

January 2017

Sunday	Monday	Tuesday	Wednesday	Thursday	Friday	Saturday
1	2	3	4	5	6	7
8	9	10	11 Happy Birthday Caleb 	12	13 - Library	17
15	16	17 - Library	18	19 Happy Birthday Noella 	20 - Math Homework Due	21
22	23 - Book Order Due	24 - Library	25	26	27 - Math Homework Due	28
29 Happy Birthday Tucker 	30	31 - Library	1	2	3 - Math Homework Due	4

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Literacy

Text Forms: Writing

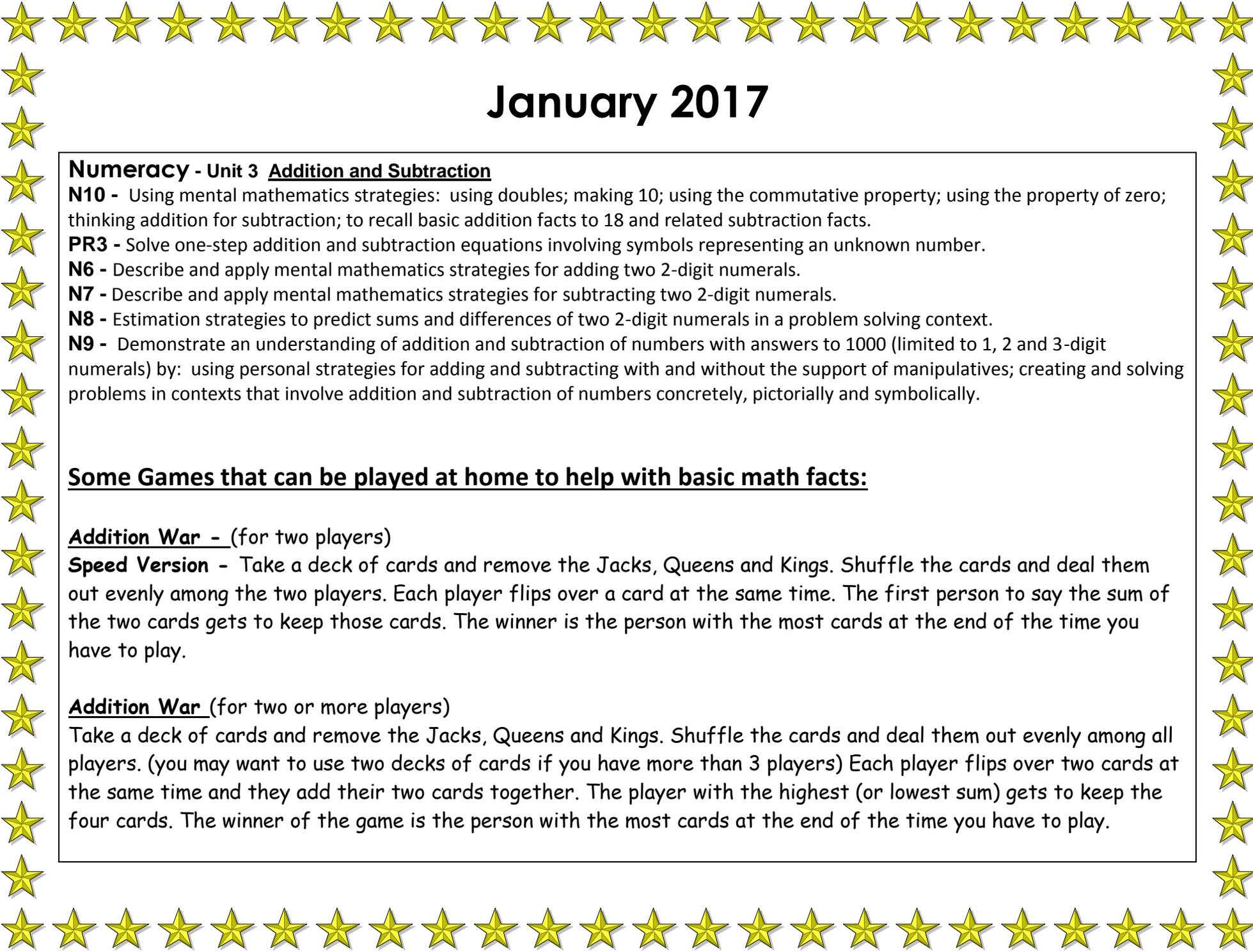
(Based on Achievement Standards for End of Grade 3)

