

# Primary



SUCCESS for Every Student

## Fun Summer Learning Ideas

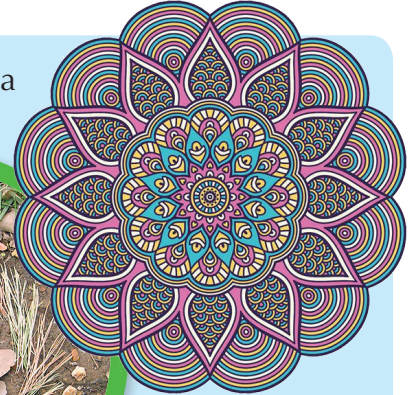
Grand Erie values languages and home cultures. We invite all our families and students to complete some of these activities in English, French, or their own first/home language.

### Mandala



This is a picture of a mandala. A mandala is a geometric design in a circular formation.

Craft a mandala in nature using found materials like rocks, leaves, grasses, sticks, etc.



### How Long is a Blue Whale?



A blue whale is a marine mammal. This species can reach a maximum length of 29 meters. What does 29 meters look like? Head outside with some sidewalk chalk (note: string or yarn would be an appropriate replacement) and draw a line on the sidewalk that's 29 meters long to find out the length of a blue whale.

### Nature Mobile



Make a mobile made of things found within nature.

**Materials:** coat hanger, string, tape and items from nature

Go on a hunt in your backyard to find different items in nature that you want to hang from your mobile.

Cut different lengths of string and hang them from the hanger at different points. Tape or tie your nature items to the string. You can hang them from the bottom of the string but also at different heights on the string.

Choose a special place to hang your mobile.

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### Card Games using a Regular Deck of Cards:

#### Bow to the King



**2-4 players. Ages 5 to 12.**

- Deal the entire deck to players. Leave cards face down.
- Taking turns, turn up the top card and quickly place it in the middle of the table.
- When a Jack, Queen, King or Ace are turned up, first to make the correct response wins the pile.
- KING – all players bow
- QUEEN – say “Good morning, Madam”
- JACK – say “How do you do sir?”
- ACE – slap the card
- The player to get all cards wins.

#### Authors



**3-5 players. Ages 5 and up.**

- Deal entire deck to players.
- Players arrange cards with same denominations together and hold in a fan.
- Taking turns, players ask any other player for a card by naming a denomination he already has in his hand, but specifying a different suit. He says, “Oscar, please give me the (King of Hearts)”. If it is given, the asker gets another turn. When a player has a “book”, four of the same denomination, they are placed down in front. Player with the most books wins.
- If the player has one, it must be handed over. The receiver then puts down the pair and asks for another.

#### Spoons



**3 or more players. Ages 5 and up.**

- Put spoons in the centre of the table, one less than there are players.
- For 3 players use the 4 Kings, Queens, Jacks and the Ace of Spades. For each additional player, add a set of 4 cards.

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### Spoons Continued...



- Deal all the cards.
- The player on the dealer's left will have 5 cards, everyone else will have 4. The player to the left passes one card he does not want to the player on his left face down. This player may pick up the card, add it to his hand and pass another card face down to his left OR pass the card they just picked up to the player to the left UNLESS the card is an Ace of Spades, then the player must keep it for at least one turn.
- Play continues until the first player to get 4 cards of a kind. He signals this by taking a spoon from the centre of the table. As soon as they notice, the other players should take a spoon also. One will not get a spoon. This player turns over the top card of the remaining deck and the number on the card determines the points scored against him.

### Ka-Boom!



**2-6 players. For more than 6 players, use two decks. Ages 5 to 12.**

- Deal 7 cards to each player. Rest of deck is face down in the centre. Players try to get rid of their cards.
- First any player leads any card. Each player in turn must follow suit, or if she can't then she plays a card of the same denomination as the one last played. If she can do neither, she draws from the centre stack until she can. The player playing the highest card of the suit led takes the "trick" in and leads the next trick. When a player gets rid of all of her cards, she calls "Ka-Boom!"

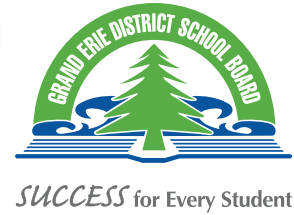
### Flush



**4 to 7 players. Ages 5 to 12.**

- Deal 7 cards to each player. Cards are held in a fan. Players want to collect 7 cards of the same suit. The dealer puts one card face down in front of the player to his left. That player puts one in front of the player to his left and then picks up the one waiting for him. Play continues in this manner – discard – pick up – until someone has 7 cards all in one suit and calls "Flush".

