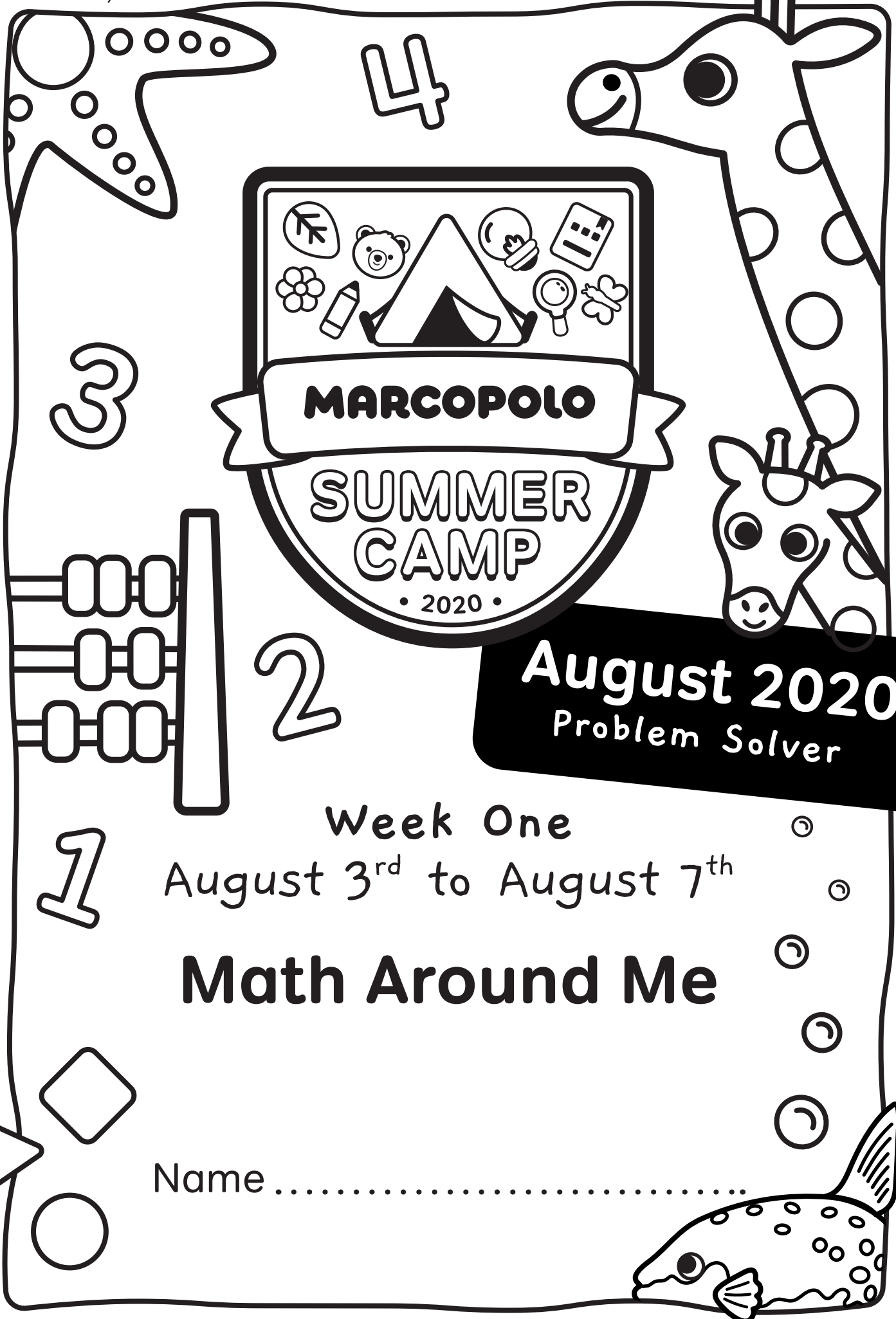


You can use your favorite colors to decorate the cover!



