

Palestine Independent School District

A.M. Story Intermediate

5300 N. Loop 256 • Palestine, TX 75801
Office (903)731-8015 • Fax (877)655-0732

4th

A.M. STORY



INTERMEDIATE

Parents -

We are excited to announce our summer learning plan for this year! Students will be able to complete a Reading and Math project/assignment each week to earn a fun incentive event each Thursday. We encourage all students to join in the summer learning fun!

*****If your student is in the Launch program or is taking a PreAp class in 6th grade, they will be required to do summer learning. We have a detailed plan about this learning plan for the PreAP/Launch classes online. In addition, the teachers have sent home the requirements with the students. The project is due the first day of school.

Listed below are the details for the A.M. Story Summer Learning Plan:

1. Students must complete the Reading and Math assignment to earn the incentive event each week. There are different assignments for each grade level. You can pick up the summer learning packet from the Story office.
2. The assignment must be completed at home and by the student. After turned in, it will be evaluated by the teaching staff to meet the passing standard.
3. The assignment must be turned into the A.M. Story office by Tuesday at noon to be considered for the incentive event each week.
4. The parent must sign-up for the Remind messages for the summer learning plan. We will use these text messages to communicate about events each week. We will also text out a list of students who reached the qualifying score on the submitted assignment on Wednesday before each event (text @storysum to 81010). Students must be approved to attend the incentive event on Thursday.
5. All students are eligible to participate in the summer learning plan.

Incentive Dates and Events:

May 31st - Bowling
June 7th - Water/Inflatable Day at Story
June 14th - Putt-Putt Golf
June 21st - Movies in Palestine to see *The Incredibles 2*
June 28th - IJump in Tyler

Students will meet at A.M. Story Intermediate at 8:30 AM and return at 11:30 AM. All students need to be picked up at 11:30 AM (except for June 28th - pickup will be around 1 PM for this event).

If you have any questions, please contact us at (903) 731-8015 or email at iclark@palestineschools.org. Have a great summer!!

Sincerely,

Jaime Clark
A.M. Story Principal

Positive Attitudes **I**ntegrity **S**hared Responsibility **D**edication to Excellence

4th

Requirements for Summer Learning Incentive Trips:

_____ One Math Packet Completed
(each grade is different)

_____ One Reading project over a book
(book must be on child's reading level)

*****Choices are on the following pages.

All projects/packets are due on Tuesday by noon at the Story front office. We will send out a list on Wednesday if you earned the incentive day.

NAME: _____ GRADE: _____

PLEASE NOTE: When it says at least one full paragraph, we must see the following.

Each paragraph will need to:

- *Be made up of 4-5 grammatically correct sentences. - this means the correct use of periods, commas, question marks etc...*
- *Make sense and relate directly to the topic.*
- *Be in your best handwriting. Cannot be typed.*

Draw a picture of the main characters and write at least one full paragraph to describe each one.	Write a journal entry that summarizes 3 consecutive chapters of your book. The journal entry must be at least one full paragraph.	Write a book review that will persuade someone to read or not to read your book. The book review must be at least one full paragraph.
Draw a picture of the story's setting. Write at least one full paragraph to explain the setting underneath the picture. Explain why the setting is important to the story.	Write a journal entry about anything you want. For example you might share your favorite summer activity. Be creative and include a picture to go with your writing (you may draw pictures, use magazine cut outs or photographs). You must write at least one full paragraph.	Write a different ending for your book. Your ending must be at least one full paragraph.
Draw a summary comic strip. Include the beginning, middle, and end of the book. Write at least one full paragraph explaining the comic strip.	If you were the author, what would you have changed about the story and why? Your response must be at least one full paragraph.	Draw a picture of your favorite part of the book. Write at least one full paragraph to go with it.

