

Summer Assignment



Greetings, Grade Four Trailblazers!

As the school year draws to a close and you look forward to the restful days of vacation, it is a great time to start thinking about what books you would like to dive into this summer!

Part 1

This summer, I want you to read at least four books from three different genres. A genre is a category or type of book. Here's a list of genres I copied from Scholastic. If you visit the site, it also gives you book suggestions for each genre: <https://www.scholastic.com/parents/books-and-reading/raise-a-reader-blog/kid-friendly-guide-to-new-reading-genres.html>

Realistic Fiction

A genre of stories that are made up but could very well happen in real life. These stories often take place in settings familiar to your child — like schools — which makes them more relatable.

Historical Fiction

A genre of stories that didn't really happen, but are based on events in history. They're perfect for kids who love to explore the past, and are often full of big adventures.

Traditional Literature

A genre in which stories are passed down from one generation to the next, such as tall tales and folktales. You probably heard a number of these as a child.

Science Fiction

A genre of stories that are not very likely to happen in real life, but are generally set in the future and tie in with science and technology.

Fantasy

A genre of stories that are made up and include ideas that could not happen in real life, often involving magical or supernatural elements, such as talking animals.

Mystery

A genre of stories that involve a secret or crime that needs to be solved, usually by the end of the story.

Informational

A type of nonfiction that provides factual information about a particular topic such as sports, animals, or historical events.

Biography

An account of someone's life written by another person. These books are great not only for reading, but for inspiring!

Autobiography

An account of someone's life written by that person.

Poetry

A genre where verses, that may or may not rhyme, are written to evoke a feeling from a reader.

Use the page at the end of this packet to help you keep track of the genres and books you decide to read.

Name: _____

Part 2

Each week, please select two activities from the following list to do either on your own or with your family. It may be a good idea to keep your parents informed of which ones you'd like to do as you may need help with some of them. Save all of your work in a folder, and bring it to school on the first day.

In the first column, please fill in the week you did that activity.

Week	Choice
	1. Visit a museum. Any kind will do! Have someone take a picture of you in front of your favorite exhibit.
	2. Using your best cursive or printing, write a letter to Ms. D and one to Ms. Horan, and mail them to school. Use the friendly letter format. If you don't remember it, look it up! This may be a good one to save for later in the summer so you have lots to put in your letter.
	3. Go to a play. There may be outdoor plays during the summer.
	4. Write a paragraph about a character from a book you read and explain how you and the character are alike and different. Remember to include the title of the book as well as the author.
	5. Write and mail a letter to the author of one of the books you read this summer. In your letter, explain why you enjoyed the book and be sure to ask any questions you might have. You can use the school's address in case you get a reply. Bring in a copy of the letter you wrote.
	6. Go outside and draw a picture of a tree or flower. Write a short paragraph explaining why you chose that tree or flower.
	7. Read outside in your favorite spot (remember to use

	<p>sunscreen!). Have someone take a picture of you reading. Print out the picture and include it in your summer work when you get back to school.</p>
	<p>8. Figure out how far you'd have to walk in your yard or around your house to walk a mile. Then, walk a mile-or two! You're welcome to bring someone along for company!</p>
	<p>9. Go outside and, using a hula hoop or jump rope, jump or hula, and count each jump or hula by twos until you reach 100. Then do it again counting by fives and then by tens.</p>
	<p>10. Help your parents with the dinner dishes.</p>
	<p>11. Set the table for dinner. Look up where to put the fork, knife, and spoon. Take a picture of your table when you're done, and include the picture when you hand in your summer work.</p>
	<p>12. Choose a recipe, and cook or bake the meal. Have a parent help you with this one! Take a picture of you with your meal, and bring in the recipe.</p>
	<p>13. Create a Rube Goldberg machine (Google him). Take a video of your machine in action.</p>
	<p>14. Read a storybook aloud to someone who does not live in your house. You may use Hangouts or Facetime or any program you choose if the person lives far away. When you finish the book, ask the person three questions about the story.</p>
	<p>15. Draw six analogue clock faces. Choose six events from your day, one for each clock. Put hands on the clocks showing the time each event happened. Underneath each clock, put the event and the time. Remember am and pm!</p>
	<p>16. With a partner, roll two dice. Whoever multiplies the</p>

	two numbers rolled and gets the correct answer first wins a point. Play to 20 points.
	17. Help hang out (if you use a clothesline) the laundry or help fold it when it's done.
	18. Set up an obstacle course in your yard. See how fast you and your family can do it. Take pictures! Make a chart showing everyone's times.

	19. Try a new food and write a review of it. It's OK to be honest.
	20. Research and do a science experiment such as making slime, making ooblek, or seeing what happens when you combine baking soda and vinegar. Get an adult to help with this one! Write about what experiment you did and what happened.
	21. Watch a meteor shower. The Perseids begin July 14 but should peak August 12-13. The Capricornids begin July 7 and peak July 30-31, but they have few meteors compared to the Perseids. https://www.amsmeteors.org/meteor-showers/meteor-shower-calendar/
	22. Make homemade popsicles. Write down the recipe to share.
	23. Visit a farmers' market. Try some new, tasty veggies! Write a review of the new food you tried.
	24. Pack a picnic lunch (or dinner) and eat outside (invite your family!), even if it's in your own yard. Write a paragraph about your favorite part of the picnic
	25. Help wash the car...or cars! Get a parent to help!
	26. Take pictures of five birds you see in your backyard. Research and find out what kind of birds they are. Print

	and label the pictures.
	27. Track and record the temperature for a week (7 days). Create a bar graph (with all the parts!) to show the temperature each day of that week.
	28. Collect rocks, leaves (from the ground), sticks/twigs, and other objects from nature. Create a sculpture or design using the objects. Take a picture, print it, and hand it in. Write a paragraph about your creation.
	29. Have a campfire. Eat s'mores or whatever your favorite campfire snack is.