August 2020
Problem Solver

Week One

August 3rd to August 7th

Math Around Me

Name

This week,
your child will...
**Look for shapes
and numbers
in the world
around them.**

Learning Objectives:

- Learn about foundational math skills: counting, comparing and measuring quantities and qualities
- Learn about an animal's physical features and how they aid in the animal's survival

Daily Video Lessons

Monday
Sea Star

Tuesday
Spider Monkey

Wednesday
Ocean Sunfish

Thursday
Giraffe

Friday
Abacus

Target Skills

-  Observing
-  Measuring
-  Quantifying
-  Comparing
-  Creative thinking

Keywords

- Height
- Weight
- Length



For more information on our
Summer Camp program, visit



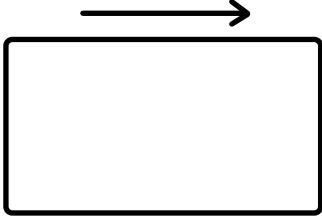

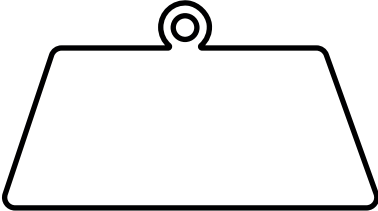

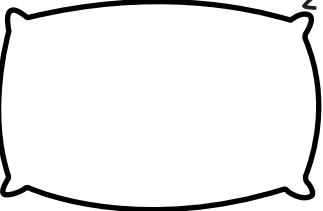
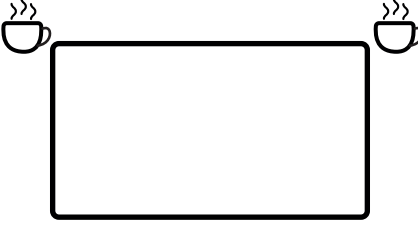
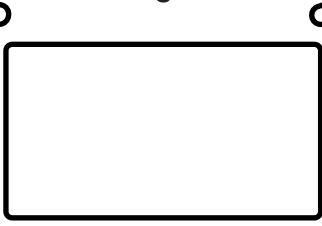
www.marcopololearning.com/summercamp.html



Science Time

Find 3 in a row or fill the whole board! Complete a box by drawing the objects you find and writing down their measurements.

☆ ☆ Measurement BINGO! ☆ ☆

<p>◇◇◇ Something shiny ◇◇◇</p>  <p>Measurement:</p>	<p>Something fuzzy</p>  <p>Measurement:</p>	<p>Something long</p>  <p>Measurement:</p>
<p>Something wide</p>  <p>Measurement:</p>	<p>Something heavy</p>  <p>Measurement:</p>	<p>Something tall</p>  <p>Measurement:</p>
<p>Something in your bedroom Z Z</p>  <p>Measurement:</p>	<p>Something in your kitchen</p>  <p>Measurement:</p>	<p>Something outside</p>  <p>Measurement:</p>

Good to Know!

Learn measurement and comparison skills.