Incentive Trip Summer Reading Projects for 4th, 5th, and 6th Grade

For the summer of 2018 Story's rising 4th, 5th and 6th graders are asked to complete one activity on the Reading Choice Board per week to be eligible for the summer incentive trips. In order to receive credit for your work, the books **MUST** be grade level appropriate. Ex: A 4th grader cannot do an activity over a Dr. Seuss Book. The book **MUST** be a book you have read after May 18th. You may not use a book read during school or as a class novel. We will provide a grade appropriate book list.

Resources: Story Library, Palestine Public Library (FREE), and Overdrive

WHAT TO DO:

Put your name on the Reading Choice Board. You will need to keep up with this sheet and show it to us when you turn in your project each week.

Incentive trips will be each Thursday. In order to attend the incentive trip, you **MUST turn in your activity for the week by Tuesday at noon. **NO EXCEPTIONS.****

You may only choose each square once. EX: Once you choose to create a comic strip, you must mark that square as completed or done, you can't create a comic strip over the next book you read, you will have to choose another activity.

Students may break up chapter books. *For example chapters 1-3 =Draw a picture of the characters. Chapters 4-7= Write a journal entry that summarizes these chapters. Chapters 8-11= Draw a picture of the story setting. Write a paragraph to explain the setting. Each project must contain no less than 3 chapters.*

Each paragraph will need to:

- ***Be made up of 4-5 grammatically correct sentences. - this means the correct use of periods, commas, question marks etc...***
- ***Make sense and relate directly to the topic.***
- ***Be in your best handwriting. Projects cannot be typed.***

4th Grade Summer Learning Program- Week 1

*Choose any 5 squares to work and complete. Staple all work together and must be turned in EVERY Thursday. Parents need to initial each grid you do.

<p>Find a newspaper and cut the articles or pictures out. Organize them by area from least to greatest.</p> <p>$A=L \times W$</p>	<p>Math Facts:</p> <p>Make Multiplication Flashcards. Study them for 20 minutes a day.</p> <p>Keep time on multiplication log on the back of this paper.</p>	<p>Khan Academy</p> <p>2 hours a week</p> <p>Focus for the week: Place value and rounding</p>
<p>Dice:</p> <p>Roll 6 dice, you will make a 6 digit number. Do this 10 times. Put them in order from least to greatest.</p>	<p>Write A Story</p> <p>Use the numbers 3, 5, and 15 to write a multiplication number story. Write a related division story. Write a number sentence for each story.</p>	<p>Time</p> <p>Choose one activity for a day and record the start and stop time. Calculate the elapsed time for the activity (ex. time you wake up and go to sleep).</p> <p>Challenge: convert all of your times into minutes or hours.</p>
<p>Angles and Lines</p> <p>Have a scavenger hunt for real-world examples of right angles (ex. the corner of a book).</p>	<p>Adding and Subtracting Decimals</p> <p>Gather 3 store receipts. Find the total amount that was spent.</p>	<p>Education Galaxy</p> <p>2 hours a week</p> <p>Focus for the week: Number and Operations 4.2A-4.2G</p>

4th Grade Summer Learning Program- Week 2

*Choose any 5 squares to work and complete. Staple all work together and must be turned in EVERY Thursday. Parents need to initial each grid you do.

<p>Newspaper Search</p> <p>Find 4 numbers larger than 1,000 in a newspaper. Put them in order from least to greatest. What is the difference between the smallest and the largest?</p>	<p>Math Facts:</p> <p>Make Multiplication Flashcards. Study them for 20 minutes a day.</p> <p>Keep time on multiplication log on the back of this paper.</p>	<p>Khan Academy</p> <p>2 hours a week</p> <p>Focus for the week: Multiplication and Division</p>
<p>Dice:</p> <p>Roll a die 4 times, you will make a 4 digit number. Do this 10 times. Put them in order from least to greatest. Your number must include tenths and hundredths. Ex: 23.54</p>	<p>Write A Story</p> <p>Use the numbers 7, 12, and 84 to write a multiplication number story. Write a related division story. Write a number sentence for each story.</p>	<p>Time</p> <p>Choose one activity for a day and record the start and stop time. Calculate the elapsed time for the activity (ex. time you wake up and go to sleep). Challenge: convert all of your times into minutes or hours.</p>
<p>Angles and Lines</p> <p>Have a scavenger hunt for real-world examples of acute angles. (Need at least 3)</p>	<p>Adding and Subtracting Decimals</p> <p>Gather 3 store receipts. Find the total amount that was spent.</p>	<p>Education Galaxy</p> <p>2 hours a week</p> <p>Focus for the week: Number and Operations 4.3A-G</p>

