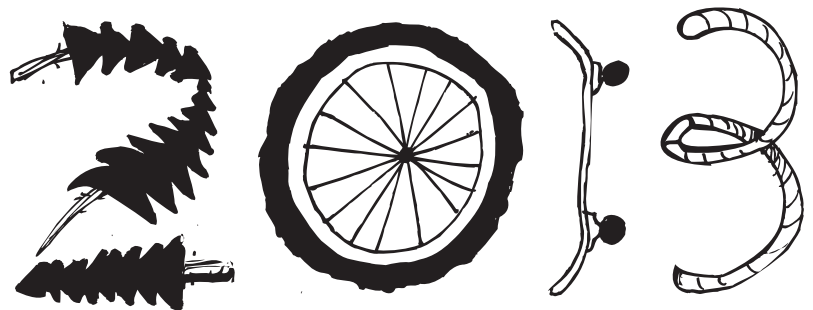
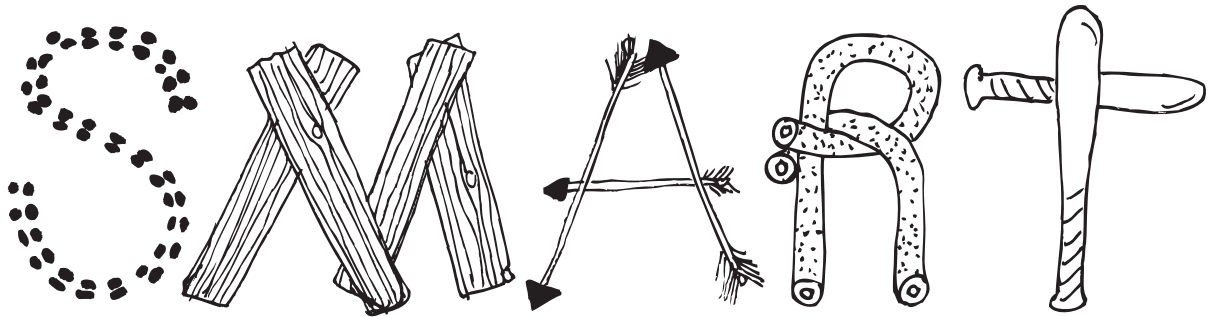
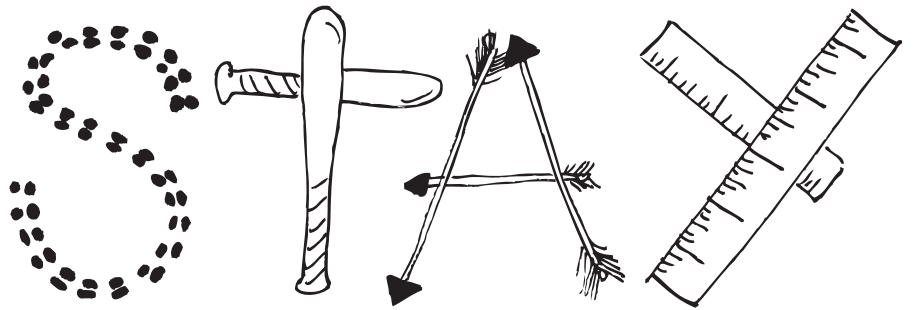


EDMUNDS
ELEMENTARY SCHOOL

SUMMER 2013





LETTER from the principal

Hello Edmunds Student!

Are you ready for summer? Are you ready to climb trees, swim in the lake, catch spiders, and name bugs? Are you ready to ride your bike, play a game of cards against your neighbor, write a play in your journal, or calculate the change you need for that lemonade stand? Are you ready to spend lots of afternoons reading, reading, reading in the shade of a tree? We certainly hope so! Because did you know that while you are playing all of those games, you are continuing to **keep your skills sharp** in math, science, art, writing, and **READING!** We hope that this summer you have plenty of time to relax, and your teachers and I also want to help you **keep your brain thinking and your body moving**. We want you to come back to school happy and healthy and even smarter than when you left in June.

