KINDERGARTEN GRIFFIN GREATNESS!

Aristoi Classical Academy

Finemotor skills help children with writing, dressing, and everyday tasks. Building strong hands makes learning smoother down the road. Try these activities at home:

- Play with modeling clay or (rolling, squishing, pinching).
- Beading with pipe cleaners (hand-eye coordination).
 - Practice scissor skills (start with lines, move to
- shapes).
 - Encourage proper pencil grip ("pinch" with thumb
- and pointer finger).

Research shows that strong fine motor skills in kindergarten are linked to stronger academic achievement later on. Encouraging a lovefor reading andlanguageat home sets the stage for success!

- Name recognition (find their name on labels or papers).
- Letter sounds during play ("b is for ball").
- Read every night (just 15 minutes a day = 90+ hours
 - Ask open-ended story questions ("What was your
- favorite part?").

Children who are read to 20 minutes daily are exposed to almost **2 million words each year.**

Kindergarten is a bigstep toward independence. Practicing at home helps your child feel confident:

- Pack/unpack their backpack and lunchbox with zero assistance.
- Zip, snap, and button clothing.
- Follow multi-step directions independently.
- Clean up after play.

Independence builds confidence and maximizes learning time in class.



Learning doesn't stop at school! Everydaymoments are full of opportunities to grow your child's language, curiosity, and problem-solving skills.

- Limit screen time: The American Academy of Pediatrics recommends no more than 1 hour per day of high-quality programming for 4-6 year olds.
 Talk as you go: Point out shapes at the grocery
- store, road signs while driving, or colors in nature.
 Ask about school: Move beyond "How was your
- day?" by asking, "What was something you learned that made you proud today?"

 Model curiosity: Let your child hear you wonder out
- loud and look for answers together.

Remember: Kids learn best when learning feels like play.

Aristoi Classical Academy Open House Ist Grade Edition

Welcome!



We are so excited to partner with you this year to help your scholars grow in their learning! Below you will find some helpful tips you can utilize at home with your scholar as they gain reading and writing skills. We are excited for them to foster their wonder for learning not only at school, but at home as well.

Math

Learning to memorize math facts (addition and subtraction) is an important skill in 1st grade Ways to help your scholar learn those facts are the old school flash cards. Have a set in the car and a set at home. You could even time them to help build that math fluency - they love when there is a challenge!

1st grade is a big year for learning to read and learning comprehension skills when reading.
Children love reading about things that they have an interest about (animals, sports, etc.) Find books they enjoy and that are at a level they can read familiar words. Have them read to everyone – mom, dad, siblings, pets, stuffed animals. Make reading fun!



D'Nealian Manuscript

Aa Bb Cc Dd Ee Ff Gg Hh Ii Jj Kk Ll Mm Nn Oo Pp Qq Rr Ss Tt Uu Vv Ww Xx Yy Zz O I 2 3 4 5 6 7 8 9

Penmanship

Handwriting is a skill that so many do not get enough teaching/practice on. Being able to form letters correctly and writing that is legible that scholars can be proud of is something we work hard at in 1st grade. Is your scholar struggling with their handwriting? Practice some of these fine motor skills below to strengthen their fine motor skills/penmanship:

- Using beads to make bracelets
- · Shaving cream letters
- Tweezers to pick up small objects

ABSENCES

Report absences using the Absence Notification form on the Aristoi web site.

Excused absences have one class

day

to make up work. Make up work is completed at home.

Unexcused absences receive no credit.

Include your teacher in your carpool change and absent emails

Communication

Second Grade Planning Period is from 1:15 - 2:05 Conferences by appointment/4 hours in advance jdecesare@aristoiclassical.org lsmith@aristoiclassical.org kbrendle@aristoiclassical.org acain@aristoiclassical.org

GOOGLE CLASSROOM INSTRUCTIONS

To go to my Google Classroom, follow these steps:

You will receive an email from me containing my google classroom link.
 Click on the link.

2.After it opens, you will click on the + (plus sign) in the top right corner, and then "add classroom".

3.Enter the classroom code which was included in the email you received.
4.Your child's email address and password was also included in the email and youwill use it to enter the classroom.

Please note that Google Classroom will be used for informational purposes only; it will not be used to submit homework or communicate with the teacher. If your child has an excused absence, their missed work will be given to them upon their return. Google Classroom will be updated on Monday's for your viewing.

ARRIVAL + DISMISSAL

Drop off

7:20 - 7:40 a.m.

Class begins 7:40 a.m.

Dismissal 3:10 - 3:30 p.m.

Sign in/out in front office outside of these hours

WATER BOTTLES

Water only in the classroom in a spill proof water bottle

SNACK

Afternoon snack should be a dry, utensil-free, single item.

Scholars should be able to open their own snacks.

CLASSWORK/HOMEWORK

Incomplete Classwork If classwork is not completed in a timely manner during class time, it will need to be completed at home and returned the next day. Incomplete work will be graded as late work.

Homework: Weekly Math Worksheet, Read 20 minutes each night, Practice spelling words, sight words, memorize poem recitation.

THIRD GRADE

Supporting Learning at Home



READING

Thisyearstudentswill:

- Read a variety of novels, and short stories.
- Use mentor text to model and practice important reading strategies.
- Strengthen comprehension skills through discussion and written responses.

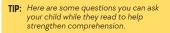
Novels We Will Read













MATH

Scholars willdiscoveranswers to:

- How can we use strategies and algorithms to add, subtract, and multiply?
- How can we use our problem solving strategies to solve every day problems?
- How can we solve problems by collecting, organizing, displaying and interpreting data?
- How can we determine when it is appropriate to use measures of time, capacity, length, and weight?

TIP: Ask "why" not just "how" to prompt scholars to discover solutions themselves.

ELA/GRAMMAR

Students begin learning the parts of speech by using definitions in jingle form.

The Question and Answer Flow is a series

oeafcqhu ewsotriodnpslaaynsd in a anssew<mark>netresntche</mark>

use toanalyze the role IEW/COMPOSITION

Inthis theme-based writingcurriculum, students write about adventuroustopics such as Roman hoplites, tornadoes, Leif Eriksson, and other interesting subjects while they learn to write with the Structure and Style® writing method.

SCIENCE/HISTORY

Our curriculum forScience and Historyis rooted in Core Knowledge and a selection of "Mentor Texts."

History Studies Include: Science Studies Include:

- World Rivers
- Ancient Rome
- Vikings
- The War of 1812
- The Civil War
- U.S. Westward Expansion
- Immigration and Citizenship

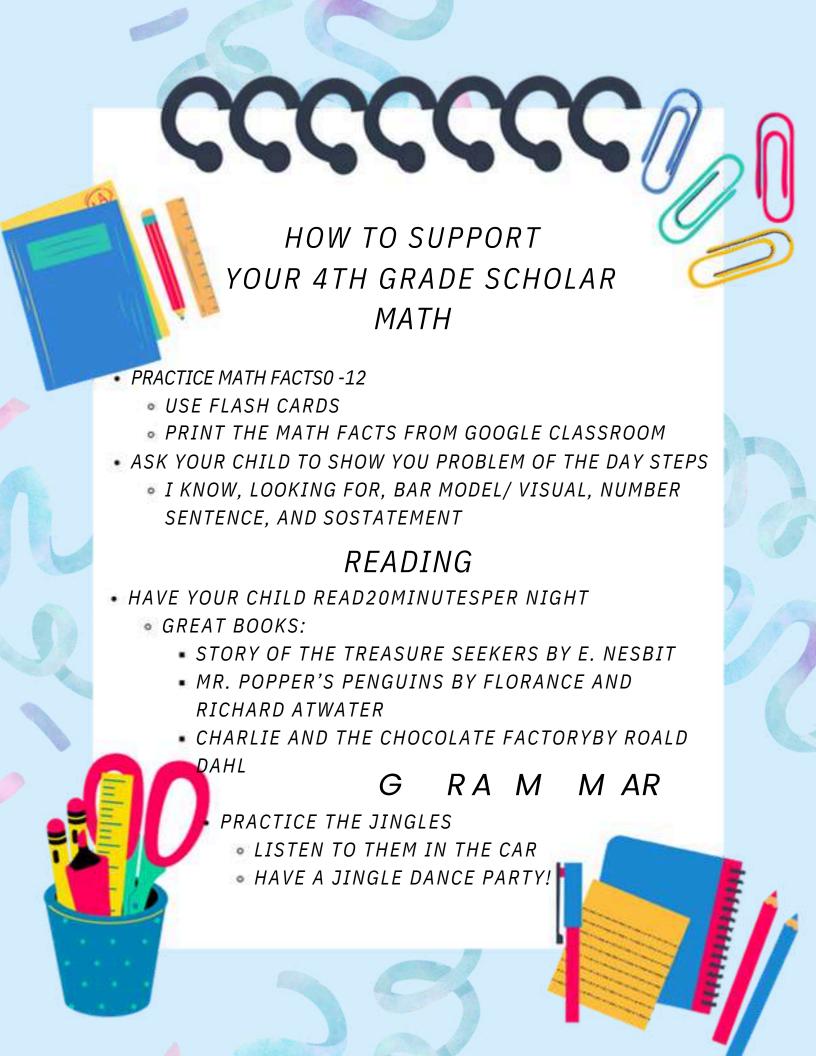
- Conservation
- Matter
- Scientific Method
- Solar System
- Adaptations
- Birds
- Energy
- Force and Motion

STRENGTHNING FINE MOTOR SKILLS

In third grade, students begin writing much morethan they did in earlier grades. They write stories, notes, and longer assignments such as IEW papers. This is wonderful practice for their thinking and communication, but it can also feel tiring at first. Sometimes students even mention that their hands "hurt" from writing. That is very normal, and it shows us that their muscles are still getting stronger. As they grow, they will need even more writing stamina, so it's helpful to start preparing now.

