Home Connection 13 ★ Activity

NOTE TO FAMILIES

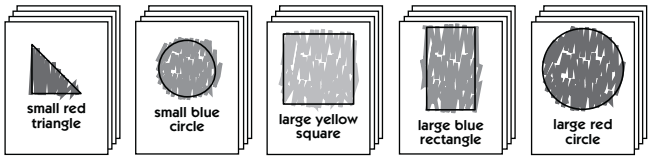
Most children love guessing games and this one can be a lot of fun. Family members take turns hiding a paper shape in a pocket and challenging the other players to ask questions about its attributes. As various shapes are eliminated from a matching collection on the table, players are able to figure out what's been hidden.

There's a Shape in My Pocket!

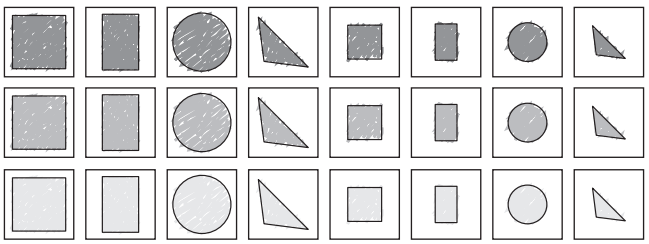
You'll need the shape cards you saved from Home Connection 2, the Attribute cards, the Pocket Shapes, and envelopes to store the cards in.

Instructions

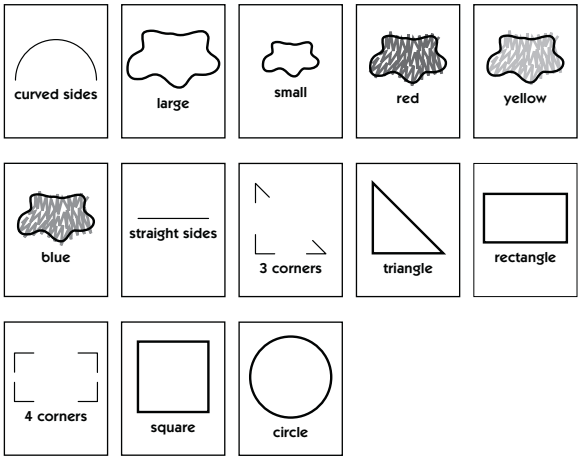
1 Color and cut the Pocket Shapes as directed and set them apart from the other shapes.



2 Spread out the shape cards that you saved from Home Connection 2.



3 Cut apart the Attribute cards and color the red, yellow, and blue cards. Set the cards out and read the labels together.



4 Ask all the players to close their eyes while you hide *1* of the *pocket shapes* in your pocket. (Put the other pocket shapes aside for now—you won't need them until you play a second round of the game.)

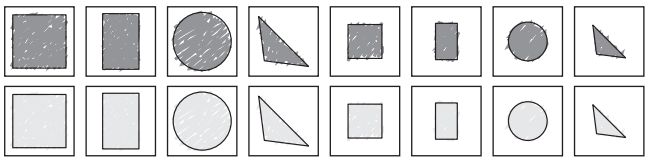
5 Now it's up to all the other players to use the attribute cards to think of yes-and-no questions that will help them to figure out which shape you've hidden. As they ask each question, players work together to eliminate

shape cards from the collection on the table until only 1 remains—the one that matches the shape you've hidden in your pocket. The sample dialogue below assumes that you've hidden a large blue triangle in your pocket.

Daddy *Is your shape red?*

Mommy *No, my shape is not red. Which shape cards can you eliminate?*

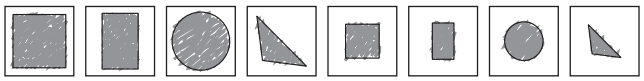
Child *We have to take away all the red ones.*



Child *I bet it's yellow. Is your shape yellow?*

Mommy *No, my shape is not yellow. Which shape cards can you take away now?*

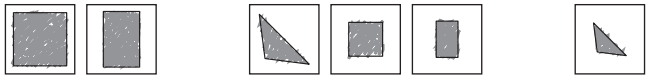
Daddy *We have to take away all the yellow cards.*



Daddy *Is your shape round?*

Mommy *No, my shape is not round. What can you take away?*

Child *We have to take out the circles.*



Child *Is your shape big?*

Mommy *My shape is big. What can you take away?*

Child *Take out those little ones.*

Daddy *Does your shape have 3 sides?*

Mommy *It does have 3 sides.*

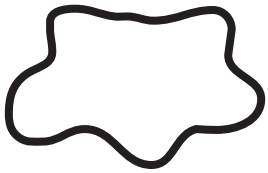
Child & Daddy *It's a big blue triangle!*

Mommy *You did it! I do have a big blue triangle in my pocket. See, here it is!*

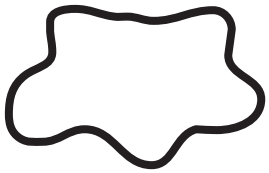
Play the game several times this week. You might even want to save all the game pieces so you can play Shape in My Pocket again in the future.

