

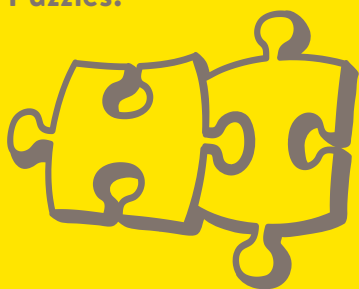


AT-HOME SUMMER GUIDE

for **SCHOOL-AGE** (Kindergarten–6th Grade)

Week of July 20, 2020

Welcome to the second week of the Champions learning guide with the theme **Puzzling Puzzles!**



There are also games to help prevent learning loss by practicing questioning strategies and reviewing the impact of place-values on an overall number.

This week's activities focus on the creation of classic puzzles to share with family members and friends. The puzzles seen in this week's guide are some of the most common and popular types of puzzles and help to improve outside-the-box thinking and problem solving.

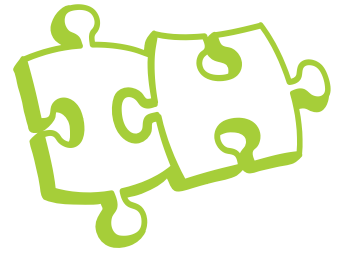
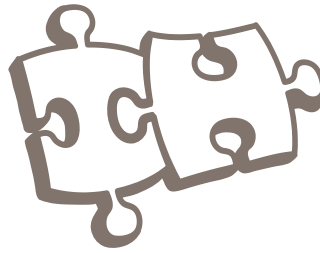
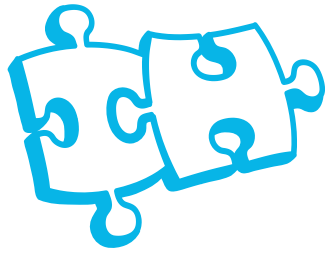
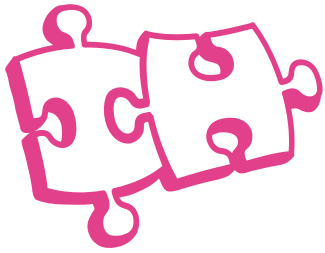
FAMILIES WITH KINDERGARTENERS:



Our summer school-age guide incorporates **first grade readiness activities** to keep your kindergartener's mind sharp through the summer!

This Week's Theme:

Puzzling Puzzles



PUZZLES

[Drawing Mazes](#)

In this activity, you design your own maze to test the problem-solving skills of your family and friends!

[Word Searches](#)

Create a word search for others to test their attention to detail.

[Solving Riddles](#)

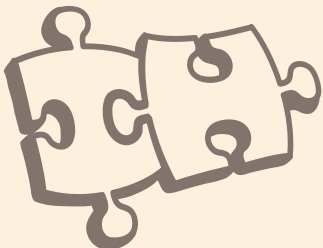
Let's see if you and your family can use your brain power to solve these riddles.

[Number Searches](#)

Try your hand at this mathematic spin on a word search!

[Secret Messages](#)

Use your creativity to develop your own secret messages and codes to share with friends and family.



PREVENTING LEARNING LOSS

[What's My Word?](#)

Are you ready to solve a mystery? In this game you'll use logic and questioning to determine which mystery words you have been dealt.

[Place-Value War](#)

Grab a deck of cards and put on your thinking caps because if you want to win, place value is the name of the game!

FIRST GRADE READINESS

[Phonics Activity: The Perfect Friend Puzzle Story](#)

Solve five phonics puzzle clues to fill in the blanks in this story about friendship.

[Math Activity: Big Fish Card Game](#)

This classic card game will give your child the chance to practice "greater than," "less than," and "equal to."

