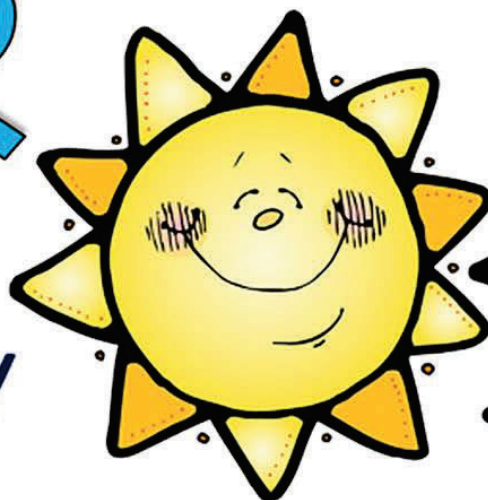




SUMMER

Packet



ABOUT ME

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

I am \_\_\_\_\_ years old.

This summer I \_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

Summer Packet Due: September 8, 2023

# ACADEMIR CHARTER SCHOOLS



**To:** Parent/Guardian(s)

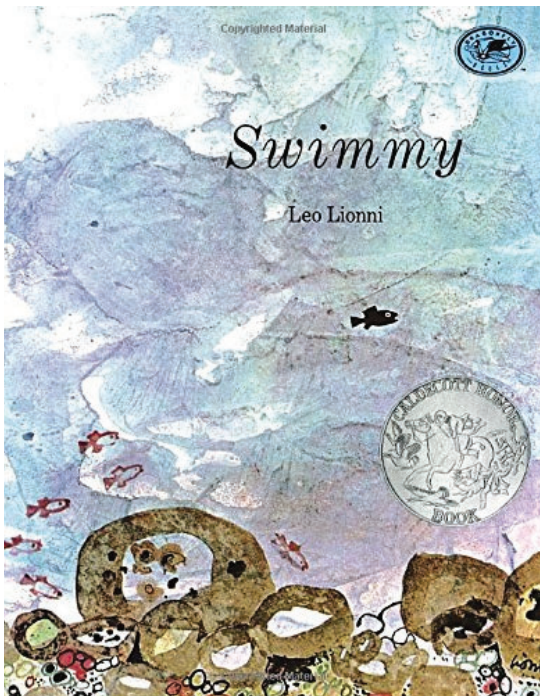
**From:** Ms. Darliny Katz, Director of Education

**Re:** Mandatory Summer Packet 2023

Between the end of one school year and the start of the next, every student risks summer learning loss. That is why Academir Charter Schools are committed to promote learning over the summer break. We believe in the importance of reading to strengthen fluency, vocabulary, phonics, and comprehension throughout the summer, as well as reinforcing concepts learned in math and science. Therefore, Summer Assignments are once again upon us.

For the 2023-2024 school year, it is *mandatory* that all students:

- Read the *Required Summer Reading book* for his/her entering grade level
- Complete the book report for book assigned with parent/guardian assistance as needed
- Complete the entire Summer Booklet as they will be collected by September 8<sup>th</sup>. Failure to complete these assignments will result in the student receiving zeros.



## Required Summer Reading 2023-2024

**Swimmy**

**By: Lio Lionni**

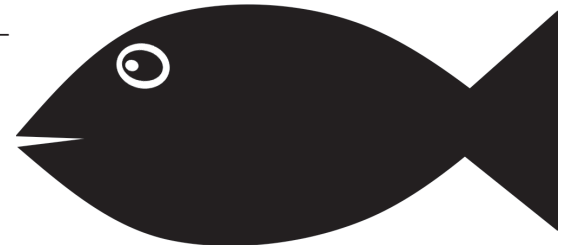
Deep in the sea there lives a happy school of little fish. Their watery world is full of wonders, but there is also danger, and the little fish are afraid to come out of hiding . . . until Swimmy comes along. Swimmy shows his friends how—with ingenuity and teamwork—they can overcome any danger.

Name \_\_\_\_\_

# Swimmy

Think about the story.

Draw (and label) or color to answer the questions.



