

Sharpening Skills at Home- Suggested Learning Activities

Grade Level	Reading/Writing	Math	Science	Social Science	PE	Music/Art
Primary	<p>Draw or write in your journal to show what you did each day.</p> <p>Draw and label pictures for your teacher that describes your favorite parts of school.</p> <p>Draw and label pictures of your friends.</p> <p>Draw pictures that show or describe what in your favorite book that you have with you.</p> <p>Find five new words each day. Use a Frayer model to help you remember what the words mean.</p>	<p>Cook with your family-use measuring utensils and follow recipe (with adult supervision).</p> <p>Practice math facts.</p> <p>Create a plan to adopt a pet..what does your pet look like? What will you need, food, housing, care, etc.?</p> <p>Play card games, board games and puzzles with people in your house.</p>	<p>Observe and draw a particular plant each day and show changes that take place in your drawings. You can include insects and animals that you might see around the plant.</p> <p>Keep a calendar and draw the weather each day, have child verbally describe what they see.</p> <p>If available, watch Animal Planet or another science related station (or something that interests you regarding science). Describe what you learned.</p>	<p>Draw a map of your home. Label rooms and objects in your home.</p> <p>Draw a picture of how you get from your house to your street. Label the pictures.</p> <p>Organize a shelf or drawer in your home.</p> <p>If available, watch The History Channel or another social studies related station (or something that interests you regarding social studies). Describe what you learned.</p>	<p>Draw pictures of everything you eat, label and write sentences to tell us about your pictures.</p> <p>Draw pictures of the exercise you are getting each day. Use labels and sentences to tell us about your pictures.</p>	<p>Make up a song about your favorite place or person to visit.</p> <p>Listen to songs and draw pictures that show us how the song makes you feel.</p> <p>Create a one pager describing a book you read, movie or tv show you watched, or about a song you listened to.</p>

		Find and draw objects in your house. Label the shapes that make up the objects.				
Intermediate	<p>Write a commercial that advertises your favorite place in Danville.</p> <p>Complete a journal entry every day on any topic you choose.</p> <p>Watch a similar news story on two different channels- compare and contrast how the media shares the stories.</p> <p>Pick three teachers to write letters to. In those letters</p>	<p>Cook and convert recipes- double or halve.</p> <p>Practice math facts.</p> <p>Plan a trip to somewhere you would like to visit. Create a budget for the trip. Also, add up the mileage and determine how often you might have to stop for gas if you are driving. Do you need to break the</p>	<p>Cook and convert recipes- double or halve.</p> <p>Observe and describe a particular plant and document changes that you observe. Also note wildlife that interact with the plant.</p> <p>Compare our weather to another region in the country or world- what is similar? What is different?</p> <p>If available, watch Animal Planet (or something that interests you regarding animals, nature, inventions,</p>	<p>Draw a map of your home and include a key and compass rose.</p> <p>Provide specific directions from your house to your favorite place in Danville. Include directional words (north, northwest, etc.)</p> <p>If available, watch The History Channel (or something that interests you regarding historical or current events). Describe what you learned.</p> <p>Organize an area in your home. Draw a picture of the space</p>	<p>Keep a food journal and reflect on your meals- did you feel full, did you eat protein, carbohydrates, fruits, vegetables? Were you hungry soon after?</p> <p>Track your exercise each day. What type of exercise do you enjoy? What is your least favorite? Set goals and see if you can surpass them.</p>	<p>Each day choose a song from your playlist, the radio, etc. Listen to the lyrics. What is the musician trying to say? Can you relate to what they are saying? How does the melody impact the message the musician is trying to convey?</p>