At-Home Summer Guide for School-Age

Week of July 20, 2020

Getting Ready for the Week: Materials to Gather

For Puzzles Activities:

- Paper
- Writing and drawing tools
- [Summer Word Search](#)
- [Blank Word Search](#)
- [Riddles](#)
- [Number Search](#)
- Journal (optional)

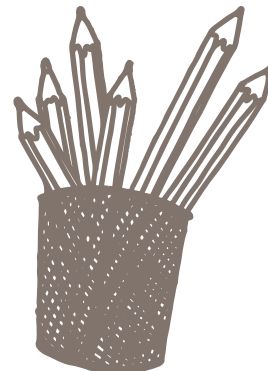
For Preventing Learning Loss Activities:

- 10–20 index cards
- Tape
- Writing and drawing tools
- Deck of playing cards

For First Grade Readiness:

- [Puzzle clues](#) (printed, or you and your child can look at it on your device)
- [The Perfect Friend story](#)
- Deck of playing cards

Tip: At the beginning of your week, gather materials and place them in a container so you're ready to go!



At-Home Summer Guide for School-Age

Week of July 20, 2020

Puzzling Puzzles: Drawing Mazes

In this activity, you design your own maze to test the problem-solving skills of your family and friends!

Length of activity:
20 minutes



**Level of Engagement
Required by Adult:** Low



Level of Prep Required: Low



What you need:

- Graph paper
- Writing and drawing tools

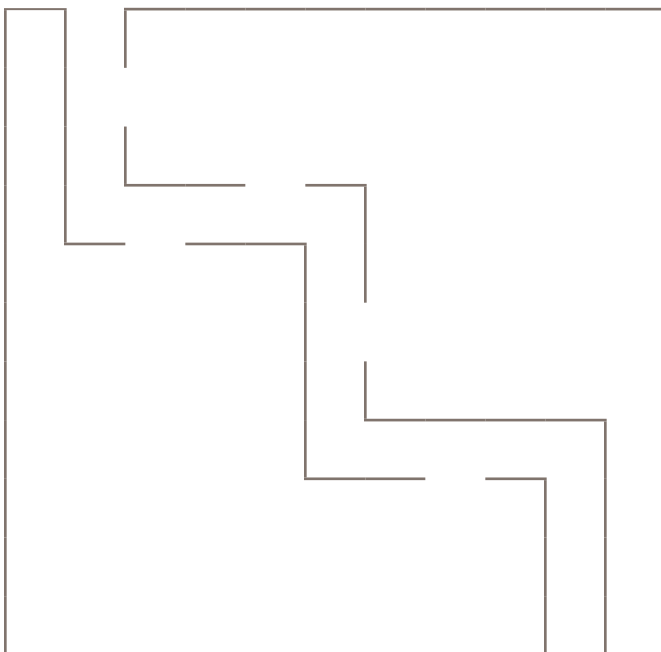
What you will do:

Mazes are a classic form of puzzle that can vary in format or complexity. You might think it's easy to solve a maze on a sheet of paper, but what about a hedge or corn maze where you can't see the whole thing? In this activity you'll use graph paper and writing tools to create your own maze for others to solve. Traditionally, mazes include one correct way to move from beginning to end and multiple paths that lead to dead ends or obstacles that require the player to turn around and try other paths.

To create your own maze, use a pencil to lightly outline the correct path from beginning to end. Then go back and erase sections of lines and add other paths that lead to dead ends. The more paths and twists and turns you create, the harder it is to solve! When you're finished, share your maze with a family member or friend and see if they can make their way from the beginning to the end.

Draw your correct path and erase sections of lines:

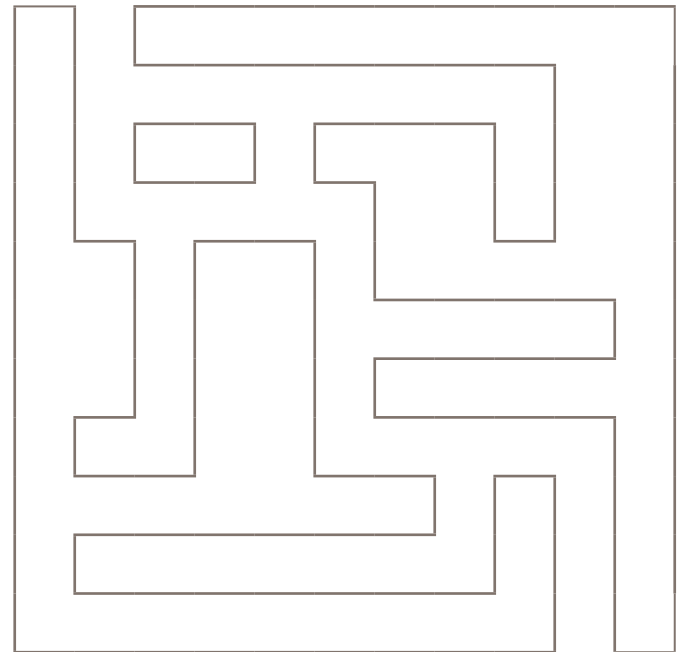
START



FINISH

Then add the wrong paths:

START



FINISH

At-Home Summer Guide for School-Age

Week of July 20, 2020

Puzzling Puzzles: Word Searches

Create a word search for others to test their attention to detail.

Length of activity:

20 minutes



Level of Engagement

Required by Adult: Low



Level of Prep Required: Low



What you need:

- [Summer Word Search](#)
- [Blank Word Search](#)
- Paper
- Writing and drawing tools

What you will do:

Word searches require attention to details and the ability to focus on only what you're looking for. In this activity, you'll first complete a word search, and then you'll create your own. Begin by completing the [Summer Word Search](#). After completing it, reflect on which words were easy to find and which were hard to find. What made them easy or difficult?

Now it's time to create your own word search. Begin by thinking of a theme for your puzzle, such as fruits or animals, then create a list of 10 to 15 words related to that theme on the bottom of the [Blank Word Search](#) sheet. Next, write each of your words in the grid using one square for each letter. Words can be written forward, backward, horizontally, vertically, or diagonally. After all your words have been added, fill in the remaining squares with random letters. As you create your word search, think about what made the Summer Word Search easy or difficult, and how you can incorporate what you learned into the creation of your puzzle.

When it's finished, share your word search with a family member or friend and see if they can find all the words!

At-Home Summer Guide for School-Age

Week of July 20, 2020

Summer Word Search

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

Word Bank

BARE FEET STRAWBERRIES
BEACH SUMMER
BOAT SUNSCREEN
FLIP FLOPS SUNSHINE
FLOWERS SWIMMING
ICE CREAM UMBRELLA
LEMONADE WATERMELON
POOL

At-Home Summer Guide for School-Age

Week of July 20, 2020

Puzzling Puzzles: Solving Riddles

Let's see if you and your family can use your brain power to solve these riddles.

Length of activity:
30 minutes



**Level of Engagement
Required by Adult:** Low



Level of Prep Required: Low



What you need:

- Riddles (below)
- Paper
- Writing and drawing tools

What you will do:

Riddles are a classic form of puzzle that test the mind and challenge the solver to listen and read closely to find clues hidden within a statement. Sometimes riddles are easy to solve, and sometimes they seem confusing, but when the answer is revealed, the solver can easily see how the clues in the riddle fit the answer. Take a look at the riddles below and practice using your powers of deduction, also known as problem-solving, to see how many you can solve.

After you've solved these riddles, try your hand at creating your own and see if your family or friends can figure out the answers! You'll find the answers to these riddles at the end of this guide.

1. What has a face
and two hands but
no arms or legs?

2. What has a
thumb and four
fingers but is
not alive?

3. What has to
be broken
before you
can use it?

4. What has a
neck but no
head?

5. What goes up
but never
comes down?

6. What belongs to
you but is used
more by others?

7. What is something
everyone has and
no one can lose?

8. What month
has 28 days?

At-Home Summer Guide for School-Age

Week of July 20, 2020

Puzzling Puzzles: Number Searches

Try your hand at this mathematic spin on a word search!

Length of activity:
25 minutes



**Level of Engagement
Required by Adult:** Low



Level of Prep Required: Low



What you need:

- [Number Search](#)
- Paper
- Writing and drawing tools

What you will do:

For this puzzle, you'll use math facts, also called number sentences, to create your puzzle. For example, $2+2=4$ can be shown in the puzzle as 2, 2, 4 in a row. This puzzle requires an extra level of attention as the solver must find the addends (the two numbers you add together) and the sum (the total of the two numbers added together).