Attribute cards

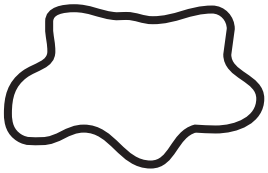
Color these 3 cards —red, yellow, and blue as designated.



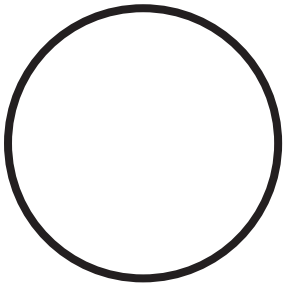
blue



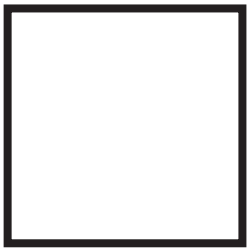
red



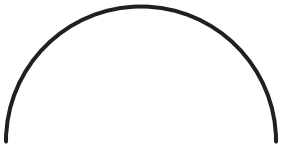
yellow



circle

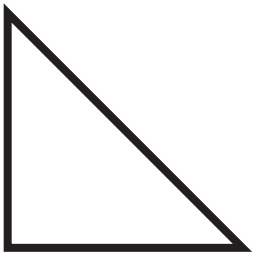


square



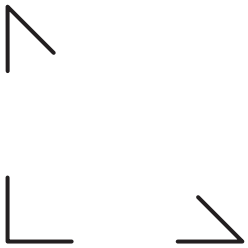
curved sides

straight sides



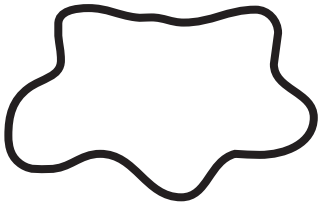
triangle

rectangle

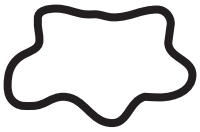


3 corners

4 corners



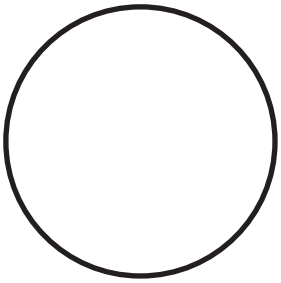
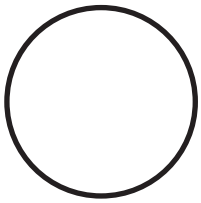
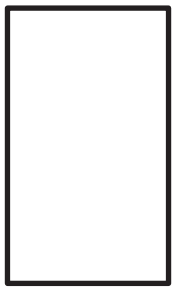
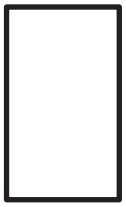
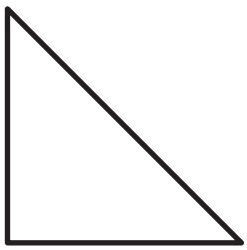
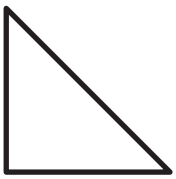
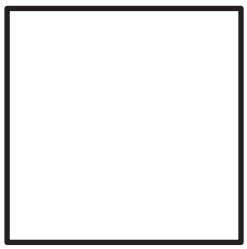
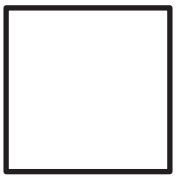
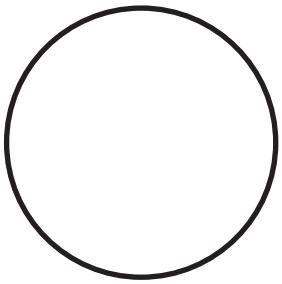
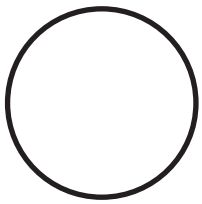
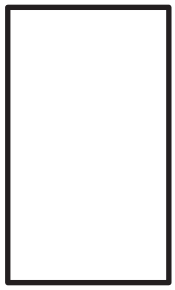
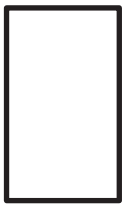
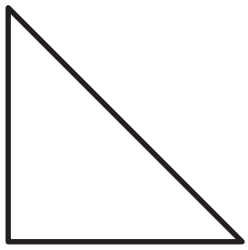
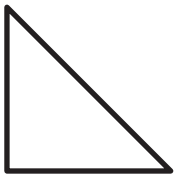
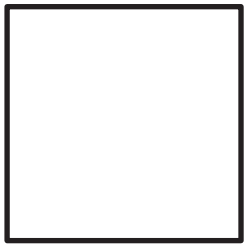
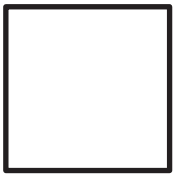
large



