

Welcome to Thomaston Public Schools

CAMP

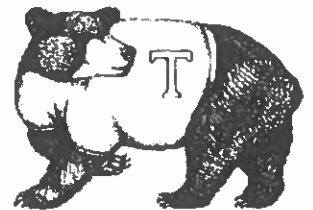
Learn S'more



Name _____



Entering Grade 1



Join us in a Summer Reading and Math Adventure full of spark!

Reading and Math are two life skills that are essential to the academic growth and success of every child. Research has shown, time and again, that the best predictor of reading achievement is the amount of time that a student spends reading. Additionally, the more time a student spends practicing number sense, the more fluent they will become as mathematicians. Research has also proven that ALL students, if they do not continue to practice their skills over the summer, are likely to lose important academic growth. Don't let your child slide this summer!!

Join us in our school-wide Summer Reading and Math Adventure. How?

READ! And Read S'MORE! And Then S'MORE!

ONE, there are thirty pawprints connecting the tents. Each time that you read for twenty minutes, color in one of the pawprints. Your goal is to complete all **30** pawprints! The tents are suggestions on how to include reading into your summer adventure. Color in any tent reading activity you complete.

TWO, complete the enclosed reading activities in the booklet. Easy, right??

Math! Solve S'MORE! And Then S'MORE!

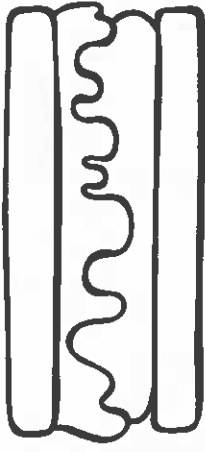
Complete the math mystery activities in your booklet.

If your child returns all the completed reading and math activities when school begins again, they will receive recognition for their efforts. By supporting your child in completing all the parts of the summer reading and math adventure, you will have given your child the gift of learning! Even better, they will have avoided the summer slide.

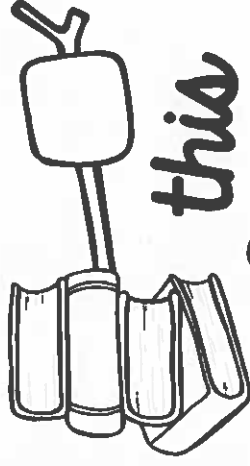
Please remember to visit the Thomaston Public Library for more summer learning and fun.

PLEASE RETURN ALL COMPLETED PAGES TO YOUR TEACHER IN THE NEW SCHOOL YEAR.

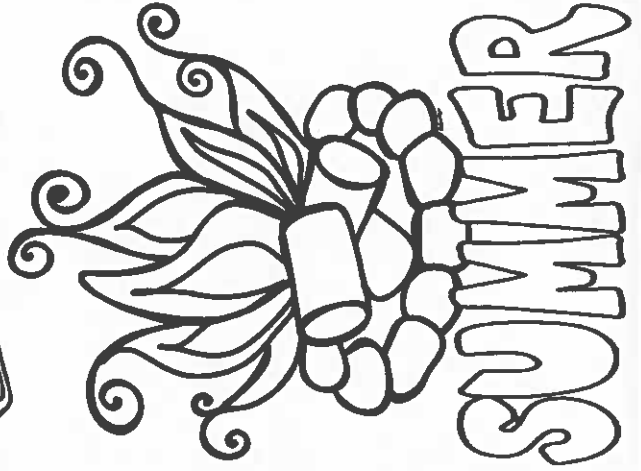
READ



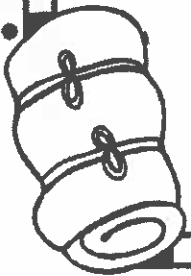
S'MORE



this



Cut me off and use me as a bookmark!



READ S'MORE & S'MORE & S'MORE

For each twenty minutes that you read this summer, color in a paw print.

Read a recipe with an adult. Follow the directions to make a tasty treat.

Read in the bathtub. No water. Just blankets!

Go for a walk or a ride. Read the road, street, or store signs.

Play a board game that involves reading.

When you are eating breakfast, read the cereal box.

Kick off those shoes and read barefoot.

Read in the car. It can be moving. Or not!

Read a comic book or graphic novel.

Read while wearing a pair of sunglasses.

Read a whole page of a book backwards.

Read with an animal. It can be stuffed or real.

Read on a rainy day. Inside or outside!

READ HERE & THERE & EVERYWHERE

For each reading activity that you complete color and initial the circle.

Keep all the lights off and read by flashlight.

Read in the shade of a tree.