1. Where does Swimmy live?

2. Does the tuna fish catch Swimmy?



yes

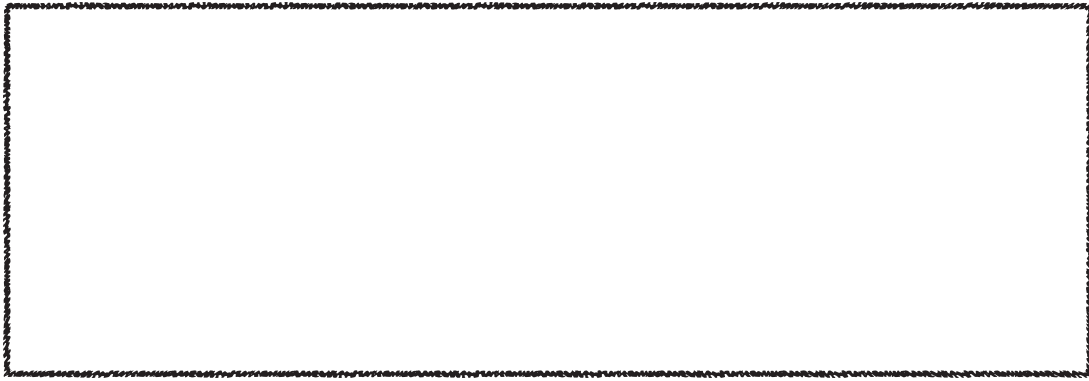


no

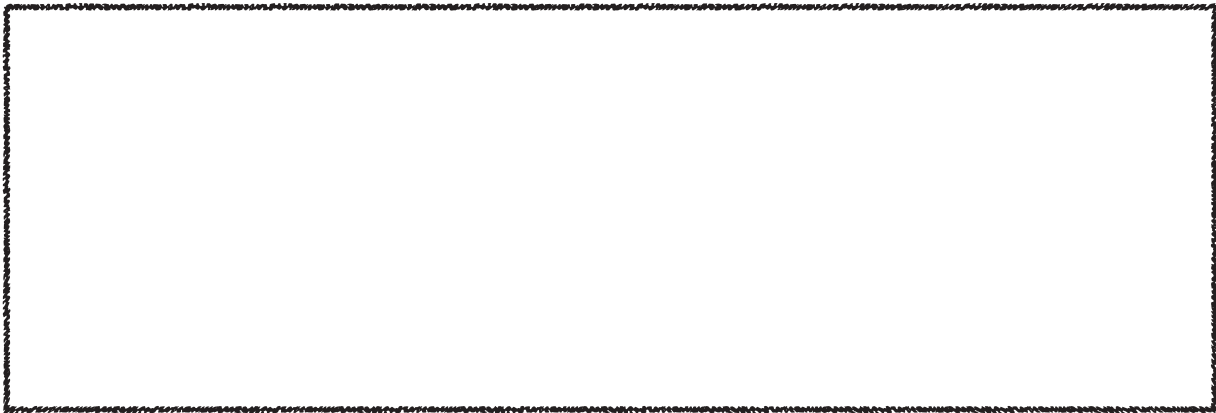
3. What are some of the marvels Swimmy saw in the sea?

