RSU 57

- Waterboro
- Alfred
- Lyman
- Line
- Shapleigh
- Massabesic Middle
- Massabesic High

Continuous Learning

LEARNING MENUS

MATH

LITERACY

SPECIALS

Printables
Week 2

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MATH

Printables
Week 1

MATH BOX #1

K

Name: _____

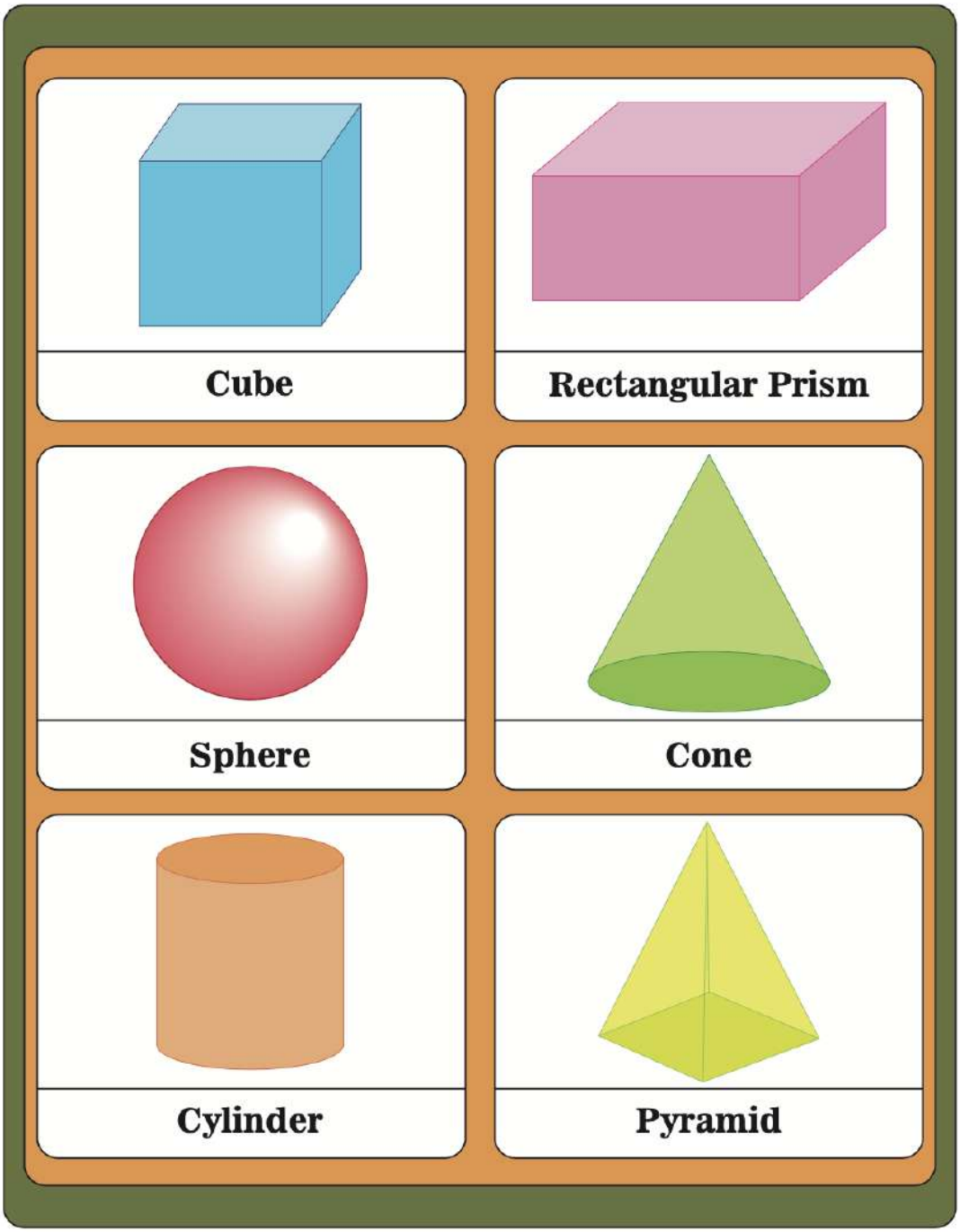
M.K-1

Name: _____

E: Go on a nature walk and try to find all of the solid shapes listed above. Tell your teacher which picture matches which shape.