Tip

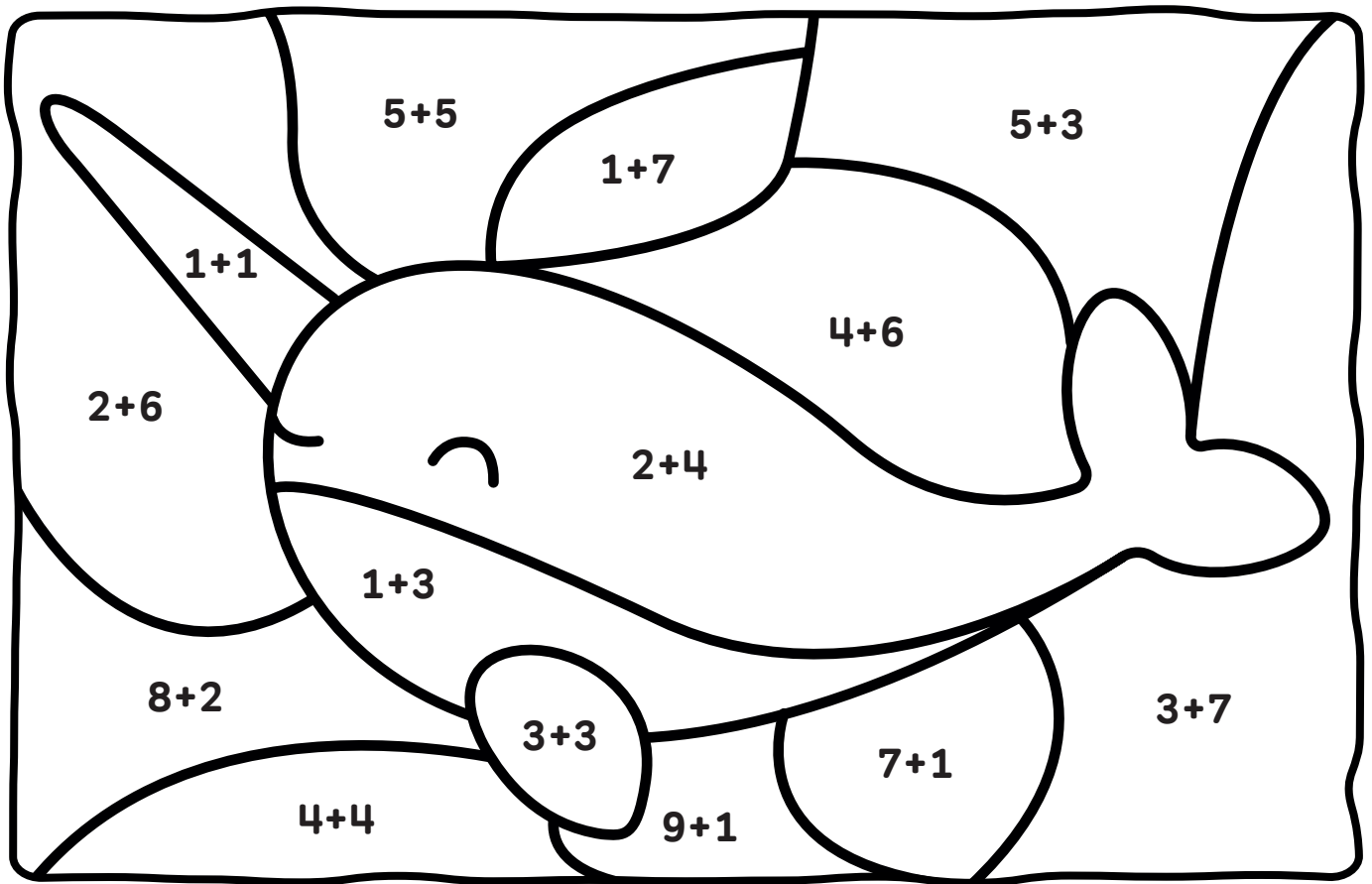
Ask if something can be more than one of these things at a time. Can you find something like that?



Math Mysteries

Work out these sums to figure out how to color this mystery sea animal using the color code below.

Color by number!



6 = Gray

10 = Blue

2 = Yellow

8 = Light Blue

4 = White

Good to Know!

Learn addition facts.

Tip

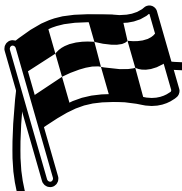
Ask how many ways your child can add two numbers to make a sum of 8.



Word Wonders

Each number represents a letter in the alphabet. 1=A, 2=B, 3=C...
Write the alphabet letter that matches the number to reveal the message.

Crack the Code!



—	—	—	—	—	—	—	—	—	—	—	—	—	—
20	8	5	20	9	7	5	18	2	5	5	20	12	5

—	—	—	—	—	—	—	—	—	—	—	—
9	19	20	8	5	6	1	19	20	5	19	20

—	—	—	—	—	—	—	—	—	—	—	—	—
18	21	14	14	9	14	7	9	14	19	5	3	20

—	—	—	—	—	—	—	—	—	—	!
9	14	20	8	5	23	15	18	12	4	



Good to Know!

Number and letter recognition.