small

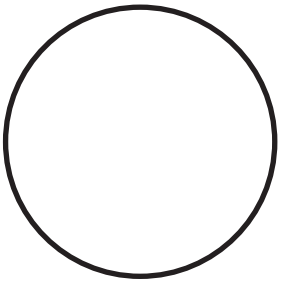
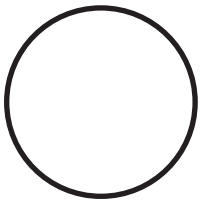
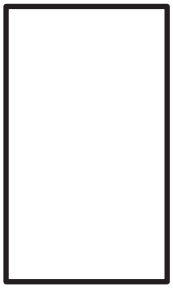
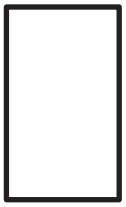
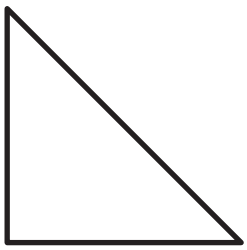
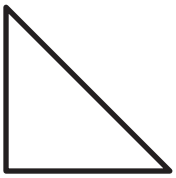
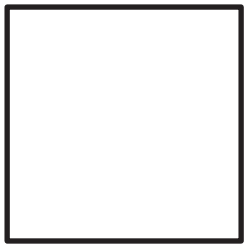
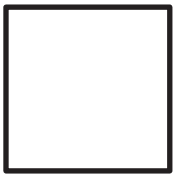
Pocket Shapes

Color each of these shapes red or yellow as designated.

 large red circle	 small red circle	 large red rectangle	 small red rectangle
 large red triangle	 small red triangle	 large red square	 small red square
 large yellow circle	 small yellow circle	 large yellow rectangle	 small yellow rectangle
 large yellow triangle	 small yellow triangle	 large yellow square	 small yellow square

Pocket Shapes

Color each of these shapes blue.

 large blue circle	 small blue circle	 large blue rectangle	 small blue rectangle
 large blue triangle	 small blue triangle	 large blue square	 small blue square

Home Connection 14 ★ Activity

NOTE TO FAMILIES

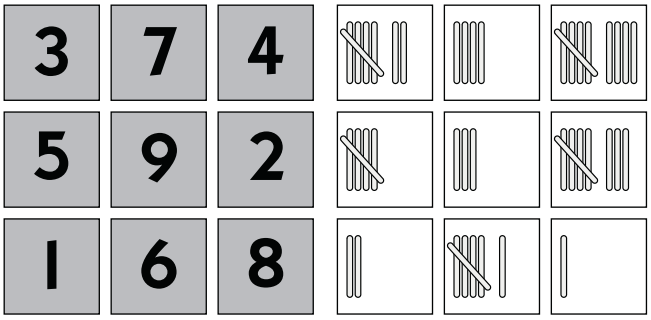
This week's challenge brings back tallying in the form of a match game. Can you and your child find the matching cards when they're face up? How about face down? Unless you're especially good at memory games, you may find yourself working as hard as your kindergartner to find matching pairs in the face down version.

Tally & Numbers Match Game

You'll need the Tally cards and the Number cards. You'll also need an envelope to store the cards for future play.

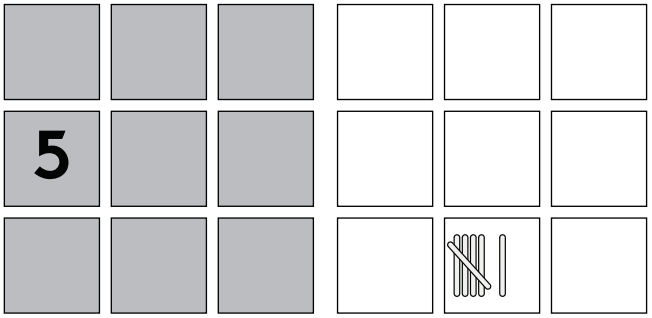
Instructions

1 Cut both sets of cards apart. Lay all of the number cards face up on one side and all of the tally cards face up on the other side. Can you find the matching pairs?