4th Grade Summer Learning Program- Week 3

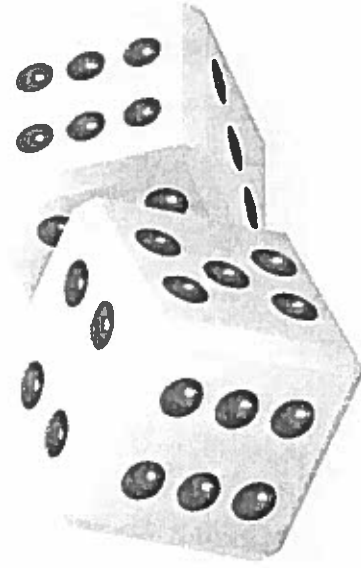
*Choose any 5 squares to work and complete. Staple all work together and must be turned in EVERY Thursday. Parents need to initial each grid you do.

<p>Newspaper Search</p> <p>Find a recipe in the newspaper and tear it out. Compare two of the fractions.</p>	<p>Math Facts:</p> <p>Make Multiplication Flashcards. Study them for 20 minutes a day.</p> <p>Keep time on multiplication log on the back of this paper.</p>	<p>Khan Academy</p> <p>2 hours a week</p> <p>Focus for the week: Fractions</p>
<p>Dice:</p> <p>Pick a Dice game.</p> <p>*Dice games are stapled to this page.</p>	<p>Write A Story</p> <p>Write a multi-step word problem including addition and subtraction. Draw a picture to go with your word problem.</p>	<p>Time</p> <p>Choose one activity for a day and record the start and stop time. Calculate the elapsed time for the activity (ex. time you wake up and go to sleep).</p> <p>Challenge: convert all of your times into minutes or hours.</p>
<p>Angles and Lines</p> <p>Have a scavenger hunt for real-world examples of Obtuse angles. (Need at least 3)</p>	<p>Adding and Subtracting Decimals</p> <p>Select ten items from a grocery flyer and find the total cost of the items. Calculate how much change you would receive from a one hundred dollar bill.</p>	<p>Education Galaxy</p> <p>2 hours a week</p> <p>Focus for the week: Number and Operations 4.4 A-H</p>

Fig. 80's Chart

1	2	3	4	5	6	7	8	9	10
11	12	13	14	15	16	17	18	19	20
21	22	23	24	25	26	27	28	29	30
31	32	33	34	35	36	37	38	39	40
41	42	43	44	45	46	47	48	49	50
51	52	53	54	55	56	57	58	59	60
61	62	63	64	65	66	67	68	69	70
71	72	73	74	75	76	77	78	79	80
81	82	83	84	85	86	87	88	89	90
91	92	93	94	95	96	97	98	99	100
101	102	103	104	105	106	107	108	109	110
111	112	113	114	115	116	117	118	119	120

Math Games with a Pair of Dice



Games to play at home to practice math skills



Multiplication/Division Chart

x	1	2	3	4	5	6	7	8	9	10	11	12
1	1	2	3	4	5	6	7	8	9	10	11	12
2	2	4	6	8	10	12	14	16	18	20	22	24
3	3	6	9	12	15	18	21	24	27	30	33	36
4	4	8	12	16	20	24	28	32	36	40	44	48
5	5	10	15	20	25	30	35	40	45	50	55	60
6	6	12	18	24	30	36	42	48	54	60	66	72
7	7	14	21	28	35	42	49	56	63	70	77	84
8	8	16	24	32	40	48	56	64	72	80	88	96
9	9	18	27	36	45	54	63	72	81	90	99	108
10	10	20	30	40	50	60	70	80	90	100	110	120
11	11	22	33	44	55	66	77	88	99	110	121	132
12	12	24	36	48	60	72	84	96	108	120	132	144

Tips for playing math games with dice:

- Contain the dice! Put your dice in a small plastic container. Kids shake the dice and read the numbers through the plastic.