Build a fort of blankets. Read inside.

Read a book while you are waiting for someone.

Plan a book'nic'. Eat a little. Read a lot.

Take a break from the sun and read by the pool or at the beach.

TWO FOR ONE - Do one of the tent activities while you read for twenty minutes. Sign off for both!



READ S'MORE & S'MORE & S'MORE

For each twenty minutes that you read this summer, color in a paw print.

Visit the Thomaston Public Library.

Read while you are in your pajamas.

Read under the stars.

Listen to an audiobook.

Read a book that you love AGAIN!

Read with someone younger.

Read something that came in the mail.

Read under an umbrella! It doesn't have to be raining.

Take turns reading with a grown up.

Read a book while listening to music.

Read a joke or a riddle book. Tell someone a new joke.

Read to a family member.

READ HERE & THERE & EVERYWHERE

For each reading activity that you complete color and initial the circle.

Complete a crossword puzzle or word search.

Read signs, rules, or menus anywhere.

Free Choice. Pick how you want to read.

Read twice in one day.

Read a Fiction Book.

Read a Nonfiction Book.

TWO FOR ONE - Do one of the tent activities while you read for twenty minutes. Sign off for both!

Go over the bolded words with your child. Have your child read the story two times. (If the first read takes a long time, you may take a break then return to it for the second read.) Read the questions to your child below.

The Cub

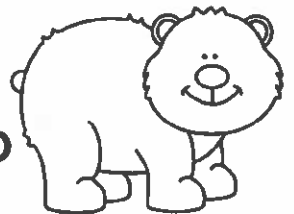
The sun sets at six. Cam sets off on a jog. Cam stops when **he sees** a cub. The cub digs in mud. His mom naps in a den. Cam hid **by** a big log. When **the cub** gets in **the** den, Cam will run off.

1. How does Cam feel when he sees the cub.

- happy mad scared

2. Underline what the cub is doing?

3. What did Cam do when he saw the cub?



HOW TO MAKE A S'MORE

Directions: Put a number next to the sentences in order of what came first, next, and so on.

	ROAST THE MARSHMALLOW IN THE CAMPFIRE.
1	GET SOME MARSHMALLOWS, CHOCOLATE, AND GRAHAM CRACKERS.
	PUT THE COOLED MARSHMALLOW BETWEEN THE CHOCOLATE AND GRAHAM CRACKERS.
	PUT A MARSHMALLOW ON A STICK.
	TAKE THE MARSHMALLOW OUT OF THE FIRE AND LET IT COOL.
	PUT THE S'MORE IN YOUR MOUTH AND ENJOY!





Summer S'mores for Phonics

HOW TO PLAY: Can you collect your ingredients to make your s'more? Players choose a different colored marker each. Players will then choose a shape with a word in it. Read the word and color it in. The player that colors in the last shape surrounding a cracker, chocolate, marshmallow or campfire gets to color it in and claim it. The player that collects the most ingredients is the winner!

The grid contains the following words and illustrations:

- Words: damp, slam, damp, ants, pant, ants, pant, band, pram, band, pram, Fran, tram, Fran, bran, ramp, bran, ramp, camp, rant, camp, rant, hand, span, hand, clam, sand, clam, sand, cram, scan, cram, scan, land, band, land.
- Illustrations: A marshmallow (top row, second and sixth cells), a cracker (second row, second and sixth cells), a chocolate bar (third row, second and sixth cells), a campfire (middle row, fourth cell), another cracker (fourth row, second and sixth cells), another marshmallow (fifth row, sixth cell).



Summer S'mores for Phonics

HOW TO PLAY: Can you collect your ingredients to make your s'more? Players choose a different colored marker each. Players will then choose a shape with a word in it. Read the word and color it in. The player that colors in the last shape surrounding a cracker, chocolate, marshmallow or campfire gets to color it in and claim it. The player that collects the most ingredients is the winner!

The grid consists of 10 rows of hexagons. The words and illustrations are arranged as follows:

	glum		clap		glum	
blab		clop		blab		clop
bled		flag		bled		flag
	clad		melt		clad	
slob		pelt		slob		pelt
flop		blob		flop		blob
	blot		plug		blot	
sled		club		sled		club
clip		plan		clip		plan
	plum		bled		plum	



THE CASE OF THE BEACH BANDIT





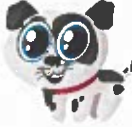







Addition within 10

Hi Detective, a bandit is going around the beach stealing peoples' towels, bags, hats, and valuables! Many folks are sad to find out that their belongings are disappearing after going for a swim. Help us figure out who is the Beach Bandit!