	<p>let them know about your school experience. What can they learn from you and your experiences?</p> <p>Write letters to three different friends. Tell them what you like best about them and why you appreciate their friendship.</p> <p>Read each day- summarize what you read characters, plot development, word (vocab), predict what you think will happen next, change the ending, draw pictures to support the story, book review (can be electronic).</p>	<p>trip up? How far can you go in one day?</p> <p>Pet-create a plan to adopt a pet...what will you need, food, housing, care, etc. How much will it cost? Create a budget and determine ways to make money to get the pet what it needs to survive.</p> <p>Play card games, board games and puzzles with people in your home.</p> <p>Look for shapes in your home. How many different shapes make up a</p>	<p>etc.). Describe what you learned.</p> <p>Experiment with cooking-what happens if you add or omit ingredients. (with supervision and permission). Record your ingredients, changes, predictions and observations.</p>	<p>before and after. Explain why you organized it the way that you did (alphabetical, by size, by need, etc.).</p>	<p>Follow a sports team keep stats or find stats- compare stats to player performance, do stats tell a full picture of a player?</p>	<p>Create a one pager describing a book you read, movie or tv show you watched, or about a song you listened to.</p>
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	Find five new words each day. Use a Frayer model to help you remember what the words mean. Teach the words to people that you live with.	particular object in your home? Do you have angles in your home? What kind? Can you figure out a way to measure them?				
Secondary	<p>Write a commercial that advertises your favorite place in Danville.</p> <p>Complete a journal entry every day.</p> <p>Watch a similar news story on two different channels- compare and contrast how the media shares the stories.</p>	<p>Cook and convert recipes- double or halve.</p> <p>Practice math facts.</p> <p>Plan a trip to somewhere you would like to visit. Create a budget for the trip. Also, add up the mileage and determine how often you might</p>	<p>Change out ingredients while baking and predict potential outcomes.</p> <p>Observe and describe a particular plant and document changes to the plant and wildlife that interacts with the plant.</p> <p>Compare our weather to another region in the country or world-what is similar? What is different? Based on your data, can you predict weather in a third location? Does</p>	<p>Design a scale drawing of your home. Include the area and perimeter of each room. Can you rearrange the objects in the room differently (only on paper) based on the size of the space?</p> <p>Provide directions to your favorite location in town. Explain landmarks along the way and their significance to you.</p>	<p>Keep a food journal and reflect on your meals-did you feel full, did you eat protein, carbohydrates, fruits, vegetables? Were you hungry soon after? Are you following the recommended caloric intake for you age and activity level?</p>	<p>Can you relate to what they are saying? How does the melody impact the message the musician is trying to convey?</p> <p>Create a one pager describing a book you read, movie or tv show you watched, or about a</p>

	<p>Pick three teachers to write letters to. In those letters let them know about your school experience. What can they learn from you and your experiences?</p> <p>Write letters to three different friends. Tell them what you like best about them and why you appreciate their friendship.</p> <p>Read each day- summarize what you read characters, plot development, word (vocab), predict what you think will happen next, change the ending, draw pictures to</p>	<p>have to stop for gas if you are driving. Do you need to break the trip up? How far can you go in one day?</p> <p>Create a plan to adopt a pet...what will you need, food, housing, care, etc. How much will it cost? Create a budget and determine ways to make money to get the pet what it needs to survive.</p> <p>Play card games, board games and puzzles with people in your home.</p>	<p>the geography of the area seem to have an impact on the weather?</p> <p>If available, watch Animal Planet (or something that interests you regarding nature, animals, inventions, space, etc.). Describe what you learned.</p> <p>Experiment with cooking-what happens if you add or omit ingredients. (with supervision and permission). Record your ingredients, changes, predictions and observations.</p>	<p>If available, watch The History Channel (or something that interests you regarding historical or current events). Describe what you learned.</p> <p>Organize an area in your home. Draw a picture of the space before and after.</p>	<p>Track your exercise each day. What type of exercise do you enjoy? What is your least favorite? Set goals and see if you can surpass them. Reflect on how you feel after you exercise.</p> <p>Follow a sports team keep stats or find stats- compare stats to player performance, do stats tell a full picture of a player?</p>	<p>song you listened to.</p>
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	<p>support the story, book review (can be electronic).</p> <p>Find five new words each day. Use a frayer model to help you remember what the words mean. Teach the words to people that you live with.</p>	<p>Look for shapes in your home. How many different shapes make up a particular object? Do you have angles in your home? What kind? Can you figure out a way to measure them? How would changing the angles or shapes in an object change the object itself?</p>				
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Online Learning Sites to Use:



Clever.com – Clever houses the programs that your child may do on a regular basis at school – reading, math, typing, etc. It requires your student to log in. (K-12)



Khanacademy.com – Many lessons for all grade levels. Enter a concept to explore and “Sal” will explain it to you. High school students can practice SAT skills on this site.