Here are a few fun and easy ways to strengthen fine motor skills at home:

- Playdough, clay, or putty rolling, squeezing, and shaping strengthens finger muscles.
- Puzzles and building LEGOs, blocks, and snap cubes help strengthen small hand muscles.
- Coloring and drawing staying inside the lines builds control and endurance.
- Stringing beads or lacing cards strengthens pinch and finger coordination.





SPECIALS PACKET GENERAL GRADING GUIDLINES

95-Good (students actively engaged, and participating)

85-Fair (students engage, but maybe refuse to do one thing, or have low effort in participating)

75-Low (students that have been sent to Recovery, or students that rarely participate)

0-Students that refuse to participate in any activities, or those that have ISS/OSS for the day

Students with ISS/OSS for that specific day need to have a 0 in their daily grade FOR THAT DAY ONLY, but a "U" in the citizenship column for the semester. That grade will be entered for report cards, but not for progress reports.

ART

ClassroomExpectations

- 1. Respect People and Materials
 - Treat classmates and teacher kindly.
 - Use art supplies carefully and responsibly.
 - Ask permission before using or touching someone else's work.
- 2. Follow Directions
 - Listen during instruction time.
 - Follow steps for projects and clean-up routines.
 - Ask for help if you don't understand.
- 3. Use Time Wisely
 - Stay on task and try your best.
 - Use art time for creating, not distracting others.
 - Finish work within the time given.
- 4. Be Safe
 - Walk in the art room.
 - Use scissors, paint, and other tools the right way.
 - Keep hands, feet, and objects to yourself.
- 5. Be Creative and Kind
 - Try new things and don't be afraid to make mistakes.
 - Encourage others and don't make fun of their art.
 - Share and take turns with supplies.
- 6. Clean Up Carefully
 - Put materials back in the right place.
 - Help clean your area and tools (brushes, tables, etc.).
 - Wait to be dismissed when cleanup is complete.

Student Goals

Kindergarten - Creative expression, art elements, culturalawareness. Create artworks using line, shape, color, form, texture, space, and value. (7 elements of art).

First Grade - Arranging design elements in simple compositions; art components intuitively for creative effects.

Second Grade - Introduce all 8 elements of design and begin understanding principles of art (Rhythm, Proportion, Pattern-Repitition, Movement, Balance, Emphasis, Unity, and Contrast. *Third Grade* - Use sensory knowledge and life experiences as inspiration; explore elements and principles of design.

Fourth Grade - Communicate ideas about self, family, school, and community using elements/principles of design.

- Fourth Grade has a major project in the Spring: Living History Museum Portrait. With this project, students will use the techniques and skills that they have learned to recreate a portrait of their chosen American Historical figure. This project will be displayed in the Commons on the day of their presentation as well.

2nd-4th grade will participate in the Houston Livestock Rodeo Art Competition.

The Houston Livestock Show and Rodeo (HLSR) School Art Competition is a long-standing tradition in Texas that encourages students to explore Western art themes while showcasing their talent.

Teachers that have an eye for art will be chosen to judge all rodeo art pieces 2-4. First, second, and third-place ribbon winners, and then the 5 finalists that will go on to the Houston Livestock Show and Rodeo. Here are the criteria for the competition:

- 1. <u>Originality:</u> Is the concept or idea original? Is it the student's own work and/or does the work show interesting composition with multiple sources? Does it appeal to a wide-ranging audience and is it marketable?
- 2. <u>Creativity</u>: Does the piece of art show the student's imagination? Is the subject matter unique? Is the interpretation innovative?
- 3. Skill: Skill is assessed based on the age of the artist.
- 4. Excellence in drawing: What extent of accuracy has the student achieved? How difficult is the chosen media? How well does the student draw, use color, hues, shading, and texture?

If your students' artwork is chosen as a finalist, their artwork will be sent off to the HLSR and will be professionally judged in hopes to place Best of Show, Gold Medalist, Special Merit or Honorable Mention.

Portfolios

An art portfolio is a curated collection of your best artwork that showcases your skills, creativity, and personal style. It serves as visual proof of your abilities and artistic development. Students will create a portfolio the first week of school. They will be able to decorate the outside of their portfolios; this will allow them to showcase their talent and express the things that they like and show their personality. Students will take their portfolios home at the end of the year. All artwork will be placed in order from the beginning of the year until the end so that parents can see how they have grown. Draw draw, Holiday, 3D projects will not be placed in their portfolio, and will be sent home the same day.

Art Club

Art Club applications can be filled out and submitted to Mrs. Orsini as soon as possible for both Fall and Spring; 3rd-4th (Fall) and 1st-2nd (Spring). Payment of \$120 is due to Aristoi, in cash or a check payable to Aristoi Classical Academy. Classes will be held on Mondays in the Art room (M7), the back portables. Students will walk to the art class directly after school and the

teacher will walk students to the back carline at 4:00 pm. Just like our school carline, guardians must have the student's carline number to be released to the vehicle.

- Students are expected to respectfully contribute to their learning and to adhere to all of the classroom policies and procedures as a usual Aristoi Classical Academy classroom.
- Classes will not be held on early release days or if it is a school holiday. If the teacher has to reschedule due to being out, Art Club will be rescheduled for a day later in the week; an email will be sent out prior to dismissal. If for any reason your scholar is not going to
 participate in the class, please reach out to the Art Teacher or Mrs. Orsini to let us know
 - so we may open a spot to another student.

MUSIC

"Music is the divinewaytotellbeautiful, poeticthings to the heart."
-PabloCasals

Each grade will learn about each instrument family: voice, percussion, brass, strings, woodwind. Each grade will learn about each era of music history: Medieval, Renaissance, Baroque, Classical, Romantic, and Modern.

Kindergarten Music:

In kindergartenmusic class, your child will begin to explore the world of music through a variety of engaging activities. The main goals include helping students:

- Describe and analyze different musical sounds, building listening and thinking skills.
- Perform a wide range of age-appropriate songs and rhythms, both informally in the classroom and in more formal settings like performances.
- Discover how music connects to different cultures and historical traditions, fostering appreciation for diversity.
- Listen carefully to music and musical performances, and learn how to respond to and evaluate what they hear.

Kindergarten Concert Save-the-Date: May 5, 2026!

1st Grade Music:

Infirstgrademusic class, your child will continue to build foundational music skills while exploring creativity and cultural connections. The main goals include helping students:

- Describe and analyze musical sounds while beginning to read, write, and reproduce basic music notation.
- Perform a wide variety of age-appropriate songs and rhythms in both informal classroom activities and formal settings like concerts.
- Create and experiment with their own musical ideas, encouraging imagination and self-expression.
- Explore how music reflects different cultures and historical periods, promoting global awareness and appreciation.
- Develop listening skills by responding to and evaluating music and musical performances.

1st Grade Concert Save-the-Date: November 21, 2025 at 9AM!

2nd Grade Music:

In second grademusicclass, your child will continue to grow as a young musician by building on their foundational skills and exploring music more deeply. The main goals include helping students:

- Describe and analyze musical sounds using appropriate vocabulary and listening skills.
- Read, write, and reproduce music notation to strengthen their understanding of how music is written and performed.
- Perform a variety of developmentally appropriate songs and musical pieces in both informal classroom settings and formal presentations.
- Create and explore new musical ideas through improvisation and composition, encouraging creativity and confidence.
- Learn about music's role in history and different cultures, developing a greater appreciation for the world around them.
- Listen to, respond to, and evaluate music and performances, building critical thinking and reflective skills.

2nd Grade Concert Save-the-Date: December 11, 2025!

3rd Grade Music:

Inthirdgrade music class, your child will build on their musical foundation by learning to think more critically and creatively about music. The main goals include helping students:

- Describe and analyze musical sounds with growing attention to detail and expression.
- Read, write, and reproduce music notation using a consistent music notation system, supporting musical fluency.
- Create and explore new musical ideas within specific guidelines, encouraging both structure and creativity.
- Study how music connects to different historical periods and cultures, building cultural awareness and appreciation.
- Listen to, reflect on, and evaluate music and musical performances, developing thoughtful listening and critical thinking skills.

