DETAILED Substitute Instructions

White you for working in our class today!

-How to introduce each activity -Tips for completing each activity -Ideas for EARLY FINISHERS -Extension ideas for after

Please complete the following assignments in OR Words Schedule" page of our Substitute Informati LA 01.13

Most pages are self-explanatory and provide of

instructions

We Went Camping Last Summer Comprehension After

Read the story aloud with student answering the questions at the bo First time: Partner students up to 1-1 students to

u two the b on this You this p sk stude cir When t re para the b porte its disc came would reportant to bring and v heir responses of EARL JISHERS: On the picture or the camping story meu second part to the story? What v

TO CAMP OR **NOT TO CAMP?** OR Words

IAN 13

BREAK BETWEEN WORKSHEETS MATH 1.04.4.7

the following directions to student when it is in a word and give stuc fork, port, corn, horn). The teach just like charades, and students w is. If the word is too hard to think on the board. Remind students tha time students guess the correct C board. Here are some words to

INSTRUCTIONS CONTINUED

not to camp?

On this page, students will use their sound knowledge (beginning sounds, vowel sounds, etc.) to figure out which OR word matches which When students are finished, ask them which item on this page wo helpful if they were lost in the woods? Hint: It is NOT an OR wor students unscramble the letters at the top to figure out the word ANSWER: COMPASS Discuss the fun fact listed at the bottom o page. EARLY FINISHERS: On the back of this page, challenge str make a list of all the things they would need to pack for a campi Ask them to add pictures next to each item on their list

CAMPING IN TH unknown MATH 1.04.D.8

WHAI DID WE

BRING?

Math Story

Problems

Solve a few of the missing addend problems on this page befor students work independently. Students will fill in each blank with the correct number to make the number sentence true. When finished students will answer the question at the top of the page by using number code. Above each number in the code, write the letter t then that number is the answer. For a

B IS "Y" ANSV our proces is also ular park to atth bout Yellowstone N Park that an share w lent: t was the world's Fi tional pc lore than aterf a e park.

tween 1.0 13.0 rthquakes eac ellowsrone park

ARLY FINISHERS: On the is page, challeng nd write about the differ neu might see if t ? What kinds?

DREAM DELIWEEN WORKSHEELS Play Hop to 20. Explain the top

to students. The teacher will shout out a number from 10-20 and number on the board. Students will quickly decide how many MO need to make 20 and hold up that many fingers. When all student: gotten time to think and hold of a number of fingers, the teacher reveal the answer and everybody will hop that many times aroun room. CHALLENGE: Ask students to hop on only one foot. Contin calling out numbers until students have gotten a good movement b -Write a quick story problem on the board. This can be an addit subtraction equation. Read and work through the problem togeth discussing how the students knew it was an addition or a subtract problem. On this page students will read each story problem, writ equation, and draw a picture showing what happened in the mat Discuss the answers when students are finished. EARLY FINISHE the back of this page, challenge students to write down a list of

keep safe when camping. Should you venture in the woods alone

should you bring if you are out in the dark?

I can identify the sequence! RL.13

If I have left you a book for this activity, please use it to complete this age. If I have not left you a book, please pick a fiction book from our classroom library. "If you can find a fictional book where the characters go camping, that would be extra fabulous!

After reading the story aloud to students, discuss the sequence of events. Write student answers on the board while discussing. Next, ask students to write their own version of the sequence using the page provided. Each set of lines has a box next to it for an illustration. TIP: Have students draw a picture of the beginning, middle, and end in the three boxes before

EARLY FINISHERS On the back of this page, challenge students to draw and write about their favorite part of the story.

hmallow NG W.1.3

ents for a discussion using hiteboard or poster paper if COAST THE PERFECT led you se /rite: HO! of the pi board. Ask students if they flow? pplies did they need to roast a have ev marshm. to write down the steps to oasting rudents will draw and write erfect marshmallow using the eir own 1ORE than 3 steps, they can use age prov

the back o ARLY FIN page (or a blank piece of paper ed th), challenge students to create they have ther How What ng they can do? Make a sandwich? ld a Lego L sk them to write a How-To storu

about how to do this

Let's Go Camping

Complete this page as a whole class. Discuss the important parts of a map the key, the compass, etc. Read aloud the directions at the top of the page and complete the map as a whole group.

room? Their house? Their neighborhood? The school? The classroom?

