Herma Simmons Elementary School

Clayton Clippers Set Sail Around The World

Summer Reading 2018

Goal

Students will select one country, with the exception of the USA. Students will read and research information about the selected country throughout the summer. Students will complete a project.

Projects

-Each project will have a list of requirements. Projects that do not include all requirements will not be accepted.

-All projects are due the first day of school-Tuesday, September 4.

-Summer Projects will not be accepted after Tuesday. No exceptions.

1. Tri-Fold/Poster/Big Board Presentation
2. Video: Documentary, Newscast, Commercial, or Tourist Video
3. Model of country with two(2) page report
4. Game Board
5. Trading Cards
6. Poster Size Suitcase

Projects will be displayed throughout the building and during Back to School Night.

Prizes

All students who complete a project will receive a ticket and be entered into a drawing for a prize. Students will be permitted to complete more than one project. Students will receive a ticket for each project submitted.

Each day, beginning Wednesday, Sept. 5 through Friday, September 7, tickets will be drawn for a variety of prizes.

-Gift Cards
-School Supplies
-Special Prizes and Gifts
-Invitation to Candy Bingo
-Invitation to Pizza Party
-Invitation to Popcorn Party
-Invitation to Cupcake Party
-Invitation to Pretzel Party

Tri-Fold/Poster/Big Board Presentation

DIRECTIONS:

You can create a tri-fold, poster, or big board presentation with information about your country.

Requirements

Pictures must be labeled and/or contain a description.
Templates, worksheets, organizers are not permitted.

-Country Name

-Country Flag

-List five(5) interesting/fun facts about the country.

-Physical Map of the Country

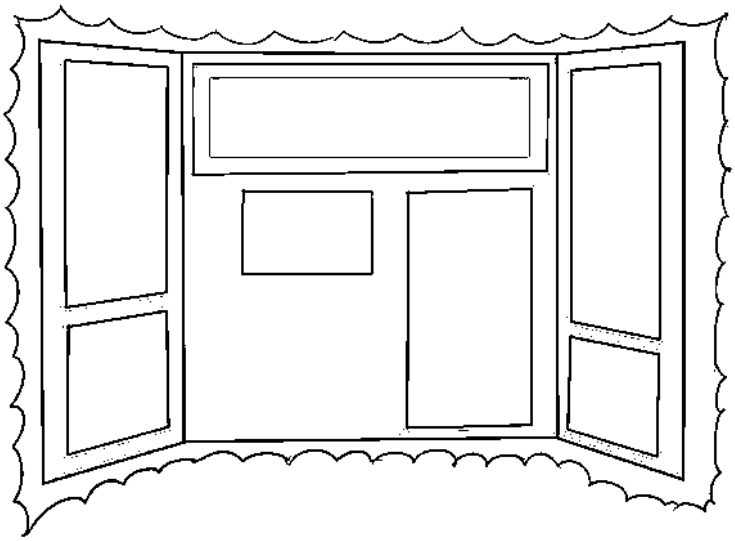
-Traditional Clothing/Dress

-Food -

-Holidays

-Famous Places

-Personal connection to the country. (optional)



Video: Documentary, Newscast, Commercial, or Tourist Video

DIRECTIONS:

You can create a video about your country. Your video can be a documentary, a newscast, commercial or tourist video with information about your country.

Requirements

Video must be 5-10 minutes in length.

-Country Name

-Physical Map of Country

-Location on the globe or world map

-Famous Places

-Food

-Reasons to visit the country

-Climate/Weather

-List Ten(10) interesting/fun facts about the country.

-Music

Model of Country with Two(2) Page Report

Directions:

You can create a model of your country using crafting materials. You can also write a report with information about your country.

Requirements

Report must be two(2) pages in length.
Worksheets, templates, organizers are not permitted.
Neatly written or typed. Correct spelling, capitalization, and punctuation.

Model
-Colored
-Safe materials
-Easy to be handled without breaking
-Easy to display

Report
-One sided, two(2) pages
-Country Name
-Famous Places and People
-Reasons to visit the country
- Interesting/fun facts about the country.

