

# October Extension Menu

## Kindergarten

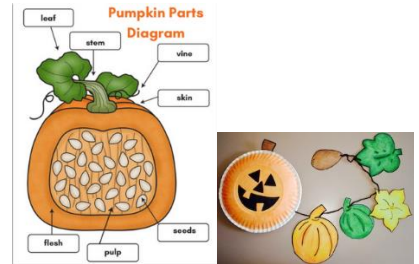
Make a poster of things that you like. Cut out pictures from magazines, draw your own, or find them on the computer. Count the number of pictures on your poster and write that number. Practice your labeling skills and label each picture.



Creativity with Capital Letters! Do you know your capital letters? Find a fun way to practice. Use shaving cream on a table, bingo dauber on paper, sand in a pencil box, or even Cheerios on a plate to build and name your capital letters. Bonus: write the upper and lowercase letters together!



Create an infographic that tells all the facts you know about pumpkins. Make sure to label all the parts: stem, vine, flower, pumpkin. Be creative and feel free to do extra research.



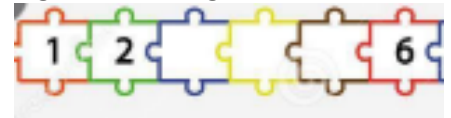
Non-Fiction News: Use what you know about Non-Fiction and create an All About \_\_\_\_\_ Book. Choose an animal or person and draw a picture of that animal/person and label it. Have a family member help you write facts about that animal/person. Now, make it a book. Read your book with your family and ask your teacher if you can share your non-fiction book with the class.



Go on a scavenger hunt around your house and look for 6 living things and 6 non-living things.

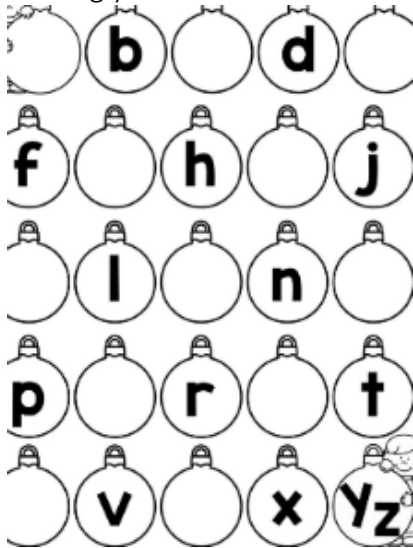
Living Things	Nonliving Things

Complete this chart. Now create one of your own and draw the number of objects to represent that number. Bonus: Cut apart your chart, mix them up, and practice putting them in order from least to greatest and greatest to least.

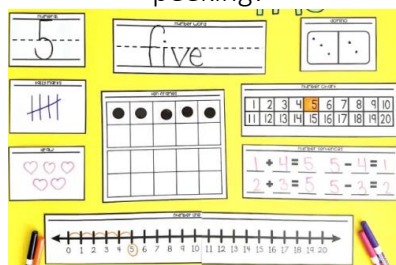


Science/Math connection: Pumpkin seeds are great for counting. Use pumpkin seeds to represent each of your numbers.

Missing Letters: Do you know what letters are missing? Do you know how to write them? Practice writing your lowercase letters.



Get 7 pieces of white paper and put them together to make a book. Now create a title page, MY NUMBER BOOK. Then create a page for each number 1-6. Represent your number in as many different ways as you can think of. Bonus: turn to a page in your book and tell someone the number before that page and the what number would come next. No peeking!



Complete the chart below by telling the order the pictures should go in.



Now, choose another nursery rhyme and draw the beginning, middle, and end. Bonus: use your pictures to retell the story to someone.

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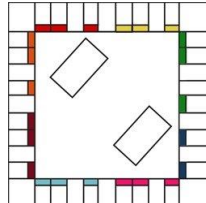
## 1<sup>st</sup> Grade

Make a poster of things that you like. Cut out pictures from magazines, draw your own, or find them on the computer. Count the number of pictures on your poster and write that number.



Make a class game in which players guess if the number of something is greater than or less than 20. Include an answer key to your game.

BONUS: Play the game with a family member



Use a newspaper, a magazine, or online resource to find community heroes. Cut out pictures and or stories from these resources of everyday heroes that have demonstrated good citizenship.