Write 10 addition facts in the grid on the next page. We've inserted the example to get you started. To begin, write your math facts vertically or horizontally in the order it would appear on paper. Then copy those ten math facts with the addition and equal symbol below the grid in order to create a number bank for your number search. Fill in the remainder of the boxes with random numbers.

When it's finished, share your number search with a family member or friend and see how fast they can find the facts!

Here are a few ways to create a more challenging number search:

- ❑ You can write your math facts vertically, horizontally, diagonally, and even backwards.
- ❑ You can use addition, subtraction, multiplication, or division facts in your number searches
- ❑ You can also use longer number sentences, such as $2 + 3 + 5 = 10$, which would be shown as 2 3 5 10 on the number search.

At-Home Summer Guide for School-Age

Week of July 20, 2020

Number Search

								2	2	4					

Facts to Find

$2+2=4$

At-Home Summer Guide for School-Age

Week of July 20, 2020

Puzzling Puzzles: Secret Messages

Use your creativity to develop your own secret messages and codes to share with friends and family.

Length of activity:
30 minutes



**Level of Engagement
Required by Adult:** Low



Level of Prep Required: Low






What you need:







- Paper
- Writing and drawing tools
- Journal (optional)

What you will do: Have you ever decoded a secret message? Or created your own code to send messages to others? In this activity you'll create a secret-messages key to write and decode messages with your family or friends.

A key shows which symbols are used in place of which letters, creating a code that can be used to write messages for others to translate. Use the sample key below to decode this set of symbols:

Code →   

Key →

					
A	B	C	D	E	F

Did you figure out that the set of symbols cloud, down arrow, lightning bolt spelled the word “bed?”

Now it's your turn to create a key. Write the letters of the alphabet on a sheet of paper, with space above them to draw a symbol to represent each letter. The symbols could be pictures like these or changes to colors or lines in a pattern. The important part is to use a different symbol to represent each letter. When you complete your key, write a special message for a family member or friend to decode. You can even write a coded question and ask the person decoding the question to answer using the code you created!

Social and Emotional Learning

Writing your experiences in a journal can be a great way to reflect on your day and process what went well, what was challenging, and what you learned. Try using your secret messages code to write a journal entry in your notebook.

At-Home Summer Guide for School-Age

Week of July 20, 2020

Preventing Learning Loss: What's My Word? (2nd–6th grade)

Are you ready to solve a mystery? In this game you'll use logic and questioning to determine which mystery words you have been dealt.

Length of activity:
15 minutes



Level of Engagement
Required by Adult: Medium



Level of Prep Required: Low



What you need:

- 10–20 index cards
- Writing and drawing tools
- Tape

What you will do:

- Write one word on each of the index cards then shuffle the cards.
- Have each player draw a card and, without looking at the word on the card, tape the index card to each player's forehead or hold it there for the duration of the round. Make sure other players can read the word.
- Players take turns asking questions to get clues about what the word on their card is. Players can ask for definitions, synonyms (words that are similar), antonyms (words that are the opposite), or rhyming words.
- Play continues until each player knows their word. Then each player draws a new word and the next round begins. Play continues until all the cards have been used.

At-Home Summer Guide for School-Age

Week of July 20, 2020

Preventing Learning Loss: Place-Value War (1st–6th grade)

Grab a deck of cards and put on your thinking caps because if you want to win, place value is the name of the game!

Length of activity:
15 minutes



Level of Engagement
Required by Adult: Medium



Level of Prep Required: Low



What you need:

- Deck of playing cards

What you will do:

- Remove all face cards and ten cards from the deck of cards.
- Choose one person to be the dealer and have them shuffle the remaining cards and distribute an equal number of cards to each player.
- Have the players turn over their top three cards and use them to create a three-digit number. Players can move the cards and place the cards in any order they wish to create a three-digit number. For example, if a player turns over a 4, 7, and a 1, they can rearrange the cards to make any of these numbers: 471, 417, 147, 174, 714, and 741.
- The player with the highest three-digit number wins all cards played. The winner collects the cards and adds them to the bottom of their stack of cards.
- Play continues in this manner until one player has won all the cards.

