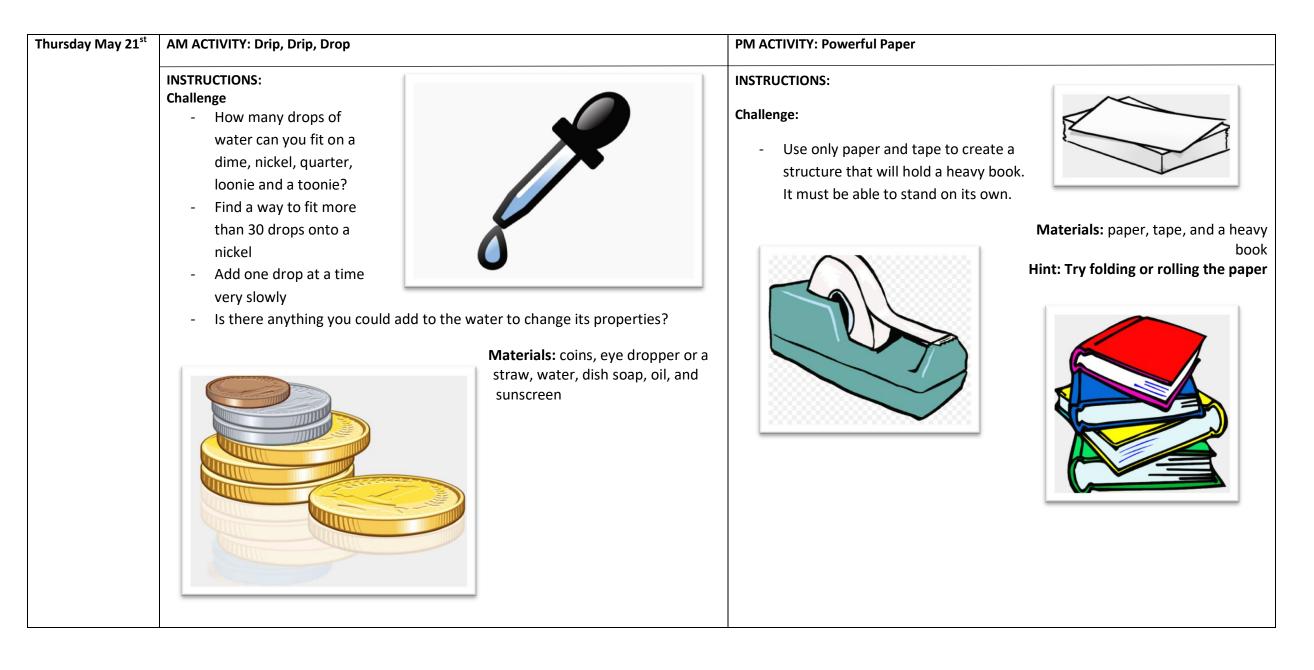
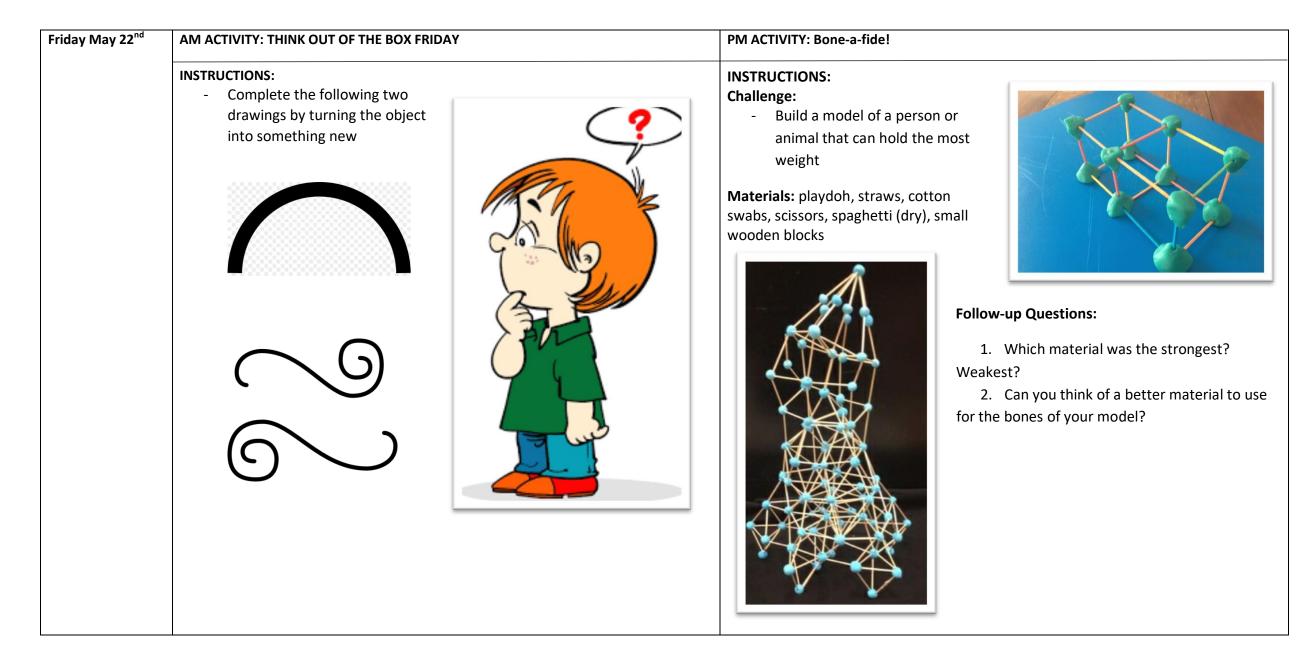
uesday ⁄lay 19 th	AM ACTIVITY: Draw horrible homophones	PM ACTIVITY: Art with household items
	INSTRUCTIONS:	INSTRUCTIONS:
	What You Need: Pen Paper Crayons or markers	What You Need: Variety of kitchen gadgets such as a whisk, potato masher, or slotted spatula White construction paper plates Tempera paint
	What You Do:	What You Do:
	1. Write the words "horse" and "hoarse" on a piece of paper. Ask your child to identify the difference between the two words.	1. Help your child look through your kitchen drawers to find cooking tools that might make interesting marks and prints. Look for things with unusual shapes or textures, like slotted spoons, cookie cutters, or meat tenderizers.
