

# Home Connection 23 ★ Activity



## NOTE TO FAMILIES

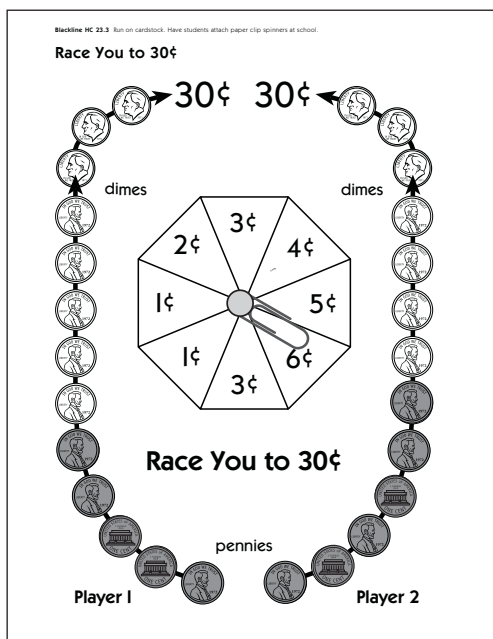
Race You to 30¢ is a game designed to help children practice identifying coins by name and value, as well as to develop the understanding that 10 pennies may be traded for 1 dime. It also entails counting by 10's and 1's and figuring out sums of 10 and more and 20 and more as the game progresses. The challenging part of this game is to understand that the dimes are worth 10 while the pennies are only worth 1, and to count the money accordingly. Even if your child doesn't yet fully understand the idea that 3 dimes make 30¢, he or she will be delighted to end up with the 3 winning dimes and to know that each dime is worth 10 pennies.

## Race You to 30¢

You'll need the Race You to 30¢ game, along with 25 pennies and 6 dimes 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 new collection of pennies on top of the penny pictures on your side of the

gameboard. (If you have more than 10, place the extras off to the side for now.) How many pennies do you have altogether? Do you have enough to trade for a dime? Will you have any left over after the trade?

3 If you have 10 or more pennies, trade 10 for a dime and set it on top of 1 of the dime pictures on your side of the gameboard. Place any leftover pennies on top of the penny pictures on your side. Then it's your partner's turn to spin.

4 Be sure to stop and count both players' growing accumulations of coins frequently.

5 When a player gets close to 30¢, he or she has to spin the *exact amount* of pennies needed to win the game. If

## Home Connection 23 (cont.)

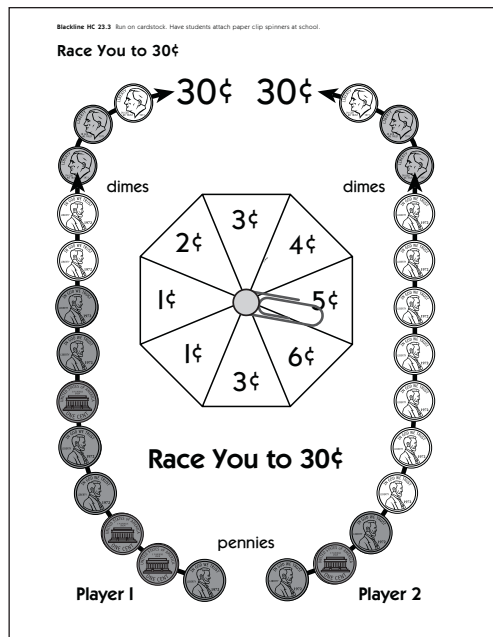
the spin is too much, that turn is lost. The first player to collect exactly 30¢ wins the game.

Changing counting patterns mid-stream is difficult for many 5- and 6-year-olds. Help as needed and know that there is learning in this game at many levels.

**Parent** Let's count it together. 10, 20—now we have to count by 1's—21, 22, 23, 24, 25, 26, 27, 28 cents.

**Parent** Can you figure out how much money I've collected to far?

Play the game several times this week.