3rd Grade Concert Save-the-Date: March 31, 2026!

4th grade Music:

Infourthgrade music class, your child will expand their musical skills and deepen their understanding of music through performance, creativity, and cultural exploration. The main goals include helping students:

- Describe and analyze musical sounds with increasing sophistication and awareness.
- Read, write, and reproduce music notation using a formal system, strengthening their music literacy.
- Perform a varied repertoire of developmentally appropriate music in both informal classroom settings and formal performances, building confidence and stage presence.

- Create and explore new musical ideas within specific guidelines, encouraging creativity balanced with structure.
- Explore how music relates to history and cultures from around the world, fostering global awareness and respect.
- Listen attentively to music and musical performances, respond thoughtfully, and evaluate what they hear to develop critical listening skills.
- Learn the recorder! This will come in Q4. More info to follow.

4th Grade Concert Save-the-Date: February 26, 2025!

COMPUTER

Kindergarten:

Studentswill start learning how to use a computerbypracticingbasicskills. They will also learn simple rules to stay safe while using technology.

- Learn basic mouse and keyboard skills (clicking, dragging, typing letters)
- Use educational programs that support reading and math
- Practice logging in with their own credentials
- Follow simple digital safety rules

1st Grade:

Studentswill keep learning basic computer skills by typing short words and sentences and using fun educational programs. They will also start learning how to use computers safely and responsibly.

- Strengthen mouse and keyboard skills
- Type short words and sentences; introduction to typing club
- Navigate simple programs and websites for learning
- Practice safe online behavior and respect for devices

2nd Grade:

Students will focus mainly on building typing skills and learning how to log in independently. They will also be introduced to safe online research and continue practicing digital citizenship while creating projects.

- Practice proper typing technique with home row keys
- Learn how to log in and navigate their accounts
- Create projects using Curious Creations on typing.com
- Introduction to safe and simple online research
- Show respect and responsibility when using technology

3rd Grade:

Studentswill use computers to look up information, make projects, and share their work through stories and presentations. They will also keep learning how to be safe and kind online.

- Improve typing speed and accuracy
- Create digital stories with StoryJumper and presentations with Google Slides
- Practice safe and effective online research using child-friendly tools
- Practice good digital citizenship skills

4th Grade:

Students will improve their computer skills by working together on projects that connect to what they are learning in class. They will create presentations and continue learning how to stay safe and responsible online.

- Improve typing speed and accuracy while writing longer paragraphs
- Work together on shared projects using Google Docs and Slides tied to classroom topics

- Make presentations with pictures, videos, and simple effects that relate to what they are studying
- Learn how to stay safe online, protect privacy, and check if websites are trustworthy

PE

Expectations:

- 1. Be ready to learn- enter calmly listen for direction
- 2. Be respectful- listen to teacher or others speaking
- 3. Be responsible- follow directions first time, try yourbest even when its hard, stay in your space
- 4. Be safe- use equipment properly, stop, look, and listen when the teacher says freeze, walk when entering/ leaving commons.

Entering

- walk find your number and sit wait for instructions
- teacher gives instructions no talking/ interrupting
- Raise your hand if you have questions

Silent Stretching

- No talking, whispering etc.
- Stay at your spot
- Warm up

Laps

- • Laps line up at the door
- • Walk, jog, run no stopping

Hands to yourself

Water

Do not mess w/ equipment outside

Do not run on playground

Line up in straight line wait for instructions

- When entering commons WALK
- May get water from water fountain
- After water break have a seat wait for instructions

Consequences

- First offense- verbal warning
- Third offense- recovery
- If the behavior continues I may contact home
- If something happens that is serious or unsafe behavior the office referral

Kindergarten Goals:

- •Developbasiclocomotorskills (running, hopping, skipping, galloping).
- Improve hand-eye coordination through simple activities.
- Learnto followdirections and play safely with others.

1st Grade Goals:

- Refine locomotorand non-locomotor skills (jumping, balancing, twisting).
- Begin learning object control skills (throwing, catching, kicking).
- Practicecooperation and sharing equipment.

2nd Grade Goals:

- Applymovementskills in small group games.
- Increase accuracy in throwing, catching, and striking.
- Develop awareness of space, boundaries, and teammates.

3rd Grade Goals:

- Combine movement patterns into sequences (e.g., dribbling and passing).
- Develop strategy in small-sided games.
- Enhance teamwork, communication, and sportsmanship.

4th Grade Goals:

- Demonstratecompetence in a variety of motor skills and patterns.
- Apply offensive and defensive strategies in games.
- Build fitnessknowledge:endurance,strength, flexibility.

Kindergarten Game Examples:

- RedLight, Green Light-locomotorskillpractice.
- Beanbag Toss hand-eye coordination.
- Parachute Play cooperation and spatial awareness

1st Grade Game Examples:

- Clean Upthe Yard
 — throwingand tossing.
- Animal Walk Relays locomotor development the Catch underhand throwing and catching.

2nd Grade Game Examples:

- FourCorners Tag-spatial awareness.
- Bucket Ball accuracy in tossing.
- Sharks and Minnows chasing and fleeing skills.

3rd Grade Game Examples:

- DribbleKnockout- ball control.
- Pin knockover- hand eye coordination and ball control
- FitnessCircuit Stations— enduranceand strength.

4th Grade Game Examples:

- Kickball-strikingandfielding
- Gaga Dodgeball- accuracy and coordination

Pirate Ships- strategy and quick reaction

supporting kids with.... BEHAVIOR STRUGGLES



highlights -

Support positive behavior at home by establishing expectations, providing reinforcement and clear consequences, and teaching emotional regulation.

note to grownups

Managing a child's behavior can be a challenge, and it's normal to feel overwhelmed at times. However, with consistency, positive reinforcement, and the right strategies, it is possible to see positive change.

resources

Books:

The Whole-Brain Child by Daniel
J. Siegel and Tina Payne Bryson

Good Inside by Becky Kennedy

Local Support: Contact your child's school counselor or local mental health services for further assistance. Community resources like parenting classes or support groups may also be helpful.

ABC's

Antecedents: Identify what triggers certain behaviors. For example, is your child more likely to act out when they are hungry or tired? Understanding triggers can help you prevent unwanted behaviors or anticipate the reaction so that you can respond effectively.

Behavior: Observe and clearly define the behavior. Describe what your child is doing without making judgments (e.g., "He is yelling" instead of "He is being disrespectful").

Consequences: Consider what happens after the behavior and how it affects the likelihood of the behavior repeating. Positive consequences (like praise) can reinforce good behavior, while negative consequences (like losing a privilege) can help decrease unwanted behavior.



Flip over to find out what you can do at home.

establish expectations:

Consistency - Knowing that the same rules apply every day helps children feel secure and understand boundaries. Ex. "In our house, we always speak kindly to each other."

Positive Framing: State what children should do instead of what they shouldn't. Ex. Swap "Don't run inside" for "Please walk when you're inside the house."

clear and appropriate consequences:

Consequences for misbehavior need to be immediate and relevant. Ex. If a child draws on the wall, have them help clean it up right away.

Allow children to experience the natural consequences of their actions. Ex. If they misuse a toy, they lose access to it for a day.

encourage responsibility:

Give children tasks that are appropriate for their age and abilities. Ex. Have younger children help set the table for dinner and older children help with washing dishes.

You can also allow them to make choices to foster independence and a sense of empowerment.

reinforce positive behavior:

Praise and Encouragement Recognize good behavior
immediately and specifically. Ex.
"That was very kind how you
shared your toys with your sister!"

Reward Systems - Implement a system to motivate and celebrate positive behavior. Ex. Use a chart where your child earns a sticker when they show the desired behavior and then a small reward after getting a number of them.

quality time together:

Positive Attention – Do activities with your child that they enjoy, to strengthen your bond and provide positive attention. Ex. Set aside time each day to read a book together or build blocks.

Family Activities - Plan family activities or outings.

teach coping skills:

Identify Emotions - Help children name their feelings. Ex. "It looks like you're feeling angry."

Coping Strategies - Teach strategies like deep breathing or counting to ten. Create a calm corner with stuffies and coloring materials where your child can go to cool down.

supporting kids with... CONFLICT



highlights

Learning to identify the size of the problem is the first step in building conflict resolution skills.

Teaching children to **ignore**, walk away, talk it out, compromise, and apologize can help them resolve conflicts peacefully.

escalator

Talk to your child about how conflict can be like an escalator—going up or down depending on how we respond. When a conflict escalates, the situation is becoming more intense, and the problem is growing bigger. When the conflict de-escalates, it gets smaller. Help your child recognize the behaviors that escalate a conflict and that de-escalate a conflict.

what is conflict?

Conflict is simply a disagreement between two or more people about...anything! It's a very natural part of life, and learning to solve conflicts peacefully is an important skill for children to develop.

problem size

Teach your child to assess the size of the problem to help them plan a response that is appropriate.

For example, is it a small problem that you can **ignore**, a medium problem where you might need to **talk it out**, or is it a big problem that might need **adult intervention**?