OCIAL STUDIES EARLY FINISHERS On the back of this page, challenge students to MAP SXIIIS create their own map. They can choose what they want to map out. Their

The Truth Behind the Campfire

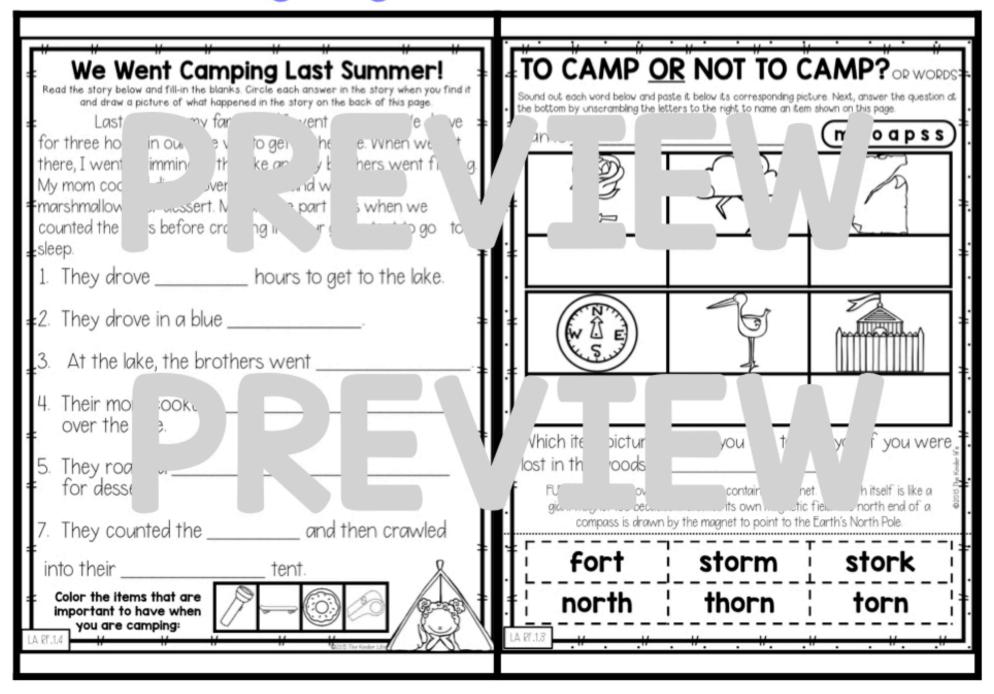
CAMPLINE SALETY

Ask students what they have learned about camping so far. Write their

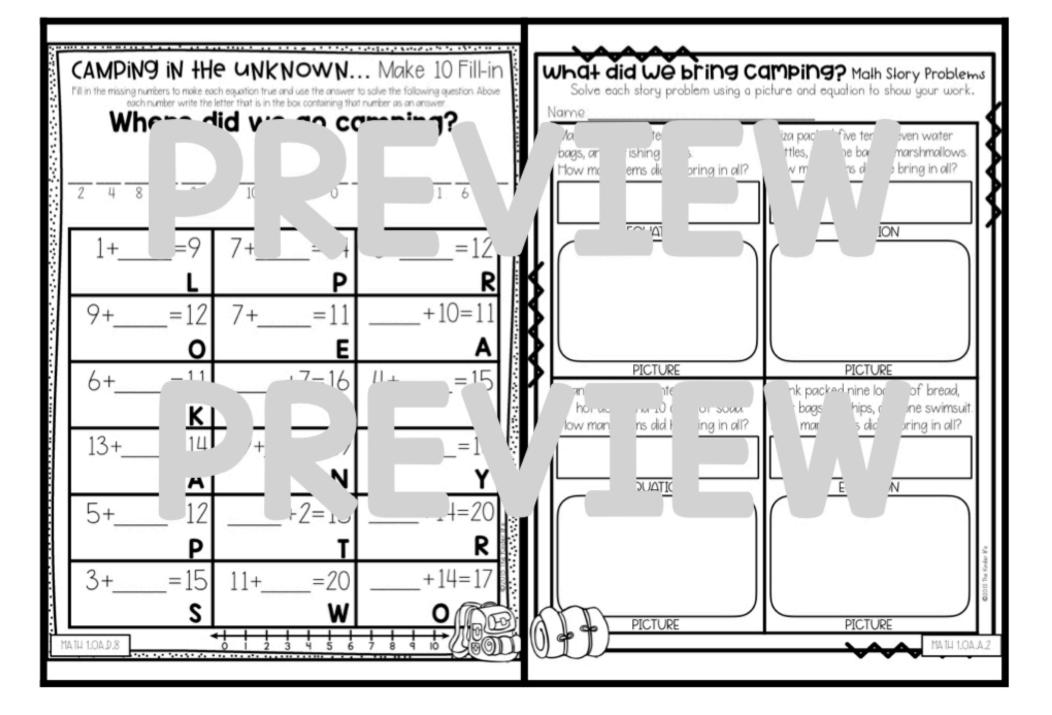
Next read aloud the paragraph to students and assist students in reading and discussing whether each statement is "true" or "False." Students will paste each sentence in the correct column above.

EARLY FINISHERS. On the back of this page, challenge students to write a silly camping story. Do they meet friendly bears who stay for a picnic? Do build a tent out of candy? Do they catch a fish that talks?