Game Board

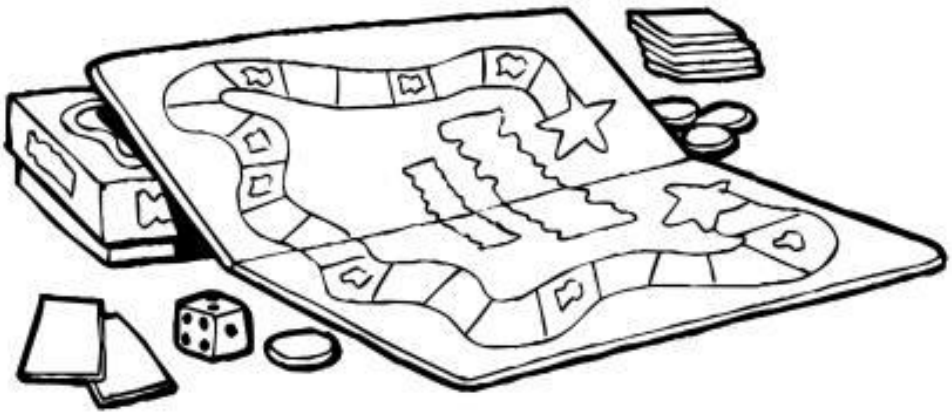
Directions:

You can design a game board with facts about your country.

Requirements

Design a game with at least 24 spaces, but no more than 40 spaces.
Use heavy paper or sturdy material for your board.
Game pieces/dice/spinners must be included.
Neat and colorful game board.
Easily handled.
Game rules written on index card or paper.
Cards with questions (true/false, multiple choice, fill in blank) and answers on back.
Five(5) rewards such as, “move ahead 2 spaces” and Five(5) penalties such as, “go back one space”.

-Name of Game/Country
-Questions from a variety of topics about the country such as holidays, famous people and places, historical information, food, music, geography, etc.



Trading Cards

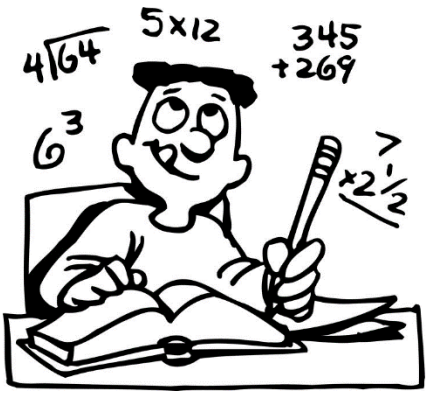
Directions:

You can create trading cards with facts about your country.

Requirements

Design 10 trading cards.
Use card stock paper or index cards. Cards must be durable.
Cards must have decoration on one side and facts on the other side.
Cards must be colorful and completely filled on both sides.
Each card must contain different fact(s).

What About Math?



You can practice your math skills over the summer using the iXL program.

https://www.ixl.com/signin/cbe

Students will not receive tickets for using the iXL program this summer. Teachers will be able to review student accounts for progress and activity.

My Username _____ My Password:_____

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You and your parents can review the skills that must be mastered for each grade level on the last two pages of this packet.

Practice these skills over the summer to ensure that you are ready for math in September.

By the end of:	Students must know
Kindergarten	A. Know number names and the count sequence. B. Count and tell the number of objects. C. Compare numbers D. Understand addition and subtraction E. Work with numbers 11-19 to gain foundations for understanding place value F. Describe and compare measurable attributes G. Classify objects and count the number of objects in each category. H. Identify and describe shapes. I. Analyze, compare, create, and compose shapes.
First Grade	A. Represent and solve problems involving addition and subtraction. B. Understand and apply properties of operations and the relationship between addition and subtraction. C. Add and subtract within 20. D. Work with addition and subtraction equations. E. Count to 120, starting at any number less than 120 F. Understand place value. G. Use place value understanding and properties of operations to add and subtract. H. Order three objects by length; compare the lengths of two objects indirectly by using a third object. I. Express the length of an object as a whole number of length units. J. Tell and write time in hours and half-hours using analog and digital clocks. K. Represent and interpret data. (graphs, charts, etc.) L. Reason with shapes and their attributes.
Second Grade	A. Use addition and subtraction within 100 to solve one- and two-step word problems. B. Add and subtract within 20. C. Determine whether a group of objects (up to 20) has an odd or even number of members D. Use addition to find the total number of objects arranged in rectangular arrays. E. Understand place value. F. Use place value understanding and properties of operations to add and subtract. G. Measure and estimate lengths in standard units. H. Use addition and subtraction within 100 to solve word problems involving lengths that are given in the same units I. Represent whole numbers as lengths from 0 on a number line. J. Represent whole-number sums and differences within 100 on a number line diagram. K. Tell and write time from analog and digital clocks to the nearest five minutes, using a.m. and p.m. L. Solve word problems involving dollar bills, quarters, dimes, nickels, and pennies, using $ and ¢ symbols appropriately. M. Generate measurement data by measuring lengths of several objects to the nearest whole unit. N. Draw a picture graph and a bar graph (with single-unit scale) to represent a