**Child** I'm winning! If I get 2 more pennies, I'll have another dime.

**Parent** Can you figure out how much money you have so far?

**Child** It's 2 and 8. I just need 2 more.

**Parent** Let me help you figure out how much that is altogether. Do you remember how much each dime is worth?

**Child** It's 10¢. Oh, I know. 10 and 10 makes 20. Then it's some more.

# Race You to 30¢

30¢ 30¢

dimes dimes

3¢ 3¢ 4¢ 5¢ 6¢ 3¢ 1¢ 1¢ 2¢ 1¢ 1¢ 2¢

Race You to 30¢

Player 1 Player 2

pennies



## Home Connection 24 ★ Activity



### NOTE TO FAMILIES

This Home Connection asks you to do some measuring at home partly because it's easier to manage liquid measure at home than in the classroom, and partly because your child will get more out of the experience in a one-on-one setting. The goal is to give your kindergartner a chance to use familiar household items, along with a standard half-cup, to measure liquid capacity.

### Capacity Investigations

How many half-cups does each container hold?

You'll need the Capacity Explorations worksheet, 4 containers which are similar to those pictured at the bottom of the worksheet, a half-cup measure, some glue, and a pencil. Towels to wipe up spills might be helpful too.

#### Instructions

**1** Look at the pictures at the bottom of the worksheet. Do you have some of those containers in your refrigerator? As you use up those food and drink items, rinse the containers and save them. You might want to ask neighbors if they have any containers like those pictured if you find you don't have 4 at your house.

**2** Once you've gathered 4 containers, cut around the matching picture boxes and glue them on the upper portion of your worksheet.

**3** How many half-cups will each of the containers hold if the half-cup is filled each time to the top and poured into the chosen container? (You may want to serve as the scribe for this project since your child may become a bit damp as he or she completes the measuring tasks.)



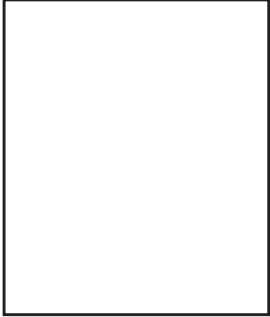
*Return the paper to your teacher when it is complete.*

NAME \_\_\_\_\_

RETURN BY \_\_\_\_\_

# Capacity Investigations

How many half-cups does each container hold?