Variations:

- For younger players, flip two cards and compare two-digit numbers.
- For older players, flip more cards to create higher numbers.
- For all players, return the face cards and ten cards to the deck and have players add or multiply the cards they flip over. The player with the highest sum or product wins the round. Face cards will count as 10. Players can flip over two or three cards depending on their abilities.

At-Home Summer Guide for School-Age

Week of July 20, 2020

First Grade Readiness

Our summer school age guide incorporates **first grade readiness activities** to keep your kindergartener’s mind sharp through the summer.

Phonics Activity: The Perfect Friend Puzzle Story

Solve five phonics puzzle clues to fill in the blanks in this story about friendship.

Length of activity:
15–20 minutes



**Level of Engagement
Required by Adult:** High



Level of Prep Required: Low



What you need:

- [Puzzle Clues](#) (printed, or you and your child can look at it on your device)
- [The Perfect Friend story](#)

What your child is learning:

- To recognize words that share the same beginning sound

What you will do: Tell your child that you’ll be reading a special type of story. This story is a puzzle. Some of the words of the story have been taken out, and your child will need to use phonics clues to figure out which words fit in the story! There are five clues to solve. Your child will look at the [puzzle clues](#) and circle the picture that matches the clue. Then you’ll fill the name of the picture they circled into the story.

1. Circle the picture that starts with the same sound as the word “dress”
2. Circle the picture that starts with the same sound as the word “cat”
3. Circle the picture that starts with the same sound as the word “carrot”
4. Circle the picture that starts with the same sound as the word “fox”
5. Circle the picture that starts with the same sound as the word “boy”

Now, read the [story](#) aloud to your child. For every sentence that has a blank, tell your child that this is a clue sentence and ask them which word they picked for the corresponding clue. Then read the sentence out loud, using the word they have chosen. Does it sound right? If your child circled a picture that doesn’t fit in the sentence, re-read the clue and sound each of the words out together to understand why the correct answer was the right one.

At-Home Summer Guide for School-Age

Week of July 20, 2020

If your child is ready: For a more advanced activity, use the following set of clues, which include rhyming sounds and ending sounds along with beginning sounds.

1. Circle the picture that rhymes with "wagon"
2. Circle the picture that starts with the same sound as the word "cat"
3. Circle the picture that ends with the same sound as the word "how"
4. Circle the picture that starts with the same sound as the word "fox"
5. Circle the picture that ends with the same sound as the word "hard"

Puzzle Clues

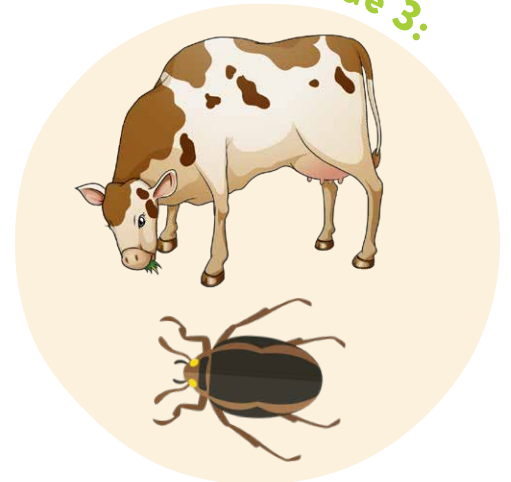
Clue 1:



Clue 2:



Clue 3:



Clue 4:



Clue 5:



At-Home Summer Guide for School-Age

Week of July 20, 2020

The Perfect Friend

There was once a ____ (**Clue 1: dragon**) who lived in a cave. Although her cave was filled with all the gold and jewels her heart could desire, she was lonely. One day, she decided to go into the world to look for a friend. “But who,” she thought, “is the right friend for a dragon?”