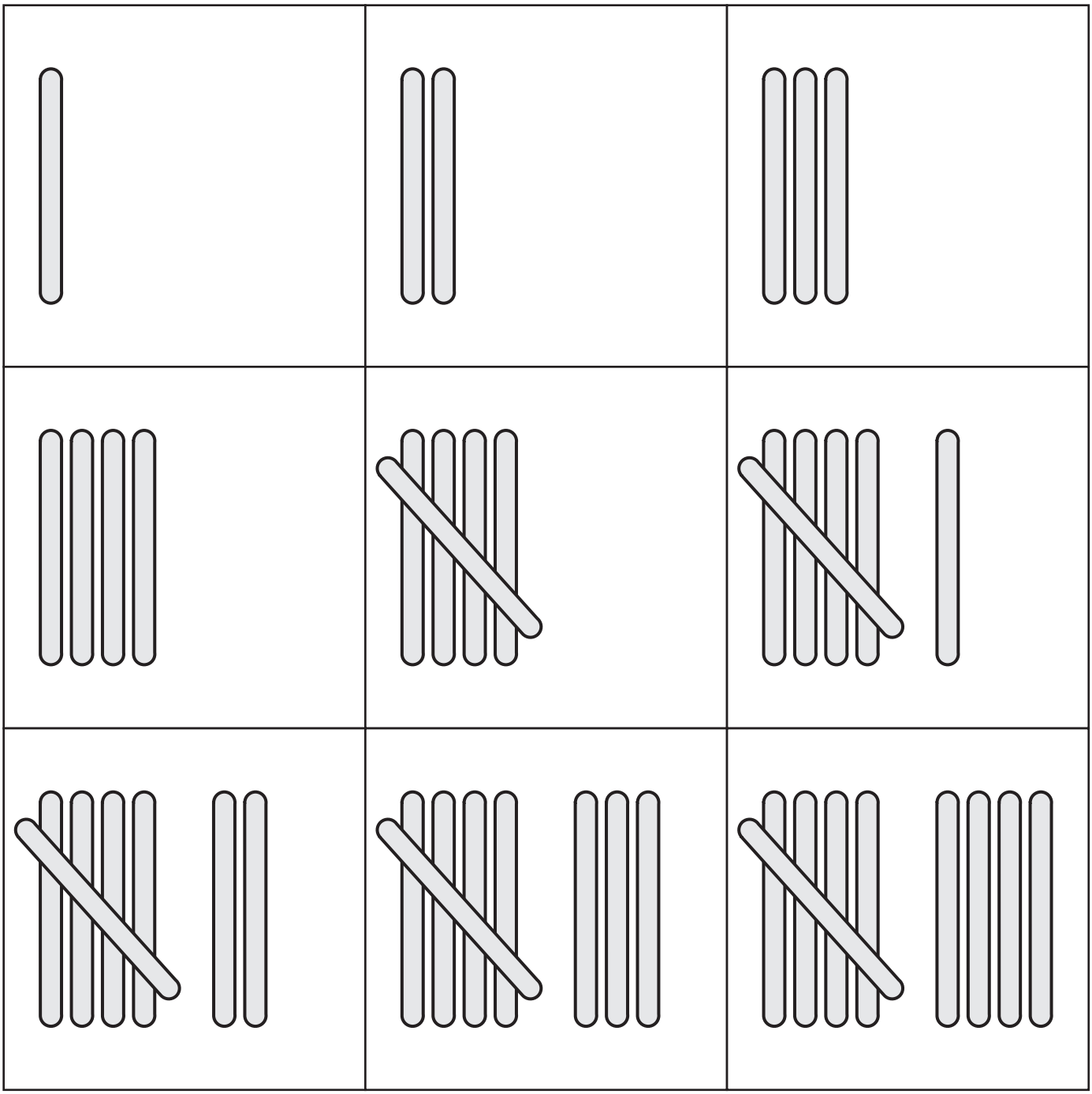
2 Once finding the matching pairs feels easy, try turning all of the cards face down. Take turns turning 1 card from each group face up. Have you found a matching pair? If so, you get to take those cards and take another turn. If they don't match, turn them face down in those same positions and give your partner a turn. Try to remember where each card is located.

The player with the most cards at the end of the game wins the game.



Play the game several times. Save the cards in a labeled envelope so you can play the game another time in a few weeks.

Tally cards



Blackline HC 14.3 Run on a *different* color of cardstock than used for HC 14.2.

Number cards

1	2	3
4	5	6
7	8	9

Home Connection 15 ★ Activity

NOTE TO FAMILIES

This Home Connection features a Ten & More Bingo game with calling cards that show groups of Unifix cubes arranged in 10's and 1's. How many cubes are on each card? Is there more than 1 way to figure it out each time? Who will get 4 in a row on their Bingo board first?

Ten & More Bingo

You'll need the Ten & More Bingo cards, the Ten & More Bingo gameboards, and an envelope, as well as some game markers such as marshmallows, pennies, cereal pieces, or small pieces of paper.

