



***Holy Name of Jesus School***  
**Summer Reading and Math Work**  
**Students Entering Grade 1 - 2020/2021 School Year**

Dear Parents,

Summer vacation is here! We hope that you make it a time to REST, RELAX, READ, but above all ENJOY! Reading, like a sport, involves practice and skill. Real skill building occurs when children read for pleasure. When children read “just right” books (books that are not too hard but not too easy, and books that explore topics interesting to the child), the reading experience is more rewarding and beneficial. The more they practice with someone’s encouragement, suggestions, and praise, the better and more confident readers they will become.

**READING:**

Here are some tips to encourage reading:

- Set aside a regular family reading and/or read aloud time.
- Read to your children, even the older ones.
- Recognize that your child’s own choice and interests are important ingredients toward reading enjoyment.
- Let your child see you reading for pleasure.
- Pack a book wherever you go this summer.
- Encourage and help your child succeed with reading, but do not push or expect too much too soon.
- Participate in activities at the local library.
- Learn more about children’s books, from your child’s friends, from the local library or from the list below.

### Summer Reading List for students entering First Grade:

Title	Author
<i>If You Give a Mouse a Cookie</i>	Numeroff
<i>Are You My Mother?</i> Any book(s) in the series	Eastman
<i>Bill and Pete stories</i> Any book(s) in the series	DePaola
<i>What Do You Do with a Kangaroo?</i>	Martin
<i>The Napping House</i>	Wood
<i>Arthur's Tooth</i>	Brown
Title	Author
<i>Danny and the Dinosaur</i>	Hoff
<i>Happy Birthday Moon</i>	Asch
<i>I'll Always Love You</i>	Waber
<i>Little Bear</i>	Minarik
<i>Clifford the Big Red Dog</i> - Any book(s) in the series	Bridwell
<i>Mooncake</i>	Asch
<i>Mouse Tales</i>	Lobel
<i>Franklin books</i> - Any book(s) in the series	Bourgeois
<i>Hello Reader books</i> - Levels 2 and 3 STEP into Reading books	
<i>Eyewitness Readers</i> - Levels 1 and 2, or any book by this author	Margaret Hillert
<i>Any book by this author</i>	Eric Carle
<i>Let's Read and Find Out</i> - Stage One	Rockwell
<i>Spectacular Science: A Book of Poems</i>	Hopkins

**Keep reviewing the rainbow words that you received in Kindergarten.**

We are encouraging all incoming kindergarteners to read twenty (20) minutes a day, three or four times per week.

Please remember you have several options to choose from:

- your child can read to you;
- you can read together;
- your child can read to a sibling;
- and finally you can read to your child.

**Create a log of books that you have read.**

## **MATH:**

Your kindergartner had a very busy year learning new math skills. Mastery of these skills is extremely important in order to develop a solid math foundation. The first grade math program will add onto these kindergarten skills, so any time spent learning or reinforcing these concepts will be very beneficial for your child. In math, each year builds upon the previous year's skills. Extra practice in any area your child may have difficulty with will be beneficial as well. Student mastery of the basic math skills is as critical to success in future mathematical procedures and reasoning as learning the alphabet is to reading and writing.

**Assignment:** Complete the 16 pages that are required return them to your first grade teacher in August.

### **Games and activities to play:**

- Write numbers in sidewalk chalk
- Number *Dot to Dot* books
- Write numbers 1 – 50 or 1 – 100 on index cards or pieces of paper (one number on each card or paper)
- Play the card game, "War." Divide the deck evenly among all players; cards are kept face down. Each player simultaneously turns over the top card of their pile; highest card takes the all. Whenever two (or more) players turn over the same card value (like 2 Aces, 2 sixes, etc.), it's War! Those players 'at war' take the next card off the top of their pile – whoever has the highest card wins 'the war' and takes all cards that have been shown. Person with the most cards at the end of the game wins.
- Choose an object in any room; have the child find another object that is
  - 1. heavier;
  - 2. smaller;
  - 3. larger than the selected object.
- Using colorful cereal or buttons, start a pattern and have the child continue the pattern to see if he/she recognizes the pattern and can repeat it.
- Remove the face cards from a deck.
  - Divide the number cards (using Aces as the number 1) among players.
  - Each player turns over two (2) cards;
  - Each player makes a number with their two cards, making it the lowest number combination (for example, if there is a 2 and 5, they make the number 25);
  - Player says their number aloud; player with the lowest number takes all the cards.
  - Player with the most cards at the end wins.

## **SOME WEBSITES TO TRY:**

[www.aplusmath.com](http://www.aplusmath.com) - Choose **Flashcards** or **Game Room**. Have your child practice adding and subtracting.

[www.mathisfun.com](http://www.mathisfun.com) - Choose **Numbers**, scroll down and select **Ordering Numbers, Counting**, or **Skip Counting**. Go back to home screen and select **Games**; choose a game to play.

[www.eduplace.com](http://www.eduplace.com) - Choose **Pennsylvania** (your state) press 'submit'. Select student tab and click on **Mathematics** rectangle. Click on **Houghton Mifflin Math 2007**; chose **Grade K** and select any of the games (*Extra Help* is very good, also *Math Lingo*.)

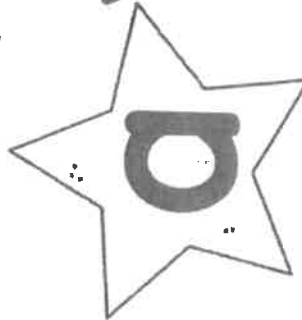
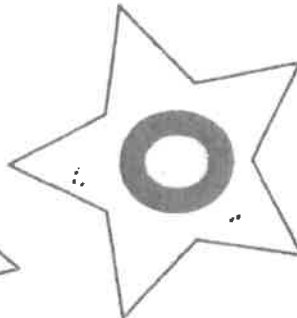
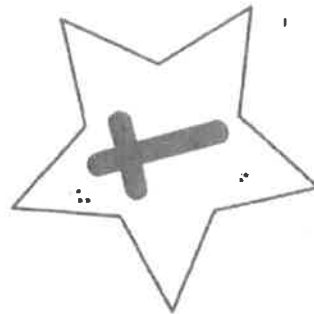
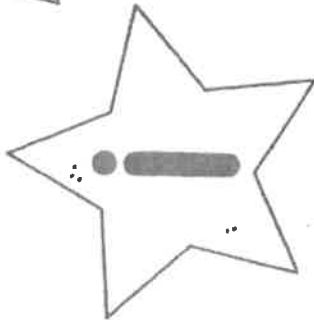
[www.internet4classrooms.com](http://www.internet4classrooms.com) - Click **Grade Level Help for Kindergarten thru 8<sup>th</sup> grade**; choose **Kindergarten Skill Builders**, then click on **Interactive Mathematics Skill Builders**. Select any game.

[www.aaamath.com](http://www.aaamath.com) - Choose **Kindergarten** or **First Grade** at top. Choose any activities then select **Play**.

[www.funbrain.com](http://www.funbrain.com) - Lots of fun games on this one!

Name: \_\_\_\_\_

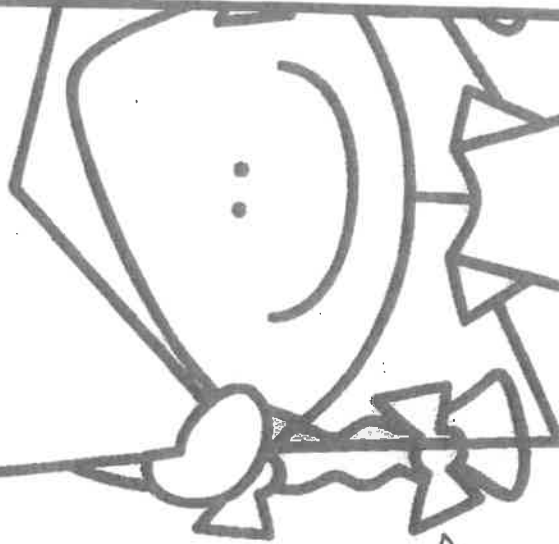
Find the consonants and vowels below. Use the color code to color the stars below.