Citizen recipe: Find a recipe to use as an example. Look at the ingredients and the sequence of steps used to make this food. Now, just like a recipe, we have laws and steps to follow to make us good citizens. Now, create a recipe of your own for how to make a good citizen. Your ingredients might be respect, honesty, and kindness. Be creative!



Create an infographic that tells all the facts you know about the sun. Be creative and feel free to do extra research.



Complete this chart. Now create one of your own. Bonus: create an answer key to go with your chart and share it with your teacher.

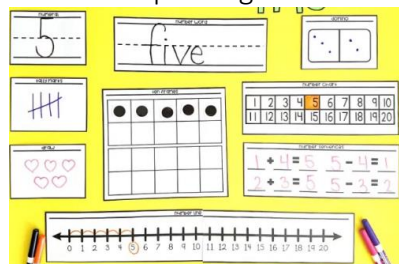
2, __, 4	11, __, 13	8, __, 20	9, __, 11	22, __, 24
10, __, 12	25, __, 27	4, __, 6	21, __, 23	15, __, 17
16, __, 18	5, __, 7	21, __, 23	8, __, 10	27, __, 29
14, __, 16	23, __, 25	17, __, 19	28, __, 30	1, __, 3
3, __, 5	17, __, 19	12, __, 14	26, __, 28	24, __, 26
18, __, 20	13, __, 15	20, __, 22	6, __, 8	11, __, 13

Create your own sun dial to track the movement of the sun at different times of the day. Get a paper plate and color it to look like the sun. Now, poke a small hole in the center and put a pencil in the middle. Place your plate outside in the sun. Check on your plate 4 times throughout the day and draw where the shadow is on the plate. Be careful not to move the plate or pencil. What do you notice about the shadow. Explain to someone why this happened.



Get 22 pieces of white paper and put them together to make a book.

Now create a title page, MY NUMBER BOOK. Then create a page for each number 1-20. Represent your number in as many different ways as you can think of. Bonus: turn to a page in your book and tell someone the number before that page and the what number would come next. No peeking!



Listen to the story, [What If Everybody Did That?](#) Think about all the things that happen in this story that were examples of not being a good citizen. Now make your own book, but yours should be what if everybody did good citizenship things? Do you think you have the power to make a positive difference in your community? Be creative. You can use paper and coloring utensils or even your computer to create your book.



# Extension Activity Menu for 2<sup>nd</sup> Grade

## October

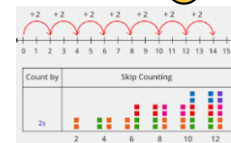
Story Elements graphic organizer. Click on the link [Story Elements](#) and type a title and your name. Then select Character Map. Use any story that you have read or that we read in class to complete this graphic organizer. Bonus: send this to your teacher to show off what you have learned!



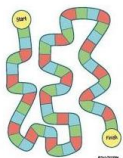
Watch the weather report from the news and then find or create a weather map. Use the weather map to write a report for the evening weather forecast. Use correct weather vocabulary for describing. Bonus: Send a video of your forecast to your teacher!



Skip Counting Creations: Make a poster, PowerPoint, or other visual to teach someone how to skip count by 2's, 5's, and 10's. Make sure to explain the procedure and even include tricks on how to remember. Bonus: share it with your teacher, they may be able to use it with other students 😊



Create your own place value game that involves comparing 3-digit numbers and identifying place values. Make sure to have clear directions and an answer key. Bonus: Play your game with a family member.



Use playing cards (remove all non-number cards) or create your own with paper/index cards. Flip 3 over to create a 3-digit number. Now identify that number and the place value of each card. Bonus: Now rearrange the same 3 cards to make a number that is greater or less than the original number. Calculate the difference.



Be a test maker! Create an addition word problem that would give you the answer of 47. Be sure to include extra information to trick the solver. Bonus: Now write a subtraction problem that would give you the same answer.



Create a comic/graphic novel about someone showing good citizenship. Be sure to show good examples and how they are helpful to others.



Write a song that sings to 50. You can skip count or count by 1. Be creative and have fun! Perform it for your family. Bonus: Ask your teacher to perform this for your class.



How many ways can you make \$1.00? Think of using the most coins or the fewest coins.



Think about why we have rules. How many ways can you think of that explain why rules help us know how to be good citizens. Bonus: Think of a new rule that we should make and how would it make us better citizens. Convince me!



Create a list of weather words. Include a picture and a definition for each word. Bonus: Create a key for reading weather symbols on a map or forecast.