\_\_\_\_\_



\_\_\_\_\_

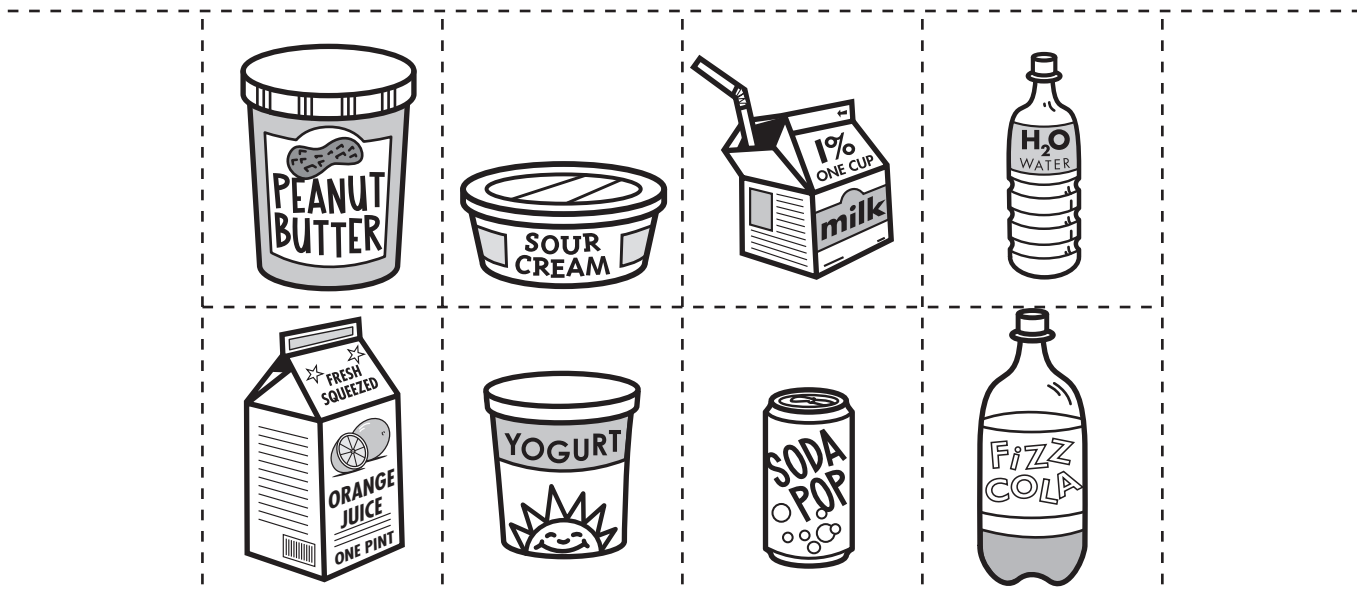


\_\_\_\_\_



\_\_\_\_\_

Find 4 containers in your home similar to those below. Cut around the 4 boxes that picture the containers you'll use for your measuring. Glue them in the boxes above.



# Home Connection 25 ★ Activity



## NOTE TO FAMILIES

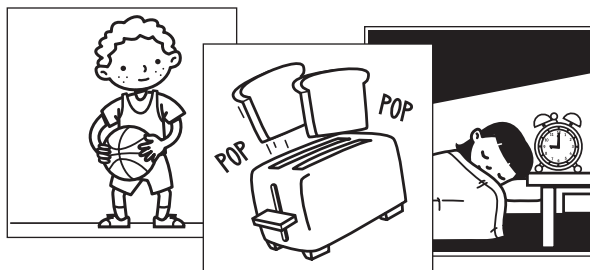
Over the course of the kindergarten year, children have explored concepts of yesterday, today, and tomorrow in several different ways. They've sung the names of the days of the week, looked at months of birth for their classmates and changed the calendar markers by the month. They've marked important events on the monthly calendar and counted the days until those special occasions would occur. They've noted the days in school with a paper chain that added a link per day and counted those groups of 10's to know when to celebrate the 100th day of school. They've learned about time to the hour with a rhyming game and some clock activities. Last of all, the group has sorted pictures of daily household routines that commonly occur in the morning, throughout the day, and at night. This Home Connection provides an opportunity for each child to talk about and sort some of these pictures in a family setting. Which ones most commonly happen in the morning? midday? at night?

## In the Morning, During the Day & At Night

You'll need the Sorting Pictures along with the Time sheets. You'll also need scissors and glue.