Instructions: Solve the math questions and look for your answers in the box images. Eliminate each box image that contains a matching answer. After answering all questions, only one image will remain (that image will contain a number that didn't match any of your answers) and that box is the solution to that part of the mystery.

WHO is the Beach Bandit?

<u>Goldilocks</u>  3	<u>Little Red</u>  5	<u>Bertie the Bird</u>  8	<u>Carlos</u>  4	<u>Dash the Dog</u>  10
<u>Ned the Ninja</u>  0	<u>Hansel</u>  9	<u>Jaryaya the Troll</u>  6	<u>Penny the Pirate</u>  1	<u>Molly the Mouse</u>  7

$4 + 1 = \underline{\quad}$ $6 + 2 = \underline{\quad}$ $4 + 3 = \underline{\quad}$ $2 + 2 = \underline{\quad}$

$1 + 0 = \underline{\quad}$ $9 + 1 = \underline{\quad}$ $0 + 0 = \underline{\quad}$ $5 + 4 = \underline{\quad}$

$2 + 1 = \underline{\quad}$

WHERE is the thief hiding with the stolen items?

<u>Under the Sea</u>  7	<u>Shimmering Shores Lighthouse</u>  8	<u>Mermaid's Grotto</u>  9	<u>The Tallest Coconut Tree</u>  4	<u>Freddy's Fish Shop</u>  6
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$$\begin{array}{r} 2 \\ + 5 \\ \hline \end{array}$$

$$\begin{array}{r} 3 \\ + 3 \\ \hline \end{array}$$

$$\begin{array}{r} 4 \\ + 5 \\ \hline \end{array}$$

$$\begin{array}{r} 1 \\ + 3 \\ \hline \end{array}$$













THE CASE OF THE ICKY ICE-CREAM

Subtraction within 10

Hi Detective, someone keeps breaking into my Ice-Cream shop, adding yucky ingredients to make my ice-cream taste icky! All of my customers are complaining. The icky ice-cream is going to ruin my business. Please help me find out who is doing this to my ice-cream shop!

Instructions: Solve the math questions and look for your answers in the box images. Eliminate each box image that contains a matching answer. After answering all questions, only one image will remain (that image will contain a number that didn't match any of your answers) and that box is the solution to that part of the mystery.

WHO is making the Ice-Cream Icky?

<u>Ricky the Robot</u>  0	<u>Molly the Monster</u>  10	<u>Chuck the Groundhog</u>  1	<u>Crumpet the Crab</u>  4	<u>Sydney the Seagull</u>  5
<u>Samuel the Lifeguard</u>  2	<u>Sophie the Starfish</u>  6	<u>Hooty the Owl</u>  3	<u>Pepe</u>  7	<u>Dan the Dragon</u>  8

$6 - 4 = \underline{\quad}$ $9 - 1 = \underline{\quad}$ $4 - 3 = \underline{\quad}$ $8 - 2 = \underline{\quad}$

$10 - 3 = \underline{\quad}$ $5 - 5 = \underline{\quad}$ $7 - 2 = \underline{\quad}$ $9 - 6 = \underline{\quad}$

$10 - 0 = \underline{\quad}$

WHERE is the Icky Ice-Cream Culprit hiding?

<u>Barnacle Beach</u>  5	<u>On a small boat</u>  0	<u>Popcorn Stand</u>  1	<u>The Pizza Shop</u>  2	<u>Freddy's Fish Shop</u>  3
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7	2	5	6
- 6	- 2	- 3	- 1
<hr/>	<hr/>	<hr/>	<hr/>



The CASE OF THE WISHING WATERMELON











Counting objects

Psst, Detective, I have a secret and a serious problem. I was meant to be guarding the amazing Wishing Watermelon that grants real wishes during the summer. I was exhausted and fell asleep on duty. When I woke up, the Wishing Watermelon was gone! Please help me find it before it's too late. Wishes in the wrong hands can cause chaos!