	data set with up to four categories. O. Recognize and draw shapes having specified attributes, such as a given number of angles or a given number of equal faces. P. Identify triangles, quadrilaterals, pentagons, hexagons, and cubes. Q. Partition a rectangle into rows and columns of same-size squares and count to find the total number of them. R. Partition circles and rectangles into two, three, or four equal shares, describe the shares using the words halves, thirds, half of, a third of, etc., and describe the whole as two halves, three thirds, four fourths. S. Recognize that equal shares of identical wholes need not have the same shape.
Third Grade	A. Represent and solve problems involving multiplication and division. B. Understand properties of multiplication and the relationship between multiplication and division. C. Multiply and divide within 100. D. Solve problems involving the four operations, and identify and explain patterns in arithmetic. E. Use place value understanding to round whole numbers to the nearest 10 or 100. F. Fluently add and subtract within 1000. G. Multiply one-digit whole numbers by multiples of 10 in the range 10–90. H. Develop understanding of fractions as numbers. I. Solve problems involving measurement and estimation of intervals of time, liquid volumes, and masses of objects. J. Represent and interpret data. K. Geometric measurement: understand concepts of area and relate area to multiplication and to addition. L. Geometric measurement: recognize perimeter as an attribute of plane figures and distinguish between linear and area measures. M. Reason with shapes and their attributes.
Fourth Grade	A. Use the four operations with whole numbers to solve problems. B. Gain familiarity with factors and multiples. C. Generate and analyze patterns. D. Generalize place value understanding for multi-digit whole numbers. E. Use place value understanding and properties of operations to perform multi-digit arithmetic. F. Extend understanding of fraction equivalence and ordering. G. Build fractions from unit fractions by applying and extending previous understandings of operations on whole numbers. H. Understand decimal notation for fractions, and compare decimal fractions. I. Solve problems involving measurement and conversion of measurements from a larger unit to a smaller unit. J. Represent and interpret data. K. Geometric measurement: understand concepts of angle and measure angles. L. Draw and identify lines and angles, and classify shapes by properties of their

CHS Media Center-Summer Operations

The Clayton High School Media Center will be open this summer for the following purposes only:

1. K-12 students who need to borrow books for summer projects. Books must be signed out and read at home. Books must be returned within two weeks.

2. K-12 students who need to use the computer to complete summer projects.

3. K-8 students who need to use the computer for iXL Math.

The CHS Media Center will be open as follows:

DATES	HOURS	
July 16-19	Mondays	12:00-3:00
July 23-26	Tuesdays	9:00-12:00
July 30-August 2	Wednesdays	12:00-3:00
August 6-9	Thursdays	9:00-12:00

Rules for the CHS Media Center:

1. Students who are not working on the above projects will not be permitted to use the CHS Media Center.

2. Adults must be accompanied by a student.

3. Adults are not permitted to use the CHS Media Center computers or access material or equipment.

4. Students who do not follow the rules of the CHS Media Center will be dismissed immediately.

5. Students who cannot walk home and/or to school by themselves must be accompanied by an adult or older school age family member.

6. Students will be required to sign in and out of the library.

7. Materials for summer projects will not be provided. Students will not have access to iPads.