	30. Draw a picture of a scene from a book you read. Write a paragraph about why you picked this scene.
	31. Have lunch with a classmate. If you have to use Hangouts or ZOOM, pick a day and time, each of you prepare your lunch, and enjoy some time together.
	32. Grab a lined piece of paper and a pencil, and sit outside by yourself. Sit quietly for a while. Then, make a list of all of the sounds you hear. Write about the one that surprised you the most.
	33. Make a fairy house outside. Remember, all the materials you find have to come from nature. Also, please do not pull leaves off trees. Use leaves from the ground. Take a picture when you're done, and put it with your work for the first day.
	34. Go fishing (with a grownup!). Take a picture of what you catch. Write a paragraph about that type of fish.
	35. Play a math game to practice your fast facts. I've attached rules for two different games you can try, or you can find one of your own. Play the game at least 5

	times.
	36. Complete a puzzle that has at least 500 pieces. This one may take you more than a week. Put down the date you start and the date you finish. Take a picture of you with your finished creation.
	37. Read a book, then watch the movie version. Write a review of which was better and why. Remember to tell us the name of the book and the author.
	38. Using your best cursive, write a letter to a friend. Use the friendly letter format! In the letter, ask that they write back. When you put your letter in the envelope, remember to put your return address on the outside. Mail the letter, and hope for a reply!
	39. Finish four pages from either of your math workbooks that we didn't do during the year. Choose pages from different sections.

Name _____

Book Genre List

Use this chart to keep track of the books you read. For each of the three genres you select, fill in the title of the book as well as the author. If you handwrite this, please underline the book title. If you type this, please put the book title in italics.

Genre	Title	Author
Realistic fiction		
Historical fiction		
Traditional literature		
Science fiction		
Fantasy		
Mystery		
Informational		
Biography		
Autobiography		
Poetry		

Spiral Math Game

Skills Focus: Multiplication (or other operations if you'd prefer)

Materials Needed for Spiral: Math Card Game for Kids

- Deck of playing cards
- Game pieces for each player (unifix cubes, board game pieces, beads, etc.)
- 1 or 2 dice (or a 12-sided die)

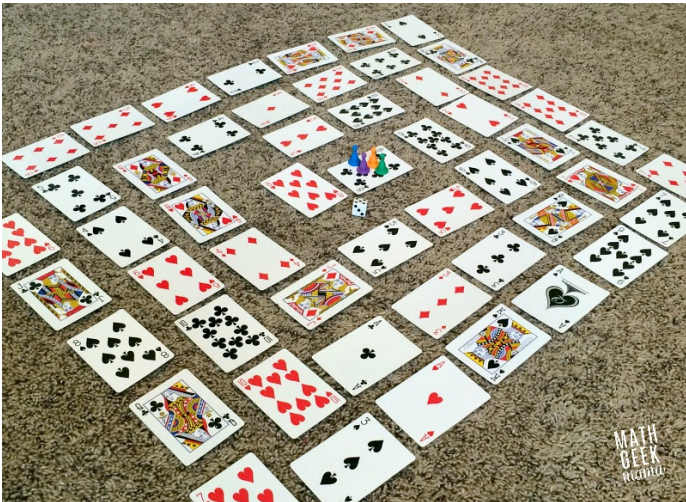
How to Play Spiral:

The object of this game is to be the first to travel from start to finish.

Start with a complete deck of cards, as well as 1-2 dice and game pieces for each player.

Ace = 1, Jack = 11, Queen = 12 and King = 13.

To begin, build a spiral out of the entire deck of cards, as shown in the picture below. This will serve as your game board. You can use the same board for multiple games, or create a new board each time to change it up.



Each player then places their game piece at start (the center of the spiral).

To start, the first player rolls a die and moves that number of cards on the game board. They must then multiply the number on their die with the value of the card they landed on.

If they solve it correctly, they stay there, otherwise they go back to their previous position.

Players then take turns rolling and moving around the game board.

If a player lands on a card with another player on it, they "bump" that player back to start.

If a player lands on a "double," meaning the number on their die and the value of their card is the same, they get to go again.

The first player to land exactly on the last card and correctly solve the multiplication problem wins!

Variations to the Game:

You can change the operation to addition or subtraction (or even just practice number recognition by removing all face cards).

If you'd like to focus on multiplying by 10, change the value of all face cards to equal ten.

To practice integer operations, make the black cards positive values and the red cards negative values, then add, subtract or multiply.

Once Through the Deck game

Math Concepts: basic facts of addition, multiplication.

Players: one

Equipment: one deck of cards with the face cards and jokers removed

How to Play

Shuffle the deck and place it face down on the table in front of you.

Flip the cards face up, one at a time.

For each card, say out loud the sum (or product) of that number plus (or times) the number you want to practice. Don't say the whole equation, just the answer.

Go through the deck as fast as you can. But don't try to go so fast that you have to guess! If you are not sure of the answer, stop and figure it out.

Record your times on the table below. See if you can improve over time.

Multiplication table you practiced:

Game	Time
1	
2	
3	
4	
5	
6	
7	
8	
9	
10	