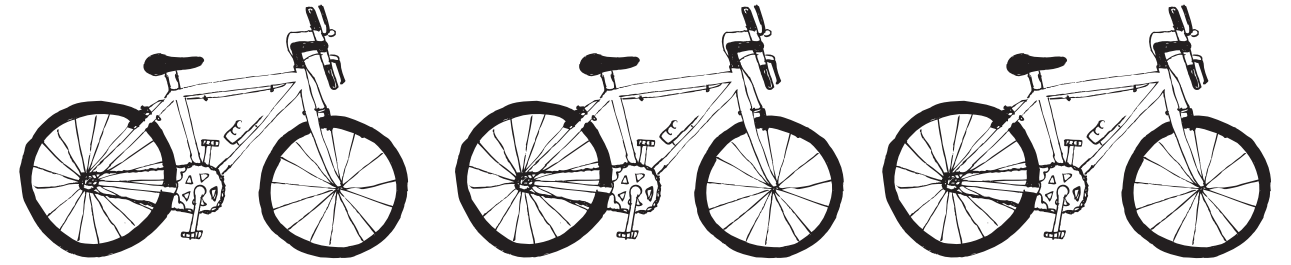
To help you keep your body and brain moving, each one of you is getting a **STAY SMART** bag with lots of fun things to do with family and friends or on your own. So, have a great summer, and eat lots of popsicles, but be sure to tell us about it as you fill up the pages in your journal!

The goal of this booklet is for you to check off as many things as you can complete. Then bring it back with you the first week of school for a popsicle on us!

Remember to **STAY SMART** this summer!

– *Dr. Mathias*

“The more that you read, the more things you will know. The more that you learn, the more places you’ll go.” -Dr. Seuss



GET Outside

Pick from the following list, and complete as many activities as you can. Check the box once you are done, but feel free to repeat the activity all summer long.

- Learn and find** four different constellations in the sky.
- Notice what time** the sun sets, and record it each day. Keep track of the changing times throughout the summer.
- Make paper airplanes** and have contests with your friends to see who can make the plane that:
 - flies farthest
 - flies highest
 - does the most loops
- Go outside with a box** that has a lid. Collect some bugs. Count them. Draw pictures of them in your journal. Try to identify them on **BugGuide.net** or some other web source.
- You can contribute** to citizen science by reporting bird sightings on **eBird.org** or other things on **iNaturalist.org**.
- See how many times** in a row you can jump rope.
- Play** hopscotch.
- Ride your bike** to the lake.
- Look for different shapes** and designs in the clouds. Name the types (research or remember your Four Winds unit) and sketch them in your journal.
- Find five different plants** and find out what their names are.
- Using a plant guide** or a plant identification website (such as www.nal.usda.gov/learn-identify-plants), try to identify as many different species of plants as you can around the outside of your home.





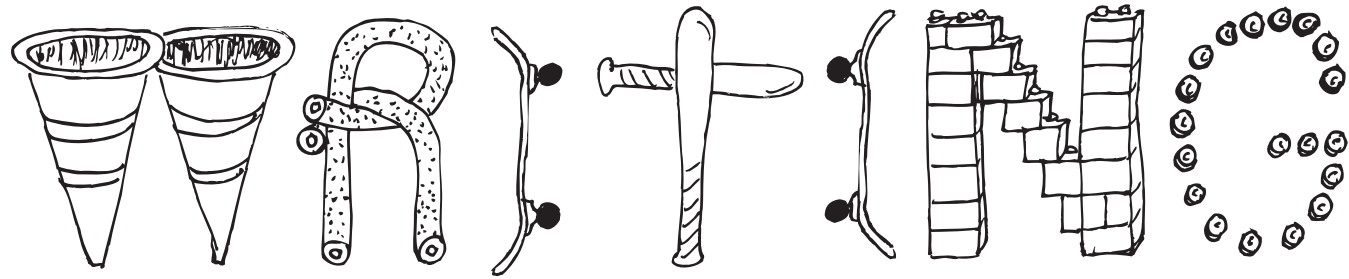
READING Activities

Check the box once you have completed the activity.
(If it is fun, do it again!)