4. Who does Swimmy meet after seeing the marvels?

5. Why are Swimmy's new friends afraid?

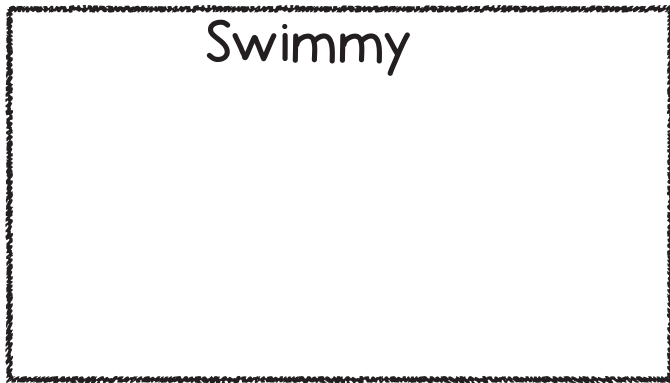


6. How does Swimmy and the new friends solve their problem?

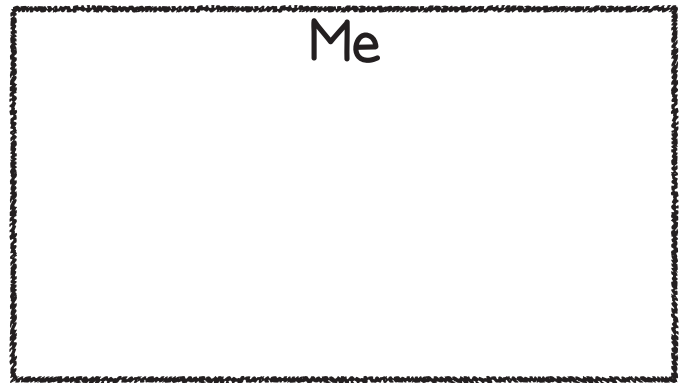


7. How are you and Swimmy the same?

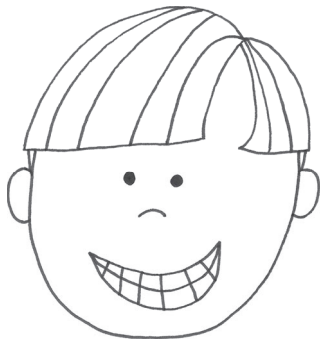
Swimmy



Me



8. What is your opinion of the story? Color to show your opinion.



I loved it!



I liked it.



It was O.K.

# A Cool Pool!

by ReadWorks



The day was hot. The sunshine was warm. Ava's mother filled the wading pool.

"May I get in?" Ava asked.

She jumped into her pool. Brrrr! It felt cold. This was not fun! Ava's mother called her for lunch. Later, Ava got back into her pool. Now the water felt warm. Ava splashed and laughed.

---

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

1. What is the weather like in the story?



*cool and cloudy*



*hot and sunny*

2. What is Ava doing today?



*swimming in her pool*



*playing at the park*

3. How did the water feel when Ava jumped into her pool in the morning?



*warm*



*cold*

4. How did the water feel when Ava got back into her pool after lunch?



*warm*



*cold*

5. When does Ava have fun splashing and laughing in her pool?

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**6.** What did you learn from "A Cool Pool"?

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**7.** Draw a picture of Ava splashing and laughing in her pool.

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# Dolch Sight Words

## Kinder

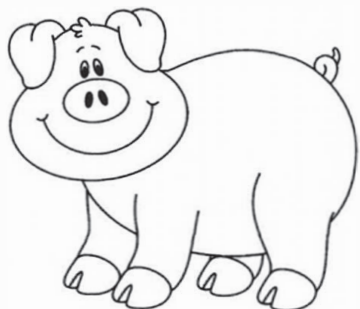
Directions: Read the sight words every day. Please circle any sight words you find in this booklet.

Parents: Encourage your “word detectives” to look for the sight words in books and magazines they read.

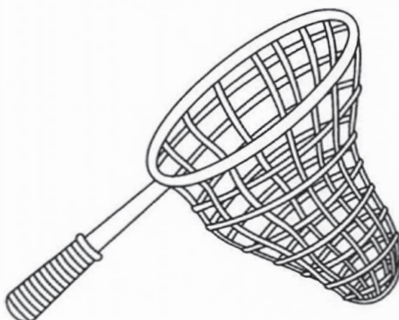
a	from	said
after	funny	see
again	give	some
an	go	stop
and	going	take
away	had	thank
as	has	the
ask	help	them
big	her	then
blue	here	think
by	him	three
can	his	to
come	I	two
could	in	up
down	is	we
every	it	where
find	jump	yellow
fly	round	you
for	run	your

# Missing Middle Sounds

Say each word and write the sound that completes the word.