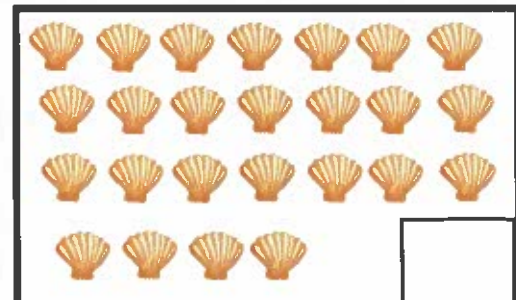
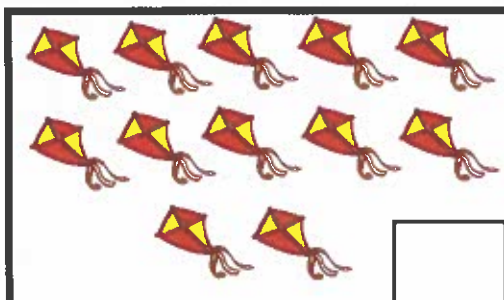
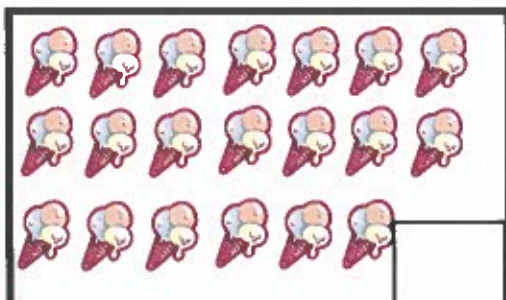
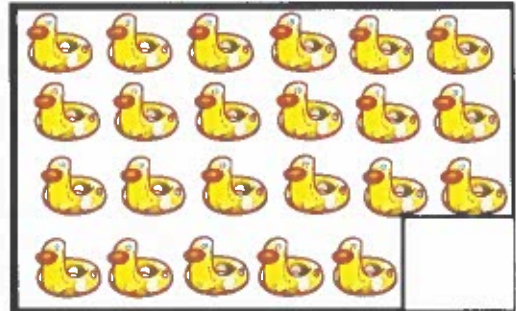
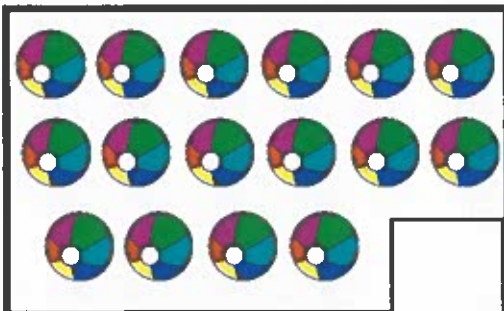
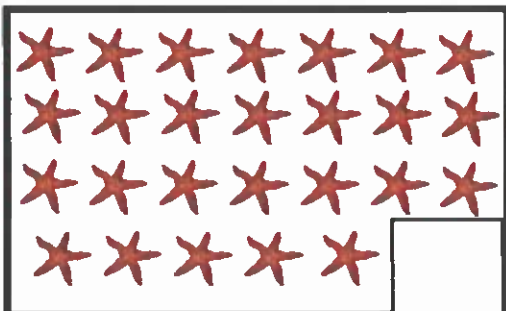
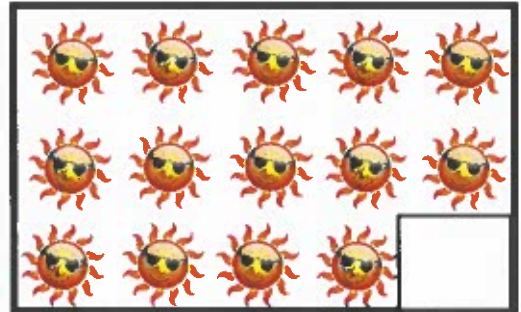
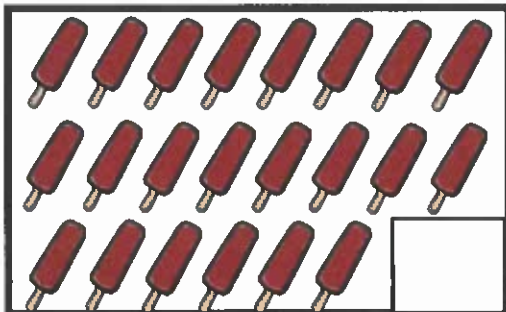
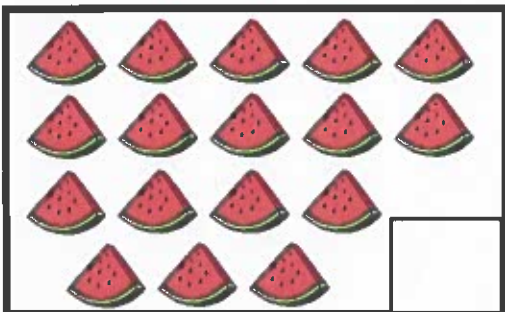


Instructions: Solve the math questions and look for your answers in the box images. Eliminate each box image that contains a matching answer. After answering all questions, only one image will remain (that image will contain a number that didn't match any of your answers) and that box is the solution to that part of the mystery.