Instructions

1 Cut apart the Ten & More cards, stack them up and put them into an unsealed envelope.

2 Cut the 2 Ten & More Bingo gameboards apart. Be sure to cover the free spot on each board with a marker.

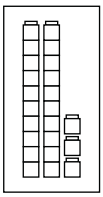
Ten & More Bingo gameboards

12	19	17	20
21	15	24	13
25	11	23	18
22	14	16	

Ten & More Bingo gameboards

11	14	23	21
22	16	19	18
17	20	24	12
25	13	15	

3 Take turns reaching into the envelope for a calling card. How many cubes are on the card? How did you count them? Is there another way to count them? (The illustration below shows three possible responses to the task of counting 23 cubes that have been arranged in 10's and 1's. The first method is most typical of kindergartners; the other two are more typical of children who are a little older.)



Child *I can count that but let me touch the cubes. 1, 2, 3, 4, 5, 6, 7, 8, 9, 10, 11, 12, 13, 14, 15, 16, 17, 18, 19, 20—21, 22, 23.*

Sister *I think there are 10 in that stack. I'll check. 1, 2, 3, 4, 5, 6, 7, 8, 9, 10. It's 10—so, 10 and 10 is 20 and then 3. 23!*

Dad *10, 20, 21, 22, 23. It's 23!*

Home Connection 15 (cont.)

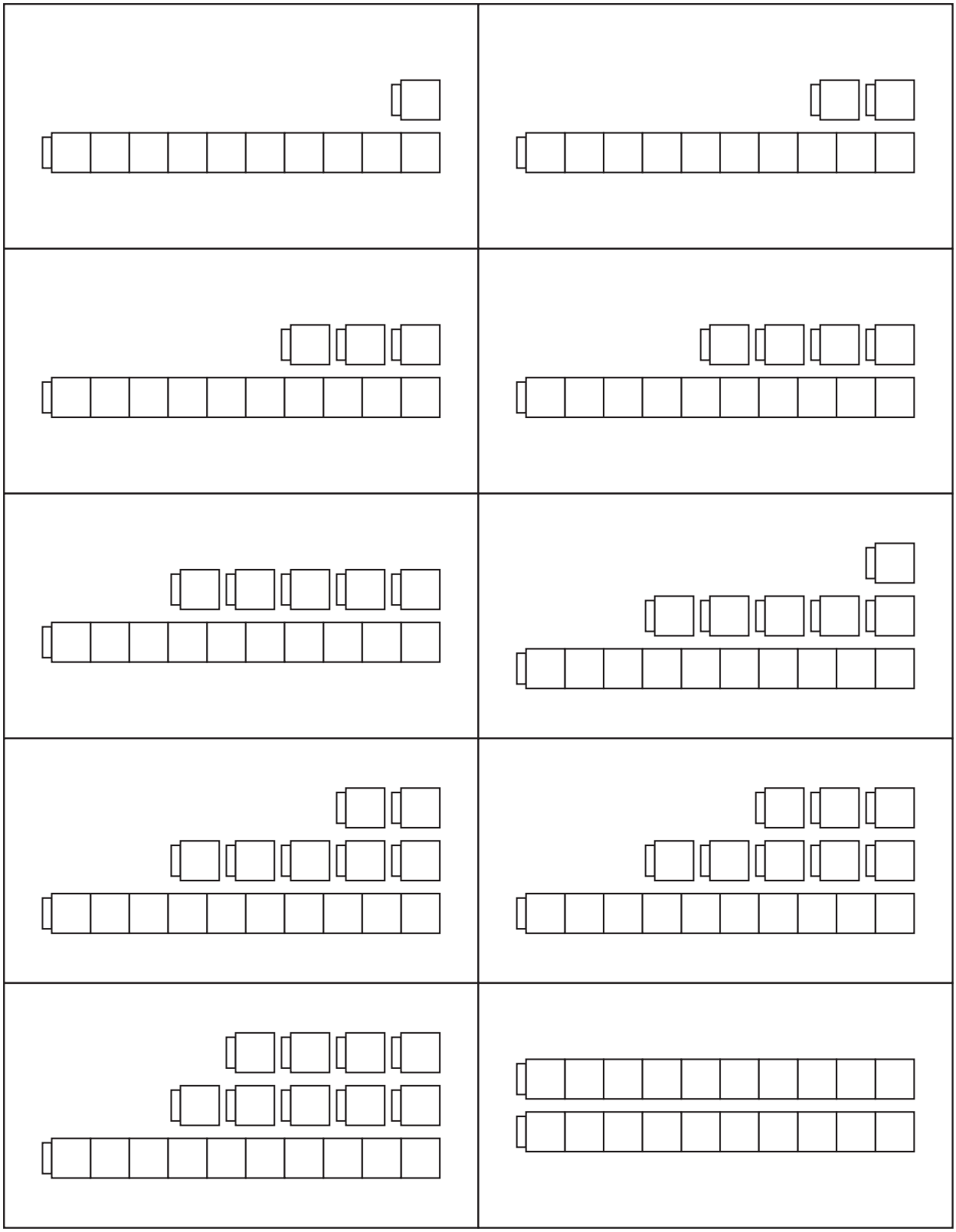
Note Many 5- and 6-year-olds need to count the stacks of 10 by 1's time after time before they fully trust that there are always 10. It's in this repeated counting that they begin to develop trust. Keep the game lots of fun and enjoy the growth that will happen with time (perhaps months) as your youngster finds more efficient ways to count.

