



ACTIVITY GUIDE

Episode 203: Day and Night and the "ch" Sound

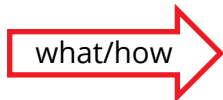
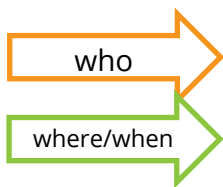
Book: *Day and Night* by Patricia Armentrout

Scan below to watch lesson



Read It

Look back at your ideas for a narrative story about a time when the daytime or nighttime sky was an important part of the story (activity guide 202). Use the story map to organize your ideas.



Title:

Characters:

Setting:

Goal:

Problem:

Plot:

First,

Then,

Next,

And then,

Finally,

Resolution:

Theme



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Episode 204: Day and Night and Fun with -sh-, -th-, and -ch-

Scan below to watch lesson



Read It

Read the following poem out loud with someone you live with. Underline the words with the **sc** and **sk** blends.

Look up at the sky,
Do you see the clouds skip?
Sketch the night sky,
Do the stars seem to flip?
I have my book in hand to sketch all that I see,
Scoop up your markers or crayons and try to join me!

By Shernita Rodgers

Read It

Some words have two consonants that blend together at the beginning of words but still produce their own sounds. You will find this in the **s** blends **sc** and **sk**.

The s and c blend together to say /sc/.

The s and k blend together to say /sk/.

Sound out the words below. Then blend the sc and sk sounds together.

s c a n **scan**

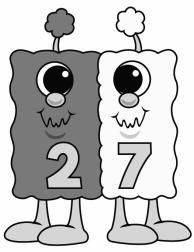
s k i p **skip**

Write It

Think about the story that you have been writing. What might be a good **lead sentence** to hook your readers? Remember to include the four w's.

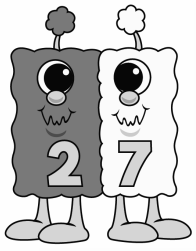
Who _____ Where _____ What _____

When _____



Add & Subtract with Teen Numbers with Value Pak

Equation	Solve by drawing base ten blocks or model in a double ten frame
$13 = 10 + \square$	
$10 + 6 = \square$	
$17 = \square + 7$	
$10 + \square = 15$	
$2 = 10 - \square$	
$14 - 10 = \square$	
$\square = 18 - 10$	
$11 - \square = 1$	



My Double 10 Frame Mat

Add 7, 8, or 9 Bingo

Materials: numeral cards (cut out), 2 different colored counters (or you could use a coin and Player 1 is heads and Player 2 is tails)

Directions:

1. Cut out the numeral cards and mix them up. Place them facedown in a pile.
2. Player 1 turns over the top card and decides if they want to add 7, 8, or 9 to the number shown on the card. Player 1 places a counter on the sum created.
3. Player 2 repeats step 2.
4. The first player to have 5 counters in a row wins!

12	14	12	8	11
15	17	16	10	19
18	13	FREE!	15	14
9	17	10	13	7
19	16	11	9	18

0

1

2

3

4

5

6

7

8

9

10

0

1

2

3

4

5

6

7

8

9

10