***Parent Helper***

Reading Strategies:

* Model Fluency Reading
* Do Repeat Reading
* Promote phrase Reading
* Read aloud with student reading along
* Sight word recall

What can you do????

* Read a page to student aloud and then have student read the page. Go through whole book that way
* Read a phrase in story seamlessly and then have student read until they can do it seamlessly
* Read aloud and ask student questions about the book
* Sight word games.
* Gold Fish.
  + Make two sets of sight words using index cards or square pieces of paper. (see attached list)
  + Shuffle cards and put in pile. Deal 7 cards to each person playing.
  + Each person calls out the sight word and the person who has the card gives to person or if no one has card person will say gold fish and person draws card out of deck.
  + Person with most pairs at end of game wins
* Memory
  + Make two sets of sight words.
  + Place cards face down and have people take turns trying to flip over two cards and match.
  + Person must read the sight words as they are flipped over. If say correctly and match the person gets to take the match.
  + Person with the most matches win.

Math Strategies:

* Understand three digit numbers (ie, knowing that 367 means 3 hundreds, 6 tens, and 7 ones)
* Count 1,000; skip count by 5’s, 10’s, and 100’s
* Tell and write time within 5-minute intervals on both digital and analog clocks
* Solve word problems involving dollar bills, quarters, dimes, nickels, and pennies
* Represent and interpret data, such as bar graphs and picture graphs

What can I do to help with math???

* Three digit addition and subtraction: a dice or deck of cards with 1-9 only.
  + Three digit addition
    - Using deck of cards have someone draw three cards and build a three digit number
    - Using deck of cards have some draw another three cards and make a number.
    - Then have players solve by adding the two numbers. First , person with correct answer wins the cards.
    - Person with the most cards at end wins the game
    - Can use dice and roll to make the numbers also.

Three Digit subtraction

Using deck of number 1-9 draw three cards. Make the biggest number with the three cards.

Draw three more cards and make the small smallest number possible.

The first number is the top number and then subtract the second number from the first number.

The person with the correct answer first wins. The person with the most cards at end of game wins.

* Time: Have student tell time on analog and digital clock
* Skip counting: You can practice this in the car or at home. Should practice about 5 minutes so that child does not get bored. Make up songs or do to beat student likes.