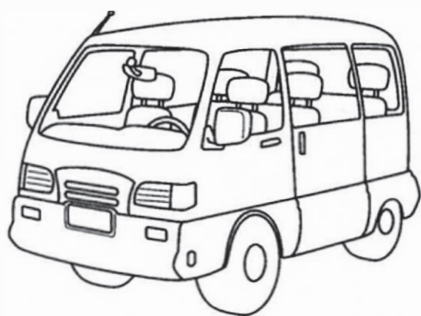
p \_ \_ g



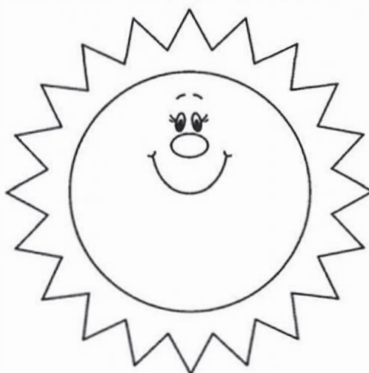
n \_ \_ t



b \_ \_ s



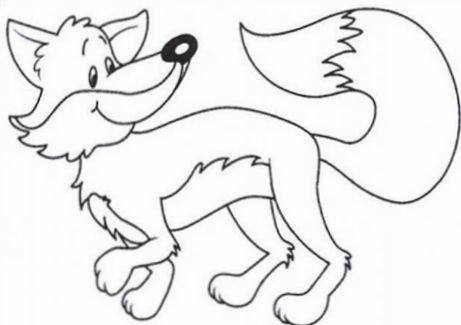
v \_ \_ n



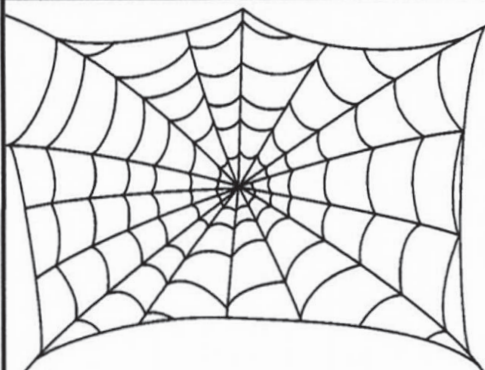
s \_ \_ n



c \_ \_ t



f \_ \_ x



w \_ \_ b



f \_ \_ sh

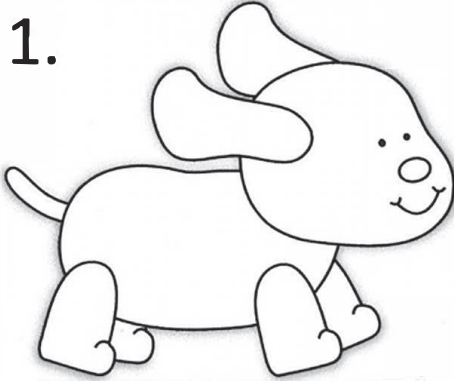
Name: \_\_\_\_\_

# CVC Beginnings and Endings



Directions: Look at each picture and say the name for each picture. Write the beginning and ending sound of each word. The first one has been done for you.

1.



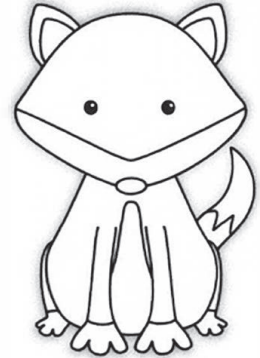
dog

2.



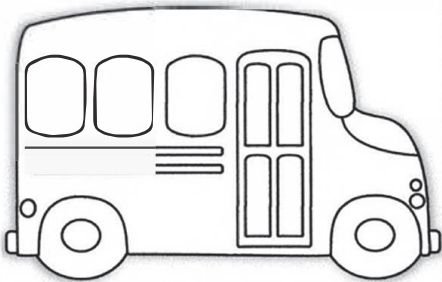
a

3.



o

4.



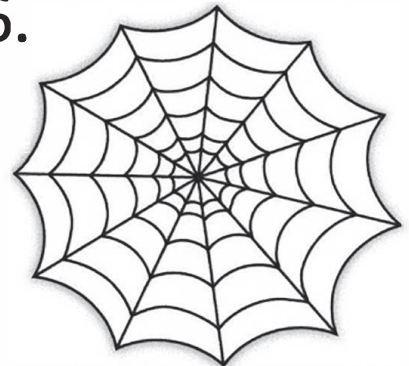
u

5.



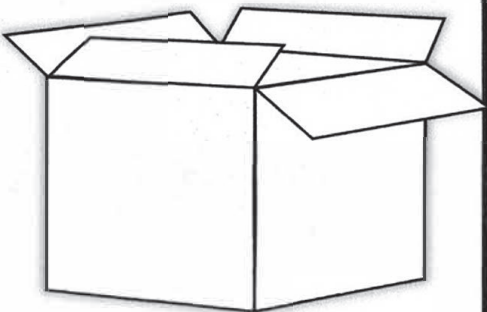
i

6.



