problems about ants. Because problems are supposed to be a little (or a lot) challenging, children are getting used to the idea that they won't know the answer instantly, and may have to draw a picture or go through several steps to find a solution. They're also learning to show their work, using numbers, pictures, and/or words to explain their thinking. The best thing you can do to help your child with the problems below is to read them together, determine which ones he or she wants to tackle, and then watch with interest as he or she works. In every case, there's only one correct answer, but there are many different ways to arrive at the solution, ranging all the way from counting one by one, to counting by 2's, grouping in 5's, adding, or subtracting. Don't be surprised if your child's favorite method is one that involves counting. That's very common at this time of year. Keep an open mind and a smile on your face as you say, "Wow! How did you figure that out?"

Solving Ant Story Problems

Read the ant story problems on this sheet and the next and choose at least 4 of them you want to solve. Then go to work. Remember—the answer is not enough. You need to show how you solved each problem, using pictures, numbers, and/or words.

Example *15 worker harvester ants went to collect seeds. Their home was very close to a garden so they went there to collect them. But only 8 got some seeds. How many didn't get any?*



$$15 - 8 = 7 \quad 7 + 8 = 15$$

15 ants. 8 got seeds, so I circled 8.
There are 7 left.

1 There are 6 harvester ants going to collect seeds from the garden. How many seeds can the ants carry back to the nest if they each carry 5?

2 There are 19 harvester ants, but 13 of the ants go and get seeds. How many ants are left?

(Continued on back.)

Home Connection 7 Activity (cont.)

3 One day at sunset, the 13 worker ants were tired of working. They just laid around the ant nest. How many antennae were drooping?

4 Once there were 14 army ants. 7 left to get a dead insect to eat. How many antennae were left?

5 There were 10 ants in the middle chamber. 4 left to find food. 3 more left to take care of the eggs in the lower chamber. How many legs were left in the middle chamber?

6 The harvester ants have been working hard. 3 ants each got 5 seeds. How many seeds? Oh no! Here comes the queen ant. She eats 9 of the seeds. How many are left?

7 11 ants are working hard, collecting seeds and storing them in their hollow place for the winter. Soon, 21 more ants will come to help. When they come, how many ants will be working?