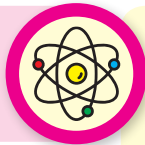
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## Fun Summer Learning Ideas

### Fun with Science:

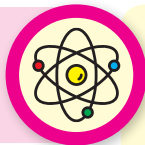
#### Magic Snow Recipe



- In a large cake pan (or other container), measure out 3 cups of baking soda and use your hands (or your child's hands) to break up any clumps.
- Measure out 1/4 cup shampoo and add it to the baking soda. Using a spoon or your hands (or your child's hands) mix until completely combined.
- Finally add 5 tablespoons of water and mix until completely combined. The dough should be crumbly, but holds together if compacted.
- In this state, you can play with it for quite a while building and sculpting. Once you're ready for it to start puffing, sprinkle 1/4 cup citric acid evenly over the top of the dough and mix it until well combined. It will start puffing up within about a minute and continue for around 1 hour.
- For more fun, once you are completely done, add scoops of the dough to a bowl of water and enjoy some blue foaming action!

**Source:** <https://preschoolinspirations.com/vinegar-baking-soda-science/>

#### Floating an Egg



You will need:

- 2 drinking glasses
- 2 eggs
- salt
- spoon
- Pour each glass half full of water. Add 10 teaspoons of salt into one of the glasses and stir. Place an egg into each of the glasses. What do you notice and why do you think this is?

**Source:** <https://www.lookwerelearning.com/simple-science-experiments-make-an-egg-float/>



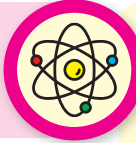
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### Making a Bouncy Egg



You will need:

- a drinking glass
- an egg
- enough vinegar to cover an egg

Fill a glass with vinegar and carefully place the egg in. After 24 hours, remove the egg from the glass and rinse it with water. Touch the egg. What do you notice? How did it change?



### Which is the Strongest Shape?



- Using a full sheet of 8.5x11 paper, make the necessary folds to form and tape three towers in the following shapes: triangle, square, circle. Stand the towers up so they are vertical in the air.
- Which tower will be the strongest to hold a collection of books when placed on top?

Source: <https://allfortheboys.com/building-week-part-2-strong-shapes/>



### A Leak-Proof Bag



- You will need:
- A zip baggy
- a sharp pencil

Fill the baggy with water and zip it closed. Take the sharp pencil and poke it through one side of the bag and out through the other side. What do you notice? What happens to the water and why do you think this is?

Source: <https://handsonaswegrow.com/leak-proof-bag-experiment/>





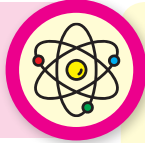
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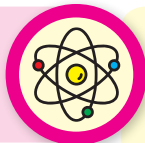
## Fun Summer Learning Ideas

### Fireworks In a Jar!



- Fill a clear glass jar  $\frac{3}{4}$  full with water
- Add three to four tablespoons of oil on the top of the water to form an oil layer.
- Add several drops of food colouring in various colours on the top of the oil layer in the jar.
- Sit back and watch what happens next!
- What did you notice? Why do you think that happened?

### Scrambled Eggs



Start the activity by calling out one of the following “egg” commands and children respond with the appropriate action:

- “Scrambled eggs” - children travel inside the playing area according to the designated locomotor movement (walk, skip, gallop, etc.)
- “Hard boiled eggs” - children curl up into a ball on the floor and are completely silent.
- “Soft boiled eggs” - children lie on their stomachs and slowly move their arms and legs in any direction.
- “Fried eggs” - children lie on their backs and put their arms and legs up in the air to shake.

Switch the commands to keep the children interested and alert. To change an “egg” command, first stop the children by using a stop signal. Then call out the next command. You may call out the same “egg” command two or more times in a row.

**Source:** 1 – 3 Non-Equipment DPA

### Rock, Paper, Scissors

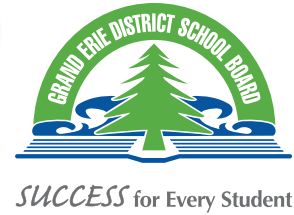


Children jump on the spot 20 times. On the twentieth jump the leader calls out an action for the kids to perform:

- Rock: crouch down low and touch floor
- Paper: Stand tall with arms stretched wide and legs in an open stance
- Scissors: Stand tall with arms crossed above head and legs crossed

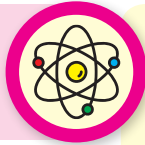
**Source:** Adapted from Final DPA Book 2005

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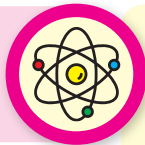
### Active Role Models



- Kids move around the space (indoor or outdoor) showing their favourite physical activity.
- Leader calls out a new physical activity every 45 seconds (i.e. hockey, basketball, soccer, tennis, etc.) and kids act out that activity.
- The leader calls out “Activate” and the students go back to doing their favourite activity. Kids continue until the next activity is called out.