1. Narrative- to entertain with an imagination
2. Recount-to tell about personal experiences.
3. Instructions/Procedures-to tell how to do something.
4. Persuasive- to convince someone to do something.
5. Descriptive Report- to describes a topic using facts
6. Explanatory Report- to tell how or why something came to be or how something works
7. Other- Journals, letters, lists & poetry



Reading

It is important that students read every night. The goal would be for them to read at least 20 minutes each night. This may happen all at one time or it could be broken up in chunks of time if that would make it more manageable. The students each have a notebook in their homework binders that may be used to record the books that they have read. It is also a place that they are using to record the different books that they are bringing home. It is their responsibility to exchange books at least once a week, at school, as needed.



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Numeracy - Unit 3 Addition and Subtraction

N10 - Using mental mathematics strategies: using doubles; making 10; using the commutative property; using the property of zero; thinking addition for subtraction; to recall basic addition facts to 18 and related subtraction facts.

PR3 - Solve one-step addition and subtraction equations involving symbols representing an unknown number.

N6 - Describe and apply mental mathematics strategies for adding two 2-digit numerals.

N7 - Describe and apply mental mathematics strategies for subtracting two 2-digit numerals.

N8 - Estimation strategies to predict sums and differences of two 2-digit numerals in a problem solving context.

N9 - Demonstrate an understanding of addition and subtraction of numbers with answers to 1000 (limited to 1, 2 and 3-digit numerals) by: using personal strategies for adding and subtracting with and without the support of manipulatives; creating and solving problems in contexts that involve addition and subtraction of numbers concretely, pictorially and symbolically.

Some Games that can be played at home to help with basic math facts:

Addition War - (for two players)

Speed Version - Take a deck of cards and remove the Jacks, Queens and Kings. Shuffle the cards and deal them out evenly among the two players. Each player flips over a card at the same time. The first person to say the sum of the two cards gets to keep those cards. The winner is the person with the most cards at the end of the time you have to play.

Addition War (for two or more players)

Take a deck of cards and remove the Jacks, Queens and Kings. Shuffle the cards and deal them out evenly among all players. (you may want to use two decks of cards if you have more than 3 players) Each player flips over two cards at the same time and they add their two cards together. The player with the highest (or lowest sum) gets to keep the four cards. The winner of the game is the person with the most cards at the end of the time you have to play.



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Subtraction War(for two players)

Speed Version - Take a deck of cards and remove the Jacks, Queens and Kings. Shuffle the cards and deal them out evenly among the two players. Each player flips over a card at the same time. The first person to say the difference (smaller card is subtracted from larger card) gets to keep those cards. The winner is the person with the most cards at the end of the time you have to play.

Subtraction War (for two or more players)

Take a deck of cards and remove the Jacks, Queens and Kings. Shuffle the cards and deal them out evenly among all players. (you may want to use two decks of cards if you have more than 3 players) Each player flips over two cards at the same time. The person with the smallest (or largest) difference (smaller card is subtracted from larger card) gets to keep those cards. The winner of the game is the person with the most cards at the end of the time you have to play.

Subtraction War - More challenging (for two players)

Speed Version - Take a deck of cards and remove the Jacks, Queens and Kings. Shuffle the cards and deal them out evenly among the two players. Each player flips over a card at the same time. When the cards are flipped over, one person gets to say which one will have a ten added to it so that you can subtract bigger numbers. For example: if a 2 and a 7 are flipped over the person could change the 2 to a 12 or the 7 to a 17. (You can take turns saying which number will be changed.) Then both players subtract the smaller number from the bigger number. The first one to say the correct difference wins those two cards. The winner is the person with the most cards at the end of the time you have to play.