[Storyline Online](#): select link and select a book to listen to. Then complete a 5 finger retell to tell what you learned about that story. Bonus: Use your organizer to tell someone about the book.



# October Extension Menu

## 3rd Grade

Pumpkin Geography: get a pumpkin and either paints or sharpie markers. Decorate your pumpkin to represent a globe. Make sure to include all continents and oceans. Label each one clearly. Bonus: Add components and create a map key

Alternative: color and label a paper plate instead of using a pumpkin

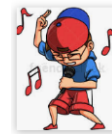


Create a game for rounding. You must round to the nearest thousands place. Be sure to include clear directions and an answer key. You will also need to include the process for rounding so everyone knows how to round before playing your game.

Your game can be a board game, a card game, or a game with dice, just be sure you have the materials needed to play if you are going to do the bonus. Bonus: play your game with a family member

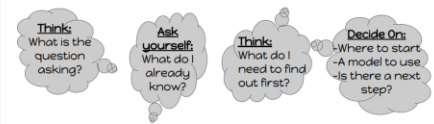


Imagine you are now the teacher. You must come up with a fun and creative way to teach Simple Machines. Create a song, rap, or study guide to help teach simple machines to 3<sup>rd</sup> graders. Be sure to include levers, pulleys, wheels and axles, screws, and inclined planes. Bonus: Perform or share your creation with your teacher for possible review activity



### Problem of the Day:

Joe makes bracelets. He can make 8 bracelets with 24 feet of yarn. How many feet of yarn would he need to make 12 bracelets?



You are now the teacher. You must come up with 5 problem of the day warm-ups for your class. You must include place value for a 6 digit number, rounding to the thousands place, compare and ordering numbers, and estimation. Be sure to include an answer key. Bonus: Share with your teacher to possibly use with your class 😊

Authors Choice: Go to [Storyline Online Library](#). Choose one of the following authors: Nina Laden, Amanda Noll, or Patricia Polacco.

You will choose 2 books by that author to investigate. First, look at both covers and decide if they are fiction or non-fiction. Now, make a prediction about what you think each book will be about. Now listen to each story. As you listen, keep a list of important events from the story. Now, compare the two books. What do they have in common? Bonus: Think of a character from each story and tell how they are alike and different!



Scavenger Hunt: You are going to go around your house and look for simple machines in actions. Keep a list of all the ways these simple machines make our lives easier. Bonus: Take pictures or draw the machines and create a book of Simple Machines. Put your explanations of how they help us on the page with each drawing. Bonus: Ask your teacher if you can read your story to the class.

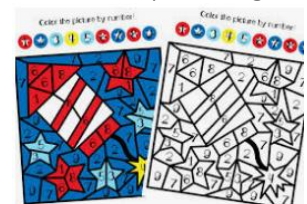


Click this title to listen to the book [Quackenstein Hatches a Family](#). Is this book a fiction story or a non-fiction? How do you know? Now create a graphic organizer to tell the main idea, important events, and the basic story elements (setting, characters, setting, problem, and solution). Be creative and feel free to add pictures with your words.



Prewriting Fun: Prewriting is the first stage of the writing process where you generate and clarify your ideas. Choose a non-fiction topic you are interested in and create a fun way to generate your ideas. You can do this on paper or on the computer. Have fun and be creative!

Create an addition and subtraction color by number. Draw a picture or use a coloring book page. Add problems to calculate the sum and difference for each problem. Check each section to make sure it matches the color you assign.



# October Extension Menu

## 4<sup>th</sup> Grade

A teacher bought 12 packs of crayons. Seven of the packs had 9 crayons and the other packs had 10 crayons. How many individual crayons did the teacher get? Solve this problem with pictures and words. Bonus: Create your own word problem that would give you the answer of

335.



Congratulations you are now a textbook author. You must create a Virginia Natural Resources textbook for 4<sup>th</sup> graders. You must include visuals, facts, vocabulary and more. Be sure to make your textbook easy to read and fun to learn from. Bonus: Connect the natural resources of Virginia to our Economic growth and activity.



Look up directions for Candy Land, Sorry, and Chutes and Ladders. Now, choose one of those models to create a math board game that uses multiplication facts. Be sure to include 2-digit times 1-digit, 3- digit times 1-digit, and 3-digit times 2-digit numbers. Be creative and make sure to include clear directions and an answer key.