### Instructions

1 Cut out the pictures from the 2 sheets and talk together about what's happening in each picture.



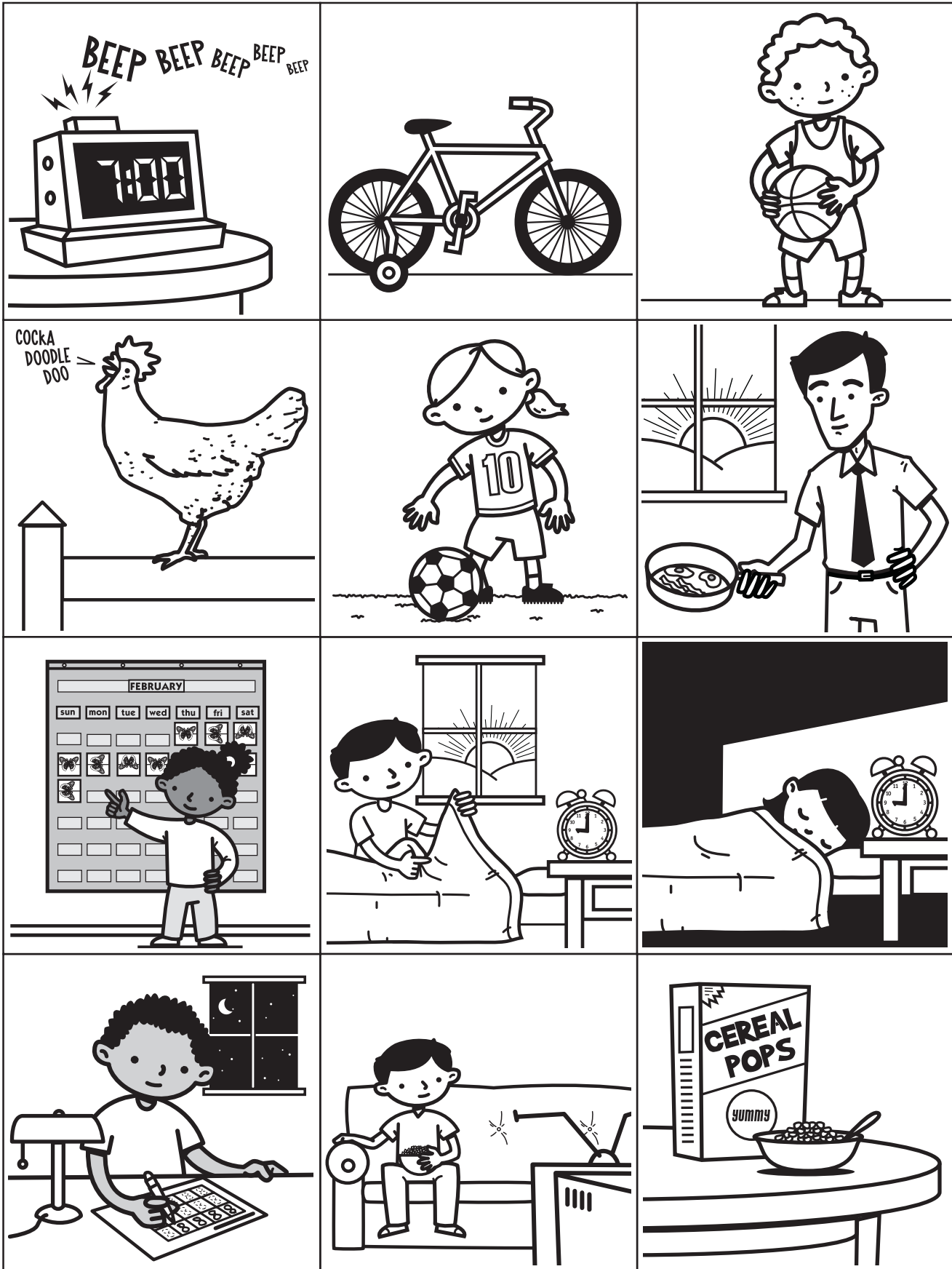
2 Sort the pictures by things that happen in the morning, during the day, and at night.

3 When you've found a way to sort them so that 7 end up on each time sheet, glue them to the appropriate sheets.



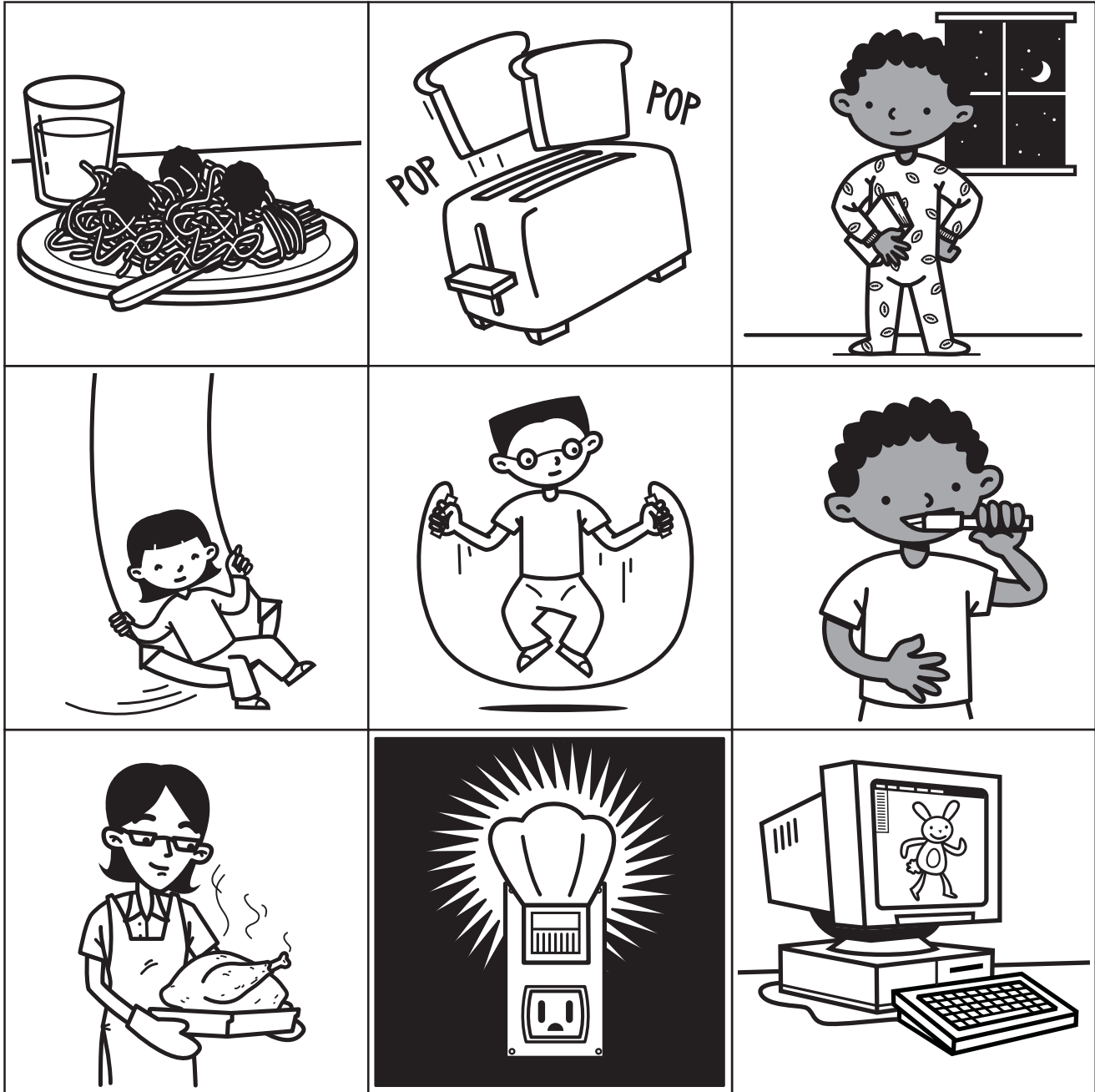
*When you are finished, return the sheets to your teacher.*