Explain that small problems can sometimes feel big in the moment, and we might need to take a break and cool down before we try to solve a conflict with someone.

5 Conflict Resolution Strategies To Teach Your Child:

ignore

Teach your child that for **small problems**, just **ignoring** is sometimes the best option. We can ignore with our eyes, mouth, and bodies.

walk away

We can walk away from situations when we need to cool down, or just to play somewhere else.

talk it out

Encourage your child to discuss problems calmly and respectfully with assertive communication. "I" messages:

I feel _____ when you _____. Could you please _____?

This is a great way to communicate feelings without blaming others.

apologizing

Teach your child to give sincere apologies when they've made a mistake:

I'm sorry for ______.

Next time I will _____.

Do you accept my apology?

Discuss the possibility that the other person may not be ready to accept their apology and why it's still important to try to make things right.

compromise

When having trouble deciding what to do or how to do something, teach your child to find a solution that includes a little of what each person wants.

This might mean sharing, taking turns, or finding some sort of middle ground.

extras-

Books to Read With Your Child:

- <u>I'm Sorry</u>
 by Michael Ian Black
- A Bug and A Wish by Karen Scheuer
- Horrible Bear by Ame Dyckman



supporting kids with... MENTAL HEALTH



Foster positive mental health in your child by promoting healthy routines, such as ensuring adequate sleep, exercise, nutrition, and limiting screen time.

signs of struggling

While all children experience ups and downs, signs that your child may be struggling with their mental health include:

- · Excessive anger or outbursts
- Withdrawing from activities they used to enjoy
- Frequent crying or persistent sadness
- · Excessive worry
- Frequent physical complaints (e.g., headaches, stomachaches)
- Changes in eating and sleeping habits
- Talking about or showing signs of self-harm
- Irritability
- · Problems with focus and attention

mental health is...

Emotional, psychological, and social well-being how we think, feel, and act.

Positive mental health
helps children feel secure
and loved, have
confidence in their
abilities, enjoy activities
and interactions with
others, and cope with
everyday stress.

did you know?

Poor mental health can create a cycle of worsening symptoms.

For example, a child experiencing anxiety might have trouble concentrating in class, leading to poorer performance, which can increase their anxiety.

Early identification and intervention can help break this cycle.

how to help

Promote Healthy Routines:

- Ensure adequate sleep, a healthy diet, and regular physical exercise.
- Maintain a predictable daily schedule for meals, homework, playtime, and bedtime to help children feel secure and develop healthy habits.

Quality Time:

- Spend one-on-one time with your child, such as reading a book, playing a game, or talking.
- Create an environment where your child feels safe expressing themselves by asking open-ended questions and validating their feelings. For example, "What did you notice in your body before you got angry?" or "I understand why you feel that way – it's okay to be sad sometimes."

Limit Screen Time: Research shows that excessive digital technology use can lead to higher levels of depression, anxiety, and aggression. Set boundaries around screen usage and encourage your child to engage in activities that promote physical, social, and intellectual development, such as playing outside, reading, or participating in sports.

Teach Coping Skills: Teach your child simple breathing and relaxation techniques to help them regulate their emotions. For example, "Let's take a deep breath in through our nose and hold it while tightening our muscles. Then slowly breathe out through your mouth while relaxing your body." Encourage your child to notice changes in their brain and body when using these coping strategies.

Seek Professional Support: If you suspect your child's mental health is suffering, reach out to their school counselor, pediatrician, or other professionals. Early intervention can make a significant difference in your child's well-being.

resources -

Mental Health America - mhanational.org

Child Mind Institute - childmind.org

National Institute of Mental Health - www.nimh.nih.gov



supporting kids FRIENDSHIP



highlights -

Support friendships by teaching and practicing social skills and conflict resolution skills, encouraging empathy and perspective taking, and helping your child understand and maintain friendship boundaries.

developmentally

Developmental Norms for Friendship in Elementary School Children

Ages 5-6: Children form basic, samegender friendships and engage in parallel and simple cooperative play. They are learning empathy and turntaking but often need adult help to resolve conflicts.

Ages 7-8: Friendships become more stable and based on shared interests. Children engage in more complex play, show increased empathy, and begin to resolve conflicts independently, though they may still need adult support for more complex issues.

Ages 9-10: Friendships deepen with a focus on trust and loyalty. Children develop better empathy, communication, and conflict resolution skills, handling most conflicts independently.

fostering connection

Set up playdates with classmates or neighborhood friends that include fun, cooperative activities.

Joining a club or team can also be a great way to support your child in making new friends and further developing social skills. You might also spend time at the local park or library.

extras ·

Books to Read With Your Child:

- Be a Friend by Salina Yoon
- The Kindest Red by Ibthaj Muhammad
- Each Kindness by Jacqueline Woodson
- Let's Play by Amanda McCardie

5 Tips to Support Your Child's Friendships:

model and practice

Explicitly teach and practice the basics of social interaction, such as sharing, cooperation, taking turns, and conversational skills. Help your child learn to join in a group and initiate friendship by practicing phrases like "Can I play, too?" or "Will you be my partner?"

conflict resolution

When conflicts happen, help your child solve them by asking, "What happened? How did you feel? What do you think would make it better?" This helps them identify the problem, express their feelings, and find solutions. Role-playing different scenarios can also build their confidence in handling conflicts.

provide suggestions

Encourage your child to think about what they want in a friend, like someone who shares their interests or plays the way they like to play. Talk with them about potential friends and how to start a friendship. For example, you could say, "It sounds like you and Bryson both really love dinosaurs. Maybe you could ask him if he'd like to play with your toy dinosaur?"

empathy and perspective taking

Ask questions like, "How do you think your friend felt when you invited them to play?" or "How do you think it would feel if someone said that to you?"

These conversations can help your child **understand** and **appreciate** others' feelings, which is key to building and keeping friendships.

friendship boundaries

Help your child understand healthy boundaries around touch (playful vs rude), joking (funny vs mean), telling others what to do (working together vs being bossy), exclusion (best friends vs leaving others out), and communication (positive chit chat vs gossip). This will help them be respectful of others' boundaries and will help them identify when someone isn't respecting theirs.

Roll and Show Math Game

- 1. Get a pair of dice!
- Have your scholar roll the dice to get 2 numbers.
- 3. For addition "Roll and Show", your scholar will add the 2 numbers. For subtraction "Roll and Show", your scholar will subtract the smaller number rolled from the larger number rolled.
- Roll away and have fun adding or subtracting!

* Math Facts look like this are can be found in your scholars binder. They should be practiced daily! Week:

ASTORY OF UNITS-TEKS EDITION

* Keep them in the page protector and Use and use a dry erdse marker!

*Write the missing number. Pay attention to the + and - signs.

| 1. | 3 + 1 = | 16. 6 + 2 = |
|-----|----------|---------------|
| | 13 + 1 = | 17. 56 + 2 = |
| 3. | 23 + 1 = | 18. 7 + 2 = |
| 4. | 1 + 2 = | 19. 67 + 2 = |
| | 11 + 2 = | 20. 87 + 2 = |
| 6. | 21 + 2 = | 21. 7 - 2 = |
| 7. | 31 + 2 = | 22. 47 - 2 = |
| 8. | 61 + 2 = | 23. 67 - 2 = |
| 9. | 4 - 1 = | 24. 26 + 3 = |
| 10. | 14 - 1 = | 25. 56 + = 59 |
| 11. | 24 - 1 = | 26 + 3 = 76 |
| 12. | 54 - 1 = | 27. 57 = 54 |
| 13. | 5 - 3 = | 28. 77 = 74 |
| 14. | 15 - 3 = | 29 4 = 73 |
| 15. | 25 - 3 = | 30 4 = 93 |



Quarter I Shurley English Jingles

Jingle 2: The Sentence Jingle

A sentence, sentence, sentence Is complete, complete, complete When five simple rules It meets, meets, meets. It has a subject, subject, subject And a verb, verb, verb And it makes sense, sense, sense With every word, word, word, Add a capital letter And a punctuation mark. And now our sentence has all its parts! But REMEMBER -Subject and verb and complete sense With a capital letter and an end mark, too. Our sentence is complete, And now we're through!

Jingle 3: The Noun Jingle

This is a noun jingle, My friend, A noun jingle, my friend. You can shake it To the left, And shake it to the right, Find yourself a noun, And then recite:

A noun names a person,
A noun names a thing,
A noun names a person,
Place, or thing.
And sometimes an idea.
Person, place, thing, ideal
Person, place, thing, ideal

So, shake it to the left, And shake it to the right. Find yourself a noun, And feel just right!

Jingle 4: The Verb Jingle

A verb, a verb.
What is a verb?
Haven't you heard?
There are two kinds of verbs:
The action verb
And the linking verb.

The action verb shows
A state of action,
Like stand and sit
And smile.
The action verb
Is always in motion
Because it tells
What the subject does
We stand!
We sit!
We smile!