Color code

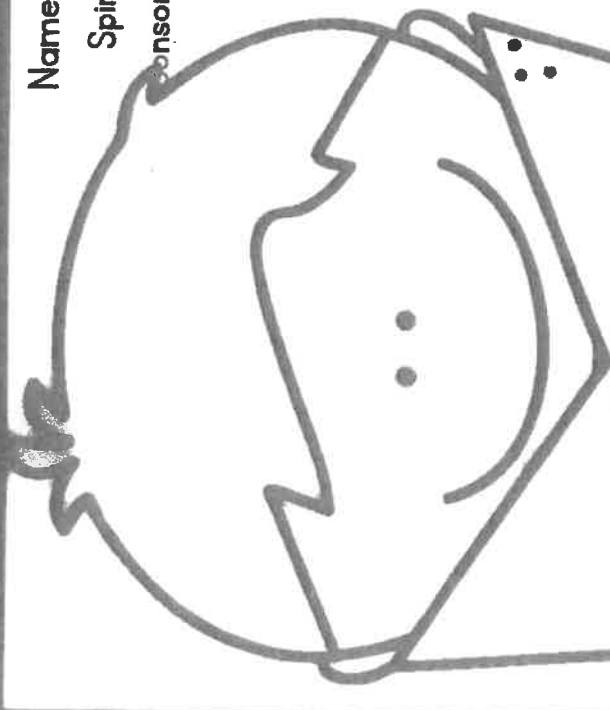
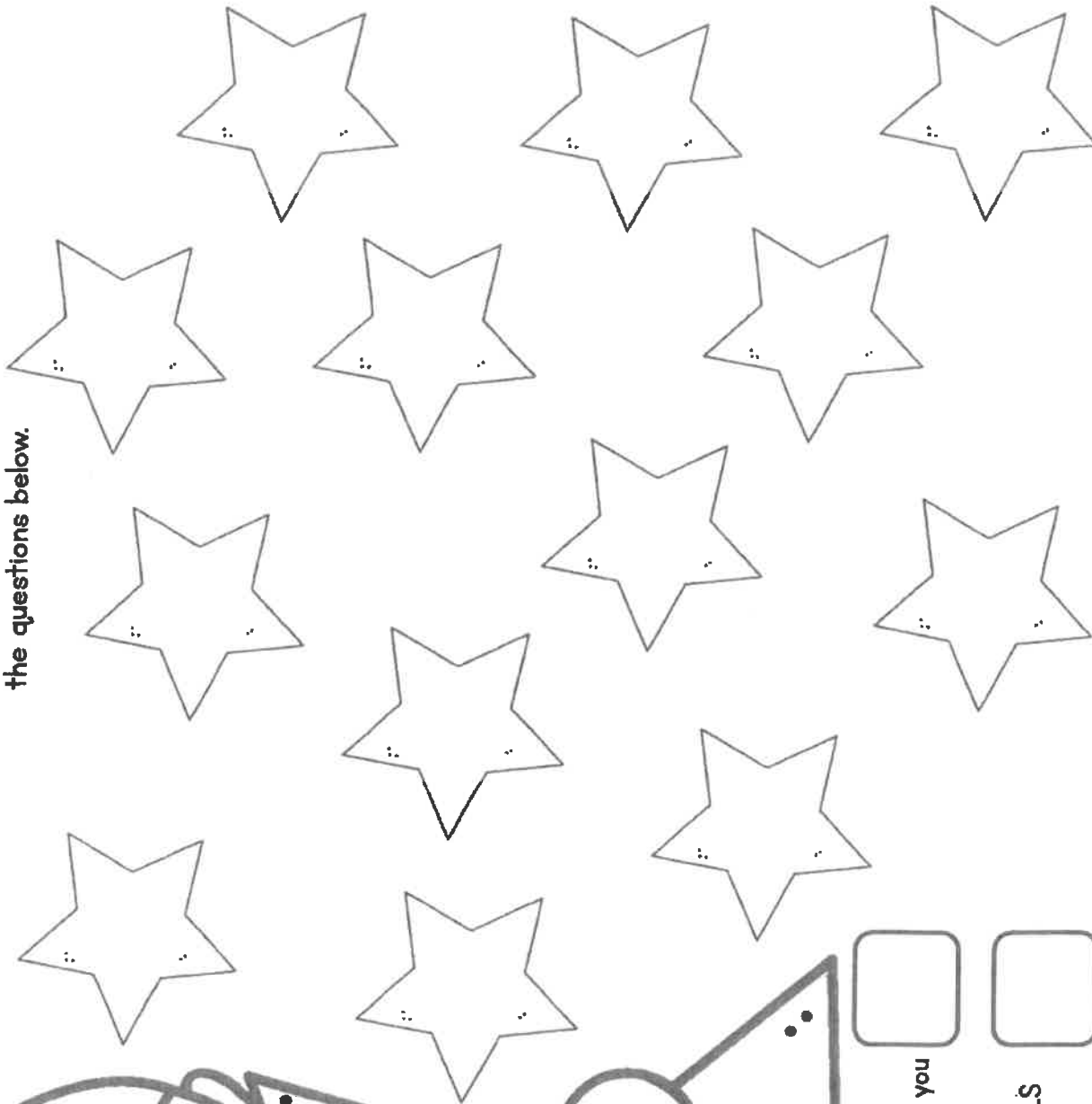
consonants

vowels



Name: \_\_\_\_\_

Spin the spinner. Write the letter on which you land inside of each star. Color the consonants yellow and the vowels orange. Count the consonants and vowels and answer the questions below.



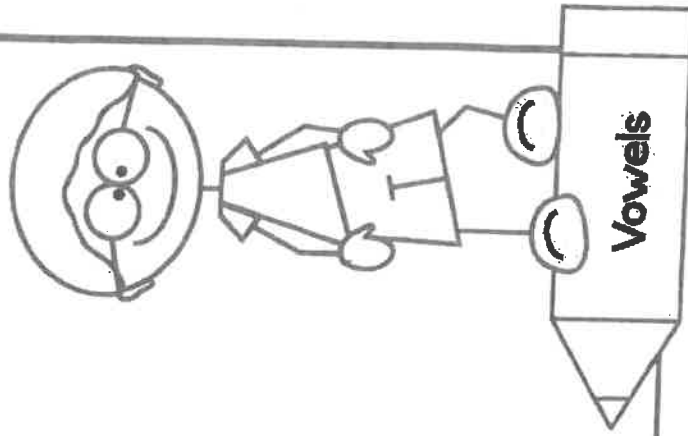
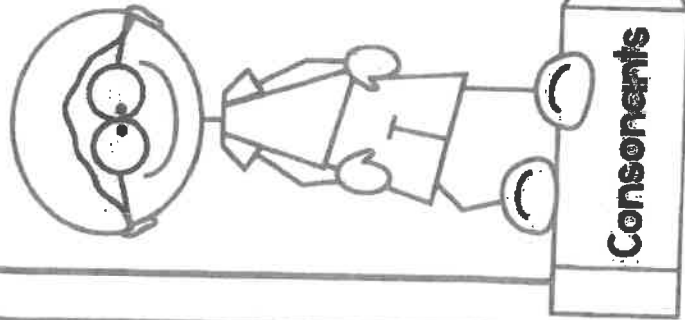
How many  
CONSONANTS did you  
write?