Language Arts Activities

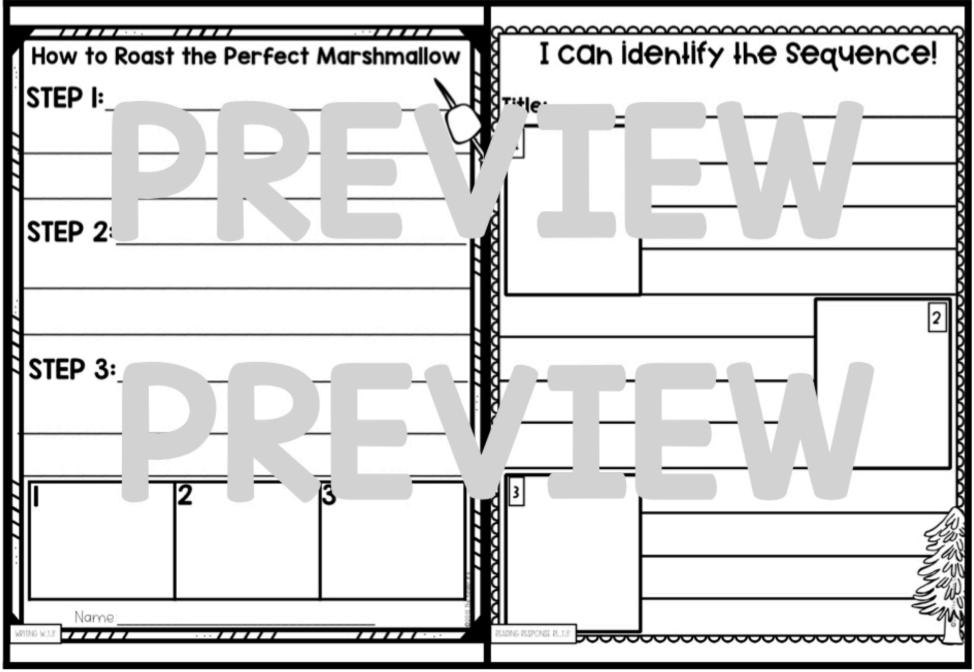


Math Activities



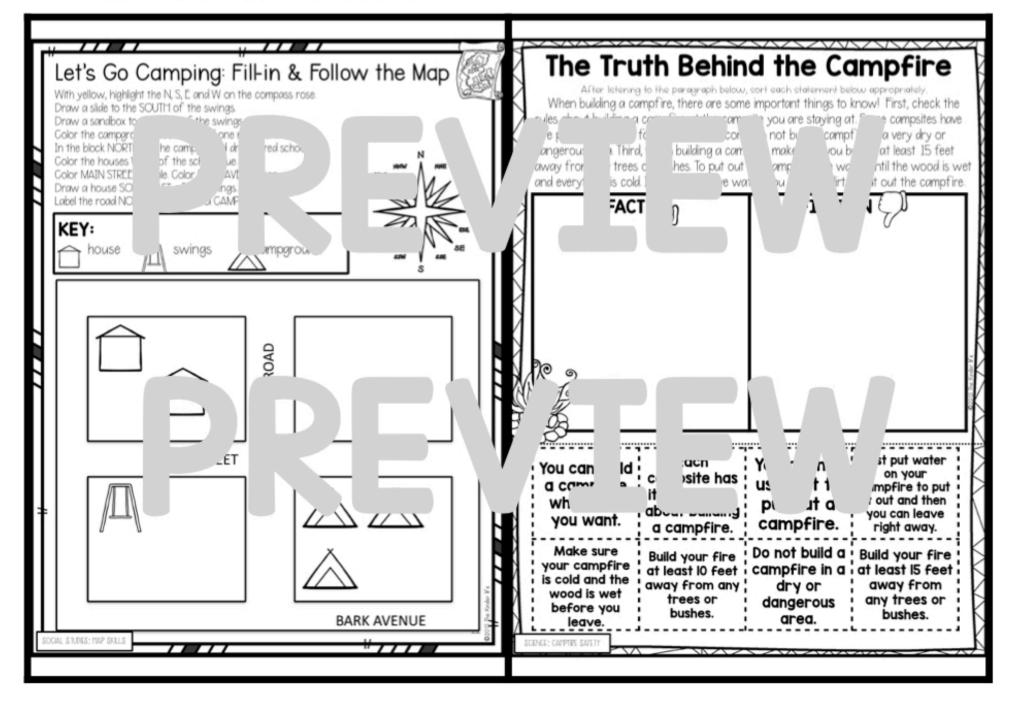


Reading Response