- Practice the alphabet.** Find and cut out (ask first) words that begin with each letter of the alphabet in a magazine, junk mail, or a newspaper and paste them into your journal. Read them to someone.
- Make lists!** Write down the names of your favorite toys, foods, books, animals, cars. Then sketch a picture of them.
- Read part of a book every day!** Start with the one your librarian, Mrs. Neil, gave you.
- Trade books** with your friends and read theirs!
- Tell your parent,** relative, or friend what you think about the page, chapter, or book you read.
- Read the road signs** and historical landmark signs as you travel.
- Read your trading cards** (Pokémon, baseball, hockey, etc.)
- Read aloud** to your little brother, sister, or friend!
- Listen to a book on tape** while traveling instead of watching a video.
- Surprise the adults** with you and read the menu to them!

- Read comics** in the newspaper.
- Read directions** for building a toy, putting together a model, or playing a game.
- Read maps** (geocaching is a great activity).
- Ask your mail carrier,** aunt, uncle, grandmother, grandfather, or any other adult you want what their favorite book was when they were your age. Borrow it from the library and read it.
- Plan a family "booknic"** at your favorite outdoor spot, such as the beach, the park, or the woods. Pack lunch and share what books you're reading.
- Challenge yourself** to read an entire series this summer (*The Magic Treehouse* series, *The Little House* books, *The Indian in the Cupboard* series, *Fable Haven*, *The Lord of the Rings* trilogy, etc.)
- Learn a new language!** Go to the Fletcher Free Library and listen to CDs of Spanish, French, or another language.
- Participate** in the Fletcher Free Library Summer Reading Program and try to win that bike!





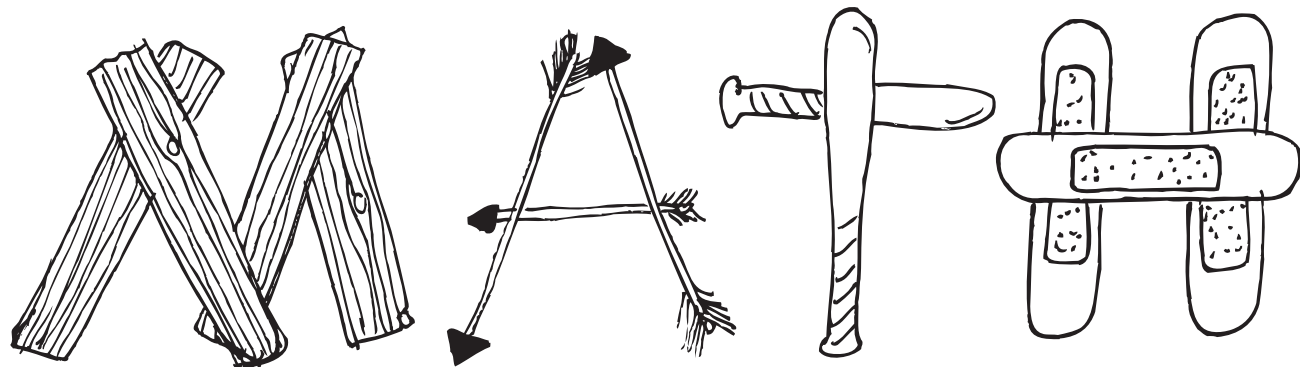
Writing Activities

Check the box once you have completed the activity.
(If it is fun, do it again!)

- Write the alphabet** in your journal. Write one word or sentence that begins with each letter.
- Use chalk** on the sidewalk to play life-size Hangman.
- Create words using rocks**, sticks, or other things you find outside.
- Write a menu for dinner** or a special event and the grocery list that has the food you will need.
- Write invitations** to have friends visit or for a party.
- Write a thank you note** if you go to a friend's house or get a present.
- Write a postcard** or letter to a friend or family member.
- Design a map** of your favorite place (real or not).
- Interview a relative** and write down a funny or interesting family story.