How many VOWELS  
did you write?

Name: \_\_\_\_\_

Cut out the letters on the bottom of the page. Sort & glue them into the matching boxes.

# CUT & SORT



O	G	S	W	A	E	+	e	i	r	u	h
---	---	---	---	---	---	---	---	---	---	---	---

Name: \_\_\_\_\_

Read the letters inside of each box. Write them in alphabetical order in the boxes provided. Use the alphabet line for help.

# ORDER IT UP!

A B C D E F G H I J K L M N O P Q R S T U V W X Y Z

R, E, N


G, D, L


I, B, K


M, A, J


F, P, C


Z, H, Q


S, V, O


Y, L, T


B, X, D


S, A, H


N, O, E

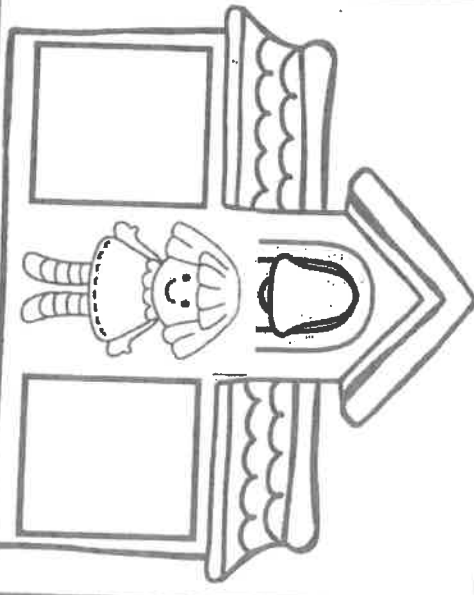
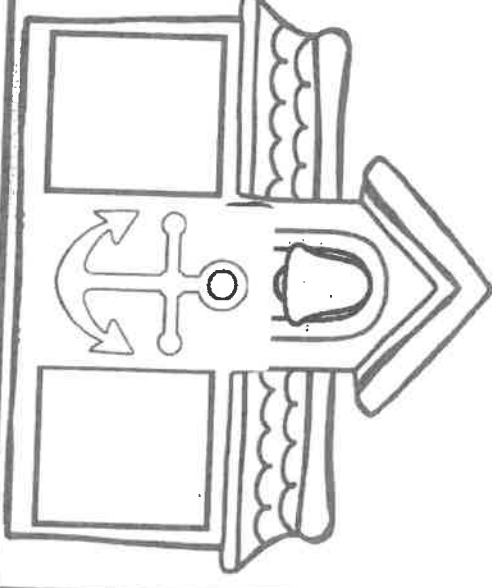
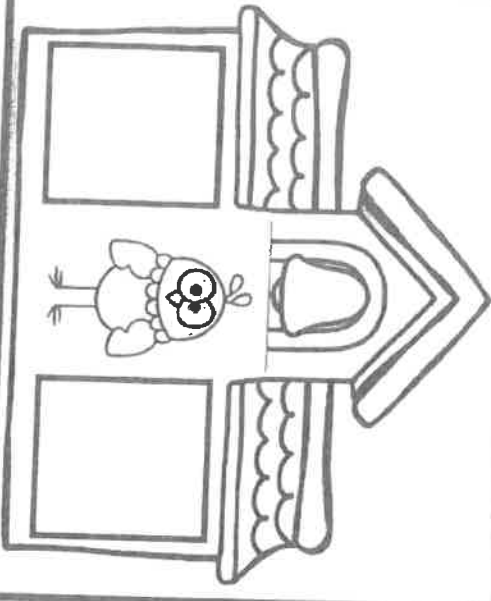
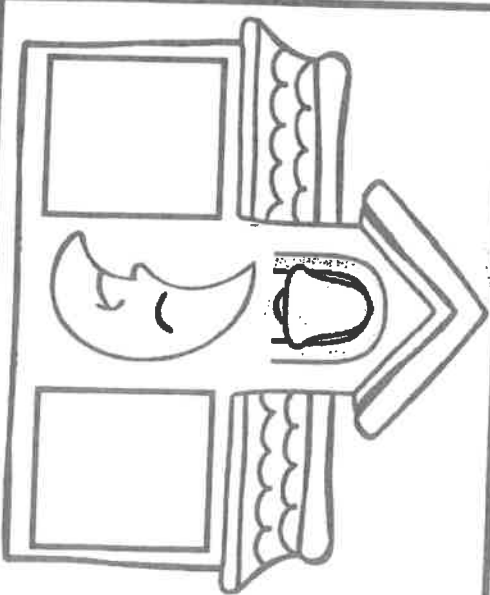
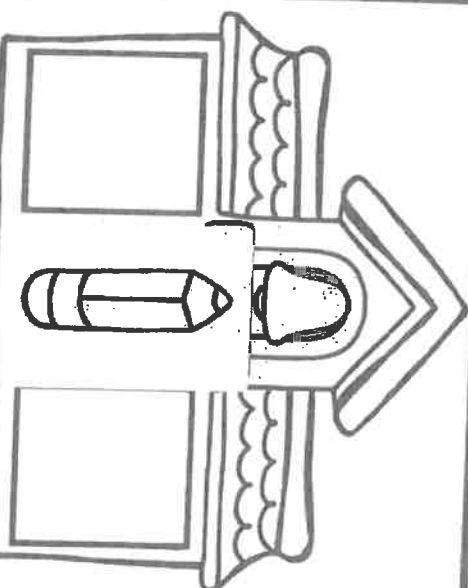
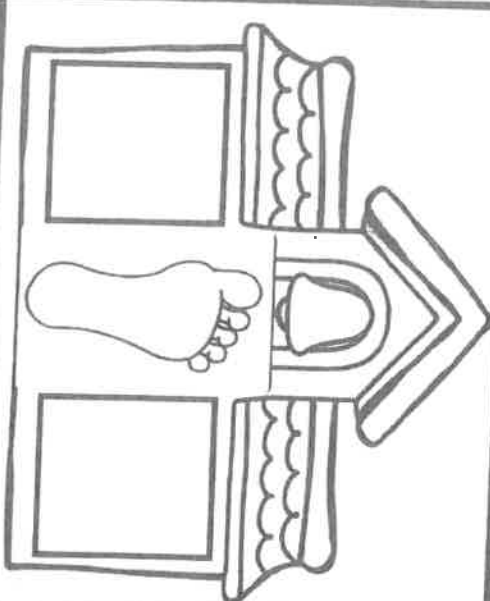

P, D, I




Name: \_\_\_\_\_

Listen for the beginning and ending sound in each word below and cut out and glue the letters on the bottom in the matching boxes.