Starfall.com – This website has many fun, educational games that focus on reading and math. (K-4)



Wonderopolis.org – This website allows students to ask questions about intriguing topics and poses an interesting question (the Wonder of the Day).



Coolmath4kids.com – Offers a variety of math concepts in a fun, engaging way. (K-6)



getepic.com (Epic)– A digital library (of 35,000 book and videos) for kids 12 and under.



Tumblebooks.com – Students can listen to picture books. Go to Tumble Book Library and enter this login information:
Username: danville Password: 118



Newsela.com – Read a variety of news articles (based on personal interest) and answer questions. All levels.



abcya.com – Education games geared toward grades Pre-K – 6+.



Story Starters – [scholastic.com/teachers/story-starters/](https://www.scholastic.com/teachers/story-starters/)
Students write their own stories with guidance from the website.



Yummymath.com - This resource includes real-world math problems for 2-12.



Journalbuddies.com - This website offers daily Journal Prompts



Darebee.com – This website offers daily workouts to help boost daily exercise.



MysteryScience.com – This website offers many K-5 science lessons that are hands-on with videos.

Learning Using a Single Deck of Cards

How to Teach the Rules

Start with practice rounds if players are new to the game. This means you start by playing an open round where everyone can see everyone else's cards. Players who know the rules talk the new players through the rules as everyone plays.

How to Make the Game Easier

Make these games easier for younger or less confident players to learn by using fewer cards. The games at the beginning of this list are all based on matching pairs and can be played just as well if you remove a few pairs.

What Cards to Use

All card games on this list can be played with a traditional set of playing cards. For the games which involve matching pairs, you can also buy specially themed cards.

How to Decide Who Goes First

If playing with a group that argues about whose turn it is, announce how you decide who goes first at the beginning. Here are some options:

- The youngest goes first.
- Split the cards, and the person with the highest value card goes first.
- Throw a die, and the person with the highest number goes first.
- Whoever sits left of the dealer starts.

Memory (Concentration)

- **Ages:** 3+
- **Players:** 2–4

How to Play

1. Deal out all the cards facedown on the table.
2. Players take turns to flip over 2 cards. If they flip over a pair that matches, they win the pair and get to have another go. If not, the next player takes a turn.
3. If you are playing with a standard set of cards, you can either allow matching the same number and same colour card or just the same value.
4. At the end, the player with the most cards wins.

Variations

You can also play Memory as a one-player game. Use a timer to try and get as many pairs as possible in 3 minutes. Try and beat your own score (or someone else's).

Snap

- **Ages:** 3+
- **Players:** 2–6 (best with 3 or more)

How to Play

Play Snap with traditional playing cards or buy a set of themed Snap cards. Themed Snap can be especially fun for children, and you can choose a theme to suit their interests (or to teach them numbers, math or specific words).

1. Deal out the cards around all the players so each player has a pile of cards which they place facedown.
2. The first player turns over the card at the top of their pile and starts a pile in the center.
3. The next player to their left turns over the card at the top of their pile and adds it to the center pile, and so on.

4. If there are two cards that match, the first player to yell 'Snap!' wins the cards in the middle.
5. If a player runs out of cards, they lose.

Appoint a referee to rule in the event of disagreements about who called 'Snap!' first!

Variations

You can also play so that players don't just have to yell 'Snap!' but must also be the first to put their hands on the center pile.

Old Maid (Donkey)

- **Ages:** 3+
- **Players:** 3 or more

How to Play

Use a standard pack of cards with the Queen of Clubs removed, or buy a special set of Donkey or Old Maid cards. These are all the same game, just with different themes. Another option is to play with cards designed for Snap or Memory. Just remove one card from play so there is one card without a pair.

1. Deal out all the cards one by one to each player.
2. Players keep their hands secret but match up any pairs in their hand and place them facedown on the table. With a standard pack of cards, pairs are cards which are the same value and the same color.
3. The first player offers their cards to the next player on their left by spreading them out in a fan. The player chooses a card. If it matches a card in their hand, they place the pair on the table.
4. The next player to the left takes a turn, and so on.
5. Once a player has no cards left in their hand, they are out of the game. Play keeps going until one player is left with the single Queen of Spades or Old Maid or Donkey card. This player is the loser.