- You can use dice from board games you may already have in the house. Don't forget to put them back when you are done.
- Most games can also be played with numbered cards as well.



Pig

Players 2

Materials: 2 dice, scratch paper to keep score

How to Play: Be the first one to reach 100 points! Players take turns rolling two dice and finding their sum. On a turn, a player can keep rolling - be a PIG - and add to their score. But beware - if a player rolls a 1 on either die, all points for that turn are lost.





Examples:

Joe rolls   so his is 5.
He keeps rolling, and gets   for 6 points.

Now his running score is 11. He can stop at 11 or keep going.

He rolls one more time,   for 9 points.

Now his score is 20. He decides to stop and keep 20 for his score that round.

Jane rolls   for 11 points. She rolls one more time and gets a  . Since she rolled a 1, her score is 0 for that round.

Dice War

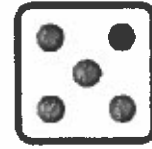
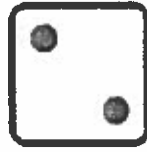
Make 10

Players

2

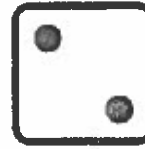
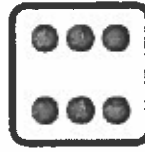
Materials: 2 Dice

How to Play: Roll two dice and add the two numbers to find a sum. The sum becomes your score for that round. First player to 100 wins.



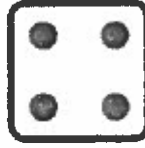
$$2 + 5 = 7$$

This game can also be played with subtraction



$$6 - 2 = 4$$

and with multiplication



$$3 \times 4 = 12$$

Players

2

Materials: 1 or 2 dice, scratch paper

One die version: One die is rolled. Players try to find what number needs to be added to make ten. The number needed to make ten becomes the player's score for that round.



is rolled, then a player would say 7 to make a 10 and their score is 7.

Two dice version: Two dice are rolled.

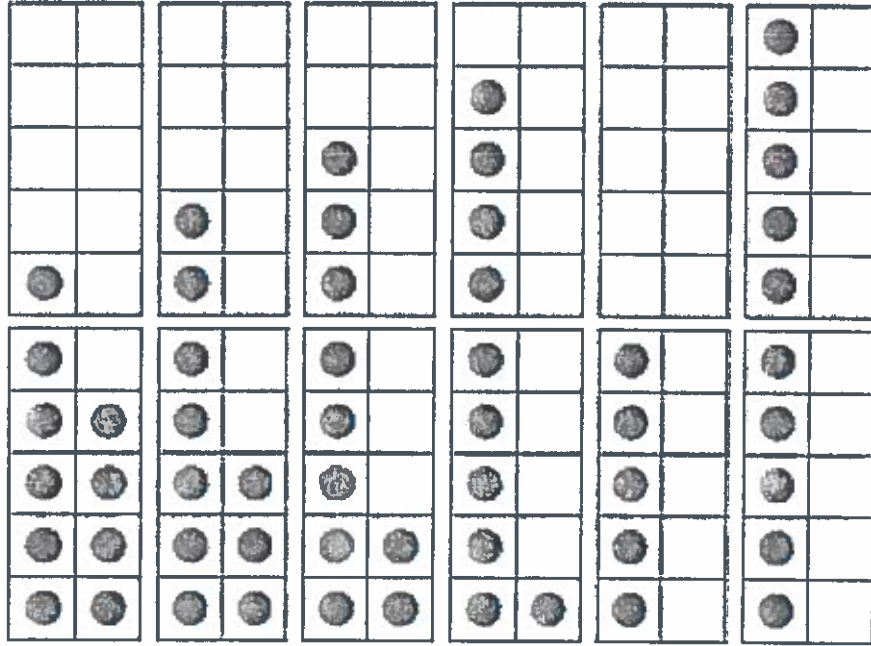
Players must add or subtract to make a ten.



two sixes are rolled. $6 + 6 = 12$ so $12 - 2 = 10$ so 2 is the score.