# Sound Match

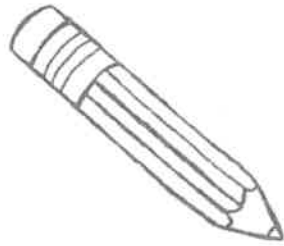


+ l d f m i p a d r b n

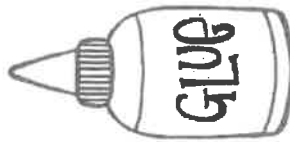
Name: \_\_\_\_\_

Clap the syllables in the pictures below and  
color the same number of stamps to match  
the number of syllables you hear

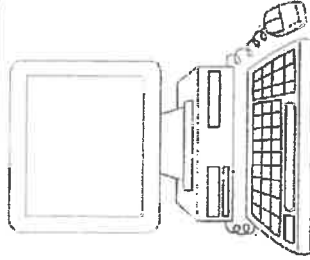
# STAMP THE *Syllables*



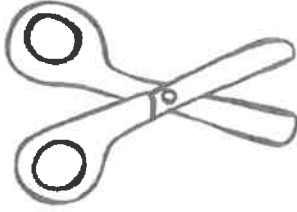
pencil



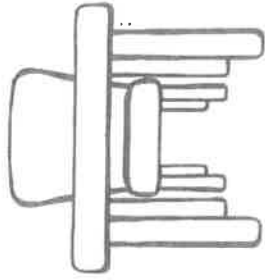
glue



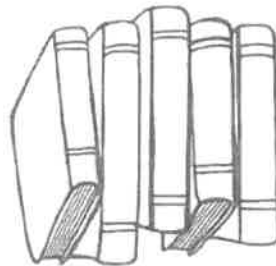
computer



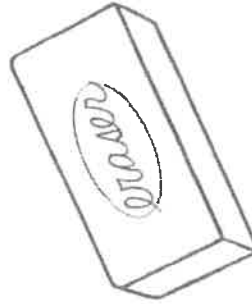
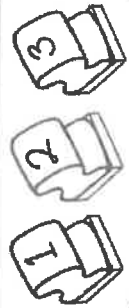
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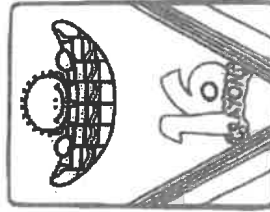
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books



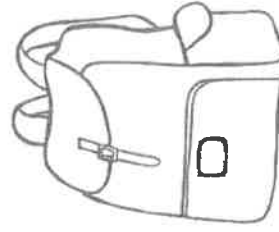
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crayons



sharpener



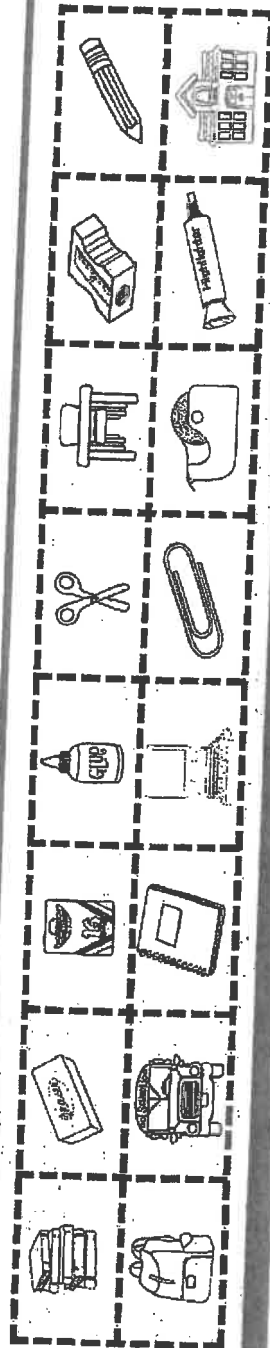
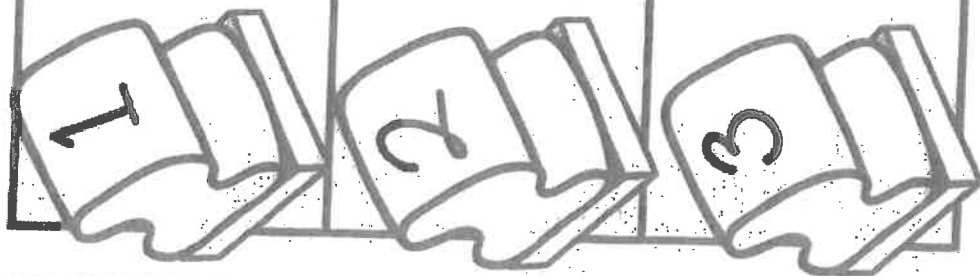
backpack



Name: \_\_\_\_\_

Clap the syllables in the pictures on the bottom.  
Cut and glue them in the matching rows by the  
number of syllables you hear in each picture.

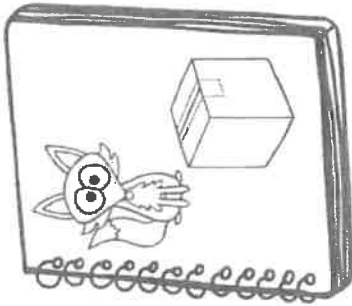
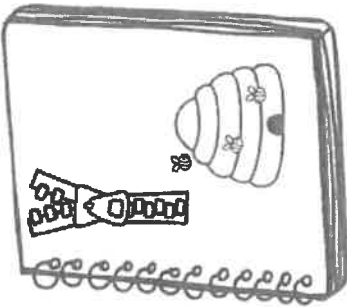
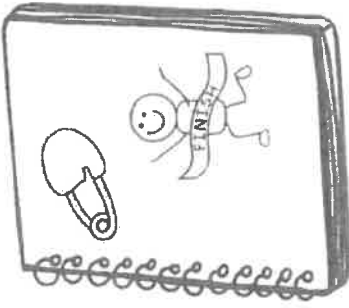
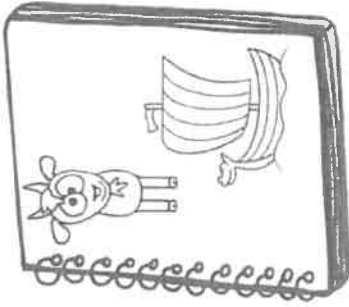
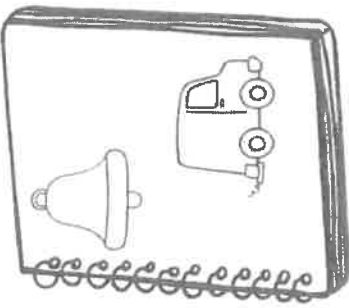
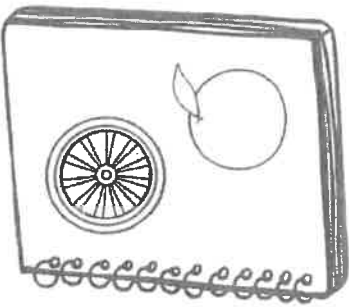
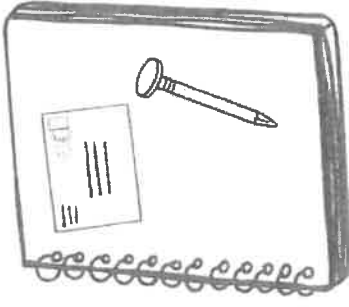
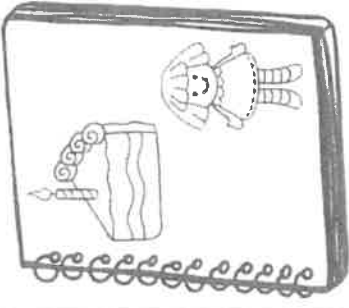
# Stamping SYLLABLE SORT