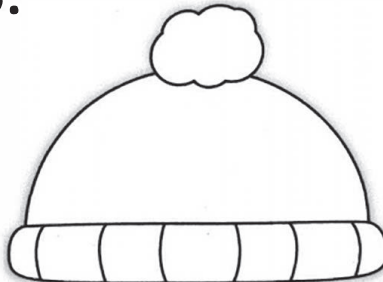
e

7.



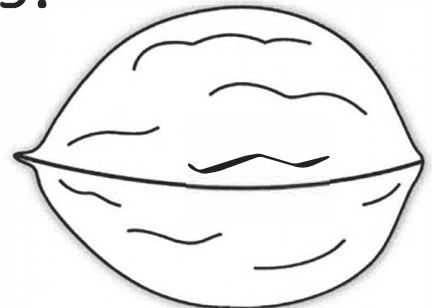
o

8.



a

9.



u

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

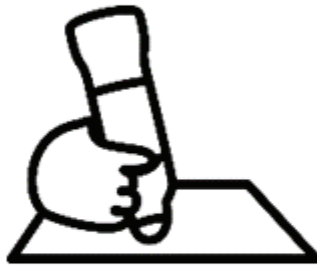
# Missing Sounds

a

Say the name of each picture and write the missing sounds.



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

# CVC Blending

## Short a Words

Sound out the word and write it on the lines



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\_\_\_\_\_

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\_\_\_\_\_



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\_\_\_\_\_

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\_\_\_\_\_



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\_\_\_\_\_

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\_\_\_\_\_



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\_\_\_\_\_

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\_\_\_\_\_



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\_\_\_\_\_

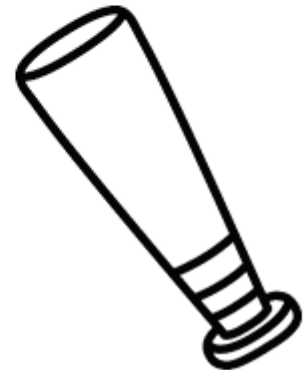
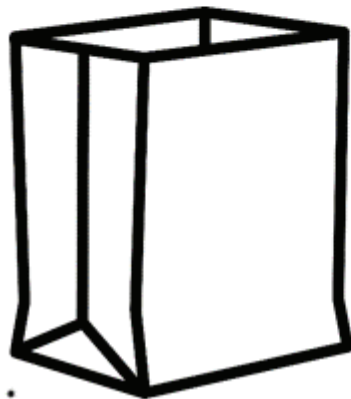
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\_\_\_\_\_

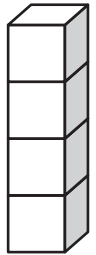
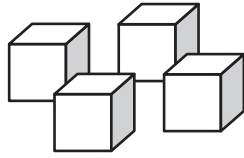
## Read and Find

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

Blend the sounds together and say the word. Then find and color the picture.

d a d  
• • •c a b  
• • •y a m  
• • •b a g  
• • •c a p  
• • •w a x  
• • •v a n  
• • •b a t  
• • •

Child's Name \_\_\_\_\_



2  
two



1 2 3 4 \_\_\_\_\_



6

5

4

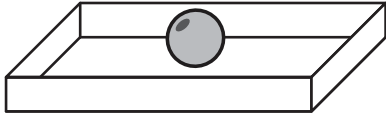
**DIRECTIONS** 1. Jake uses the blocks to build a four-block tower. Mark under the picture that shows his tower. 2. The first circle is colored black. Mark beside the picture that shows the fourth circle colored gray. 3. Mark beside the set that shows two. 4. Mark under the number that comes next.





Child's Name \_\_\_\_\_

5



6

3

1

6



4

5

6

7








8








**DIRECTIONS** 5. Mark under the number that tells how many beads are in the box. 6. Mark under the number that tells how many hearts there are. 7. Mark beside the counters that show the same number of objects as there are in the set of toy trucks. 8. Count the gray stars. Mark beside the set that shows more white stars.

