




OPE & PVA Summer Learning



All students are encouraged to participate in our Summer Reading Program. Students will record the book titles, dates, and the number of minutes read each week on the attached reading log. Students may also complete the Summer Reading Bingo Activity. The (K-2) goal is to read 15 minutes a day and the (3-6) goal is to read 30 minutes a day throughout the summer. The program will start May 29th and end August 8th. Students who turn in their reading logs and/or Bingo cards to the library between August 9th and August 15th will be entered into a raffle for prizes. Multiple students at each grade level will have the opportunity to earn prizes for their Summer Reading Logs.

4 Bingo Cards= 1 Summer Reading Log

Grades 3-5 Sunshine State Books	
	<p>The Sunshine State Young Readers Award (SSYRA) Program is a statewide reading motivational program for students in grades 3 through 8. The purpose of the SSYRA Program is to encourage students to read independently for pleasure and to read books that are on, above, and below their reading level in order to improve their reading fluency. Students who read a SSYRA book and pass the quiz with 70% or higher will receive a brag tag for each book read and will be eligible for various incentives including Otter Box goodies and school-wide recognition. All students who read at least three SSYRA Jr. books are eligible to vote on their favorite as part of the statewide vote.</p> <p>SSYRA Homepage: https://www.floridamediaed.org/ssyra.html</p>
Grades K-2 Sunshine State Young Reader Awards Jr.	
	<p>The mission of the SSYRA Jr. program is to develop student interest in reading for pleasure by exposing them to a wide range of appropriate literature. Sunshine State Jr. books are selected for their wide appeal, literary value, varied genres, curriculum connections, and/or multicultural representation. Students who read SSYRA Jr. books will receive a brag tag in three book increments and will be eligible for various incentives including Otter Box goodies and school-wide recognition. All students who read at least three SSYRA Jr. books are eligible to vote on their favorite as part of the statewide vote.</p> <p>SSYRAJR Homepage: https://www.floridamediaed.org/ssyra-jr.html</p>
St. Johns County Public Library	
	<p>Libraries Rock! Program: Take advantage of this free resource and visit your public library online or in person. Last summer our county libraries provided over 500 active programs for children and teens.</p> <p>SJCPLS: http://www.sjcpls.org/</p>

JAX4Kids and Fun4FirstCoast



Visit the Jax4Kids and Fun4firstcoastkids websites for family events, kids' activities, resources, and summer camps in our area.

JAX4Kids: <http://jax4kids.com/>

Fun4firstcoastkids: <http://fun4firstcoastkids.com/>

TenMarks Math



TenMarks has created a program where students can master math concepts in a rigorous and supportive environment. This program helps students succeed with hints, videos, amplifiers, and game mechanics that foster intrinsic motivation.

Ten Marks: <https://www.tenmarks.com/math>

Prodigy Math



Prodigy math has content from all major math topics to seamlessly cover math skills in grades 1-8. With a diagnostic test to place students in the correct grade, embedded assessments, and automatic differentiation, Prodigy ensures each one of your students succeed at their own pace.

Prodigy Math: <https://www.prodigygame.com/>

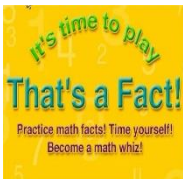
Khan Academy



Khan Academy has content from all major subject areas to seamlessly cover curriculum in grades K-12. With embedded assessments, and automatic differentiation, Khan Academy ensures that each one of your students succeed at their own pace. (You must register with a parent email for a free account to complete grade level practice and missions.)

Khan Academy: <https://www.khanacademy.org/>

That's a Fact Math Practice



Set your own pace to check your knowledge of addition, subtraction, multiplication, and division facts and to improve your memorization skills with the *That's a Fact* website.

That's a Fact: http://www.harcourtschool.com/activity/thats_a_fact/english_K_3.html

Dance Mat Typing



We strongly encourage students to learn and practice how to type appropriately and Dance Mat Typing is a wonderful and free resource for students aged 7 to 11. This website is a fun colorful website with animation and games introducing touch typing to children.

Dance Mat Typing: <http://www.bbc.co.uk/schools/typing/>

Name: _____

2018/2019 Teacher: _____



Summer Reading



*Reading squares should be at least 15 mins. each
for (K-2) students and 30 mins. each for grades (3-6).*

B I N G O

Read in a car	Read a magazine	Read with a flashlight	Read on a rainy day	Activity #5
Read on a Wednesday	Read a graphic novel	Read a book sitting on a swing	Activity #4	Read in a blanket fort
Read to/or with someone	Read a library book	Activity #3	Read a silly book that makes you laugh	Read a comic book
Read a non-fiction book	Activity #2	Read under a tree	Read after a bike ride	Read in your pajamas
Activity #1	Read at the beach	Read on a road trip	Read at a park	Read for 30 minutes

Directions for Summer Reading Bingo

1. Complete a read or Activity square, then color it in.
2. Try to get BINGO with five in a row during the summer.
3. You can read the books yourself or someone can read to you.
4. Activity #1: Trading Card: Create a trading card on a character, place, or event in a book you have read. Go to: http://www.readwritethink.org/files/resources/interactives/trading_cards_2 Follow directions to create your trading card, print out, and return with your BINGO paper at the end of the summer.
5. Activity #2: Summary: Create a comic strip of the main events that happened in a book you have read. Be sure to draw balloons to accompany each picture with dialog from the character(s). You can create your own comic strip style or use the template at www.k12reader.com/comic-strip-templates-5-designs/view/ Print out or save the drawing of your comic strip and return with your BINGO paper at the end of the summer.
6. Activity #3: Characters: Create a small "most wanted" poster (8.5 x 11) of the meanest character in a book you have read. Remember to include a drawing or print out of the character, descriptive words of what he/she looks like, and why they are wanted. Save the "most wanted" poster and return with your BINGO paper at the end of the summer.
7. Activity #4: Becoming the author: Pretend you are the author of the book you read. In a paragraph, explain what you would change in the book; whether it be the ending, setting, characters, or events that happened and why those particular things needed to be changed. Save your paragraph and return with your BINGO paper at the end of the summer.
8. Activity #5: Timeline: Create a timeline of the sequential events that happened in the book you read. The timeline can be organized by time of day, date, or event. Go to: http://www.readwritethink.org/files/resources/interactives/timeline_2/

Please save and print your timeline and return with your BINGO paper at the end of the summer. Keep all the paperwork you have completed with each Activity for them to count. Return this page to your teacher at the meet and greet or first day to receive a raffle ticket. 6 BINGO Cards= 1 raffle ticket. Have a fun summer reading in unique places and Go grab that book!

**If you are entering grades K, 1st, or 2nd you can place a
FREE spot on the Activity Squares.**