Your youngster may mix up the numerals 12 and 21. A true sense of left and right often doesn't develop until first or second grade. Help as needed and provide lots of encouragement.

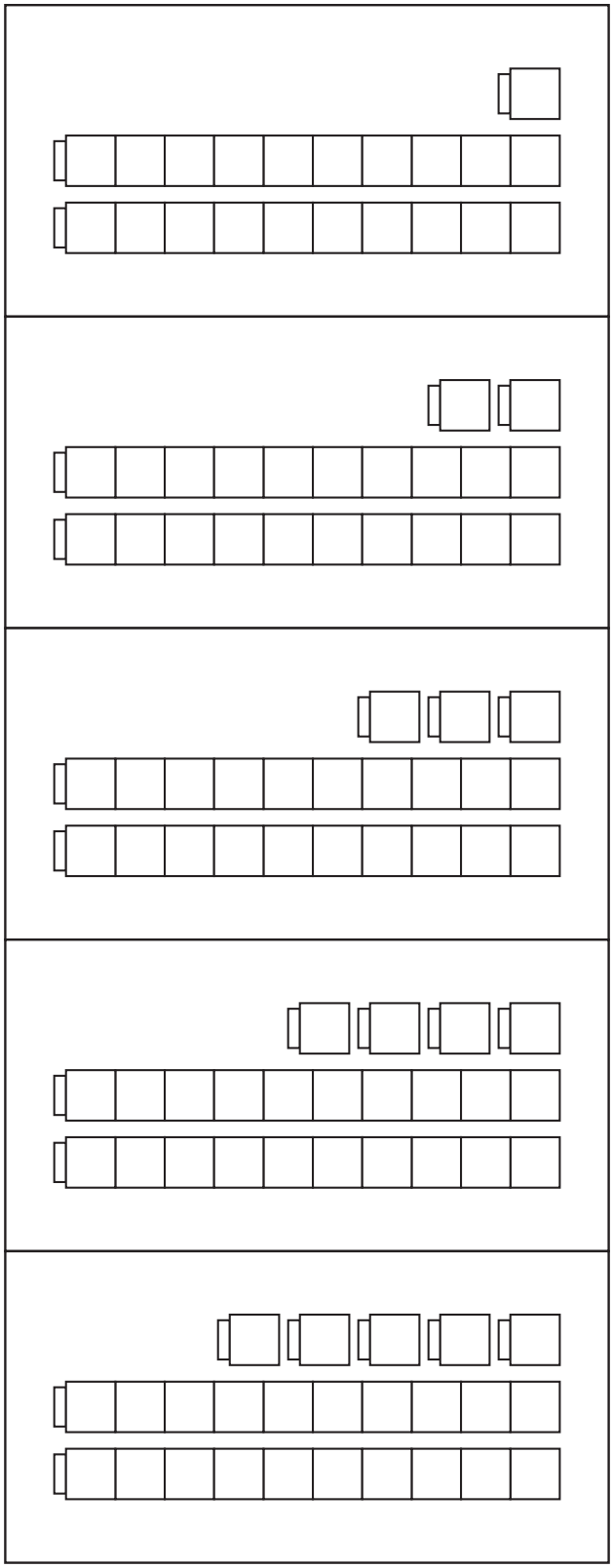
4 Once the quantity of cubes on the calling card has been determined, both players cover the appropriate number on their Bingo boards. The first player to get 4 in a row, horizontally, vertically, or diagonally wins the game.

Play the game several times this week.

Ten & More Bingo cards



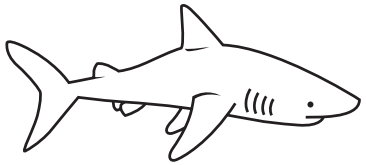
Ten & More Bingo cards



Ten & More Bingo gameboard

12	19	17	20
21	15	24	13
25	11	23	18
22	14	16	FREE

Ten & More Bingo gameboard



11	14	23	21
22	16	19	18
17	20	24	12
25	13	15	FREE

Home Connection 16 ★ Activity

NOTE TO FAMILIES

Race You to 15¢ is a game designed to help children practice identifying coins by name and value, as well as to develop the understanding that 5 pennies may be traded for 1 nickel. It also entails counting by 5's and figuring out sums of 5 and more and 10 and more as the game progresses. The challenging part of this game is to understand that nickels are worth 5¢, while pennies are only worth 1¢, and to count the coins by 5's and 1's. Even if your child doesn't yet fully understand these ideas, he or she will be delighted to end up with the 3 winning nickels and to know that each nickel is worth 5 pennies.