# Write ON RHYMING

Name: \_\_\_\_\_

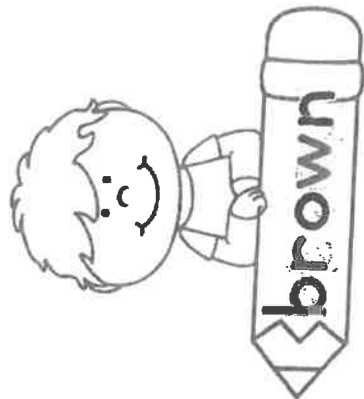
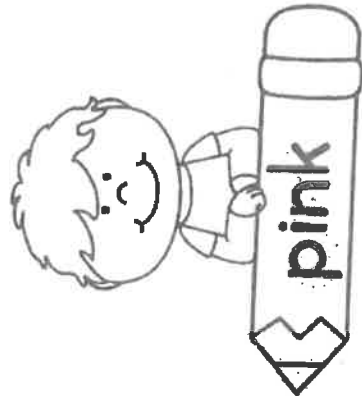
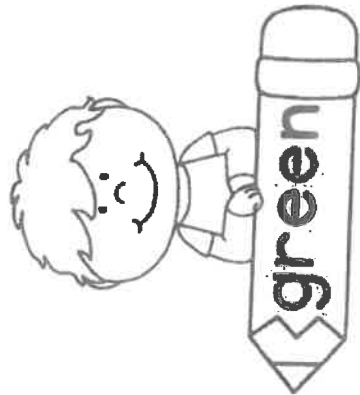
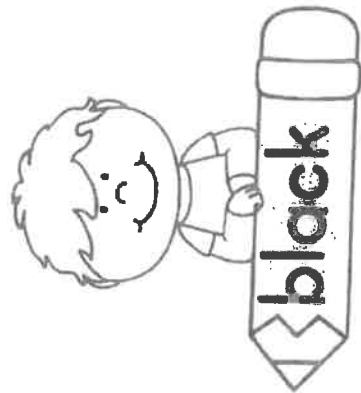
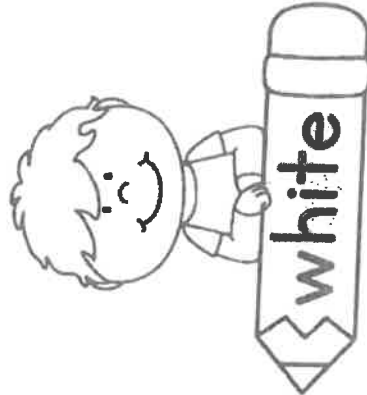
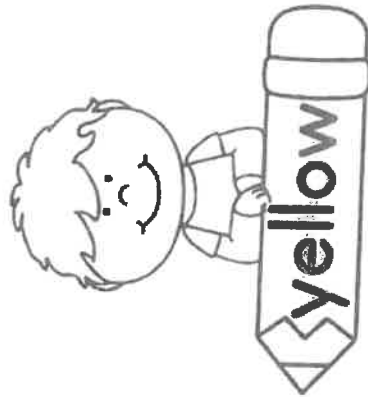
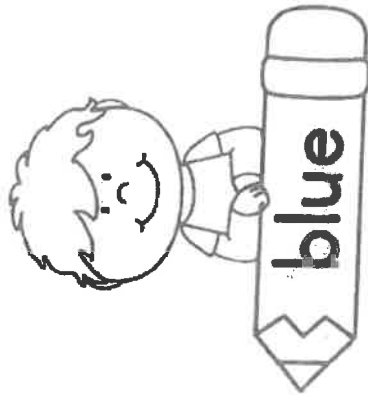
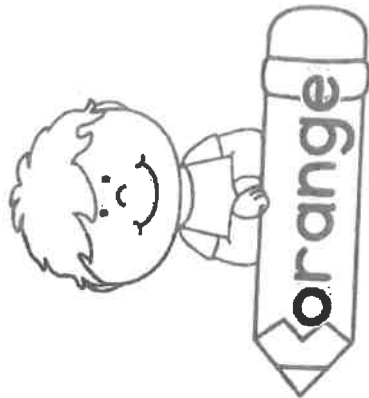
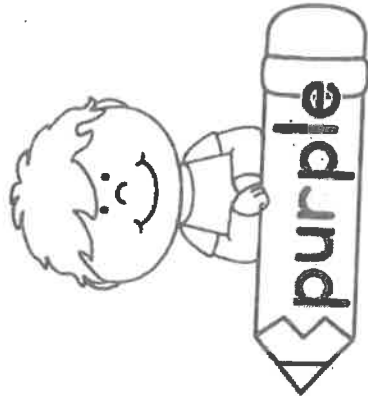
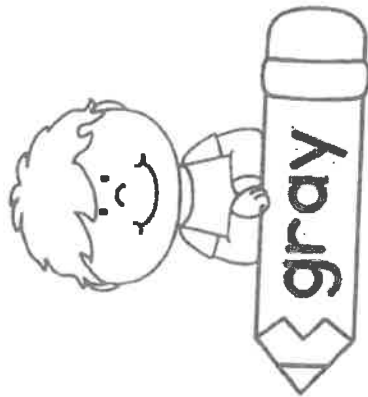
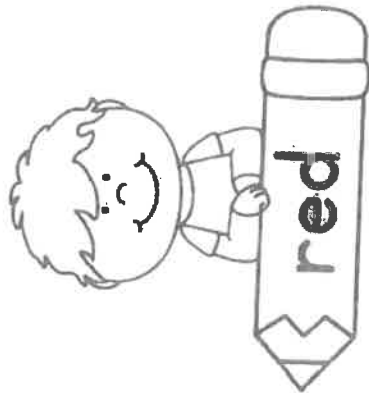
Look at the pictures in the notebooks below and determine if they rhyme. If the pair of pictures rhyme, color the bubble that says "yes". If the pair of pictures do not rhyme, color the bubble that says "no".

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	<input type="radio"/> YES <input type="radio"/> NO
	<input type="radio"/> YES <input type="radio"/> NO
	<input type="radio"/> YES <input type="radio"/> NO
	<input type="radio"/> YES <input type="radio"/> NO
	<input type="radio"/> YES <input type="radio"/> NO
	<input type="radio"/> YES <input type="radio"/> NO
	<input type="radio"/> YES <input type="radio"/> NO