D and M: Go on a nature walk and find all the solid shapes. Record yourself on SeeSaw describing the shapes.

Basic Solid Shapes



MATH BOX #3

K

M.K-3

Name: _____

Operations and Algebraic Thinking:

Addition Grab and Go:

In two bags/bowls place objects (blocks, beads, marbles, etc) Then grab objects from bag/bowl 1 and objects from bag/bowl 2. Make addition sentence based on objects grabbed from each bag/bowl (e.g. if you grabbed two marbles from bowl 1 and three from bowl 2, then your addition sentence would be 2+3.) Then solve the number sentence. Place objects back in bag/bowl and go again. Do this 10 times, writing down your addition sentences each time.

E-Use up to 3 objects in each bag/bowl.

D - Use up to 5 objects in each bag/bowl

M-Use up to 10 objects in each bag/bowl.

Take a picture of your number sentences when you're done. Share it with your teacher on SeeSaw.

Name: _____

M.K-4

E - Lay out number cards 11-19 from your work packet in order. If you don't have them, please make those 9 cards. Choose one number card. Work with a partner to show the number of fingers you would need to make that number. Repeat for all the number cards.

D - Play this ten frame game on your iPad at the "Easy" level.

M - Play this ten frame game on your iPad at the "Medium" level.

Record yourself on SeeSaw and tell your teacher about what you did.

MATH BOX #5

K

Name: _____

M.K-5

Name: _____

Counting-On Game:

Using dice or a deck of cards, roll dice OR flip a card. Then, starting at the number rolled/flipped, count up from that number.

E- Roll one dice/pick one card and count up from that number to 20.

D- Roll one dice/pick one card and count up from that number to 50.

M- Roll two dice/pick two cards. Make a two digit number using the dice/cards, and then count on from that number to 100.

Record yourself on SeeSaw to show your teacher an example of how you counted on during the game.

MATH BOX #7

K

Name: _____

M.K-7

Money:

Jack Hartmann Video bit.ly/413jack

Find some coins at your house. Sort the coins in piles.

E- Tell the name of each coin and how much it is worth.

D - Can you figure out the value of all the pennies? Of all the dimes?

M - Can you figure out the value of all the pennies? Of all the nickels? Of all the dimes?

Record yourself on SeeSaw and tell your teacher about what you did.

MATH BOX #8

Name: _____

M.K-8

K

MATH BOX #9

K

Name: _____

M.K-9

What happens after we put trash into our recycling bins?

Draw a picture that shows what you think happens next to the recycling items. Show as many steps as you can.

To find out what happens next, watch this 6 min video or take a virtual 10 min tour of one of Maine's biggest recycling plants, EcoMaine (watch 18:45-29:15).

How does this compare to your ideas? What is something that surprised you? What new questions do you have about how things are recycled? What can you do to make recycling better?

Name: _____

M.K-10

MATH BOX #10

K

MATH BOX #11

K

M.K-11

Name: _____

Imagine a person has become injured while hiking on a remote wilderness trail. There is no way for an ambulance or helicopter to safely rescue them. Instead emergency workers will somehow need to carry out the injured person. You will take on the role of a biomedical engineer to build a device that can be used to carry out an injured person from a mountain forest area.

Use the steps of the engineering design process (ask, imagine, plan, create and improve) to design and build your device. Instead of building a full size device for a real person, you will build a model and use a potato or some other heavy object to represent a person. The device should be able to carry an injured person (potato) and can be built from materials you have around the house.

As you plan, think carefully about the kinds of materials that work best for holding an injured person safely - what properties do these materials have? What important features does your device need to have to keep the person secure and stable? How will you design your device so that you can get it up the mountain through the forest to the injured person? How will you know your device is successful? When you're done, draw a picture of your completed solution or take a picture. Explain to someone else how you solved this problem and share one way you could improve your device if you built it again.

