

# Recipes for Success

Practical Activities to Help Your Child Succeed

OCTOBER 2015

## READING

### Hide and go read

Your child can use her reading skills to find and assemble a hidden message.

**Ingredients:** note cards, pencils

Write a message for your youngster, each word on a separate card. Try to include at least one word you think she's not familiar with. Example: "Today seems like a delightful day to walk to the park."



Hide the cards around the room, and tell your child how many there are. She should search for them, and when she has them all, she can arrange the cards into a sentence. Ask her to read it aloud. If the sentence doesn't make sense, let her rearrange it. Next, it's her turn to write a sentence and hide cards for you.



## GRAMMAR

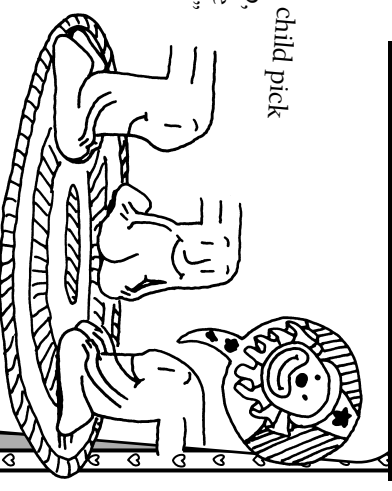
### Sightseeing fun

Go on an imaginary trip to explore parts of speech.

**Ingredients:** imagination

Have everyone sit in a circle, and let your child pick a fun place to visit, such as the circus, zoo, or beach. Your youngster should begin the pretend trip by naming one noun he "sees" ("I see a clown"). The next player adds a verb ("I see a clown juggling"), and a third person uses an adjective ("I see a silly clown juggling").

Repeat the activity with a different noun or a new place. *Variation:* For an older child, include prepositions ("I see a silly clown juggling under the big top").



**Refrigerator Poster**

Just hang your Recipes poster on the refrigerator and sneak in an activity when you have a few minutes. These fun activities will help develop school success and positive behavior. Check off each box as you complete the "recipe."

## LOGICAL THINKING

### The last card is mine!

If your youngster thinks carefully, she could be the one to take the king—and win.



**Ingredients:** deck of playing cards

Have your child choose one suit from the deck and line those cards up in order from ace to king (ace = 1). Take turns picking up either one card or two consecutive cards, starting with the ace.

For instance, the first player may take either the ace or the next two cards. Continue until someone wins by taking either the king or the queen and king. After a few rounds, can your youngster explain the logic she uses to decide how many cards to pick up each time?



## DIVISION

Let your youngster write 12–15 division problems (without answers) on paper plates. Arrange them on the floor, and take turns tossing a beanbag toward them.

Land on a problem, solve it correctly, and keep the plate. The winner is the player who collects the most plates.



## MUSIC

Put on an upbeat playlist or radio station, and everyone dances! Pause the music, and players must freeze and pretend to play an instrument they heard in the song. Try to guess each person's instrument. Then, restart the music, and begin again.



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## Character Corner

### MONEY

#### Trading up

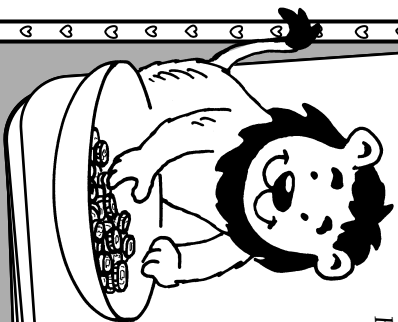
Trade your coins—and work on coin values—with this game.

**Ingredients:** bowl, 15 pennies, 4 nickels, 4 dimes, 7 quarters, 1 dollar (use real or pretend money), 1 die

Have your child place the coins in a bowl. Take turns rolling the die, counting the dots, and picking up that number of pennies. As you play, look for ways to trade pennies for nickels, nickels for dimes, and so on.

**Example:** Your youngster rolls a 3 and takes 3 pennies. On his next turn, he rolls a 4 and takes 4 more pennies. Since he has 7 pennies, he can trade 5 of them for 1 nickel. Now he has 1 nickel and 2 pennies.

Continue rolling and trading. The first player to trade for a dollar bill wins the game.



### FOREIGN LANGUAGE

Is your sofa *rouge* or *blanc*? Together, look up the French (or another language's) words for 10 colors. Your child should write each word on a separate index card in the matching color (write *rouge* in red). Stack the cards facedown. Have her pick one, and pronounce the word, and place the card on an item of that color. Next, you try one.



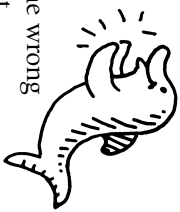
### HISTORY

Let your youngster ask each family member to describe one historical event that happened in his lifetime. Suggest that he call relatives who live elsewhere, too. He can keep a list of events and dates. Then, he could create a timeline showing the events in order.



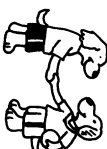
### MEMORY

Clap a simple pattern (loud, soft, double-time, loud, soft, double-time). Your child should listen carefully to remember the pattern and then clap it herself. Then, it's her turn to be the leader. Add players, and turn it into a game: Clap the wrong pattern, and you're out.



### SPORTSMANSHIP

Play "good sport, bad sport." You and your youngster take turns naming one behavior that falls into each category. She could pick shaking hands after a game (good sport) and pouting (bad sport).



### HUMOR

Announce a family comedy night. Each person gets to perform an act. Family members might tell jokes, draw caricatures, do a comedy show with puppets, or lip-synch a silly song. Suggest that your child invent a "laugh-o-meter" to determine who gets the loudest or the longest laughter.



### RESPONSIBILITY

Let your youngster divide a paper into four squares labeled "Home," "School," "World," and "Me." Challenge him to write three of his responsibilities in each square. **Examples:** Setting the table (home). Doing assignments (school). Recycling (world). Taking a shower (me).



### SAFETY

Your youngster can learn to call 911 using a pretend phone or an old cell phone. Have him press the numbers carefully (and hit "Send" on a cell). You pretend to be the operator and ask what his emergency is. He should practice reciting his name, address, and phone number and saying what's wrong.



## Congratulations!

We finished \_\_\_\_\_ activities together on this poster.

Signed (parent or adult family member)

Signed (child)