Use the Ten Frames on the next page for support.

Ten Frames

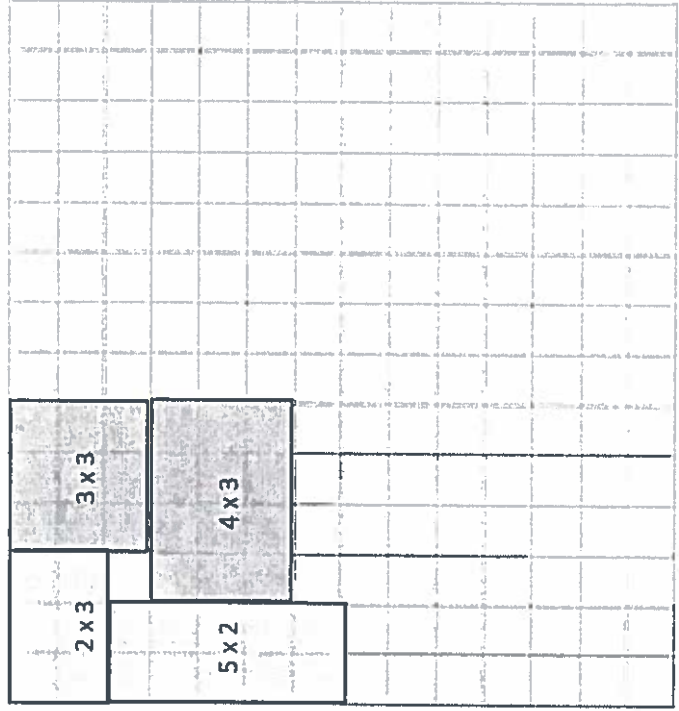


Block Out

Players 2

Materials: 2 dice, graph paper, colored pencil or crayon for each player

How to Play: Roll 2 dice and draw a rectangle using the numbers rolled as the length and width on graph paper. Continue until there is no room to draw any more rectangles. Add the areas of all your rectangles and the highest score wins.



101 and Out

Players 2

Materials: 1 die, scratch paper

How to Play: Copy the game board below. Roll the die six times. Each roll has to count. You can count the rolls as either ones or tens.

Keep a running total as you play. The closest to 101 *without going over* wins.

- | | | | |
|---|---------|---|---------|
| 1 | 1 or 10 | 4 | 4 or 40 |
| 2 | 2 or 20 | 5 | 5 or 50 |
| 3 | 3 or 30 | 6 | 6 or 60 |

Player 1

$$\begin{array}{r}
 \begin{array}{|c|} \hline \cdot \\ \hline \end{array} + \begin{array}{|c|} \hline \cdot \cdot \\ \hline \end{array} + \begin{array}{|c|} \hline \cdot \cdot \cdot \\ \hline \end{array} + \begin{array}{|c|} \hline \cdot \cdot \cdot \\ \hline \end{array} + \begin{array}{|c|} \hline \cdot \cdot \cdot \\ \hline \end{array} + \begin{array}{|c|} \hline \cdot \cdot \cdot \\ \hline \end{array} \\
 \hline
 10 + 50 + 4 + 4 + 20 + 4 + 3 = \\
 \text{Total } \underline{91}
 \end{array}$$