Name: _____

MATH BOX #12

K

Imagine a person has become injured while hiking on a remote wilderness trail. There is no way for an ambulance or helicopter to safely rescue them. Instead emergency workers will somehow need to carry out the injured person. You will take on the role of a biomedical engineer to build a device that can be used to carry out an injured person from a mountain forest area.

Use the steps of the engineering design process (ask, imagine, plan, create and improve) to design and build your device. Instead of building a full size device for a real person, you will build a model and use a potato or some other heavy object to represent a person. The device should be able to carry an injured person (potato) and can be built from materials you have around the house.

As you plan, think carefully about the kinds of materials that work best for holding an injured person safely - what properties do these materials have? What important features does your device need to have to keep the person secure and stable? How will you design your device so that you can get it up the mountain through the forest to the injured person? How will you know your device is successful? When you're done, draw a picture of your completed solution or take a picture. Explain to someone else how you solved this problem and share one way you could improve your device if you built it again.

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LITERACY

Printables
Week 1

LITERACY BOX #1

K

Name: _____

L.K-1

LITERACY BOX #2

K

Name: _____

L.K-2

LITERACY BOX #3

K

Name: _____

L.K-3

LITERACY BOX #4

K

Name: _____

L.K-4

LITERACY BOX #5

K

Name: _____

L.K-5

Name: _____

L.K-6

Retell the PLOT using the five finger retell of the story to someone in your household upload your video to your teacher that is no more than one minute long in Seesaw.

LITERACY BOX #7

K

Name: _____

L.K-7

LITERACY BOX #8

K

Name: _____

L.K-8

LITERACY BOX #9

K

Name: _____

L.K-9

LITERACY BOX #10

K

Name: _____

L.K-10

LITERACY BOX #11

K

Name: _____

L.K-11

LITERACY BOX #12

K

Name: _____

L.K-12

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SPECIAL S

Printables
Week 1

SPECIALS BOX #1

S.K-1

Name: _____

Family Outdoor Scavenger Hunt

Directions:
Play as either an individual against others in your family or as a big family team and see how many points you can earn by completing the different challenges. If you complete one, check it off in the column on the right. Set an agreed-upon time limit for the game before you start. At the end of the time limit, add up your points and see how many you/your team earned. Good luck!

100 POINT CHALLENGES	COMPLETED?
Run and touch 5 different colored objects	
Find a stick, lay it on the ground and jump over it 30 times	
Jump up and touch 5 branches that are above your head	
Skip in a circle around 3 different trees	
SUBTOTAL OF POINTS:	

200 POINT CHALLENGES	COMPLETED?
Find a rounded leaf, a pointy leaf and a pine needle	
Spell a word on the ground using whatever materials you can find	
Pick a start line and a finish line and race someone else	
Find 4 different types of plants	
SUBTOTAL OF POINTS:	

300 POINT CHALLENGES	COMPLETED?
Find a 4-leaf clover	
Build a mini log cabin at least 3 inches high using only sticks	
Find 3 different types of bugs	
Throw a small rock at a tree and hit it from distances of 10, 15 and 20 feet	
SUBTOTAL OF POINTS:	

TOTAL POINTS: _____

SPECIALS BOX #2

K

Name: _____

S.K-2

SPECIALS BOX #3

K

Name: _____

S.K-3

SPECIALS BOX #4

K

Name: _____

S.K-4

SPECIALS BOX #5

K

Name: _____

S.K-5

SPECIALS BOX #6

K

Name: _____

S.K-6

SPECIALS BOX #7

K

Name: _____

S.K-7

SPECIALS BOX #8

K

Name: _____

S.K-8

SPECIALS BOX #9

K

Name: _____

S.K-9

SPECIALS BOX #10

K

Name: _____

S.K-10

SPECIALS BOX #11

K

Name: _____

S.K-11

SPECIALS BOX #12

K

Name: _____

S.K-12