# Sorting Pictures





# Sorting Pictures



NAME \_\_\_\_\_

RETURN BY \_\_\_\_\_

# Time sheet In the Morning


NAME \_\_\_\_\_

RETURN BY \_\_\_\_\_

# Time sheet During the Day


NAME \_\_\_\_\_

RETURN BY \_\_\_\_\_

# Time sheet At Night


# Home Connection 26 ★ Activity



## NOTE TO FAMILIES

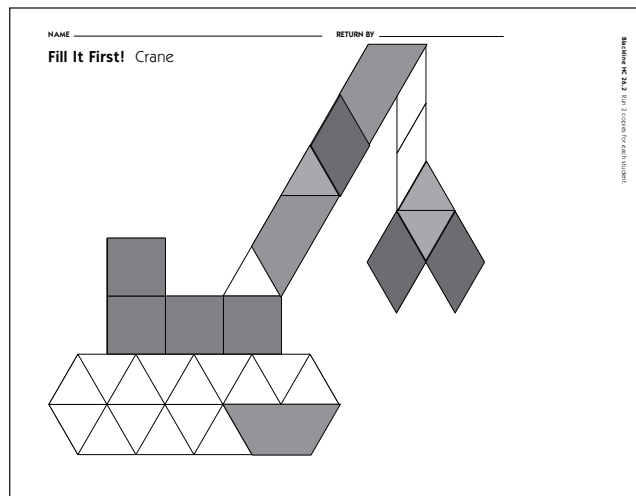
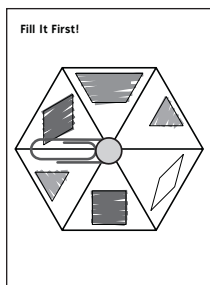
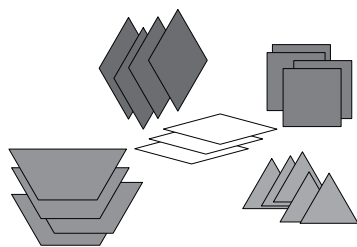
This week's challenge is another pattern block game. In this version, each player tries to be the first to fill his or her crane exactly. Each spin of the spinner indicates which paper pattern block shape can be used for that turn. What are the odds that you'll be able to spin shapes you'll need every turn? Which shapes will fill the crane more quickly? How do those shapes fit within the triangular guidelines? Which shapes will you need least often?