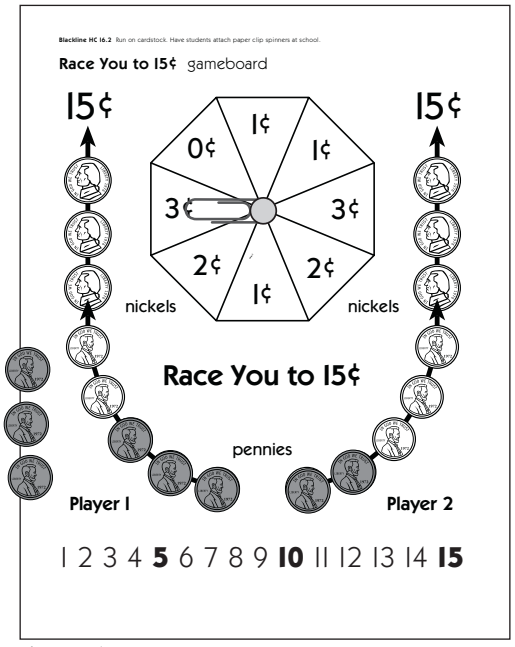
Race You to 15¢

You'll need the Race You to 15¢ gameboard, along with 15 pennies and 6 nickels for 2 players to share.

Instructions

1 Take turns spinning the spinner and collecting the designated number of pennies.

2 With each new turn, place the pennies you've collected directly on top of the pennies pictured on your side of the gameboard. (If you run out of space, place the extra pennies close by.)