	Make sure she realizes that "horse" is the name of an animal, and "hoarse" is the description of the way something sounds,	2. Invite your child to select his three favorite colors from the paint provided, and then help them squeeze a small amount of paint on the paper plates.
	such as a hoarse voice. 2. Tell your child that these two words are homophones, or words that sound the same but look different.	3. Now it's time to get printing! Have your child select a kitchen tool to use for the first print. Help them press it into the paint, making sure it's evenly coated, and then on the paper. What type of design is left behind?
	3. Brainstorm a list of homophones with your child. Some examples may include sea/see, ant/aunt, ate/eight, prince/prints, bare/bear, hair/hare, and hear/here. 4. Instruct your child to write a sentence using one word from each homophone pair, such as "I swim in the sea."	4. Encourage them to experiment with creating patterns and designs on their paper, boosting his hand-eye coordination and budding math skills!
	5. Tell your child to cross out the homophone in each sentence and write the other work	
	from the pair. This will leave sentences like "I swim in the see."	
	6. Challenge your child to try to illustrate one of the sentences, no matter how silly the illustration will look.	The second states and

Wednesday May 20 th	AM ACTIVITY: Don't get mad get even	PM ACTIVITY: Cloud in a Jar
Wednesday May 20 th	 INSTRUCTIONS: What You Need: Deck of playing cards with the face cards (jacks, queens, kings) removed What You Do: Lay out all of the cards face up, in a horizontal line. For this game, aces= 1. Let your child know that he has one minute to pick out and remove the pairs of cards with even sums (for example, 2 + 6 = 8). Count and record how many cards remain. One card= 1 point. Tell your child that the fewer points he accumulates, the better. Shuffle the cards again and lay them out in a line. In this round, encourage your kid to try to remove more cards than he did the last time! In the final round, give your kid an unlimited amount of time to try to pair up and remove all of the cards. If he's successful, tell him he gets to subtract 10 	 INSTRUCTIONS: What You Need: Empty jar with lid Water Mug Pen Strainer Freezer Ice Microwave Towel Spoon Blue food coloring (optional) Ice mold (optional) What You Do: If you have time beforehand, use water, blue food coloring, and an ice mold to create some blue ice cubes. Hand your child an empty jar and help her remove its label. Wash the jar out with soap and water until it is as clean as you can get it. Use a towel to dry the jar off before setting it to the side. Instruct your child to carefully fill a mug with water. Place the mug of water into the microwave for at least two minutes to heat the water up. You could boil water instead if you feel this would be easier. As the water is heating up, place a strainer into the freezer until needed. Carefully remove the mug from the microwave and have your child pour the water
	and remove all of the cards. If he's	7. As the water is heating up, place a strainer into the freezer until needed.





Monday May 25 th	AM ACTIVITY: Move it, move it	PM ACTIVITY: Making Music
	INSTRUCTIONS:	INSTRUCTIONS:
	 Challenge: build a machine that can move an item from one end of the table to another Materials: unsharpened pencils or sticks, toilet paper rolls, paper strips, straws, and tape ***Before you try and have your machine move across the table make a prediction to whose machine will travel the furthest*** Follow-up Questions: Using a ruler, or non-standard units of measure, measures whose machine went the furthest? What differences in each machine where there that may have Event the furthest of the furthest? What differences in each machine where there that may have Torributed to the machine travelling further or shorter distances? 	 Challenge: Create an instrument that can play music Materials: Small and large rubber bands, hair ties or string, jumbo craft sticks, a pencil, or smaller scraps of wood, shoe box or a box that is similar in size, metal coffee cans or any type of metal tin from the recycling, paper plates or circles of the same size cut out of construction paper, dried beans or rice What you need to do: Using the items from the materials list create an instrument that you can play Does playing the instrument harder, softer, or longer make a different sound? Add some other materials to your instrument. Does it make your instrument sound better or worse?