The linking verb shows
A state of being.
Like am, is, are, was,
And were,
Looks, becomes, grows,
And feels.
The linking verb shows
No action
Because it tells what the subject is
He is a clown.
He looks funny.

Quarter I Shurley English Jingles

Jingle 5: The Adverb Jingle

An adverb modifies a verb, adjective, or another adverb An adverb asks, "HOW? WHEN? WHERE?" To find an adverb Go, (snap) Ask, (snap), Get (snap) But where do I go? To a verb, adjective, or another adverb. What do I ask? HOW? WHEN? WHERE? What do I get? And adverb, man, Cool!

Jinale 6: The Adjective Jinale

An adjective modifies a noun or a pronoun An adjective asks, "WHAT KIND?"
An adjective asks, "WHICH ONE?"
An adjective asks, "HOW MANY?"
To identify an adjective: Go! (stomp, stomp)
Ask! (clap, clap) Get! (snap)
Where do I go? (stomp, stomp) To a noun or a pronoun
What do I ask? (clap clap) WHAT KIND?
WHICH ONE? Or HOW MANY?
What do I get? (snap snap) An adjective!

Jingle 7: The Article Adjective Jingle

We are the article adjectives,
Teeny, tiny adjectives.

A, AN, THE - A, AN, THE
We are called article adjectives and noun markers.

We are memorized and used every day.
So, if you spot us, you can mark us
With a capital "A".

We are the article adjectives,
Teeny, tiny adjectives.

A, AN, THE - A, AN, THE

NUOT

10 WAYS

TO USE MATH at home



1. RECIPES

Use math skills like measurement, counting, and sequencing while you cook in the kitchen. Encourage your child to use measuring tools to cook along with you!

2. SHOPPING

A trip to the store is the perfect place to estimate, compare, add, and countmoney. Add the costs of items together, estimate your total, and compare to find the best deall

3. SHARING

Sharing items is a great introduction to division. Your child can split items into equal groups, or cut one item into equal pieces.

Discuss how you know the items are split equally.

4. CRAFTING

Many crafts involve mathematical activities. You can measure, partition, and use symmetry while you are creating a craft together.

5. SCHEDULE

Create a schedule with your child.
Use the clock to tell time while you follow the daily schedule.

6. TIME

Use increments of time for activities. How long does it take you to tie your shoe? How many times can you jump rope in 1 minute?

hedule. Use rulers, sco

Use rulers, scales, and thermometers to measure items around your home. Go a step further by organizing the items from smallest to largest.

8. MONEY

Money is an important skill Count coins or balance your accounts with your child's help.

9. PLAY BALL

T. MEASURE

Watch a sporting event and notice all the ways math is used from the timer to the scoreboard

10. SYMMETRICAL ART

Create art using symmetrical shapes. Draw, cut, or trace shapes. Then, add colort

10 WAYS



TO HELP WITH MATH at home

1. TRY NEW WAYS

There are so many ways to solve math problems. Ask your child to show you one way to solve a problem. Then, you can show your child another way.

2. REAL LIFE MATH

Highlight ways you use math in everyday life! Think about how you use math for bills, grocery shopping, home improvement projects, and more!

3. SEEK AND

Look for math all around you. Think about the timing of stoplights, look for patterns in bricks, or find symmetry in natural objects. Math is all around us!

4. WORK TOGETHER

Solve math problems together! Quiz each other, use flash cards, and do mental math activities as a team or family.

5. KEEP IT POSITIVE

Don't look at math as something to dislike! Look at it as a puzzle to be solved!

6. NUMBER SENSE

Think about numbers! Compare them by discussing which is greater or less. Practice adding 1, 10, 100, or 1,000 at a time.

7. WONDER ABOUT NUMBERS

Look for number puzzles. Ask questions about the biggest number ever. Find out how people of the past used numbers in different ways.

8. WRITE

Write about math.
Create a schedule,
make a word
problem, or write
about using math
in real life.

9. MATH FOR FUN

Math doesn't have to be hard work! Make a symmetrical design or complete a sudoku puzzle. Math can be fun!

10. PLAY A GAME

Play a game that involves numbers and math! You'll sharpen your math skills and have fun at the same time!

Math Games at Home

- Make 10 (or other target number): Players use cards to add, subtract, multiply, or divide to make the target number.
- Memory: Turn pairs of cards facedown and the flip to make matches.
- Sorting: Players sort cards by suit, color, number
- Ordering: Players put cards in numerical order (consecutive or non-consecutive)
- War
 - > Regular War: Players flip a card, highest card wins
 - Addition War: Players flip two cards and add, highest total wins
 - > Multiplication War: Players flip two cards and multiply, highest total wins
- Patterns: Players can create patterns using suits, numbers, or colors.
- Flashcards: Players practice number recognition and saying one more or one less.
- One to One Correspondence: Players flip over a card and then use small counters (beads, beans, pennies, etc) to build that number.
- . Math Rummy: Players form sets that add up to a certain number
- Flip and Add: Players take turns flipping cards and add it to a running total. The first player to go over 100 wins!
- Flip and Subtract: Players take turns flipping cards and subtracting from 100. The first player to reach 0 wins!



- Addition practice: Players roll two dice and add them together
- Greater Than or Less Than: Players roll two dice and find the bigger number or the smaller number
- Greatest Number (Place Value): players roll 3-4 dice and create the largest (or smallest) possible number. Example: Player A rolls a 4, 7, and 3. The greatest number that can be made is 743. Player B rolls a 5, 2, 9. The greatest number that can be made is 952. Player B gets a point.
- Race to 100: Players roll a die and keep a running total. First one to 100 wins!
- Take Away Towers: Each player builds a tower of 20-25 blocks/legos/snap cubes.
 Players take turns rolling a die and removing that number of bricks from their tower.
 The first player to remove all their bricks wins.
- Multiplication: Players roll 2 dice and multiply them together
- Lucky 7: Players roll 2 dice and add the numbers. If the sum is 7, they receive a point.
 First player to 10 points wins! Extension: Change up the "lucky" number.



- Dominoes (matching numbers): Play Dominoes with the regular rules.
- Addition Practice: Players pick a domino and add the dots, then write a number sentence.
- Sorting: Players sort the dominoes by total number of dots.
- Multiplication Practice: Players choose a domino and multiply the dots together.
- Double Digit Dominoes: Players turn two dominoes sideways to create a 2 digit number, then add or subtract the numbers. Example: A domino with a 3 and a 6 becomes 36. Add it to a domino with a 1 and a 6 (16).
- Even or Odd: Players count the number of dots on a domino and then determine if the number is even or odd.
- Domino War: Each player chooses a domino and adds the dots. The player with the highest sum wins both dominoes.
- Magic Squares: Choose a "magic" number, then use four dominoes to build a square with each row and column of 3 totals the magic number.

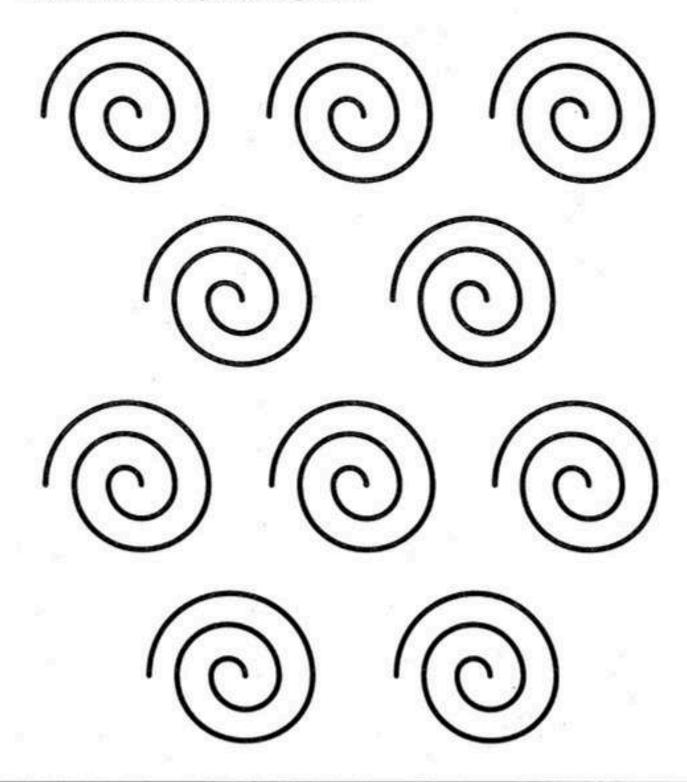
Have fun!



| Mama | | |
|-------|--|--|
| Name: | | |

SPELLING SPIRALS

<u>Directions</u>: Write each of your spelling words in a spiral. Rewrite the word in the spiral as many times as you can!



| | AN V | ISU ires in my | ALIZ nead when | E am |
|-----------------------------|-------------|-------------------|-------------------|-------|
| I can make reading a tex | t. Write yo | our visualiza | tions as you | read. |
| | • | 6 | | |
| | | | | |
| | | | | |
| 0 | | | | - 1 |
| | ~~ | Y | | N IA |
| 1 | 7.4 | TITTE | 77 | D |

ROOTED IN READING

Spelling Choice Board

Select one of the following activities to practice your spelling words!