- Help a relative or friend** make a favorite recipe and write it down in your journal.
- Write a continuous story**—start a line or a paragraph, pass it on to the next person in your house who writes the next part, and so on.
- Write a note to your parents** before bed. Put it on their bedside table. Ask them to do the same for you.
- Find a special place outside.** Create a story about your hiding place. Go there and write in your journal as often as you can.
- Reflect in your journal.** Record what you did during the day, how you felt, and what you hope happens tomorrow. Draw a sketch of your favorite moment of the day.
- Write clues to a scavenger hunt**—clues are usually a riddle or poem.
- Create your own joke book.** Collect jokes from your family and friends and write them down.





MATH Activities

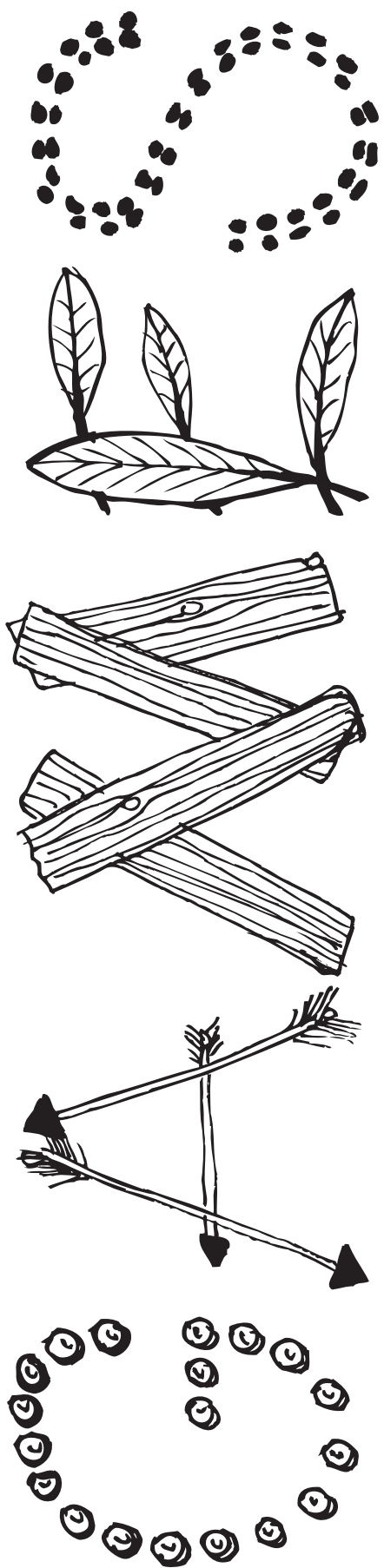
Check the box once you have completed the activity.

(If it is fun, do it again!)

- Count up all** the spoons in the kitchen drawer. If you can, multiply the number by 1, 3, 4, 25, 50, 112, and 6521.
- Save the junk mail** that comes to your home in one week. Add all the pieces together. Divide that number by 2. Multiply it by 8.
- Make a lemonade stand.** Figure out how much the supplies cost and how much you will charge for your lemonade. How much profit did you make at the end of the day?
- Create a yard sale** with your family and friends. Price your items, sell them, and add up your money.
- Play card games** with your friends or siblings.
- Use the attached ruler** or a measuring tape to figure out the area (length x width) of your bedroom, kitchen, or living room.