Go Fish

- **Ages:** 4+
- **Players:** 2–4

How to Play

1. Shuffle the cards and deal them out to the players. For 2 players, deal each player 7 cards; for 3 players, deal 6 cards; and for 4 players, deal 5 cards. Place the remaining cards randomly in the middle of the table.
2. Each player looks at their cards secretly.
3. The first player to take a turn chooses another player and asks them if they have any cards of a certain value. They must have a card of the number they ask about in their hand. For example, they must have one or more Kings to ask for a King.
4. If the player who is asked has any cards of the value requested, they must hand them over. The player who asked for the cards can then take another turn and ask for another card.
5. If the player who is asked has no cards of the requested value, they must tell the player to 'Go fish.' The player must then take a card from the center.
6. At any point, if a player collects a set of 4 of the same kind, they win the cards and put them aside in their winner's pile.
7. Play continues until all sets of 4 cards have been collected. The winner is the player with the most sets of 4 cards at the end.

Happy Families

- **Ages:** 4+
- **Players:** 2–4

How to Play

Play Happy Families in the same way as Go Fish, except that you ask for a specific card like the Queen of Hearts rather than any Queen.

This game is sometimes called Authors, and you can play it with standard cards. However, for children, this game can be enjoyable with specific Happy Family-themed playing cards. Happy Family cards usually have a set of picture cards with sets of 4 families.

Slapjack

- **Ages:** 4+
- **Players:** 3–6

How to Play

1. Shuffle the pack of cards and deal out the whole pack to the players.
2. Each player takes a turn to flip over the top card on their pile, creating a new face-up pile of their own on the table.
3. If any player turns over a Jack, each player tries to be the first to put their hand over the pile with the Jack and yell 'Slapjack!'
4. The player who is first to 'slap the Jack' wins the pile. They pick up all the cards in the pile, shuffle them, and add them to the bottom of their pile.
5. If a player accidentally puts their hand over a card that is not a Jack, they must give a card to the player whose card they slapped.
6. Play continues with each player taking a turn. If a player runs out of cards, they have one chance to get back in when the next Jack is played, or else they lose.
7. The winner is the last player left in the game.

Snip Snap Snorem

- **Ages:** 4+
- **Players:** 2–10

How to Play

1. The pack of cards is dealt out to the players. The first player plays a card of their choice face up in the middle of the table.
2. The next player tries to match this card. If they can, they call out 'Snip!'
3. If the next player after this can match the card again, they call out 'Snap!'
4. And then if a fourth player can match the card, they call out 'Snorem!' This player starts the next round.
5. The player who runs out of cards first wins.

Pig

- **Ages:** 4+
- **Players:** 4–13

How to Play

This game is great for a large group of children. You can use a standard set of playing cards or any other set of cards with groups of 4, like Happy Family cards.

1. Before play, organize the cards into sets of 4 so that there is only one set of 4 cards for each player. For example, if playing in a group of 4, you would have 16 cards. Put the other cards to the side.
2. Shuffle the organized cards and deal 4 cards to each player.
3. Each player passes one card to the player on their left at the same time as they receive one.
4. Players must keep passing cards. This should be done as fast as possible, so everyone gets into a rhythm.
5. As soon as a player manages to collect a set of 4 cards of one kind (for example, 4 Queens or 4 sixes), this player stops passing their cards around and puts a finger on her nose.
6. The other players must race to notice, stop passing cards and put their fingers on their nose. The last player to put their finger on their nose is the pig.

Crazy Eights

- **Ages:** 4+
- **Players:** 2–5

How to Play

1. Deal 5 cards to each player. Place the remaining cards in a stack in the center, and flip over the top card to create a face-up card pile.
2. Each player takes a turn to play either the same suit or same number on top of the face-up card—or an 8. An 8 can be played on any card, and the player playing it chooses what suit the next player must play.
3. The first player to get rid of all their cards wins.

Switch

- **Ages:** 4+
- **Players:** 2–5

How to Play

There are lots of variations of Crazy Eights. This includes variations where 8s are not crazy (not the wildcard). The most common of these is usually called Switch. For detailed information about the rules of Switch, please read the article called [How to Play the Card Game Switch \(or Two-Four-Jacks or Black Jack\)](#).

Beggar My Neighbor

- **Ages:** 6+
- **Players:** 2–6

How to Play

Use 2 packs of cards if there are 4 players or more.