Player 2

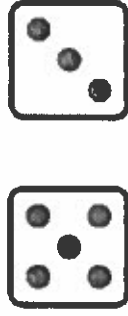
$$\begin{array}{r}
 \begin{array}{|c|} \hline \cdot \cdot \cdot \\ \hline \end{array} + \begin{array}{|c|} \hline \cdot \cdot \cdot \\ \hline \end{array} + \begin{array}{|c|} \hline \cdot \\ \hline \end{array} + \begin{array}{|c|} \hline \cdot \cdot \cdot \\ \hline \end{array} + \begin{array}{|c|} \hline \cdot \cdot \\ \hline \end{array} + \begin{array}{|c|} \hline \cdot \cdot \cdot \\ \hline \end{array} \\
 \hline
 50 + 6 + 10 + 30 + 2 + 4 = \\
 \text{Total } \underline{102 \text{ so out}} \quad \text{Player 1 wins!}
 \end{array}$$

Closest to 100

Players 2

Materials: 2 dice, 120 chart (optional), scratch paper

How to Play: Roll two dice and create a 2-digit number.



This could make 53 or 35.

Now, mentally find the difference between the 2-digit number and 100. One way to find the difference is to count up. For example, if a number rolled is 53, count up by 10s and then add the 1s to get to 100.

$$\begin{array}{r}
 53 \longrightarrow 63 \longrightarrow 73 \longrightarrow 83 \longrightarrow 93 \longrightarrow 100 \\
 +10 \quad +10 \quad +10 \quad +10 \quad +7
 \end{array}$$

53 is 47 from 100

For each round, the score is the difference from 100. The player with a score closest to 100 after 5 rounds wins.

Trash Can Game





Players 2

Materials: 1 die, scratch paper

How to Play: Draw a game board like on the facing page. Roll your die and pick where to put your number. **Once placed, a digit cannot be moved.** You have four rolls to make a number.

Write the number you made and the greatest number you can make with those digits. Then compare them with a $<$, $>$ or $=$.

Example:

			
H	T	O	Trash can
$536 < 653$			

The player who creates the largest number each round gets a point.

Trash Can Game Mat

Player 1 _____

hundreds tens ones trash can

			
--	---	--	--

Your number the greatest number
with those digits

Now compare with a $<$, $>$ or $=$.

Player 2 _____

hundreds tens ones trash can

			
--	--	--	--

Your number the greatest number
with those digits

Now compare with a $<$, $>$ or $=$.

4th Grade Summer Learning Program- Week 4

*Choose any 5 squares to work and complete. Staple all work together and must be turned in EVERY Thursday. Parents need to initial each grid you do.

<p>Newspaper Search</p> <p>Cut out pictures of the following shapes:</p> <p>Quadrilateral Rhombus Parallelogram Trapezoid Triangle</p>	<p>Math Facts:</p> <p>Make Multiplication Flashcards. Study them for 20 minutes a day.</p> <p>Keep time on multiplication log on the back of this paper.</p>	<p>Khan Academy</p> <p>2 hours a week</p> <p>Focus for the week: Decimals</p>
<p>Dice:</p> <p>Pick a Dice game.</p> <p>*Dice games are stapled to this page.</p>	<p>Write A Story</p> <p>Write a multi-step word problem including multiplication and division.</p> <p>Draw a picture to go with your word problem.</p>	<p>Time</p> <p>Choose one activity for a day and record the start and stop time. Calculate the elapsed time for the activity (ex. time you wake up and go to sleep).</p> <p>Challenge: convert all of your times into minutes or hours.</p>
<p>Angles and Lines</p> <p>Have a scavenger hunt for real-world examples of parallel lines and perpendicular lines. (Need at least 3 for each)</p> <p>*parallel lines never meet *perpendicular lines make a right angle.</p>	<p>Area and Perimeter</p> <p>Create your dream house using grid paper. Your house needs at least 4 rooms. Find the area and perimeter of each room. What is the area and perimeter of the whole house?</p>	<p>Education Galaxy</p> <p>2 hours a week</p> <p>Focus for the week: Algebraic Reasoning 4.5A-D</p>

4th Grade Summer Learning Program- Week 5

*Choose any 5 squares to work and complete. Staple all work together and must be turned in EVERY Thursday. Parents need to initial each grid you do.