Name: \_\_\_\_\_

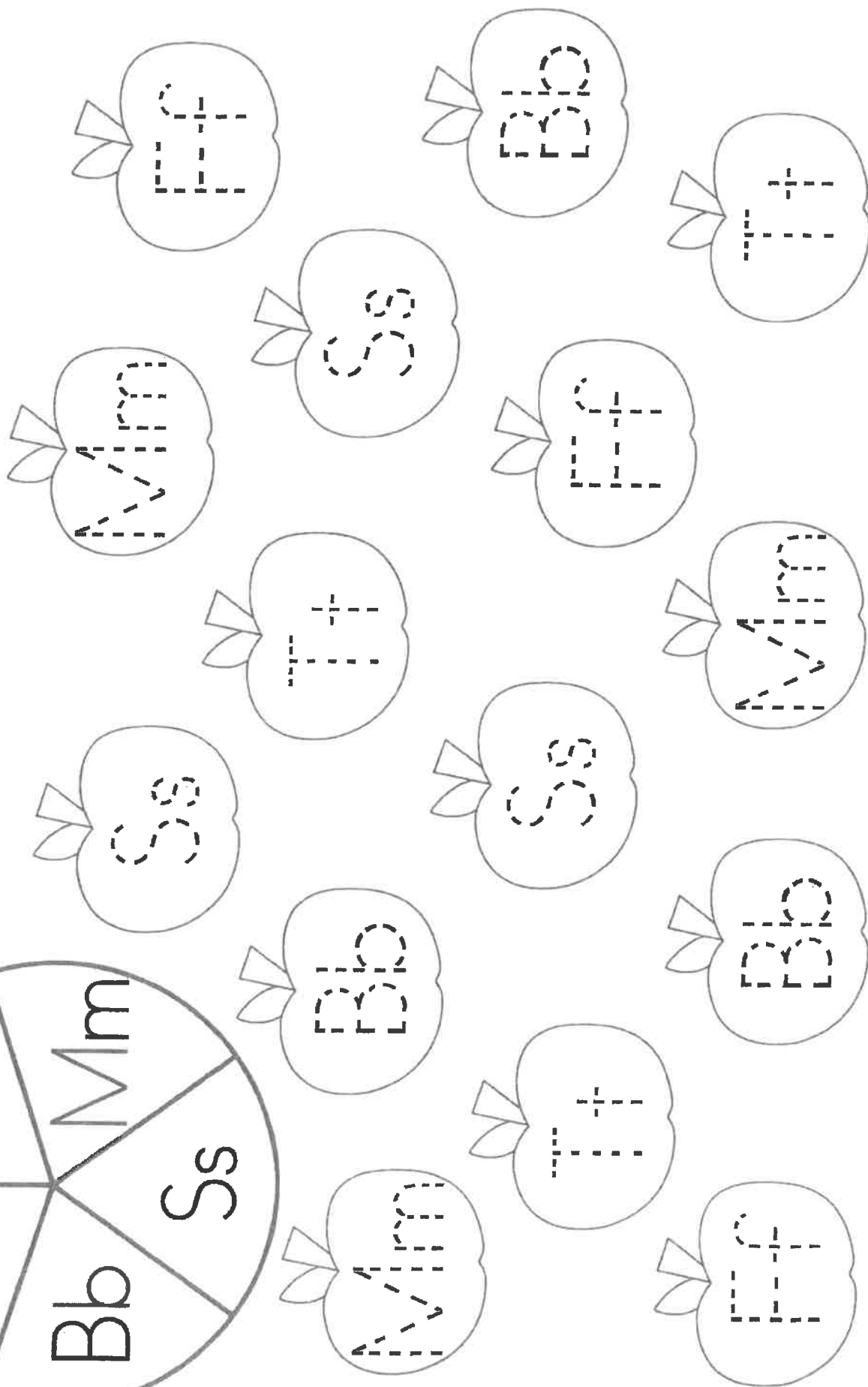
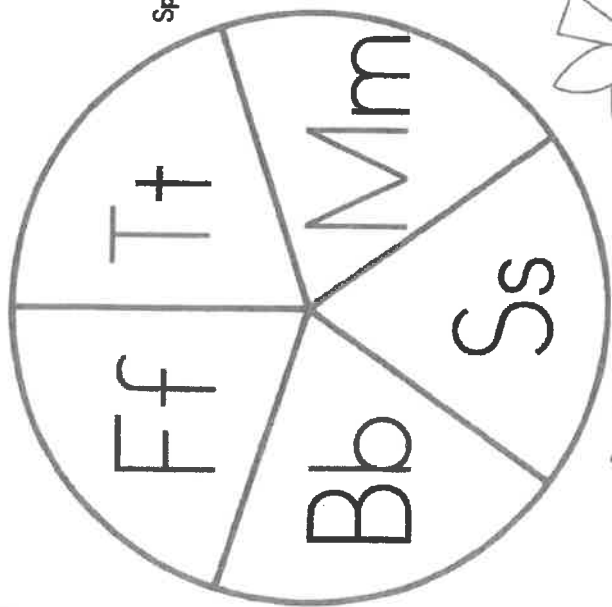
Read the color words below and color each one to match.

# COLOR words



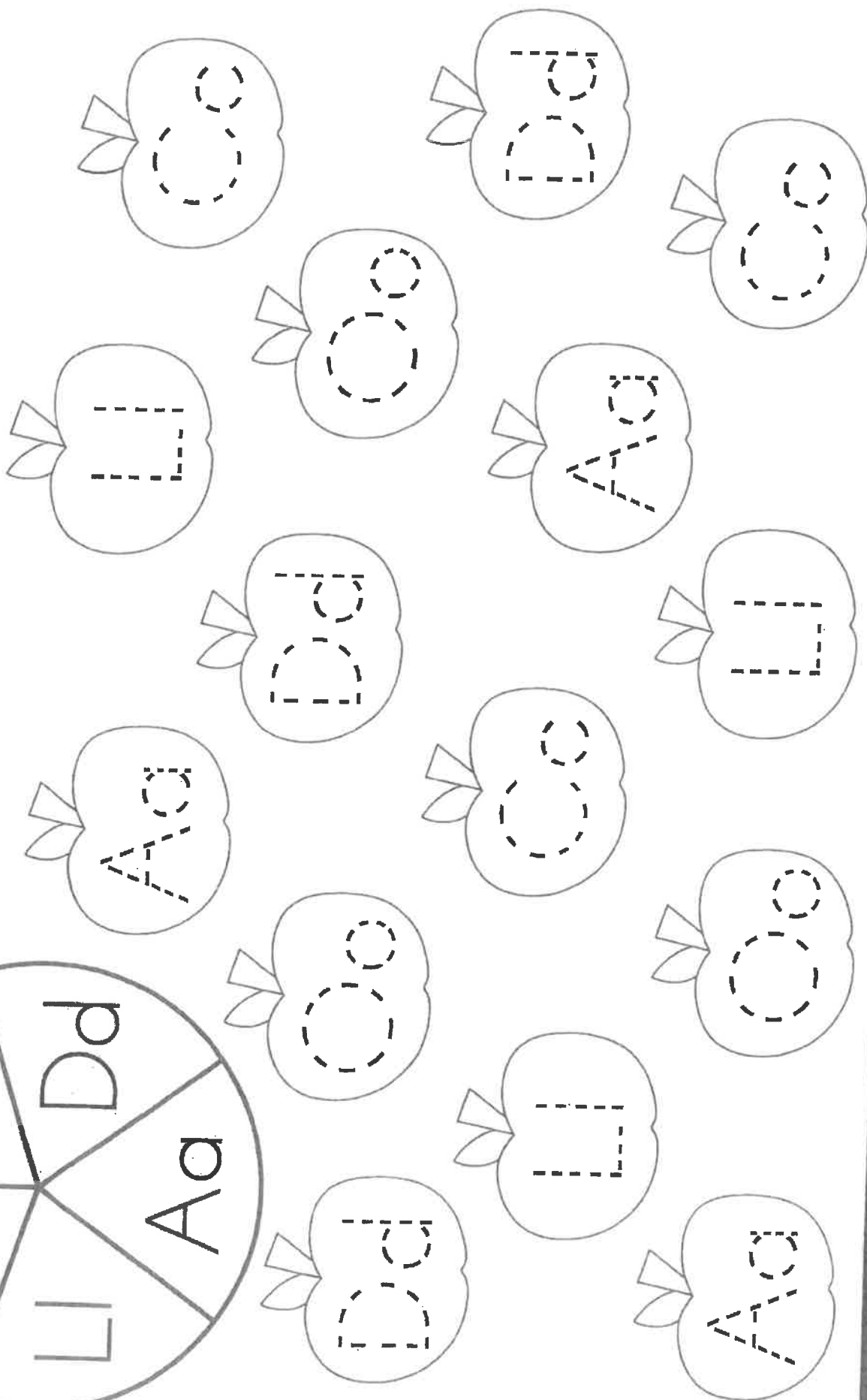
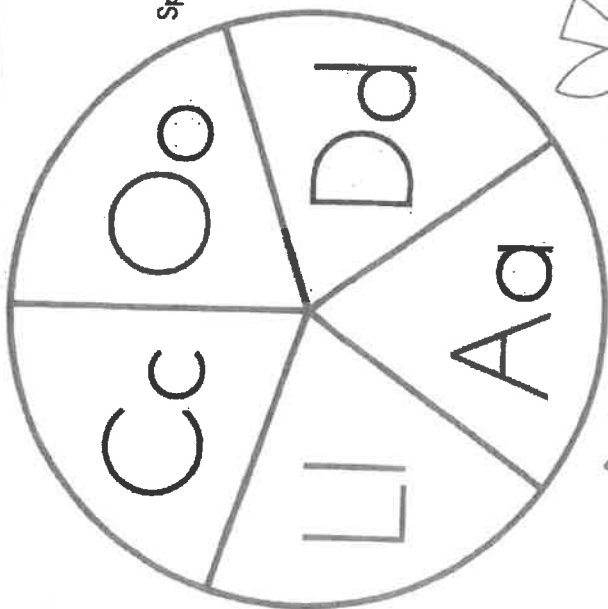
# SPIN, SAY, & TRACE

Spin the spinner. Say the letter on which you land. Find and trace the matching letter sets in the apples. Continue to spin, say, & write until there are no more empty apples.