1. Deal all the cards out one by one to each player in facedown piles. Players are not allowed to look at their cards.
2. The first player to go flips over the top card on their pile and places it face up, starting a center pile. This continues with each player taking a turn until someone flips over a King, Queen, Jack or Ace.
3. This player must demand that the next player plays a set number of cards, depending on the card they played. For an Ace, the next player must play four cards; for a King, three cards; for a Queen, two cards; and for a Jack, one card.
4. The next player starts placing the specified number of cards on the center pile.
5. However, if any of those cards are Aces, Kings, Queens or Jacks, they must stop playing cards and demand that the next player plays the required number of cards, and so on. The last player to turn over an Ace, King, Queen or Jack must pick up the center pile, and play resumes.
6. The winner is the first person to run out of cards.

Whether you win or lose is based on what cards you get, and nothing you do will change the outcome. It is all down to luck, but it's still fun!

Twenty-One (Blackjack)

- **Ages:** 6+
- **Players:** 2–10

How to Play

There are many variations of this game. This is a simple version that is suitable for older children who are familiar with addition and subtraction. The aim of the game is to get cards that add up to 21, but no more. Cards are worth the following amounts:

- Aces are worth either 1 or 11 points.
- Jacks, Queens and Kings are worth 10 points.
- Other cards are worth the number stated on the card.

Here's how a round of play goes:

1. Shuffle the cards and deal 2 to each player.
2. Each player looks at their hand and either decides to stick (meaning they don't want any more cards) or tells the dealer they want another card. A player can keep asking for another card for as long as they want. However, if at any time the value of the cards in their hand adds up to more than 21, they immediately lose.
3. At the end, after all players have stuck, remaining players must show their hand. The winner is the player whose cards add up to the closest to 21.

War

- **Ages:** 6+
- **Players:** 2

How to Play

War is another classic. It is a simple game for just two kids to play against each other. This article provides detailed instructions: [How to Play the War Card Game](#).

Rummy

- Ages: 6+
- Players: 2–5

Rummy is another classic card game with many variations. Here are the rules for a simple version that is good for learners: [How to Play Simple 7 Card Rummy](#).

Cheat

- Ages: 6+
- Players: 2–5

Cheat is a personal favorite for many children, because to win you need to be the best at cheating! Here are the rules in this article: [How to Play Cheat](#).

Card Games- A Simple and Easy Learning Tool

Try for a total of 10.

Play this math card game alone or as a team. Lay out 20 cards on the table (leave out face cards or change them to equal 0, while aces equal 1). Kids remove sets of cards that add up to 10, ultimately trying to remove all the cards from the table. It's harder than you think!

Declare a fraction war:

War is one of the original math card games, but this version adds a fraction aspect. Students deal two cards, a numerator and denominator, then determine whose fraction is the largest. The winner keeps all four cards, and play continues until the cards are gone.

Learn numbers with card bingo:

Remove the face cards and have each student lay out a 4 x 4 playing “board” of cards. Remaining cards (or another deck) are placed face down, and a caller flips over a card. Any player who has that number on their board turns the card face down. Play continues until one player has a row flipped over horizontally, vertically, or diagonally and calls “Bingo!”

Find a way to make 10 (or 15, or 20 ...):

One of the terrific things about math card games is that many of them can be customized for various concepts and skill levels. The original goal of this game was to look at the cards you’re dealt to find ones that add up to 10, but it can be changed to 15, 20, or any number you choose. You can also add to the difficulty by allowing addition and subtraction (for example, you could use $8+4=12$ or $12-2=10$). Get the rules and free printable mats at the link below.

Practice number sequencing with builder’s paradise:

Simple math card games can help kids learn how to put numbers in order. To play builder’s paradise, discard the face cards and lay out the 4 sevens in a deck side by side. In each round, players work to add the next higher or lower number in each suit, trying to be the first to get rid of all their cards. Get the full how-to at the link below.

Do some basic fast facts practice:

Give your flash cards a rest and practice facts with math card games instead. Simply lay down two cards from the deck (remove the face cards first) and add, subtract, or multiply them. Kids can work on this alone, or you can make it a contest to see who can call out the correct answer first.

Play pyramid solitaire alone or in teams:

Some versions of solitaire are really just sneaky math card games, and pyramid is one of them. Try to find cards that add up to 10 as you clear your pyramid row by row. Learn how to play at the link below.

