



# POWERFUL PARTNERS

## February



Parents and Guardians,

You are powerful partners in education and learning does not have to end in the classroom. How can you help at home? Here are some engaging activities that will support learning at home and help your child become more successful in their studies.

## READING

### Increase Phonological Awareness

Jump, skip, hop!

Create simple picture cards that you draw or cut out of magazines. Have your child identify what's in the picture, and then break that word into its individual sounds. For example: dog is d-o-g, three sounds (phonemes). Three sounds? You and your child do three jumping jacks, skips, or hops (followed by a high-five). You can also do this game outdoors without the cards, just call out simple words for your child.

Snail Talk

Tell your child you're going to communicate in "snail talk" and they need to figure out what you're saying. Take a simple word and stretch it out very slowly (e.g., /ffffffllllaaaag/), then ask your child to tell you the word. Switch roles and have your child stretch out a word for you.

### Increase Phonics and decoding

Talk about letters and sounds

- Help your child learn the names of the letters and the sounds the letters make. Turn it into a game! "I'm thinking of a letter and it makes the sound mmmmm."

Model finger-point reading

- That means to follow the words with your finger from left to right as you read them. Your beginning reader will do the same thing for awhile.
- Practice patience!
- Beginning readers may read slowly. Give your child time to decode the words, and avoid jumping in too quickly.

## MATH

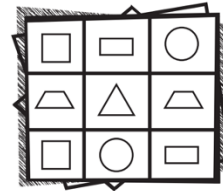
### Two-Dimensional Shapes and Equal Shares

#### Game Time

##### Shape Tic-Tac-Toe

★ Ready

You will need:  
4 index cards  
markers



★ Set

Draw these shapes on the index cards, one shape per card:



Shuffle the cards and place them facedown.

★ Go!

- 1 Players choose an X or an O.
- 2 Pick a card and find a shape on the game board that is the same. Mark the box with an X or an O.
- 3 The first player to get 3 Xs or Os in a row wins.

Grade 1 • Chapter 9 Two-Dimensional Shapes and Equal Shares