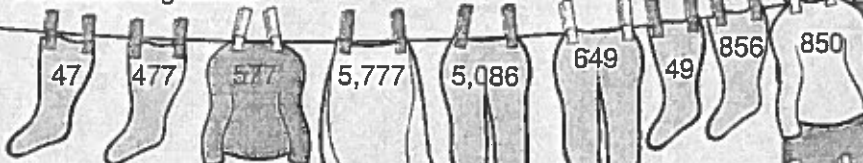
<p>Newspaper Search</p> <p>Find a set of data. (basketball points, weather temp, ect.) Make a stem and leaf table from those numbers.</p>	<p>Math Facts:</p> <p>Make Multiplication Flashcards. Study them for 20 minutes a day.</p> <p>Keep time on multiplication log on the back of this paper.</p>	<p>Khan Academy</p> <p>2 hours a week</p> <p>Focus for the week: Measurement and Data</p>
<p>Dice:</p> <p>Rounding Activity Card</p> <p>"Rolling Along"</p>	<p>Write A Story</p> <p>Write 4 different word problems. One multiplication, division, addition and subtraction. Create a poster with all four on it.</p>	<p>Time</p> <p>Choose one activity for a day and record the start and stop time. Calculate the elapsed time for the activity (ex. time you wake up and go to sleep).</p> <p>Challenge: convert all of your times into minutes or hours.</p>
<p>Place Value Activity Card</p> <p>"Hanging Out"</p>	<p>Scavenger Hunt</p> <p>Find something that is: 6 inches long 3 feet long 24 inches long 6 feet long</p> <p>Make sure you name the items you find.</p>	<p>Education Galaxy</p> <p>2 hours a week</p> <p>Focus for the week: Geometry and Measurement</p>

Hanging Out

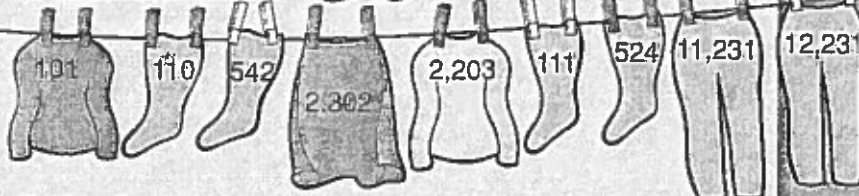
Number Sense
Comparing and ordering

Draw two clotheslines with ten pieces of clothing on each line.
Write each set of numbers in the correct order.

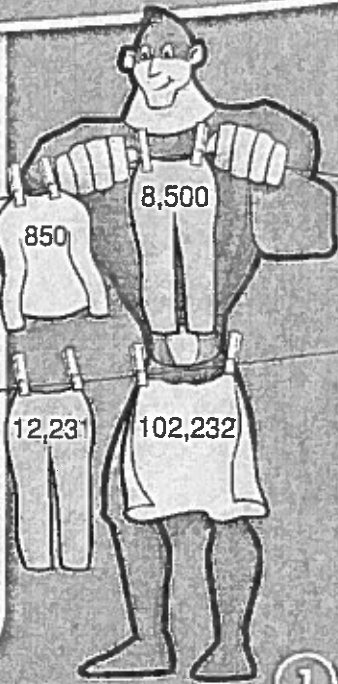
A. Least to greatest



B. Greatest to least



C. List all 20 numbers from problems A and B in order from least to greatest.



Activity Cards for Early Finishers: Math • The Mailbox® Books • TEC61219 • Key p. 75

1







Rolling Along

Number Sense
Rounding whole numbers

Draw and label a chart as shown.
Then roll a die.
Use the code to round each number.
Write your answers in the chart on your paper.

Number	Number Rolled	Rounded Answer
3,107,854		
5,230,710		
2,453,326		
1,125,378		
989,494		
6,676,122		
1,111,187		
598,392		
5,672,245		
2,477,621		

Die Code
Round to the nearest

-  ten
-  hundred
-  thousand
-  ten thousand
-  hundred thousand
-  place value of your choice



Activity Cards for Early Finishers: Math • The Mailbox® Books • TEC61219

2