WHO took the Wishing Watermelon?

<p><u>Dan the Dragon</u></p>  <p>25</p>	<p><u>Crumpet the Crab</u></p>  <p>26</p>	<p><u>Cinderella</u></p>  <p>20</p>	<p><u>Toto The Dog</u></p>  <p>14</p>	<p><u>Bert the Big Bad Wolf</u></p>  <p>23</p>
<p><u>Captain Perquin</u></p>  <p>21</p>	<p><u>Sydney the Seagull</u></p>  <p>12</p>	<p><u>Doc the Dwarf</u></p>  <p>17</p>	<p><u>Ursula</u></p>  <p>22</p>	<p><u>Samuel the Lifeguard</u></p>  <p>16</p>

How many?















THE CASE OF THE STOLEN SUNGLASSES

How many more to make ten?

Suzie Sunshine reported that someone stole her expensive sunglasses! She was at Paradise Pools when she left her sunglasses on a table to swim in the large waterfall pool. Suzie stated, "After swimming, I returned to my table and instantly noticed that my sunglasses were no longer next to my towel! I spent hundreds of dollars on those sunglasses. Please, I need the help of a detective to solve this crime."

Instructions: Solve the math questions and look for your answers in the box images. Eliminate each box image that contains a matching answer. After answering all questions, only one image will remain (that image will contain a number that didn't match any of your answers) and that box is the solution to that part of the mystery.

WHO stole Suzie's Sunglasses?

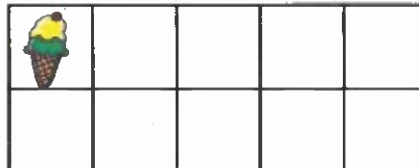
<u>Little Red</u>  7	<u>Aaron</u>  10	<u>Mikey the Mouse</u>  5	<u>Dash the Dog</u>  4	<u>Bert the Big Bad Wolf</u>  1
<u>Sleepy the Dwarf</u>  8	<u>Polly the Parrot</u>  3	<u>Marvin the Monster</u>  6	<u>Moana</u>  9	<u>Crumpet the Crab</u>  2

Count and draw the number of ice-creams to make ten. Finish the equation.

Cross out the character with the matching number.



$$5 + \underline{\quad} = 10$$



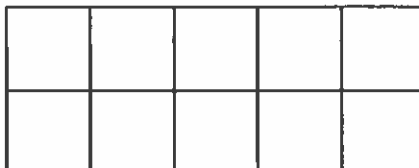
$$1 + \underline{\quad} = 10$$



$$8 + \underline{\quad} = 10$$



$$3 + \underline{\quad} = 10$$



$$0 + \underline{\quad} = 10$$



$$4 + \underline{\quad} = 10$$



$$2 + \underline{\quad} = 10$$



$$6 + \underline{\quad} = 10$$



$$9 + \underline{\quad} = 10$$













THE CASE OF THE FLIP-FLIP FRENZY

Comparing Numbers

Detective, we need your help urgently! Someone has gone silly and is going around the beach, breaking everyone's flip-flops! Many swimmers and surfers have reported returning to their belongings to find that someone broke their flip-flops and left them behind in pieces. "Who would do such a wild thing?" asked Moana, who is one of the victims of this Flip-Flop Frenzy. We must stop this thoughtless and destructive behavior! Please help us find the culprit behind this Flip-Flop Frenzy!

Instructions: Solve the math questions and look for your answers in the box images. Eliminate each box image that contains a matching answer. After answering all questions, only one image will remain (that image will contain a number that didn't match any of your answers) and that box is the solution to that part of the mystery.

WHO is going about breaking flip-flops on the beach?

<u>Samuel the Lifeguard</u>  3	<u>Hooty the Owl</u>  9	<u>Ricky the Robot</u>  2	<u>Moana</u>  4	<u>Hansel</u>  1
<u>Dash the Dog</u>  8	<u>Crumpet the Crab</u>  7	<u>Bert the Big Bad Wolf</u>  6	<u>Sally the Seal</u>  5	<u>Marvin the Monster</u>  10

In each box, circle which number is LESS.

2 or 4

6 or 5

8 or 3

5 or 1

9 or 10

7 or 8

4 or 6

12 or 10

16 or 6

WHERE will you find the culprit hiding?

<u>The Pizza Shop</u>  12	<u>Wattle Wharf</u>  11	<u>Whispering Woods</u>  7	<u>Monster Mountain</u>  18	 <u>The Grand Resort</u> 15
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In each box, circle which number is MORE.

12 or 18

7 or 5

8 or 15

11 or 1