# SPIN, SAY, & TRACE

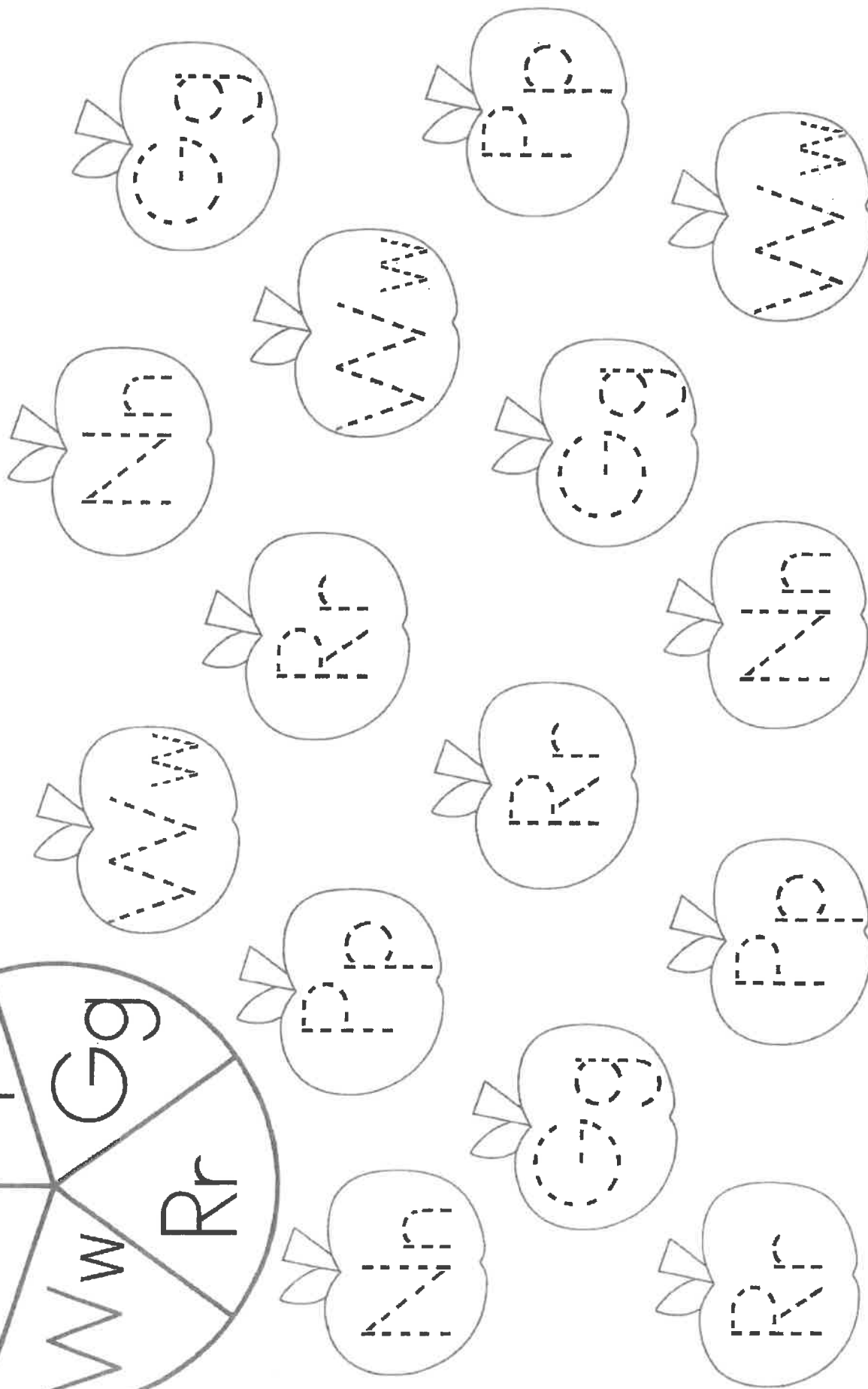
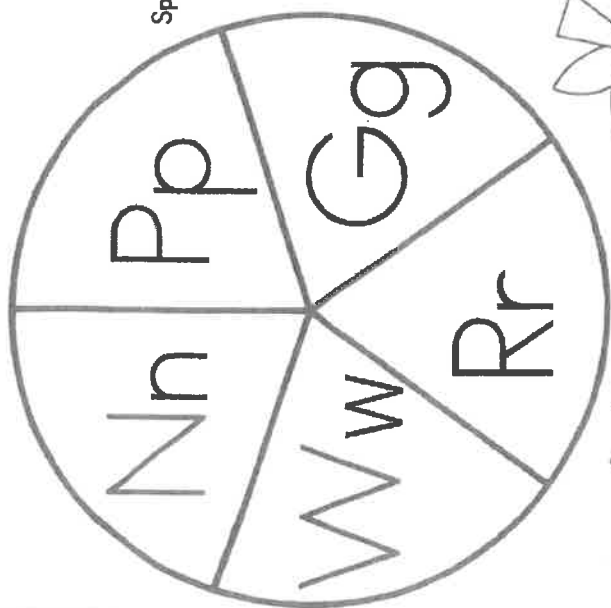
Spin the spinner. Say the letter on which you land. Find and trace the matching letter sets in the apples. Continue to spin, say, & write until there are no more empty apples.





# SPIN, SAY, & TRACE

Spin the spinner. Say the letter on which you land. Find and trace the matching letter sets in the apples. Continue to spin, say, & write until there are no more empty apples.

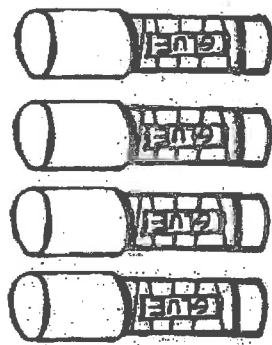




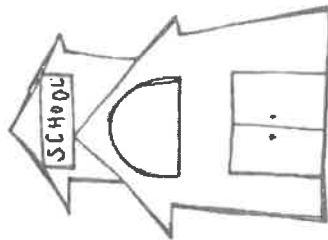
Name: \_\_\_\_\_

Count the objects and color the number that matches each set.

