



DISTINCTIVE SCHOOLS

DCP Snow Day Activities K-4

Task: Choose an activity to complete using books and resources you have at home.

You will earn one PRIDE ticket per activity you turn into your teacher & director by Monday February 4th, 2019.

1. Write your own Snow Day story.

- Write a real or make believe story to be shared with your class. The best story could be selected to be read in front of the entire class!

2. Write a letter to your favorite book character.

- Choose one book and write a letter to your favorite character. What do you want to ask them?

3. Create a presentation that summarizes the book using text and illustrations/images (minimum 15 slides).

- Introduce all important characters with a brief character sketch/image. Cover all significant events. Conclude with a personal rating of the book; suggest what kind of readers might find the book interesting. The final product can be done using Google Slides, PowerPoint, Prezi or other presentation software.

4. Create a commercial for your book.

- Show the cover of the book and start with a good lead. Sometimes a question gets the audience interested. Tell the author, title, genre, series, etc. Explain why you chose to share the book. Then give a good summary of the book without giving away the ending. If possible, mention other books by the same author or other books in the same series. Bring the book and script to share with your class!

5. Create a Scrapbook of words you can read in the newspaper or a magazine.

- Make a scrapbook, either using digital software or using paper to show all the words you can read. Be sure to include captions, illustrations/images and

6. I can count to 100 ! 100th Day of School!

- It's almost the 100th day of school! Count out an object that you have 100 of and take a photo to show your teacher or draw it.
- Ideas: cotton balls, coins, buttons, noodles, cereal

7. Write a snow Acrostic poem

- Use an adjective for each letter of a snow word to write a poem and share with your class
- Snowman = S - sparkly, N - new, O - opaque

8. Create a Go Noodle dance with music to share with your class

- Pick your favorite song
- Come up with motions and dance moves for the song
- Share it with your class

9. Write Valentine's for your classmates

- Write two nice things
- Draw picture

- Cut and fold paper
- Share with them on February 14th!
- Email your teacher if you need a list of first names

10. Create your own project.

- Be creative - use any tool to create a project of your choice. Must bring in to show your teacher for a PRIDE ticket!

11. Login to Lexia Core5 or ST Math or Wonderopolis

- Email your teacher if your child needs their User ID number. They should know it!
- Complete minutes and unit goal for the week
- Make a study guide of all the new skills you have learned by writing down words and ideas to show your teacher

12. Build it!

- Use recycled materials or things in the house
- Create a sled, invention or musical instrument
- Write about what it can do
- Bring it in to share with the class

13. Build a fort out of snow or blankets!

- Take a photograph or draw a picture with labels to show your picture

14. Make your own slime

- Ingredients: ½ tbsp of baking soda, 5 oz Elmer's Color Glue & 1 tbsp of contact lens solution
- 1. Pour out entire contents of the 5 fl oz Elmer's Color Glue into a bowl.
- 2. Add ½ tbsp of baking soda and mix thoroughly.
- 3. Add 1 tbsp of contact lens solution. Mix until mixture gets harder to mix and slime begins to form.
- 4. Take the slime out and begin kneading with both of your hands.
- 5. If it's too sticky, add ¼ tbsp contact lens solution and knead. Keep adding ¼ tbsp contact lens solution until desired consistency.

15. Make your own Playdoh

Ingredients: 2.5 cups water, 1 1/4 c. salt, 1 1/2 tbsp. cream of tartar, 5 tbsp. vegetable oil, & 2.5 cups flour

1. Mix everything but the food coloring together in a large pot until somewhat smooth. It will be lumpy. Not to worry, the dough will get smoother as it cooks.
2. Cook the dough over a low heat. Mix frequently. The water will slowly cook out of the mixture and you'll notice it starts to take on a sticky dough appearance. Keep mixing until the edges of the dough along the side and bottom of the pan appear dry. Pinch a piece of dough. If it's not gooey, the dough is read

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Use Clever to get on your child's school account

- a. Access your child's Clever account by going to the [Clever login page](#).
- b. Click where it says to search for your school name. A box will appear.
- c. Start typing Distinctive College Prep in the box. Both Harper Woods and Redford will show on the page. Click on your school.

- d. Enter your school ID number (your child knows how to do this)
 - e. You will see your dashboard
 - f. Spend some time on ST Math!! (You must have a device with a 10 inch screen or larger)
3. Go to [Zearn](#)
- a. Go to the your grade level
 - b. Click on what you are learning in math
 - i. Play some games
 - ii. Watch some videos. Be sure to answer the questions by typing in your answers.
 - c. Click on other links in your grade level. Choose something that sounds interesting! See what you can learn!
4. Math Games you can play with your child
- a. Guess If You Can (grades K-4)
 - i. Let your child think of a number between a stated range of numbers while you try to guess the number by asking questions. Here is a sample conversation.
 1. **Child:** I am thinking of a number between 1 and 100.
 2. **Parent:** Is it more than 50?
 3. **Child:** No.
 4. **Parent:** Is it an even number?
 5. **Child:** No.
 6. **Parent:** Is it more than 20 but less than 40?
 7. **Child:** Yes.
 8. **Parent:** Can you reach it by starting at zero and counting by 3's?
 9. **Child:** Yes.
 10. *(At this stage, your child could be thinking of 21, 27, 33, or 39.)*
 11. Keep going until you are able to guess the number
 12. Once you have guessed, switch roles
 - b. What Are The Coins? (grades K-4)
 - i. Gather a few coins. Ask your child the following questions:
 - ii. I have three coins in my pocket. They are worth 7 cents. What do I have? (a nickel and 2 pennies)
 - iii. I have three coins in my pocket. They are worth 16 cents. What do I have? (a dime, a nickel, a penny)
 - iv. I have three coins in my pocket. They are worth 11 cents. What do I have? (2 nickels and 1 penny)
 - v. I have three coins in my pockets. They are worth 30 cents. What do I have? (3 dimes)
 - vi. I have six coins in my pocket. They are worth 30 cents. What could I have? (1 quarter and 5 pennies or 6 nickels). This problem has more than one answer. It is challenging for children to experience problems like this.
 - vii. I have coins in my pocket, which have a value of 11 cents. How many coins could I have?
 - viii. You get the idea! Give your child a few coins to figure out the answers.
 - c. Money Match (grades K-2)
 - i. You will need one dice and 10 of each coin (penny, nickel, dime, and quarter)
 - ii. For young players (5 and 6 year olds) use only two different coins (pennies and nickels or nickels and dimes only). Older children can use all types of coins.

- iii. Explain that the object of the game is to be the first player to earn a set amount (10 or 20 cents is a good amount).
- iv. The first player rolls the number cube and gets the number of pennies shown on the cube. Keep all like coins in batches or stacks of 5 or 10.
- v. As each player accumulates 5 pennies or more, the 5 pennies are traded for a nickel. Players take turns rolling the cube to collect additional coins.
- vi. The first player to reach the set amount wins.
- vii. Add the quarter to the game when the children are ready. As each player accumulates 5 nickels, they are traded for quarters.
- viii. Parent pointer: Counting money and batching in groups of 2's, 5's, or 10's teaches children matching skills and helps in the beginning stages of addition and multiplication. Children also learn how to identify coins and understand their values.