**GO ON**

Child's Name \_\_\_\_\_

9

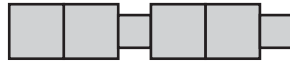
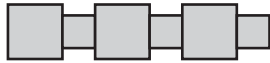


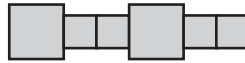


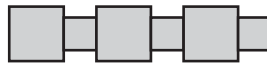




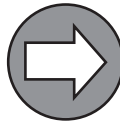

10

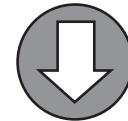













12







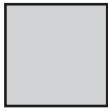
first

**DIRECTIONS** 9. Mandy has 2 fish. The number of fish Ron has is less.  
Mark beside the number of fish Ron has. 10. Mark beside the shape that is the  
same. 11. Mark under the arrow that points down. 12. Mark under the child  
that is last in line.

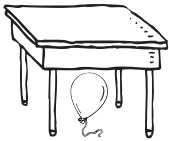
**GO ON**

Child's Name \_\_\_\_\_

13



14



15



16

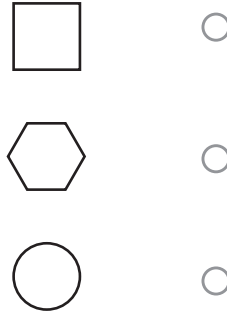


**DIRECTIONS** 13. Mark under the small square. 14. Mark under the picture that shows the balloon over the table. 15. Mark beside the food that is alike. 16. Mark beside the stuffed animal that is different.

**GO ON**

Child's Name \_\_\_\_\_

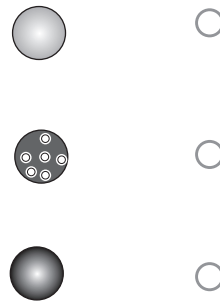
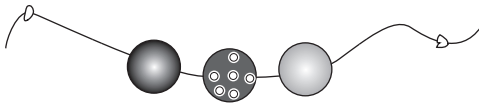
17



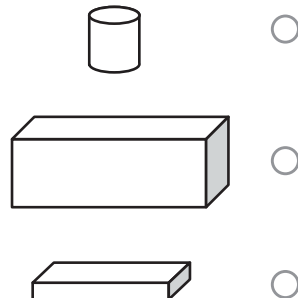
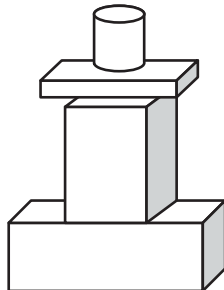
18



19



20



**DIRECTIONS** 17. Mark beside the shape that is the same as the one to the right of the black triangle. 18. Mark beside the shape that is the same as the one on the left at the beginning of the row. 19. Mark beside the bead that is like the one in the middle. 20. Mark beside the block that is the same as the one on the top of the tower.

**GO ON**

# ACADEMIR CHARTER SCHOOLS




## Get Ready for School! Summer Mathematics Activities 2023

Dear Guardian and Student,

Just like reading, regular practice over the summer with math will help your child prepare for entering the next grade. Please use the math activity list to have fun talking about and doing mathematics together! Remember to always ask your child, “How did you figure it out?”

To use the math activity list:

- This summer try to complete the number of activities recommended for your grade level.
- When you complete an activity, record what you have completed on the log on the back of this sheet.
- Bring the log back to your new teacher by September 8th.
  
- When you see this symbol,  choose 1 or more activities from page 2.
- Some helpful materials to have around:
  - A folder for these papers
  - Blank paper
  - A pencil
  - A deck of playing cards with the kings, queens, and jacks taken out
  - A pair of dice
  - Crayons
  - Coins

Have a great summer vacation and remember to learn something new each and every day! See you when you return.

Sincerely,

*DARLINY KATZ*

Darliny Katz  
Chief Instructional Officer  
Academir Charter Schools

















Activity #	Date Completed	Description of Activity
Example	7/2/23	The Math Problem about drawing 2 dogs. <i>OR</i> choice activity, like Candy Land...
#1		
#2		
#3		
#4		
#5		
#6		
#7		
#8		
#9		
#10		
#11		
#12		
#13		
#14		
#15		
#16		
#17		
#18		
#19		
#20		

## Summer Math Activity Log

Activity log for student entering grade \_\_\_\_\_. Record the dates and descriptions of the math activities you complete. Bring this log back to your new teacher by September. 8th.