- Make ice cream in a can:** Mix 1 cup of whipping cream, 1/2 teaspoon of vanilla, 1/2 cup of sugar, and 1 cup of milk in a 16 oz coffee can. Seal the can with duct tape and place it in a larger can. Fill the large can with ice and seal it with duct tape. Roll, toss, and shake the can for 20 to 30 minutes. Repack it with more ice and place it in the freezer for 20 minutes. Enjoy your ice cream! Next time, mix toppings in.
- Photograph shapes** and architecture around your neighborhood. Look for as many types of shapes as you can find. Create a collage of geographic shapes in your journal.
- Count all the socks** in your bedroom. How many single socks do you have? How many pairs? Add the number of single socks and pairs together. Multiply the answer by 5, 60, and 100. Divide it by 3. Write your answers in your journal.





ADDITIONAL GAMES with Family & Friends

These are particularly good for road trips and rainy days.

My Grandmother's Trunk

The first person says, "I'm going to my grandmother's house and in my trunk I'm putting an" (say an object that starts with the letter A, such as "apple."). The next person repeats "I'm going to my grandmother's house and in my trunk I'm putting an" (repeat the first person's "A" object and add an object that begins with a B). For example, "I'm going to my grandmother's house and in my trunk I'm putting an apple and a banjo." Keep going through the alphabet. The challenge is to remember all the items that have already been put in the trunk!

Ghost

This is a vocabulary and spelling game. The object of the game is to not be the one to complete a word you are all spelling. It's best to have three or more people playing. The first person starts by saying a letter (like Q), the next person adds a new letter (like U), the next player adds another (like E), and so on until a word is actually spelled. Each fragment must be the beginning of an actual word (that is, you cannot say "P" after someone has said "Q"). Three-letter words don't count. When someone is stuck finishing a word, he or she is given a letter from the word GHOST. When a player has gotten the whole word GHOST, he or she drops out, and the game continues until one player is left. During play, someone can challenge your intended word, and if you are not spelling a real word (for instance, you have added X to QUE, making it QUEX), you get a letter toward GHOST. If you are spelling a real word (for instance, you added S to QUE, thinking of QUEST), the person who challenges you gets a letter toward GHOST.

I Spy

This is a game that generally needs to be played in a set location. One person identifies an object that is located in that space. Let's say you are in a kitchen. I might pick out a clock on the wall as my object. Then I would give the other players clues by saying "I spy something in this room that needs batteries." My goal in giving them the clue is to start them on the right track, but not give too much away. Then the players make guesses about my object and I answer yes or no, until they figure it out. The person who guesses correctly gets to pick the next object.

20 Questions

A player thinks of a person, place, or thing and announces "I have a [person]." The objective is for the other players to guess by asking questions, but the questions can only be answered Yes or No. The players must be careful to ask questions that narrow down the choices, ruling out categories. If the guesser solves the mystery in 20 questions or less, he or she wins. If the guesser is stumped after 20 questions, the other player wins. This is a great logic game, can be played anywhere, anytime, in any language.

War for Two Players

In the basic game there are two players and you use a standard 52-card pack. Cards rank as usual from high to low: A K Q J 10 9 8 7 6 5 4 3 2. Suits are ignored in this game.

Deal out all the cards, so that each player has 26. Players do not look at their cards, but keep them in a pile face down. The object of the game is to win all the cards.

Both players now turn their top card face up and put it on the table. Whoever turned up the higher card takes both cards and adds them (face down) to the bottom of their pile. Then both players turn up their next card and so on.

If the turned-up cards are equal, there is a war. The tied cards stay on the table and both players play the next card of their pile face down and then another card face up. Whoever has the higher of the new face-up cards wins the war and adds all six cards face-down to the bottom of their pile. If the new face-up cards are equal as well, the war continues: each player puts another card face down and one face up. The war goes on like this as long as the face-up cards continue to be equal. As soon as they are different, the player of the higher card wins all the cards in the war.

The game continues until one player has all the cards and wins. This might take a long time!



CALENDAR of Events

FLETCHER FREE LIBRARY Events
 235 College St., Burlington, VT 05401
 (802) 863-3403

Every Tuesday
CREATIVE TUESDAYS

3:00-5:00 p.m. @ Fletcher Free Library
 Join us and use your imagination to be creative with recycled materials.