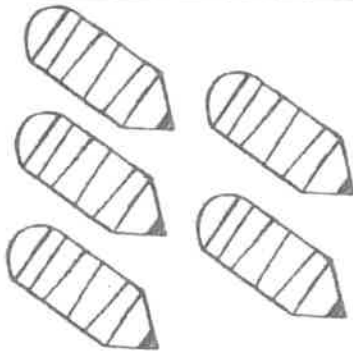
# Count and COLOR



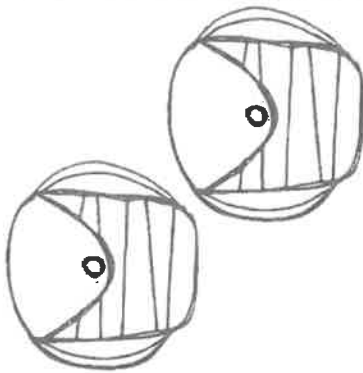
4 0 2



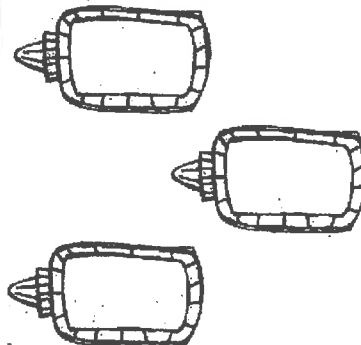
3 5 1



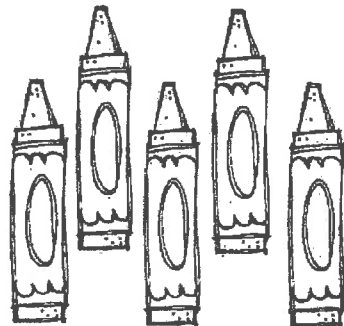
5 2 4



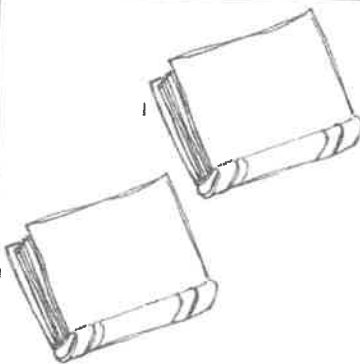
1 2 5



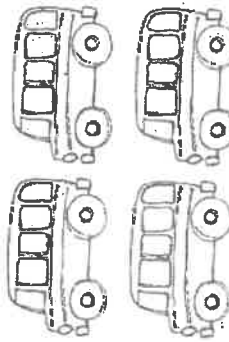
4 3 5



3 2 5



2 1 0



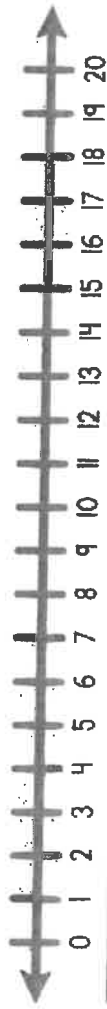
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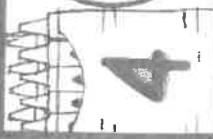
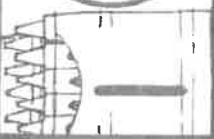



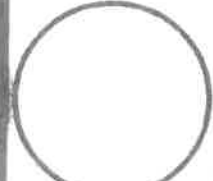
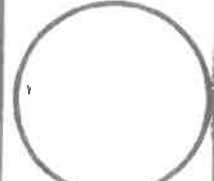



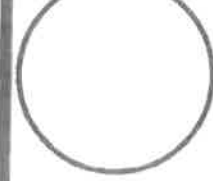
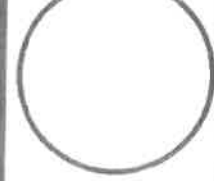
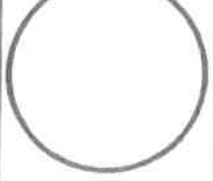
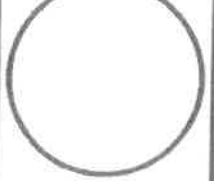
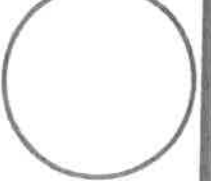
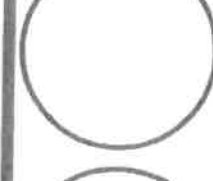


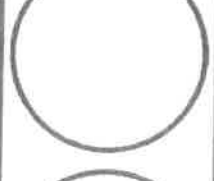
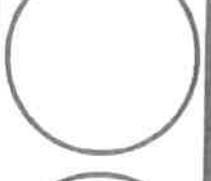
Name \_\_\_\_\_


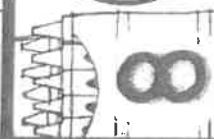
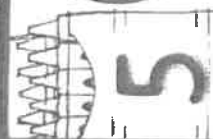




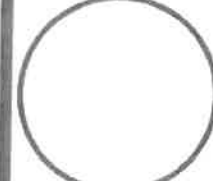
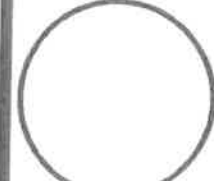
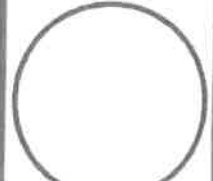



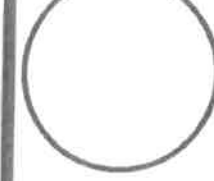
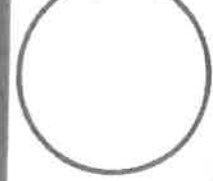





Read the numbers on the crayon boxes and write the next three numbers in the bubbles.

# CRAYON BOX

## Counting



 4	 1	 7	 2	 9
				
				
				

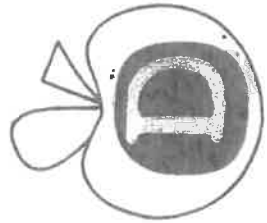
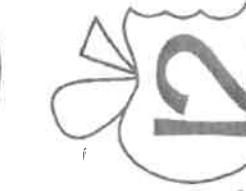
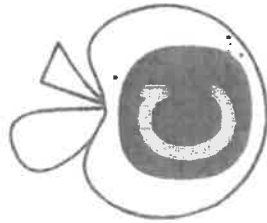
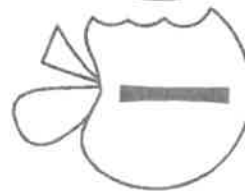
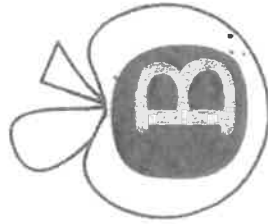
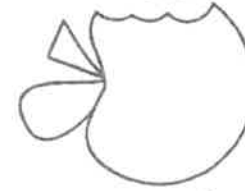
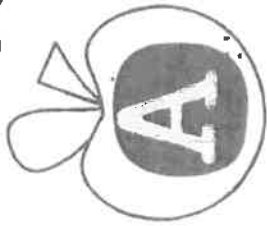
 0	 8	 5	 6	 3
				
				
				

Name: \_\_\_\_\_

Write the missing numbers inside the apples  
below.



# Take a **BITE** Out of Counting

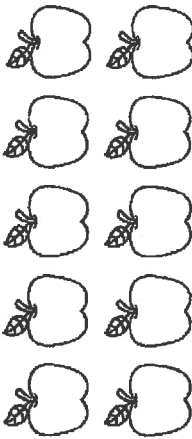
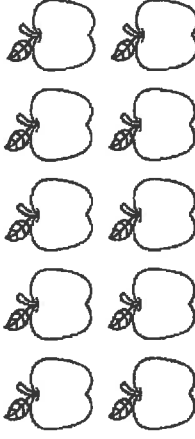
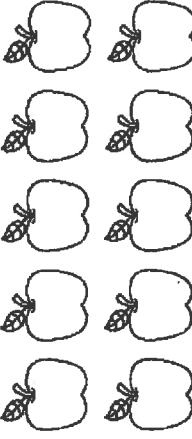
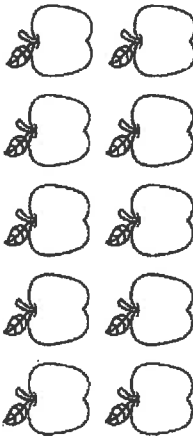
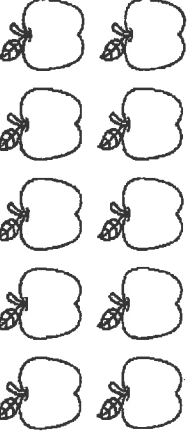


# TRACE, COUNT,

## COLOR

Name: \_\_\_\_\_

Trace the number in the box. Count out a matching number of apples and color the set to represent the number.

10	9	8	7	1
				

8	7	6	5	4