Learn more: [Multiplication.com](#)

Go fishing for pairs that make 10:

Your students probably already know how to play Go Fish, but in this version, they're fishing for pairs that add up to 10. Have them ask: "I have a 2. Do you have an 8 to make 10?" Change aces to 1 for this game and leave face cards out entirely.

Learn more: [Mrs. Weigand's Mathematics Resources](#)

Challenge them to beat the teacher:

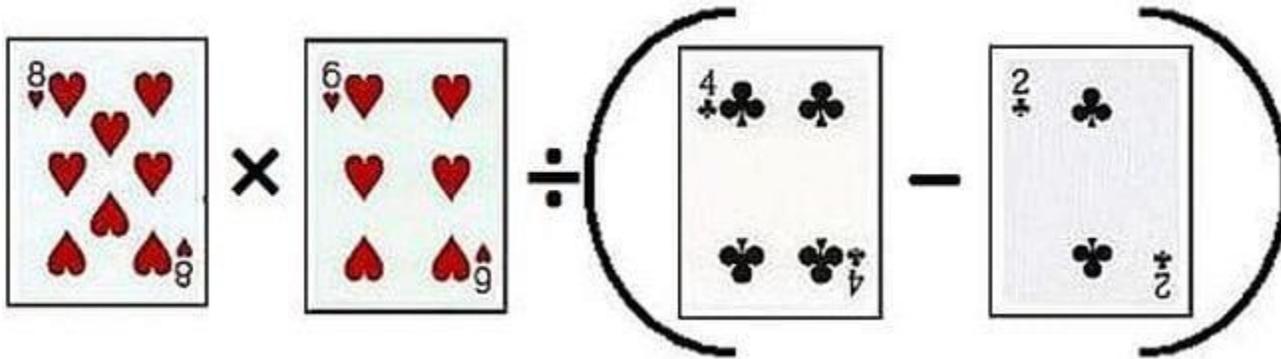
Practice place value by drawing cards and trying to build the largest number possible. Kids play against the teacher to see who wins! Get the rules at the link below. ([Find more fun place value activities here.](#))

Use Close Call to practice two-digit addition or subtraction:

The best math card games are simple at heart. To play Close Call, each player deals themselves four cards then determines how to arrange them so they make two two-digit numbers that add up close to 100 without going over. For a subtraction version, work to get as close to zero as possible. Learn how to play at the link.

Learn more: [Math Geek Mama](#)

Use order of operations to get to 24:



Math card games aren't just for little kids; even adults will find this one a bit tricky. Each player is dealt four cards, then uses the order-of-operations rules to try to make a number as close to 24 as possible. Simple but challenging!

Learn more: [Learn With Math Games](#)

Let card color indicate negative or positive:

In this game, red cards are negative integers while black cards are positive. Students attempt to play pairs of cards that total 6 or -6. You can change the goal number as needed.

Learn more: [Filing the Frame With Learning](#)

Take a trip around the card spiral to practice math facts:

You'll need a pair of dice for this math card game. Lay cards out randomly in a spiral formation as shown, and set a marker for each player on the center card. Player one rolls the dice then moves their piece that number of spaces shown. They then must multiply (or

add or subtract, depending on preferences) the card number by the number on the dice. If they get the answer correct, they stay where they are. If not, they return to their original card. Play continues until one player reaches the end.

Learn more: [My Baba](#)

Be the fastest in the race to pi:

In this game, kids work to lay out the digits of pi in order. It's a simple draw-and-play game but will help familiarize students with this important number. You can write out the digits first or see who knows them from memory. Find out how to play at the link below.

Learn more: [Math Geek Mama](#)

Take a gamble with triple-digit dare:

Each player gets three cards and privately determines the highest three-digit number they can make (you can use decimals or not, depending on age). Then, each player has a turn to stick with the cards they have, swap with one from the deck, or steal one of the other players. All players then lay down their best number to see who wins. See more at the link below.

Learn more: [Math Coach's Corner](#)

Try reading minds to figure out the correct numbers:

Two students draw a card from the deck without looking and hold it up to their forehead facing out. A third student mentally multiplies the numbers and gives them the product. The students then must figure out what number each is holding. You can do this with addition and subtraction too. You'll find this game along with dozens of other math card games in the free printable book at the link below.

Learn more: [Acing Math](#)