### Fill It First!

You'll need the Crane (2 copies) and a Fill It First! spinner, as well as some triangles, blue and white rhombuses, trapezoids, and squares cut from the sheets of paper pattern block shapes. You'll also need red, green, orange, and blue crayons to color in the shapes on the spinner along with an envelope in which to store the cut pattern block shapes.

#### Instructions

**1** Work with someone older than you to cut out some of the pattern block shapes for this game and store them in an unsealed envelope. Color each of the spinner shapes the appropriate color.



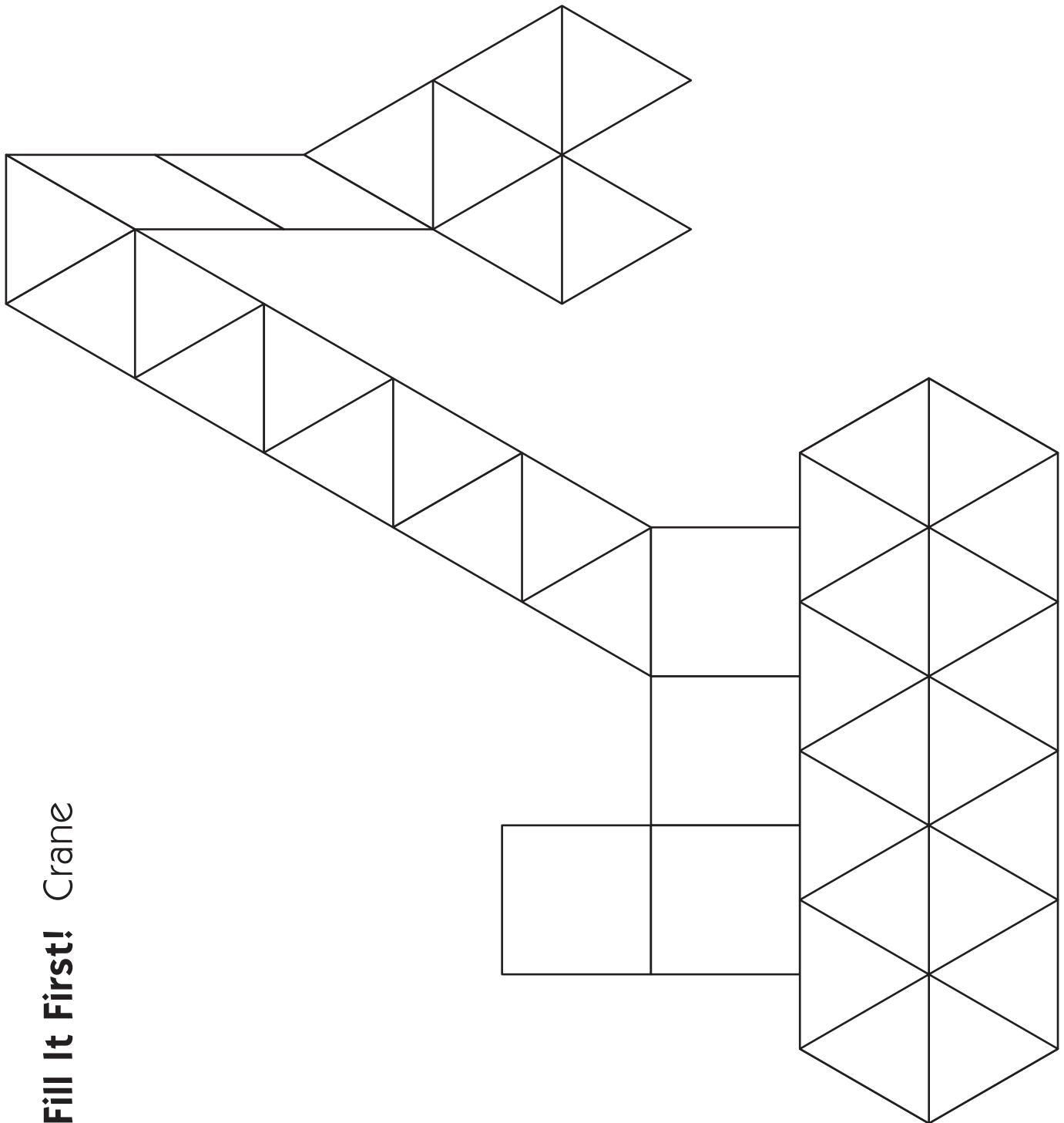
**2** Have each player take a gameboard and a handful of pattern block shapes. Take turns spinning the spinner to fill the cranes with paper shapes. If you spin a shape that you can no longer use in any way, you lose that turn.