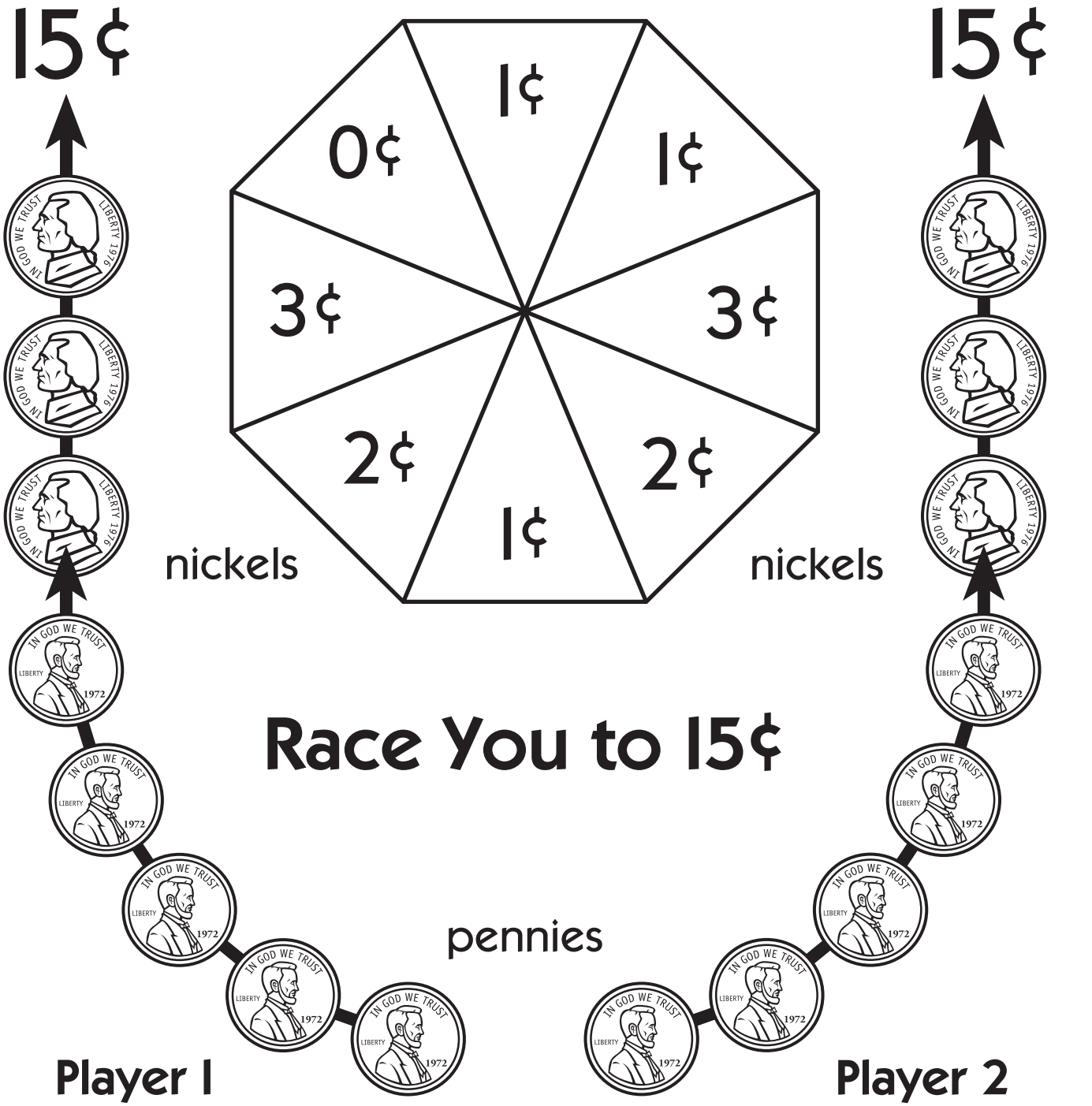


How many pennies do you have altogether? Do you have enough to trade for a nickel?

3 If you have 5 or more pennies, trade 5 of them in for a nickel. Use the nickel to cover one of the nickels pictured on your side of the gameboard and then place any remaining pennies on top of your penny pictures. Now it's your partner's turn to spin. How much will he or she need to catch up with you?

4 When a player gets close to 15¢, he or she has to spin the exact number of pennies needed to win the game. If the spin is too much, that turn is lost. The first player to collect exactly 15¢ wins the game.

Race You to 15¢ gameboard



1 2 3 4 **5** 6 7 8 9 **10** 11 12 13 14 **15**

Home Connection 17 ★ Activity

NOTE TO FAMILIES

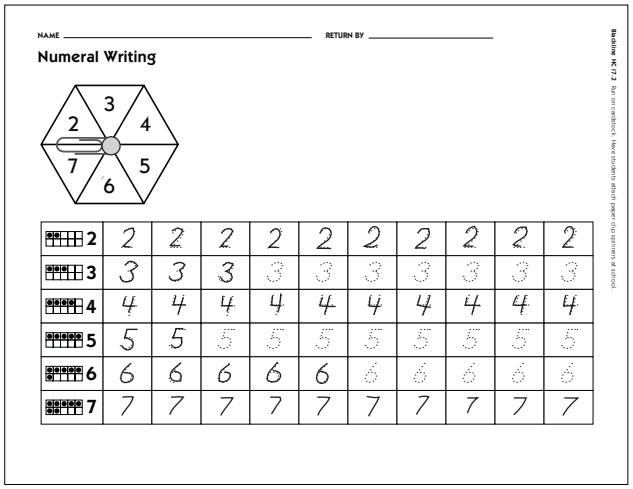
This week's Home Connection is a numeral writing worksheet. Young children often find it easier to write with pens than pencils, and it's even more fun if they can change colors as they go. If you happen to have a set of narrow-tipped felt markers around the house, they'd be perfect for this assignment.

Numeral Writing

You'll need the Numeral Writing worksheet along with some writing utensils. Be sure to notice the arrow at the top of each numeral that indicates where to start and which direction to go as you're writing.

Instructions

1 Spin the arrow and trace over the designated numeral. Continue spinning and tracing until you've filled 3 or more rows.


NAME _____ RETURN BY _____

Numeral Writing

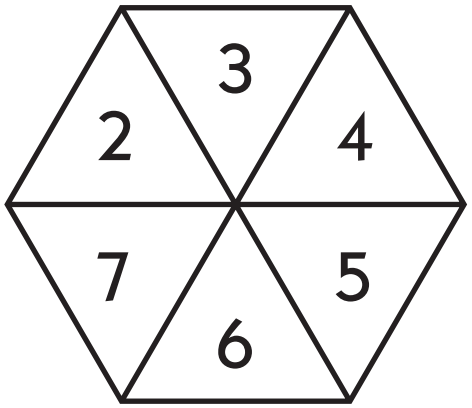
2	2	2	2	2	2	2	2	2	2	2
3	3	3	3	3	3	3	3	3	3	3
4	4	4	4	4	4	4	4	4	4	4
5	5	5	5	5	5	5	5	5	5	5
6	6	6	6	6	6	6	6	6	6	6
7	7	7	7	7	7	7	7	7	7	7

2 Turn the paper over and write all of your numerals from 1 to 10 or higher in your best printing.

Return the completed worksheet to your teacher.

NAME _____ RETURN BY _____

Numeral Writing



 2	2	2	2	2	2	2	2	2	2	2
 3	3	3	3	3	3	3	3	3	3	3
 4	4	4	4	4	4	4	4	4	4	4
 5	5	5	5	5	5	5	5	5	5	5
 6	6	6	6	6	6	6	6	6	6	6
 7	7	7	7	7	7	7	7	7	7	7