CREATIVE WORDS

Write each of the words in fun and colorful writing (bubble, block, squiggly, cursive, etc).

centers spelling words

SILLY SENTENCES

Write a silly sentence for each of your spelling words. Try to put more than one word in each sentence!

I had to watch my step when I walked into my messy room. There were piles of rocks on my socks!

NOW I KNOW MY ABCS

Write the words in alphabetical (ABC) order.

> apple banana broccoli orange potato

zucchini

EXPERT ILLUSTRATOR

Illustrate your words by drawing a picture that represents the meaning of each word.



strong

HANDWRITING

Write words four times each. Use a different color each time.

great great great

CUT & PASTE

Cut out letters from magazines and/or newspapers to create each word.



TRIANGLE WORDS

Write each word one letter at a time to form a triangle.



CRISS-CROSS

Write each word three times each and make them connect with a common letter.

S SMART A R

PATRIOTIC WORDS

Write each word using red for vowels (a,e,i,o,u) and blue for consonants.

> markers crayons pencils

erasers notebook paper

Take PRIDE in your work!

P. Preview text

Author's purpose?
Text Type? F or NF?
Circle and look over the title,
illustrations, captions, charts,
and maps.

R. Read passage & questions

P->P->Q

P->Q->P

Q->P->P

I. Identify the gist.

Write a few words about main idea

D. Do the questions

Read each question carefully.

Box or underline key words

X out incorrect answers.

? for each possible.

Circle the best answer.

E. Underline Evidence

Underline the answers in the Passage. Write the question # (Q#) next to it.

Bubble answers in completely.

Reading is Thinking!

To read, you must think about what is being read. To think about what you are reading, consider the following reading strategies and sentence starters:

*Connections

Fremember that earlier in the book . This part reminded me af . This makes me think of .

*Questioning

One question I have is ... Samething I am wondering is I would ask why (he/she)

'Inference

figured out that concluded that predict that

*Determining Importance

Is this "interesting" or "important". Does it connect to the main idea.

*Fix-Up (If I am confused, STOP and figure out why)

I felt confused when ... One word that I will look up is ...

Lgot stuck when

I do not understand why ...

I first thought, then I realized that .

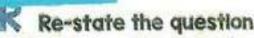
"Visualize

f could picture. The image I see is:

Synthesize

Lused to think But now! think





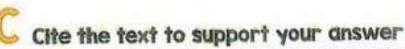
Turn the question into a statement to introduce your paragraph.

Example: How can students improve their study skills?

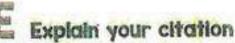
Students can improve their study skills by...



Keep in mired that there may be more than one part to the question.



Support your answer evidence from the text, if you use a direct quotation, use quotation marks. Make sure to introduce your evidence with a phrase like: "For example," "According to the text," "The author states that..." etc.





Children's Classics Book List

Children's Classics Book List

| GIC = Great Illustrated Classic avaliable Author Title | | *multiple locations Call# | |
|---|---|---------------------------------|--|
| Alcott, Louisa May | Little Women (books) /GIC | JF* | |
| Alexander, Lloyd | The Book of Three (Prydain Chronicles Series) | JF* | |
| Austin, Jane | Pride and Prejudice/GIC | JF | |
| Babbitt, Natalie | Tuck Everlasting | JF* | |
| Banks, Lynne Reid | Indian in the Cupboard (books) | JF* | |
| Barrie, James M. | Peter Pan /GIC | JF* | |
| Baum, L. Frank | The Wizard of Oz (series) /GIC | JF* | |
| Blume, Judy | Tales of a Fourth Grade Nothing (books) | JF* | |
| Bronte, Charlotte | Jane Eyre/GIC | JF | |
| Burnett, Frances H. | A Little Princess | JF* | |
| Burnett, Frances H. | The Secret Garden /GIC | JF* | |
| Burnford, Sheila | The Incredible Journey | JF* | |
| Carroll, Lewis | Alice in Wonderland (books) /GIC | JF* | |
| Cleary, Beverly | Ramona (books) | lk* | |
| Collier, James Lincoln | My Brother Sam is Dead | JF* | |
| Dahl, Roald | Charlie and the Chocolate Factory | JF* | |
| Dahl, Roald | Charlie and the Great Glass Elevator | JF | |
| DeFoe, Daniel | Robinson Crusoe /GIC | JF* | |
| Dickens, Charles | Oliver Twist/GIC | JF* | |
| Dickens, Charles | A Tale of Two Cities/GIC | JF* | |
| Dixon, Franklin W. | Hardy Boys (books) | JMyst | |
| Doyle, Arthur Conan | The Adventures of Sherlock Holmes/GIC | JMyst | |
| Eager, Edward | Half Magic (books) | JF | |
| Fleischman, Sid | The Whipping Boy | JF | |
| Forbes, Esther | Johnny Tremain | JF* | |
| Gannett, Ruth Styles | My Father's Dragon | JF | |
| George, Jean C. | My Side of the Mountain | JF* | |
| Gipson, Fred | Old Yeller | JF* | |

Children's Classics Book List

| Author | GIC = Great Illustrated Classic avaliable Title | *multiple locations Call# | |
|---------------------|--|---------------------------------|--|
| Grahame, Kenneth | The Wind in the Willows | JE* | |
| Gray, Elizabeth J. | Adam of the Road | JF* | |
| Grimm, Jakob, etal. | Grimm's Fairy Tales | J398.2* | |
| Howe, James | Bunnicula (series) | JMyst* | |
| Hugo, Victor | The Hunchback of Notre Dame /GIC | JF | |
| Hunt, Irene | Across Five Aprils | JF* | |
| Irving, Washington | The Legend of Sleepy Hollow /GIC | JF* | |
| Jacques, Brian | Redwall (series) | YA* | |
| Juster, Norton | The Phantom Tollbooth | JF | |
| Keene, Carolyn | Nancy Drew (books) | JMyst | |
| Kipling, Rudyard | Just So Stories | JF* | |
| Konigsburg, E. L. | From the Mixed up Files of Mrs. Basil E. Frankweiler | JF* | |
| Leaf, Munro | The Story of Ferdinand | E* | |
| Levine, Gail Carson | Ella Enchanted | JF* | |
| Lewis, C.S. | Chronicles of Namia (series) | JF* | |
| Lowry, Lois | Number the Stars | JF | |
| MacDonald, Betty | Mrs. Piggle Wiggle (books) | JF | |
| McCloskey, Robert | Homer Price | JF | |
| Milne. A. A. | Winnie the Pooh Collection (series) | JF* | |
| Montgomery, L.M. | Anne of Green Gables (series) /GIC | JF* | |
| Nesbit, E. | Five Children and It (books) | JF* | |
| Norton, Mary | The Borrowers (books) | JF* | |
| O'Brien, Robert C. | Mrs. Frisby and the Rats of NIMH | JF | |
| O'Dell, Scott | Island of the Blue Dolphins | JF* | |
| Paterson, Katherine | Bridge to Terabithia | JF* | |
| Paulsen, Gary | Hatchet (Brian's Saga books) | YA* | |
| Potter, Beatrix | Peter Rabbit (books) | E* | |
| Pyle, Howard | The Merry Adventures of Robin Hood /GIC | JF* | |
| Raskin, Ellen | The Westing Game | JF* | |
| Rawls, Wilson | Where the Red Fern Grows | JF* | |
| Rowling, J. K. | Harry Potter (series) | JF* | |
| Sewell, Anna | Black Beauty /GIC | lk* | |
| | | | |

Children's Classics Book List

| | GIC = Great Illustrated Classic avaliable | *multiple locations | |
|-----------------------|---|------------------------|--|
| Author | Title | Call# | |
| Shelley, Mary | Frankenstein /GIC | JF* | |
| Sobol, Donald J. | Encyclopedia Brown (books) | JMyst | |
| Sperry, Armstrong | Call it Courage | JF* | |
| Spyri, Johanna | Heidi | JF* | |
| Stevenson, Robert L. | Kidnapped /GIC | JF* | |
| Stevenson, Robert L. | Treasure Island | JF* | |
| Taylor, Mildred | Roll of Thunder, Hear My Cry | JF* | |
| Taylor, Theodore | The Cay | YA* | |
| Travers, P. L. | Mary Poppins (books) | JF* | |
| Twain, Mark | The Adventures of Huckleberry Finn /GIC | JF* | |
| Twain, Mark | The Adventures of Tom Sawyer /GIC | JF* | |
| Verne, Jules | Around the World in Eighty Days /GIC | JF* | |
| Warner, Gertrude C. | Box Car Children (series) | JMyst* | |
| White, E. B. | Charlotte's Web | JF* | |
| Wilder, Laura Ingalls | Little House on the Prairie (books) | JF* | |
| Williams, Margery | The Velveteen Rabbit | E* | |
| Wyss, Johann R. | The Swiss Family Robinson | JF* | |

Phonics Everyday Strategies!