The first place she looked was a ____ (**Clue 2: castle**) in the center of a nearby town. She flew down and landed on the castle gates. But when she opened her mouth to say hello, they started shouting and running away from her!

“What a terrible beast!” cried one knight. “It will eat us up!” The dragon felt sad and flew away. Maybe humans weren’t the right friend for a dragon after all.

“Those humans were probably scared of me because they are so tiny,” she thought. “I should find a friend closer to my size.” So, she flew over to a field at the edge of town and landed by a large ____ (**Clue 3: cow**). But as soon as the dragon touched the ground, the cow kicked up her heels and ran away as fast as she could go!

The dragon felt sad again, but she understood. “That cow must have been afraid I’d burn her up,” she thought to herself. “Maybe a cow isn’t the right friend for a dragon.”

She remembered seeing some animals who lived in the water. Maybe they wouldn’t be afraid of her fire, and she could be their friend. She flew over to a river, where she could see a ____ (**Clue 4: fish**) swimming happily.

“Hello,” she said. “Would you like to be my friend?” The fish made bubbles. The dragon put her face as close to the water as she could so she could hear what the fish was saying, but no matter how hard she tried, she could not hear. Maybe a fish wasn’t the right friend for a dragon either.

The dragon felt very alone. It was hard to make friends! She started to fly back to her cave. But right then, she saw a small animal zipping by her in the air and heard a tiny voice say, “Hello.” It was a little ____ (**Clue 5: bird**)!

“Hello,” she replied. “I’m looking for a friend, but humans and cows are too scared of me, and I can’t talk with fish. Would you like to be my friend?”

The little bird chirped, “I’m not scared of you! I’m small and fast, and we can fly through the air together. I would love to be your friend.”

The dragon was overjoyed. It turns out a bird was just the right friend for a dragon! The pair became fast friends, and the dragon was never so lonely again.

At-Home Summer Guide for School-Age

Week of July 20, 2020

Math Activity: Big Fish Card Game

This classic card game will give your child the chance to practice “greater than,” “less than,” and “equal to.”

Length of activity:
15 minutes



Level of Engagement
Required by Adult: High



Level of Prep Required: Low



What you need:

- Deck of cards

What your child is learning:

- To practice the concepts of “greater than,” “less than,” and “equal to”
- To count numbers up to twenty

What you will do:

Remove the face cards and aces from a deck of cards. Shuffle the cards then deal the deck into two equal piles (each pile will have 18 cards). Each player flips the top card of their deck at the same time. Whichever card has the larger face value is the “big fish” and captures the smaller card. The player with the bigger card takes both cards and puts them into a discard pile (called the “school of fish”). If both cards are equal, each player deals three cards face-down from the top of their deck, and then deals a fourth card face-up. Compare the new cards that have been flipped—the winner takes all the cards on the table!

Once the players have run through their decks, each player should count the cards in their “school of fish”. The player with the most cards in their school wins the game.

If your child is ready: The basic version of this game gives your child practice evaluating “greater than,” “less than,” and “equal to” quickly using real-world numbers. To make it more of an academic challenge, have your child write these number sentences on a sheet of paper with every card flip! For instance, if your child plays a 2 and you play a 5, your child would write, “ $2 < 5$ ”. You may need to review the “greater than” and “less than” symbols. An easy way to remember these is to imagine that the symbol is a hungry alligator, whose mouth always opens towards the larger number.

For a longer game, when a player runs out of cards, they shuffle their discard pile and return it to their hand. Players keep playing until one player runs out of cards.

At-Home Summer Guide for School-Age

Week of July 20, 2020

Riddle Answer Key

1. What has a face
and two hands but
no arms or legs?

A: A clock

2. What has a
thumb and four
fingers but is
not alive?

A: A glove

3. What has to
be broken
before you
can use it?

A: An egg

4. What has a
neck but no
head?

A: A bottle

5. What goes up
but never
comes down?

A: Your age

6. What belongs to
you but is used
more by others?

A: Your name

7. What is something
everyone has and
no one can lose?

A: A shadow

8. What month
has 28 days?

A: All of them