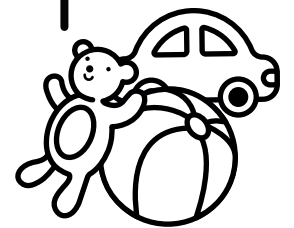
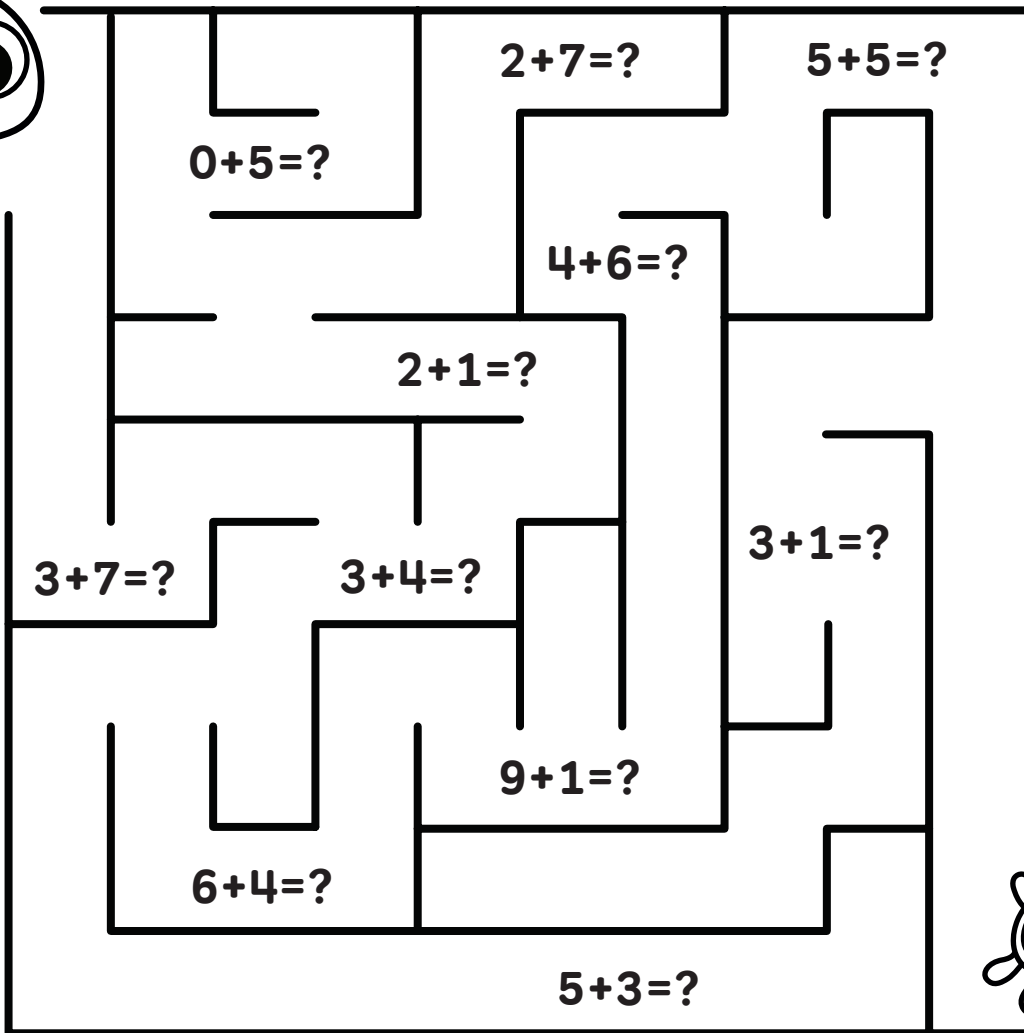
Tip

Write all 26 letters and number them to make code you can reference.



Problem Solvers

Follow all the sums of 10 to get Nash through the maze.



Good to Know!

Making 10s is a foundation skill that strengthens addition and regrouping skills.

Tip

Ask if adding numbers in a different order changes the sums.



Story Time

You discover a treasure chest filled with many things!
What's in the chest and how many of them are there?



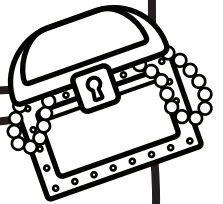
Create a story about
that and write it below...



First:

Then:

Finally:



Good to Know!

Supports sequencing, understanding quantities and storytelling.

Tip

Ask your child who the characters are in the story.



Activity Menu

Now it's time to **GO!** Use what you've learned to try these activities.

Choose one activity from each block...



Critical Thinking



Discuss why...

...all rulers have to be exactly the same.



Think of something you would invent...

...to measure liquids.



Communication



Make a song to...

...help you remember a family member's phone number.



Pretend a family member has never heard of time.

How would you explain it to them?



Collaboration



Find 10 things...

...around the house with numbers.



Find 10 things...

...outside with numbers.



Creativity



Invent a way to measure time...

...without a clock!



Create your own ruler...

...with your own unit of measurement.

Weekly Badge

A huge well done to you, for completing **week one** of Problem Solver Month of MarcoPolo Summer Camp!
You've earned your...

Math Around Me Badge!