What is Phonics?

Phonics is the ability to connect letters (graphemes) to sounds (phonemes) to read and spell words. For example, knowing that the letters "sh" make the /sh/ sound helps children read words like ship and shoes.

I. Focus on Letter-Sound Connections

- Practice the Sounds
 First: Say the sound of a letter rather than its name (e.g., "B says /b/" instead of "Bee").
- Alphabet songs, rhyming books, and fingerplays help reinforce sounds in a fun way.

2. Teach Blending and Segmenting

- Say a word slowly, stretching out each sound (e.g., "c-a-t"), then blend them together.
- Clap or Tap Sounds: Say a word and clap for each sound (e.g., "d-o-g" = 3 claps).

Play Phonics Games

- "I spy something that starts with /t/." (Table)
- Word Families: Focus on groups of words with the same ending (cat, hat, mat).







4. Use Multi-Sensory Learning

- Shaving Cream: Let your child trace letters while saying the sound.
- Magnetic Letters or Flashcards: Build and rearrange words on the fridge or table.

5. Help with Tricky Sounds and Patterns

- Digraphs & Blends: Teach common letter combinations like ch, sh, th, b), st
- Vowels: Show how vowels can change with silent e (tap tape) or in vowel teams (boat, team).







Phonics Everyday Strategies!



6. Make Reading Interactive

- Point to Words as You Read: Show how sounds blend together to form words.
- Let Your Child Read with You: Have them sound out simple words while you guide.

7. Play "Real or Nonsense?"

- Create Word Cards: Write real words (dog, sun) and silly made-up words (fip, zut).
- Ask Your Child to Sort Them: This strengthens decoding skills in a playful way.

8. Encourage Writing & Spelling

- Label the House:
 Place sticky notes on
 objects (e.g., "lamp,"
 "chair").
- Keep a Phonics Journal: Have your child write words they are learning; adding pictures for meaning.

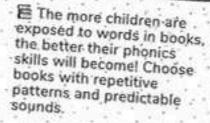




Keep It Fun & Encouraging!

- Praise Effort, Not Perfection: Celebrate progress and avoid frustration.
 - ▼ Short, Frequent
 Practice: 5-10 minutes
 daily is better than long
 sessions.













Final Tip!

Keep phonics learning positive and engaging! Your encouragement and consistency will help your child become a confident reader.



Phonics Progression Chart

A Parent Resource

Help Your Child Become a Confident Reader!

Phonics is taught in a structured way, moving from simple to more complex skills. Use this guide to understand what your child is learning and how you can support them at home!

| Stage | Skills Learned | Examples | How to Practice at Home |
|---|---|--------------------|--|
| I. Letter Sounds & Names | Recognizing and saying letter sounds | b = /b/, s = /s/ | Play "I Spy" with sounds, use alphabet puzzles, practice writing letters in sand or shaving cream |
| 2. CVC Words (Short Vowels) | Blending consonant- vowel-consonant words | cat, dog, hop, sun | Stretch out sounds (c-a-t), use magnetic letters to build words, read simple decodable books |
| 3. Digraphs (Two Letters, One Sound) | ch, sh, th, wh, ph | ship, this, chin | Spot digraphs in books, practice saying words with digraphs in silly sentences |
| 4. Blends (Two Sounds Together) | bl, cr, st, sm, gr | frog, clap, stand | Clap out the sounds in words, use flashcards to build |

L. Garth Educational Consultin

blend words



Phonics Progression Chart A Parent Resource

| Stage | Skills Learned | Examples | How to Practice at Home |
|--------------------------------|--|------------------------------|--|
| 5. Silent E (Long Vowels) | Magic "e" changes short vowels into long vowels | hope, cake, bike | Cover the "e" and say the short vowel sound, then uncover it to hear the long vowel change |
| 6. Vowel Teams & Diphthongs | Two vowels working together to make one sound | boat, rain, sweet, moon | Sort words by vowe teams, play memory matching games with vowel pairs |
| 7. R-Controlled Vowels | ar, er, ir, or, ur | car, bird, corn, fur | Find words in books say words with "pirate talk" (Arrr fo "ar"!) |
| 8. Multisyllabic Words | Reading longer words by breaking them into syllables | fantastic, kitten, sunset | Clap out syllables, divide words into parts using a finger or pencil |
| 9. Prefixes & Suffixes | Adding word parts to change meaning | unhappy, joyful, replay | Talk about how a prefix or suffix changes a word's meaning, find examples in reading |

Tip for Families: Reading daily and practicing phonics in fun, hands-on ways builds stron reading skills. Keep learning playful and engaging!

Helping Your Child at Home with Dyslexia

What is Dyslexia?

Dyslexia is a learning difference that affects reading, spelling, and writing. Children with dyslexia are bright and capable but may need extra support to build confidence and skills.



How Parents Can Help at Home

1. Reading Strategies

- Read aloud together daily (take turns reading).
- Use audiobooks or text-to-speech apps to support comprehension.
- Encourage re-reading favorite books for fluency and confidence.

2. Writing & Spelling Support

- r Let your child use speech-to-text tools.
- Provide graphic organizers for writing ideas.
- Practice spelling with games, apps, or magnetic letters instead of drills.

3. Homework Help

- Break assignments into smaller steps.
- Allow frequent movement breaks.
- Offer extra time and reduce distractions.

4. Building Confidence

- Praise effort, not just results.
- Highlight your child's strengths (creativity, problem-solving, storytelling).
 - ★ Share success stories of people with dyslexia (e.g., Albert Einstein, Octavia Spencer, Richard Branson).

* Helpful Tools & Resources

- ★ Apps: Learning Ally, Audible, Speechify, Nessy, SnapType.
- Websites: International Dyslexia Association (IDA) Understood.org.
- Local Support: Ask your school about tutoring or dyslexia programs. Refer to your State of Texas Dyslexia Handbook



Your support makes a huge difference! With the right strategies and encouragement, children with dyslexia can thrive in school and beyond.



What Is Dyslexia?

Dyslexia is a specific learning disability that is neurological in origin. It is characterized by difficulties with accurate and/or fluent word recognition and by poor spelling and decoding abilities. These difficulties typically result from a deficit in the phonological component of language that is often unexpected in relation to other cognitive abilities and the provision of effective classroom instruction. Secondary consequences may include problems in reading comprehension and reduced reading experience that can impede growth of vocabulary and background knowledge.

(International Dyslexia Association, 2002)



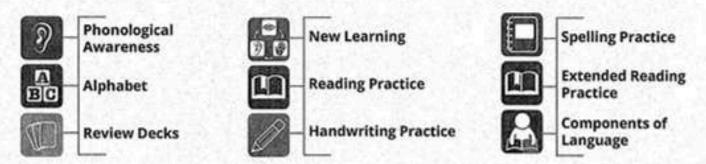
To learn more about dyslexia and other related disorders, scan the QR code.

For more information on Special Education in Texas, visit Texas SPED Support at spedsupport.tea.texas.gov/.

Reading by Design

Reading by Design: An Individualized Literacy Intervention is a systematic, multisensory approach aligned with research-based practices for developing literacy. Reading by Design may be used with students in kindergarten through grade 12 in a small, homogeneous group setting (teacher training required).

Included in the lessons:



Key Terms

Multisensory Instruction—teaching approach that engages visual, auditory, kinesthetic, and tactile senses

Alphabetic Principle—awareness that a letter or letters represent a sound in a word

Phonological Awareness—knowledge of and ability to work with sounds in spoken language

Decoding—ability to understand and apply letter and sound knowledge to read words accurately







There are 199 lessons in the 5-volume set. Each one follows a predictable leson routine.



Each volume includes assessments so that your child's teacher can regularly check their progress and understanding of the lessons.

READING BY DESIGN Progress Report

Your child's teacher will send home a progress report each grading period.

Region 4 Education Service Center

Region 4 Education Service Center (Region 4) is one of 20 regional education service centers in Texas. Region 4 serves an eight-county area comprised of 48 public school districts and 41 open-enrollment charter schools, representing more than 1.2 million students, 165,000 educators, and 1,500 campuses.

As District Advancement Champions, our purpose is to assist educators with providing students a quality educational experience. Region 4 provides countless professional development opportunities and educational products to empower educators to embrace each student and their diverse needs.



Email: dyslexia@esc4.net



Dyslexia and Related Disorders: Information for Parents

Characteristics of Dyslexia and Related Disorders:

What is Dyslexia?

Dyslexia is a brain-based learning disability that makes learning to read, write, or spell difficult.

Primary characteristics include difficulties with:

- · Learning the sounds letters make
- Reading words in isolation or reading unknown words
- Reading smoothly with enough speed and accuracy to comprehend
- Spelling

What is Dysgraphia?

Dysgraphia is a related disorder of dyslexia and is a written language disability that involves both motor and language skills such as the finding, retrieving, and producing of letters.