June 17, Monday
DIG THOSE FACES!

10:30 a.m.-12:30 p.m. & 1:30-3:30 p.m.
@ Fletcher Free Library
 Sign up for the Summer Reading Program and get your face painted! Mayor Weinberger will be there greeting summer readers.

June 26, Wednesday
DIGGING YOURSELF: A Celebration of Who We Are!

1:00-2:00 p.m. @ Fletcher Free Library
 Through storytelling, call-and-response, folk and hip-hop music and interactive improvisation, we will creatively explore our diversity while celebrating beauty shared when we dig beneath the surface.

July 1, Monday
SID THE SCIENCE KID: The Movie.
A VPT Public Film Screening

2:15-3:15 p.m. @ Fletcher Free Library
 Follow "Junior Investigators" Sid and Gabriela through their adventures in the Super Ultimate Science Museum.

July 3, Wednesday
NARNIA

Noon-1:00 p.m. @ Fletcher Free Library
 Bring lunch and enjoy Very Merry Theatre's "Narnia" musical on the library lawn. "Narnia" is based on C.S. Lewis's *The Lion, the Witch, and the Wardrobe* with popular tunes from the 1960s.

July 11, Thursday
WHAT ROT! The Amazing Life of Dirt.

1:00-2:00 p.m. @ Fletcher Free Library
 Want the real "scoop" on dirt? What would life on Earth be without "rot"? Naturalist Steve Amos will entertain and educate us with answers to these questions and more, with live animals and hands-on activities.

July 12, Friday
SPANISH MUSICAL KIDS

10:30-11:15 a.m. @ Fletcher Free Library
 Hola amigos! Come share Constanca's love of Spanish in a program of Latin American songs and games. She makes learning fun!

July 15, Monday
THE CAT IN THE HAT Knows a Lot About That! Safari, So Good!

2:15-3:15 p.m. @ Fletcher Free Library
 Join the Cat in the Hat in his brand-new safari adventure!

July 17, Wednesday
BUGSY MALONE

Noon-1:00 p.m. @ Fletcher Free Library
 Bring lunch and enjoy the Very Merry Theatre's "Bugsy Malone", a fun-filled take on the old gangster films, written for children and based on the 1970s movie. Held indoors in the event of rain. Ages 5 and up.