Student's Name: \_\_\_\_\_

Parent Signature: \_\_\_\_\_

Write the digits from 0 to 9.	Choose from Activity Page! 	Draw, label, and color shapes to make a Fourth of July picture.	Choose from Activity Page! 	Choose from Activity Page! 
Choose from Activity Page! 	Do counting jumps. Count to 10 and back again.  0 1 2 3 4 5 6 7 8 9 10	Choose from Activity Page! 	Solve $0 + 3$ . Draw a picture to show your thinking.	Choose from Activity Page! 
Write numbers from 0 to as high as you can in no more than one minute	Choose from Activity Page! 	Measure a table with spoons and then with forks. Which did you need more of? Why?	Choose from Activity Page! 	Do jumping jacks as you count up by tens to 50 and back down to 0.
Choose from Activity Page! 	Go on a shape scavenger hunt. Find as many rectangles or rectangular prisms as you can.	Choose from Activity Page! 	Use lines to draw the value of 5 and 4. Circle the greater number.	Choose from Activity Page! 
Count aloud from 10 to 0 and back.  0 1 2 3 4 5 6 7 8 9 10	Choose from Activity Page! 	Measure the route from your bathroom to your bed. Walk heel to toe, and count your steps.	Draw to Solve. Add 4 to 1. Then Add 1 more. What number did you find?	Choose from Activity Page! 
Choose from Activity Page! 	Draw lines to show the numeral 5.	Choose from Activity Page! 	Go on a shape scavenger hunt. Find as many triangles as you can.	Choose from Activity Page! 

## Get Ready for PK – K: Math Activities

Complete at least 12 math activities this summer. Each time, choose an activity from the boxes below - or from the back. Cross off a box when you do it and record the activity on your math log.

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# Get Ready for PK - K



## Choice Activities



### 1. Use a cool mathematics website!

<a href="http://www.abcya.com/preschool_games.htm">http://www.abcya.com/preschool_games.htm</a>	<a href="http://pbskids.org/games/measurement/">http://pbskids.org/games/measurement/</a>
<a href="http://www.aaamath.com">www.aaamath.com</a>	<a href="https://www.prodigygame.com/">https://www.prodigygame.com/</a>
<a href="http://www.coolmath4kids.com">www.coolmath4kids.com</a>	<a href="https://www.ixl.com/math/">https://www.ixl.com/math/</a>
<a href="http://www.mathplayground.com">www.mathplayground.com</a>	<a href="http://www.primarygames.com/curriculum/math.htm">www.primarygames.com/curriculum/math.htm</a>
<a href="http://www.funbrain.com">www.funbrain.com</a>	<a href="http://www.gregtangmath.com/games">http://www.gregtangmath.com/games</a>

### 2. Do a counting activity or game:

**Guess How Many** – Count with your child up to 10 objects. Hide some under a blanket, in a bag, cup, or container that you can't see through. Leave the rest for the child to see. Have your child guess how many objects are hidden. Then remove the objects and have your child count how many objects there are. Have your child hide objects for you to count.

**Compare** – Deal all the cards out. Put the set of cards facedown. Both players turn over the top card. The player with the larger number gets both cards. If they are the same number both players turn over another card. The game is over when there are no more cards to turn over. Whoever has the most cards, wins. (Like “War.”)

**Race and Roll Addition** - Start at 0. Partners take turns rolling a die, saying a number sentence, and adding the number rolled to the total. For example, Partner A rolls 6 and says, “ $0 + 6 = 6$ ,” then Partner B rolls 3 and says, “ $6 + 3 = 9$ .” They continue rapidly rolling and saying number sentences until they get to 20, without going over. For example, if the partners are at 18 and roll 5, they take turns rolling until one of them rolls a 2 or rolls 1 twice. The winner is the partner who makes the final roll to make 20. **Extension: Play with two dice and roll to 50.**

**Race and Roll Subtraction** - Start at 20. Partners take turns rolling a die, saying a number sentence, and subtracting the number rolled from the total. For example, Partner A rolls 6 and says, “ $20 - 6 = 14$ ,” then Partner B rolls 3 and says, “ $14 - 3 = 11$ .” They continue rapidly rolling and saying number sentences until they get to 0. The winner is the partner who makes the final roll to make 0. **Extension: Play with two dice and start at 50**

**Play a board game or card game such as:** Checkers, Memory, Chutes and Ladders, jigsaw puzzles, Parcheesi, Fish, Crazy Eights, Candy Land, Connect Four, Legos, K’Nex, Trouble, Sorry