

Remote Learning Resources For Grades PK-2



*Championing Policies and Practices
That Enhance Teaching And Learning*

Here are some low-tech ideas that can help keep learning happening at home!
Parents / caregivers, please be sure to be involved with activities that involve risk
(cutting, etc.).

Things that are always great!

Read, read, read! Read fiction, read non-fiction, read together, read alone...you get the idea!

Write and draw!

Play board games and card games! Games are powerful learning, and lots of great practice for problem-solving, communication, strategy, and use of numbers.

Low-Tech Ideas (needs pencil, paper, common household things)

- Play *War or Peace* with a deck of cards (flip two cards and add or subtract them to find your number to compare)
- Play board games (good for counting practice and 1-to-1 correspondence)
- Play *Concentration* with cards
- Play *BINGO* with teen numbers
(write teen numbers on a piece of paper with calling cards)
- Make a collage with different shapes
- Practice writing numbers with correct number formation
- Play *Guess My Number* by doing greater than or less than a number guessed
- Quiz your child with addition and subtraction facts
 - within 5 (1+4, 2+3, 5-4, etc.)

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- within 10 (1+9, 7+3, 8-4, etc.)
- Create an addition or subtraction book using items in your kitchen. For example, 5 spoons plus 5 forks equals 10 utensils. Draw a picture to go with your equation.
- Sort things by their attributes
- Create a counting/number book with items in your cupboard. For example, 1 box of cereal, 2 bags of chips, 3 cans of veggies, etc.
- Go outside and take a notebook. Draw and write about what you find!
- Write a personal narrative about that time school was closed and you had to do schoolwork at home!
- Read Read Read to your child!
- When you read to your child, ask questions like: Who are the characters? Where does the story take place? What happens in the beginning? Middle? End? What's the problem in the story? Solution? Does this book remind you of another book you've read?
- Write and draw your own book about your class, your family, your favorite things to do!
- Practice writing and reading 3-letter CVC words (consonant, vowel, consonant)
- Make lists of words with the same endings: -at words, -ug words, etc.
- Play *Hangman* (or play by building a snowman—guessing it before all parts are drawn on the snowman) with mystery CVC words or simple sentences
- Have your child read simple books to you!

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- Find sight words in your cupboards. Make a list and then graph the results - which did you see most often?
- Draw or write about what Maine will be like in 100 years. What will you do to make that happen?
- Create a junk sculpture using found materials, talk / draw / write about "trash to treasure"
- Create an image or write a creative description of Spring and the return of outdoor life.
- Make a shoebox diorama to illustrate a concept you learned or a scene from a book.
- Design your dream house!
- Draw a map of your favorite room in your house. Add all of the details that help make it your favorite room.
- Create your own homemade microscope
 - Materials: Plastic cup (clear cup is best, though not required), clear plastic wrap, pair of scissors, rubber band, water, something to look at
 - Assembly:
 - Cut a small hole into the side of the cup (big enough to accommodate your specimen),
 - Put plastic wrap over the open top of the cup and use rubber band to secure it (should be tight across the top, like a drum)
 - Pour a little water onto the plastic drum at the top of the cup. There should be enough so there is a small pool of water.

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- Slide the specimen (i.e., leaf or twig or piece of yarn) into the hole at the base of the cup
- Look through the puddle of water to see the specimen magnified
- Questions for discussion: What did you notice? Did you see anything new? Why does this work? What happens when there is more light? What happens if there is more water or less water? What happens if the plastic at the top is not so tight, but is sagging?
- Build a Rube Goldberg machine (complicated machine to perform a simple task) to solve a problem or complete a task (for example: turn off/on a light).
- Make a "bucket list" of the ten places in the world you would like to travel to during your life. Draw a world map and plan your route!