**Source:** Adapted from Daily Physical Activity in Schools Grade 1 to 3, pg. 33

### At the Beach

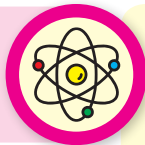


One person takes the other on an imaginary trip! In this example, you are going to the beach! The tour guide describes movement or actions that you would do at the beach. Some examples might be:

- walking across hot sand
- building a sand castle
- jumping over waves
- using a towel to dry off
- shaking off sand from your entire body
- slowly walking home because you are tired!

Be creative! What might you see, hear, and touch?  
Where else could you go on an imaginary trip?

### Classy Cars



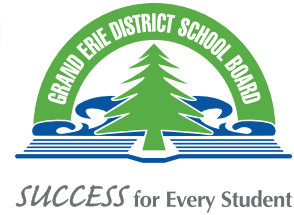
Have kids begin by “putting on their seatbelts” and “driving” around the activity in “3rd gear” (brisk walk; see below) with their hands on an imaginary “steering wheel”.

Call out various directional cues, such as “forward”, “reverse”, “left turn”, “U-turn”, “curved road”.

Call out random traffic cues, such as:

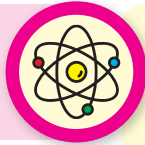
- Idle – march on spot
- 1st gear – walk slowly
- 2nd gear – walk
- 3rd gear – walk briskly
- 4th gear – jog on the spot

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## Fun Summer Learning Ideas

### Classy Cars Continued...



- Bumpy road – jump up and down
- Windshield wipers – move arms
- School zone – drive very slowly
- Brake – stop quickly

**Source:** Adapted from Daily Physical Activity in Schools Grade 1 to 3, pg. 35

## Sidewalk Chalk ideas:

### Chalk Talk!



- **Play Games:** Hopscotch of course, but any game you can play with paper and pencil you can also play big on the sidewalk. How about Hangman, Tic-Tac-Toe, or Dots (the game where you take turns drawing lines between dots to make boxes)? You could also draw a target and toss stones to score points.
- **Do Some Math:** Keep your kids' skills fresh by drawing a giant number line and have kids stand on their answers as you call out the problem. You could also practice spelling or forming letters this way.
- **Make a Sundial:** Stick a pencil in some play dough and choose a place in the sun to put it with the pencil sticking straight up. Then, use chalk to trace the shadow once every hour and label the line with the time. Do this all day, and you've made a sundial!
- **Surprise Someone:** On a warm summer night, pay a secret visit to a friend or a relative. Bring your bucket of chalk along, and decorate their driveway. You could draw giant flowers, write them a nice note, or leave an encouraging quote with a picture. If you don't sign your name, then your friend will have a fun mystery to solve!
- **Make a Treasure Hunt:** Use arrows and hints to create a giant treasure hunt. You could use a school playground or your whole neighborhood.



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### Chalk Talk! Continued...



Students must have the appropriate supervision for safety when completing science tasks. Adult participation is required for safety when completing some of the science tasks. If you have any concerns with completing these science tasks, please don't attempt them.

- **Make a Self-Portrait:** Trace your child's body and let him or her fill in the details. Measure the outline with a variety of items. What do you notice? (Skipping rope, sticks, etc.)
- **Make a Road:** Use sidewalk chalk to make roads for toy cars and trucks. You could even use boxes to add buildings and populate it with toy people and animals.
- **Create an Obstacle Course:** Use words, shapes, and arrows to make a challenging obstacle course. For example, you might draw a large square and write, "Do 10 jumping jacks" inside it. An arrow might point to a tree in the distance with the words, "Skip to the tree, run back."
- **Make Some:** Sidewalk chalk is easy to make. Just mix up some plaster of Paris and add powdered tempera paint or food coloring to color it. The easiest thing is to use paper cups as molds, but you could also use any fun shape you can get a hold of. Homemade chalk makes a fun gift, too!
- **Trace a shadow!** What time of day gives you the biggest shadow? Trace the shadow of family member, an object, or ask someone to trace your shadow.

**Source:** <https://minds-in-bloom.com/sidewalk-chalk-ten-fun-ideas/>

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