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Answer Key

Stomp and Clap for Nouns

Part 1 Directions: Nouns can be singular or plural.

- •• Singular nouns name one person, place, or thing. *Teacher, school,* and *book* are all singular nouns.
- **Plural nouns** name more than one person, place, or thing. *Teachers, schools,* and *books* are all plural nouns.

Listen carefully as your teacher reads the list of nouns below out loud.

- Stomp your feet twice if the noun is a **singular noun**.
- : Clap your hands twice if the noun is a **plural noun**.

1. pig	 11. birdhouse
2. trees	 12. apples
3. hospitals	 13. lifeguard
4. bats	 14. blankets
5. doctor	 15. octopus
6. playground	
7. cupcakes	
8. bananas	
9. truck	
10. chef	

Part 2 Directions: Look at Part I again. Write a lowercase "s" beside the singular nouns. Write an uppercase "P" beside the plural nouns.

Greater Than or Less Than?

Materials Needed: scissors

Directions: Cut out the "greater than" sign (>) and the "less than" sign (<) at the bottom of the page. Use the signs to help you answer the questions below.

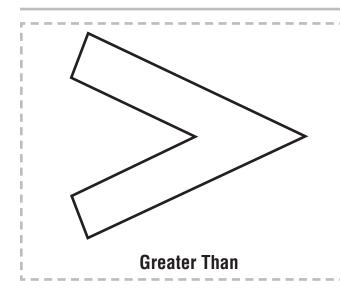
Listen as your teacher slowly and clearly reads out each problem.

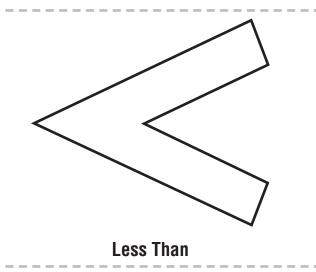
- **∵** If the answer is "less than," hold up the **< sign**.
- **⊹** If the answer is "greater than," hold up the > sign.

The teacher will check each answer before reading out the next question.

- 1. 32 ____ 19
- **2.** 30 ____ 50
- **3.** 44 _____ 66
- **4.** 91 _____ 65
- **5.** 12 ____ 21
- **6.** 18 _____ 24
- **7.** 77 _____ 66
- **8.** 10 _____ 8

- **9.** 18 ____ 81
- **10.** 17 _____ 11
- 11. 33 ____ 55
- **12.** 31 ____ 22
- **13.** 100 _____ 99
- **14.** 89 _____ 98
- **15.** 15 ____ 25
- **16.** 17 _____ 7

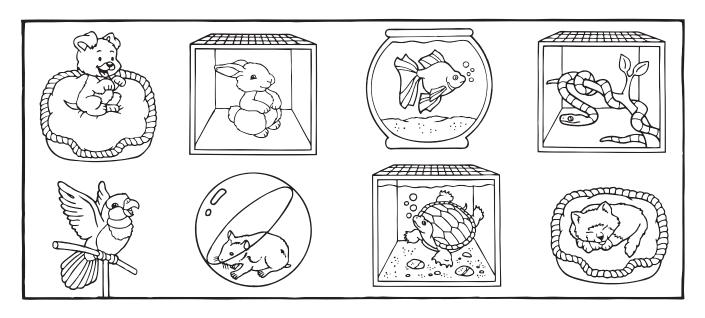




Name:	 Writing and Writter
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Proud New Pet Owner

Part 1 Directions: Congratulations! You are the proud new owner of one of the pets in the pet shop window. Choose the pet you want to own. Circle the pet.



Part 2 Directions: You have chosen your new pet. Use the space below to write directions telling what you will need to do for your new pet when you take it home. Number your directions in the order they will need to be completed.

Something Extra: Give your new pet a name:

On the back of this page, draw and color a picture of you with your new pet.

Name:	Writing and Written
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Learning About Calendars

Materials Needed: crayons or colored pencils

Directions: Learn all about how to read a calendar page by looking at the one below. Then follow each direction.

January						
Sun	Mon	Tue	Wed	Thu	Fri	Sat
	1	2	3	4	5	6
7	8	9	10	11	12	13
14	Dr. Martin Luther King Jr. Day	16	17	18	19	20
21	22	23	24	25	26	27
28	29	30	31			

- 1. Draw a blue circle around the part of the calendar that shows what month it is.
- **2.** Draw a red heart on the date that is the day we celebrate Martin Luther King Jr.'s birthday.
- **3.** Draw a green circle around the last day of the month.
- **4.** Color each square that shows a Friday the color yellow.
- **5.** Draw a star on each side of the word "January."
- **6.** Draw an X inside each square that shows a Wednesday.

Something Extra:	In what month were you	u born?
How many days are	e in your birthday month	n?

Four Useful Little Words

	Vith the help of you	our teacher, ge	t into a small gi	roup with other students.
	and	an	а	the
	of the most comn vithout using thes			uage. Your group's goal is t
Your group m	ust do the followi	ng:		
₩ Write abo	out a day at schoo	l when the clas	s's pet hamster	escaped from its cage.
∵ Write at le	east 10 sentences.			
↔ Choose a	reader to share y	our group's sto	ry with the clas	S.
 Write the	same story on ea	ch member of	the group's pap	er.
Use the space	below to write yo	ur story. Use t	he back of the p	page if more space is needed

Duck, Duck, Spell It

This game is played like the original game Duck, Duck, Goose, but with a spelling twist.

Directions: Students should be seated in a circle. Choose one person to go first. This first student will walk around the outside of the circle saying the word "duck" over and over until he or she finally decides to choose a student.

To choose a student, he or she must tap the student on the shoulder and say, "Spell It." The student who has been chosen will stand up. This student will look at you, the teacher, and ask, "What do I spell?" Give the student a spelling word.

After the student spells the word, say either, "Yes, that is correct," or "No, that is not correct."

- If the student is correct, then the chase begins, just as in Duck, Duck, Goose. The student tries to beat the other player back to his spot, but if she does not, she becomes the next person to walk around the circle.
- If the student was not correct, she can look around the circle and choose any classmate to take her place. For example, she might say, "Joey, spell it." The student originally chosen would then sit down and Joey would stand up and spell the word for the teacher.

Play would continue in this way until several of the students have an opportunity to participate.

Caution: Before play begins, make sure to clear plenty of space in the classroom and remove all objects from the area to prevent students from tripping or falling.

Spelling List

Use this list of science words to help get you started:

machine	rotate	clouds	reptile
solid	extinct	cycle	amphibian
liquid	endangered	temperature	birds
gravity	dinosaurs	thermometer	seeds
force	fossil	season	stem
matter	condensation	predator	flower
planets	evaporation	mammal	roots
habitat	precipitation	insects	freeze