The first player to fill his or her crane exactly wins.

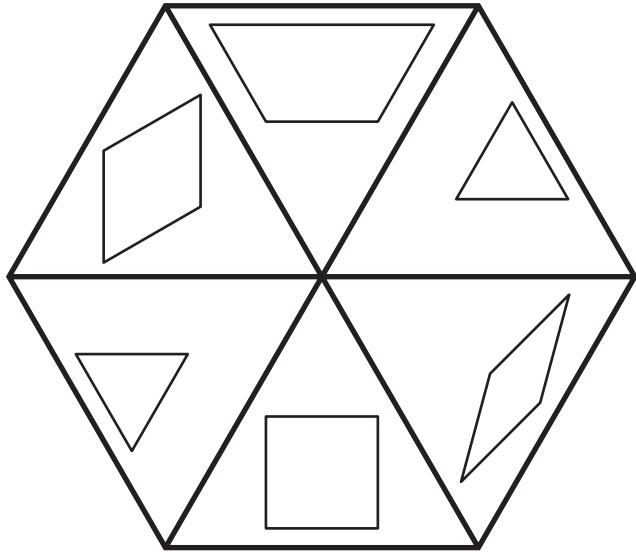
*Play the game several times this week. When you're finished, glue the pattern blocks in place on one of the cranes and return that sheet to your teacher.*

NAME \_\_\_\_\_  
RETURN BY \_\_\_\_\_

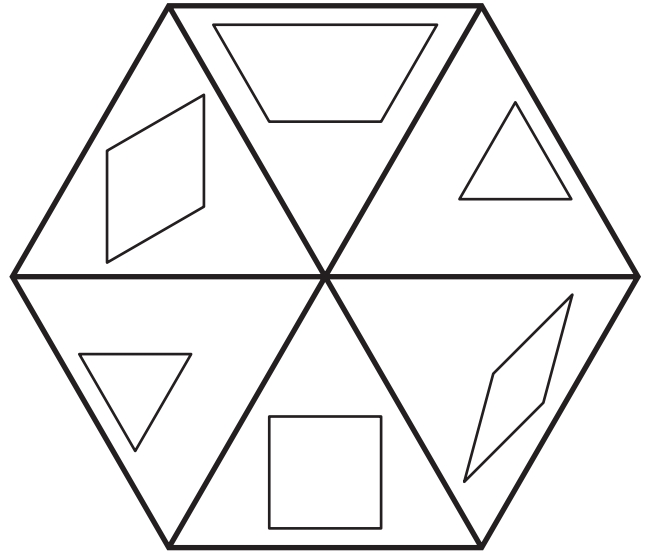
# Fill It First! Crane



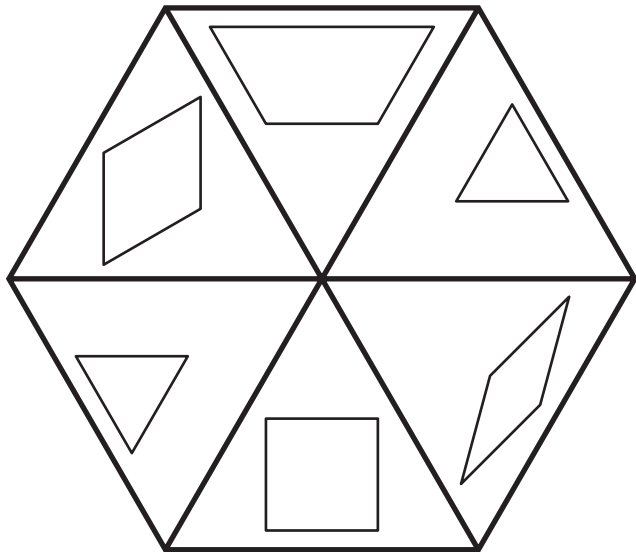
**Fill It First!**



**Fill It First!**



**Fill It First!**



**Fill It First!**