July 18, Thursday
CARDBOARD BOX PARADE

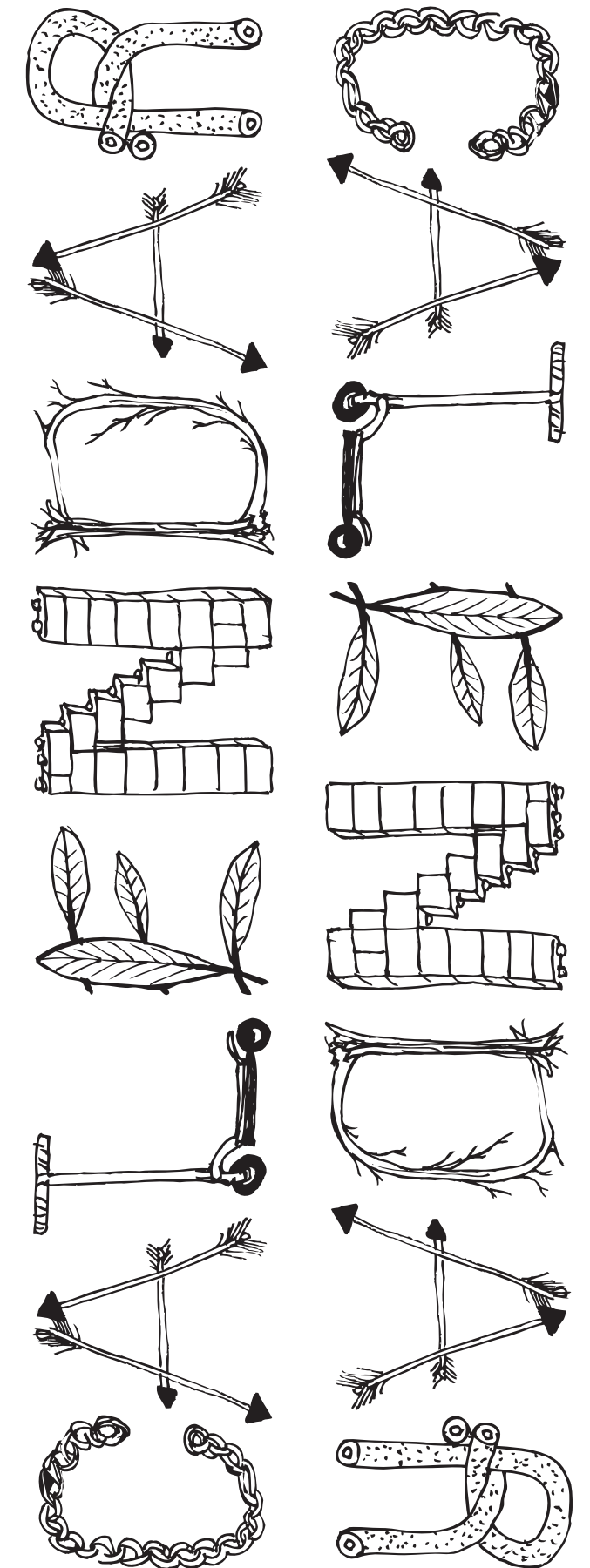
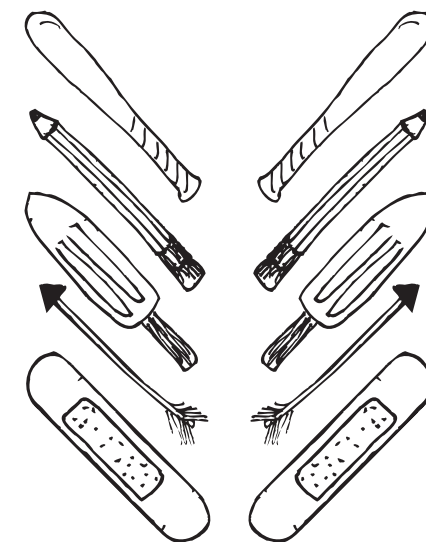
1:00-3:00 p.m. @ Fletcher Free Library
 Unearth your favorite construction or gardening book, or any book that you treasure, and create a cardboard box costume to join in the Burlington Parks & Recreation parade. Meet at the top of Church Street at 1:00.

July 22, Monday
WE DIG Our Lake Monsters!

11:00-11:45 a.m. @ Fletcher Free Library
 Meet your baseball heroes from the Vermont Lake Monsters, Burlington's Minor League baseball team, who will share books, answer questions, and sign autographs. And join Fletcher Free Library staff at the Centennial Field game on Saturday, July 27, at 6:05 p.m.

July 24, Wednesday
AN EVENING OF MUSIC & DANCE from Tradition Camp

6:30-8:00 p.m. @ Fletcher Free Library
 Young Tradition Vermont presents campers and instructors from its annual Tradition Camp. Enjoy songs, tunes, and dances with Pete Sutherland, Brian Perkins, Mary Wesley, Julia Wayne, Mark Sustic, and others. Free.



ADDITIONAL FUN *Mostly, Free Events*

Every Tuesday

OUTDOOR MOVIE NIGHT

Starts at dusk @ Ben & Jerry's, Church St.

Bring your own chair or blanket.

Every Wednesday and Friday

FREE CONCERTS at City Hall Park

Noon

Gather in City Hall Park every Wednesday and Friday from June 12, 2013 through September 4th (weather permitting) for FREE lunchtime musical performances!

Every Thursday (June 27-August 29)

SUMMERVALE

5:30-8:00 p.m. @ 180 Intervale Rd.