Create a graphic organizer to show all the Native people of Virginia, what region they lived in, and what language they spoke. Do some research and include pictures of their contributions to Virginia. Bonus: Create a PowerPoint, video, or other representation to teach this subject to a 3<sup>rd</sup> grader who doesn't know about Virginia Studies.

Spoken Language	Group of People	Location
Algonquian	Powhatan	Tidewater Region
Iroquois	Monacan	Piedmont Region
Iroquois	Cherokee	Southwestern Virginia and in Southern Virginia near what is today North Carolina

Biography Box: Get a box: shoe, tissue, amazon, cereal...etc. Once you have your box cover it with paper or paint. Once you have a blank box. You are going to pick Famous Virginian (any famous person born in Virginia.) You will cover each of the 6 sides of your box with the following information:

- Side 1:** Name, date and location of birth, and when they died (if needed)
- Side 2:** Picture of your person
- Side 3:** Why are they famous?
- Side 4:** Map of Virginia showing which region I was born in.
- Side 5:** 3 Fun facts about him/her
- Side 6:** Why you chose this person

Jamestown Recreated: Find materials around your house and build your own version of Jamestown. Where did the colonists live? How were they protected? Think of the problems the colonists faced and represent them in your model. Bonus: Create a video showcasing your Jamestown and what is represented and why.



Research a National Park in Virginia. Find out what you can do there and what significance it has in Virginia. Now, create a brochure for this park that would encourage others to visit this park.



Jamestown Online Adventure: [Play](#) After playing this game, read the now we know section. After reading this, develop a new plan and how Jamestown could have been more successful. What choices should you have made and why would they be better? Bonus: Share your plan with your teacher and explain the struggles that you faced in the game that the colonists probably faced too.



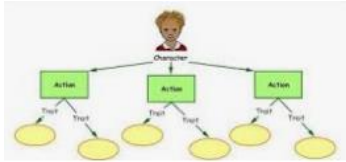
Allison had two boxes of pencils with fourteen pencils in each box. She gave six pencils to her brother. How many pencils did Allison have left? Show how you would solve this problem and what operations would you need? Now you be the teacher. Create a poster, PowerPoint, or teaching visual that could explain your problem-solving thinking to someone else. Bonus: Share this visual with your teacher



# October Extension Menu

## 5<sup>th</sup> Grade

Character Traits are very important to understanding the actions of characters in a story. Create a graphic or visual that would connect a character to his/her actions in a story of your choosing. Bonus: Do this for a second character in the story and show how the traits and actions are connected.



The answer is 1,024. Create 5 word problems, one for each operation ( $\times$ ,  $+$ ,  $-$ ,  $\div$ ) and one multistep problem. Bonus: Share these with your teacher for possible warm-up problems.

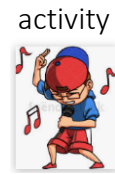
**Writing a Story Problem**

Division Story Problem

Noun had # (divisor) Noun (Plural)  
 Noun wants to put them in # (dividend) groups.  
 How many are in each group?

**Example:**  
 Mrs. Williams had 36 jolly ranchers. Mrs. Williams wants to put them in 4 groups. How many are in each group?

Imagine you are now the teacher. You must come up with a fun and creative way to teach text features. Create a text features song, rap, or study guide to help teach text features to 5<sup>th</sup> graders. Be sure to be clear of the purpose and proper usage of each text feature. Bonus: Perform or share your creation with your teacher for possible review activity



The great cell debate. Pretend that we are holding a class vote on which cell is the best, plant or animal. Write a speech for each cell to convince voters why they are the best cell. Be sure to include your knowledge of cell parts and functions. Bonus: Perform your speeches for someone.



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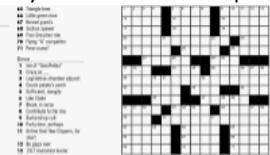
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Develop a crossword puzzle giving clues to facts on what you learned about the Northeast region of the United States. Be sure to spell the answers correctly and an answer key. Bonus: Have someone try and solve your crossword puzzle.



Living Systems: Identify all kingdoms. Now select an animal and one plant type to research. Create a graphic organizer to tell all identifying information about that plant or animal. It should include domain, kingdom, phylum, class, order, family, genes, and species.



Create a multiplication color by number. Draw a picture or use a coloring book page. Add multiplication problems to each section to match the color you assign.