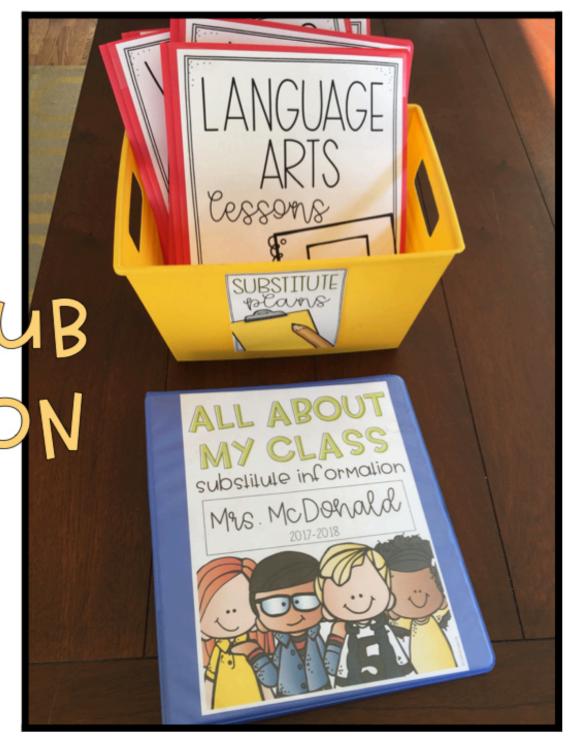
Social Studies

Science



PLUSII editABLE SUB

information Binder



BONUS: TASK CARD GAME INCLUDED

