K-4
Summer Resources & Activities

CCSD 46 in partnership with the Grayslake Area Public Library
...because
vacation here
I would like to

Fun Things To Do:

(name of place)

Brochure

Travel
Dear ________________,

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My VACATION JOURNAL

NAME: ________________________________

DATES: ______________________________

DESTINATION: _______________________ 

TRAVEL MEMBERS: ____________________ 

[Hand-drawn sun and decorative corners]
**Things I Did on My Trip...**

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Name: __________________________
Things I Did on My Trip...

Day 4:


Day 5:


Day 6:


10
New Things I Learned

Did you know that...

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Dice Games

1. **Beat That!** Player 1 rolls both dice and adds them together. They pass the dice to Player 2 and says "Beat That!" Player 2 rolls and adds their dice together. The person with the biggest sum wins 1 point. First person to 15 points wins!

2. **Subtract it!** Each player rolls 1 die at the same time. The first person to say the difference of the 2 dice gets a point. First person to 10 wins!

3. **Race to Zero!** Each person starts with a score of 20. On your turn, roll 1 die and subtract the number from 20. First person to get to zero wins!

4. **Pig!** Roll both dice, add and record the answer on scrap paper. You can continue rolling and adding up your points or you can stop and bank your points for that round. If you continue rolling though and roll a 1, you lose all your points in that round! Person with the most points at the end of 10 rounds wins!

5. **Hide Out!** Player 1 rolls both dice while player 2 turns around. Player 1 adds the dice in his head and records the answer on a scrap piece of paper. Player 1 hides 1 of the dice under a cup with the number rolled face up. Have player 2 turn around and tell them the sum of both dice. Player 2 has to try and find out what number is on the dice that is hiding under the cup by using the dice outside the cup as help! Ex. The sum is 9. I can see a dice that has 5 on it...so a 4 must be hiding under the cup because $5 + 4 = 9$!
Card Games

1. **Don't Capture the Tens!** Remove the face cards from the deck. Sort the cards into a line of 10 piles with 4 cards in each pile. (face down) Pick up a card from the top of a pile and sort the number where it would fit in the line. (piles go 1-10) Put it on the bottom face up and pick up the top card from that pile. Continue sorting all the cards back into their number piles. The goal of the game is to get all the cards home before you find all 4 10's!

2. **Battle!** Remove the face cards from the deck. Split the deck in half. Each player turns over a card at the same time. Read out your number. The person with the highest number wins all the cards! If you put down the same number card you battle! Place 2 cards face down and then turn over the third! Highest number takes all! Variation: Play where lowest number wins!

3. **Addition Battle!** Remove the face cards from the deck. Same as battle...but start off with a 9 or 10 card face up on the table. This card stays there all game and does not get removed. When you turn over your next card you need to add it onto the card already down! Ex: Both players have a 10 card placed down. Player 1 turns over a 3...3 + 10 = 13. Player 2 turns over a 6...6 + 10 = 16. Player 2 gets all the cards! Battle if you get the same sum! Variation: Play lowest sum wins all the cards!

4. **Take Ten!** Remove the face cards and the 10's from the deck. Place 12 cards face up in 3 rows of 4. On your turn, find as many pairs that go together to make 10. Remove them from the board. You can keep making pairs of ten until you can no longer go. Fill up the empty spaces and it is player 2's turn! When there are no cards left, count up your pile and see who has the most!

Keep up the hard work this summer!
For this game you will need:
1 spinner
1 die
paperclip
2 different color cubes (as game pieces)
Game board (that matches spinner)

Directions:
Step 1: Spin the spinner and roll the die.
Step 2: Subtract the number on the die from the number on the spinner to find the difference.
Step 3: Move your cube to the first space with that difference.
Step 4: If, at any point during the game both players are on the same spot, they CRASH and both move back to start.
Step 4: Students continue until a player gets to the finish (5 or 12).

- Students must get a difference of 5 or 12 in order to land on finish and win
- If there is no matching difference between the player's cube and the end of the game, their turn is skipped.
For this game you will need:
2 dice (or 3 if you want to practice 3 addend addition)
2 crayons
Pencil
Game board

Directions:
Students take turns rolling 2 (or 3) dice. Whoever has the higher sum will write the equation in the space on their side of the game board and color it in. Students continue rolling, adding, and coloring until someone reaches the finish space!

*If both players roll the same sum, they can both write their equation and color in a spot.
For this game you will need:
- 2 crayons (one color for each player)
- Spinners (6 different options, students can pick their own or you can assign)
- Paperclip
- Game board

Directions:
Students will spin their spinner with a paperclip and move that many spaces around the game board. Students will add the number they spun to the space they landed on. If they get the sum correct they will color in that circle on the board. As they continue spinning and playing, students will:
- start from their last colored spot
- skip any spots already colored in

When students reach the center of the game board they continue playing by heading back to the start and going around the game board using the uncolored spaces. Both students work together and continue playing until ALL spaces on the game board are colored in!
SPINNING AROUND
For this game you will need:
1 die (depending on game difficulty wanted)
pencil
Game board

Directions:
The first roll is the starting box at the bottom of the block tower. (If I roll a 5 first, I put that number in the beginning spot and add on from there). After each player establishes their starting point, players will take turns rolling and adding on for five turns. Every time they find their new sum, they write it in the box above the last. Whoever has the biggest number at the end wins that round!

Students play 3 rounds and see who won the most rounds!
For this game you will need:
  Paperclip
  Pencil
  Die
  2 crayons or cubes
  Game board

Directions:
Students can choose any game board to play on. They will spin the spinner with the pencil and paperclip. Then, they will roll the die and subtract that number from the spinner number. And find the difference. Students will either color in that difference or place a cube there.

The goal is to get 5 in a row across, up and down, or diagonally to win.

If a student finds a difference that is no longer available on the board, their turn is skipped!
For this game you will need:
3 dice  
Frog races player boards

Directions:
Students roll two of the dice and find the sum.  
Once they have the sum, they roll the 3rd die and subtract that number from the sum.

Students will color the difference on their frog race player board.

The winner is whichever player colors in all the numbers on their frog board first.

* If the sum of the two dice happens to be less than the one die roll, students will just subtract the smaller number from the larger one*
  
Ex: Roll two dice (1 + 1), roll one die (5).  
     5 - 1 = 4

If the difference is already colored in on your game board, your turn is skipped!