Everyone is invited to the Intervale Community Barn to come together to eat, drink, groove, learn, and celebrate local food! FREE ADMISSION; food and drink available for purchase.

July 3, Wednesday

INDEPENDENCE DAY

Celebration and Fireworks

Starting at 3:00 p.m. at the waterfront

Enjoy music and other entertainment.

Food available for purchase. Fireworks start at 9:30 p.m. @ Burlington Waterfront

July 8, Monday

EDMUNDS NIGHT at the Lake

Monsters Game

7:05 p.m. @ Centennial Field

Edmunds students sing the National Anthem.

If you haven't already bought your tickets, tickets available for purchase at door.

July 16, Tuesday

CHILDREN'S PET SHOW

6 - 8PM Battery Park (rain site at Miller

Community & Rec Center)

Enter your pet into competition or just come watch! Free.

July 17, July 24, July 31, August 7, August

14, August 21, Wednesdays

FREE MINI CHILDREN'S CONCERT

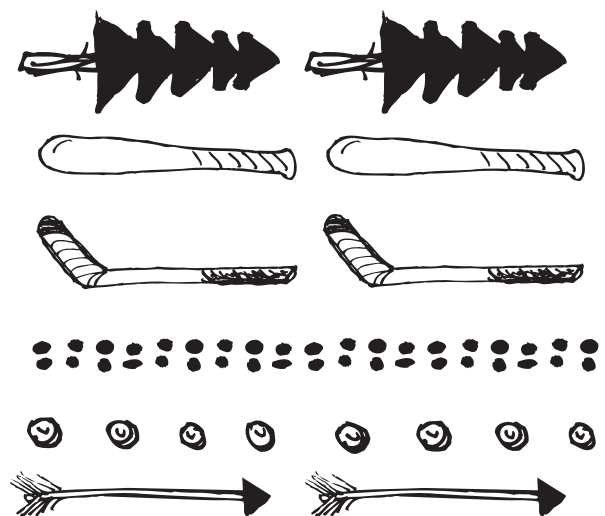
4:30 p.m. @ UVM Recital Hall—Redstone

Campus, 384 S. Prospect, Burlington, VT

Hailed "Best Chamber Music in Vermont" by Yankee Magazine. World-class musicians gather each summer for this well-established event. A wonderful introduction to classical music for kids.

August 28, Wednesday

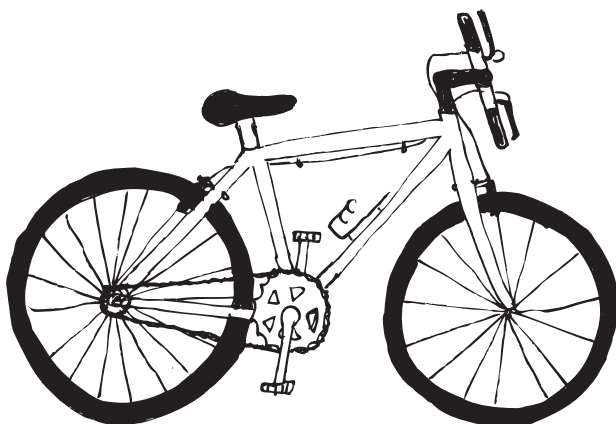
BACK TO SCHOOL!



For additional great, fun Stay Smart websites and Apps, please go to the Edmunds website page: www.ees.bsduvt.org and click on the Stay Smart link on the right side of the page.



EDMUNDS
ELEMENTARY SCHOOL
SUMMER 2013



EDMUNDS
ELEMENTARY SCHOOL

SUMMER 2013

*I Completed
this booklet!*

NAME

Parent/Guardian NAME

*Check off as many activities as YOU can!
Bring this booklet back on the 1st day of school to receive
a popsicleat lunch AND a chance to win a bicycle
for your STAY SMART summer fun work!*

*This booklet was developed by
The Edmunds Elementary Family School Partnership Team.
Special thanks to Kelliher Samets Volk and
Brian Culmo for design and production.*