Primary characteristics include difficulties with:

- · Forming letters correctly
- Excessive erasures and cross-outs
- Poor spacing between letters and words
- Letter and number reversals beyond grade 2
- · Awkward, inconsistent pencil grip
- Heavy pressure and hand fatigue
- Copy words correctly
- · Completing writing assignments

The Texas State Board of Education (SBOE) requires, through their rule at 19 Texas Administrative Code (TAC). §74.28(f), that each school district and open-enrollment charter school provide certain information about dyslexia and related disorders to parents of students enrolled in the district or school.



19 TAC \$74.28, along with the SBOE's Dyslexia Handbook referenced in subsection (c) of that rule and which is also available at tea.texas.gov/dyslexia, describes common characteristics of dyslexia and related disorders, the evaluation and identification process when dyslexia or a related disorder is suspected, and the instructional requirements for an identified student. If you have any

problems accessing the electronic version of the Dyslexia Handbook, or if you wish to receive a hard copy, contact your child's school.

View the Dyslexia Handbook



To find out more information about the qualifications and contact information for the professionals who provide dyslexia instruction to identified students in your district or open-enrollment charter school:

Contact Information:

State Dyslexia Helpline: (800) 232-3030





Evaluation and identification of dyslexia and related disorders and the steps in the special education process:

Dyslexia and dysgraphia are considered specific learning disabilities (SLDs) under the Individuals with Disabilities Education Act (IDEA), which is the federal law that describes the requirements of special education. Special education is available because of IDEA, and the law provides students with disabilities and their parents special legal rights to receive individualized learning opportunities. It's important to understand the steps of the special education process. Please review the <u>Overview of Special Education for Parents</u> form developed by TEA for more information. When dyslexia or a related disorder is suspected that may require the provision of special education and related services, both IDEA and the Dyslexia Handbook outline the requirements for individual evaluations and the identification process.



This form and other valuable resources that explain IDEA eligible disabilities, parent rights, the special education process and more can be found on the SPEDTex website.

Effective instructional strategies for teaching students with dyslexia and related disorders:

Evidence-based dyslexia programs specifically studied to be used for students with dyslexia are considered specially designed instruction (SDI). SDI is the instruction required for the provision of special education and related services under the IDEA and is determined by an admission, review, and dismissal (ARD) committee. Evidence-based dyslexia programs are required to be delivered as the publisher intended unless a student's data indicates that changes are necessary. These programs must address certain components of instruction and delivery.

More information can be found on pages 39-41 of The Dyslexia Handbook.



Components of Instruction

PHONOLOGICAL AWARENESS

Recognize and manipulate sounds in words

SOUND-SYMBOL ASSOCIATION

Sounds letters make

MORPHOLOGY

Prefixes, roots, suffixes

SYNTAX

Knowledge of how words are arranged in meaningful sentences

SYLLABICATION

Breaking words into parts

ORTHOGRAPHY

Knowing how to spell words

READING COMPREHENSION

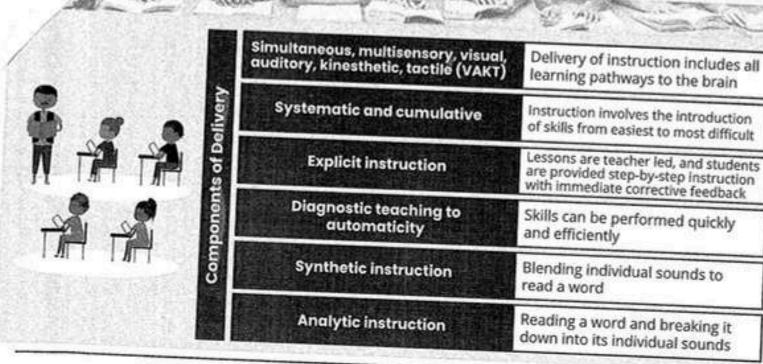
Understanding what you read

READING FLUENCY

Reading connected text with ease

slexia and Related Disorders: Information for Parents





Instructional Accommodations and Modifications:

Instructional accommodations and modifications are educational strategies that help students with disabilities learn independently by tailoring them to fit the students' specific needs. For students who qualify for special education and related services, accommodations and/ or modifications are included in the student's individualized education program or (IEP). An IEP is the written document that is completed by the ARD committee for a student receiving special education services in Texas.



Accommodations:

Accommodations are intended to reduce or even eliminate the effects of student's disability on academic tasks but do not change learning expectations.

Accommodation:
Changing
Changing
they are learning

The objectives of the course or activity remain the same. Accommodations change how the student learns or demonstrates knowledge.

Accommodations are not one size fits all; rather, the impact of dyslexia or a related disorder on each individual student determines the necessary accommodations.

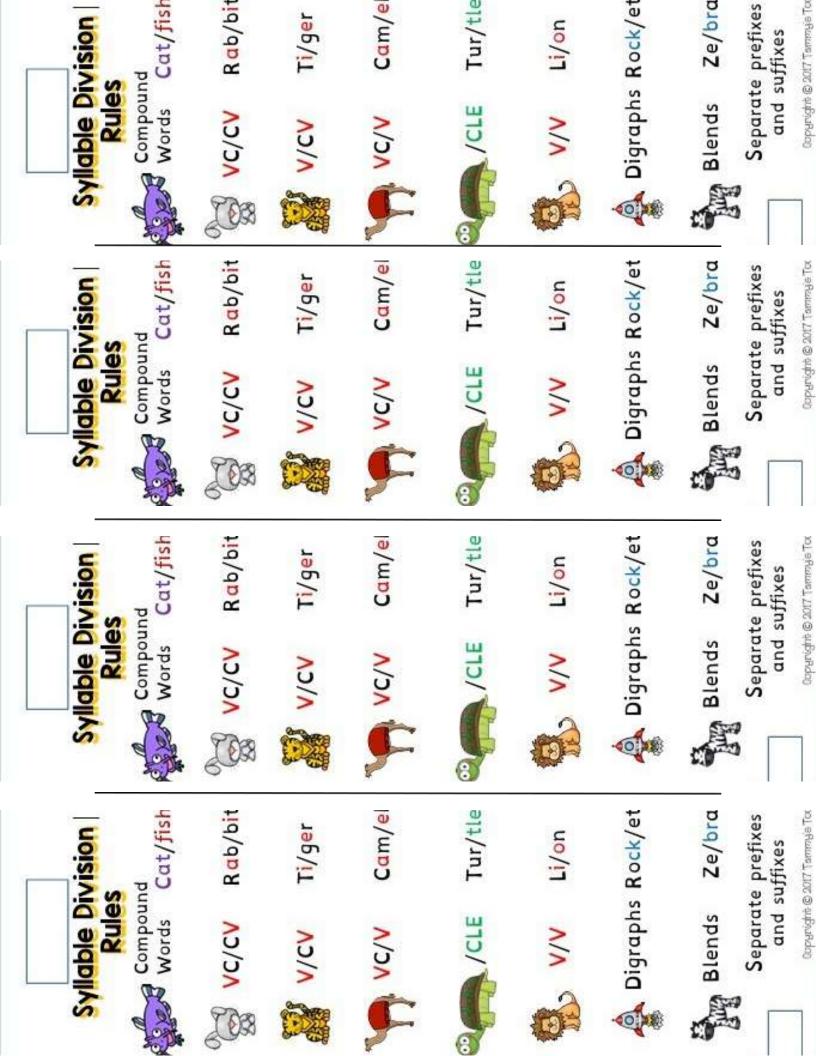
For additional information on accommodations for dyslexia and dysgraphia see pages 51 and 66 in The Dyslexia Handbook.

Modifications:

Modifications change what the student is expected to master. Modifications typically reduce the requirements

Modification:
Changing
WHAT
they are learning

for Texas Essential Knowledge and Skills (TEKS) which are the state standards for what students should know and be able to do. With modifications, students access grade level curriculum through prerequisite skills. The decision to modify is a significant one; however, some students will require modifications. Decisions to modify should be data driven and individualized for the student.



SYLLABLES | SYLLABLES

SYLLABLES | SYLLABLES |





CLOSED SYLLABLE

A closed syllable ends with a consonant. The vowel before the final consonant has a SHORT sound



CLOSED SYLLABLE

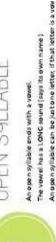


A closed syllable ends with a consonant. The vowel before the final consonant has a SHORT sound CLOSED SYLLABLE



OPEN SYLLABLE

The vowel has a LONG sound (says its own name). An open syllable can be just one letter, if that letter is a vow An open syllable ends with a vowel.



An open syllable can be just one letter, if that letter is a von

The vowel has a LONG sound (says its own name)

An open syllable ends with a vowel

OPEN SYLLABLE

OPEN SYLLABLE



OPEN SYLLABLE



SILENT 'E' SYLLABLE

The final of is silent.





The final of is slent.



have a long sound.

The silent 'e' at the end of the word makes the vowel by have a long sound.

SILENT 'E' SYLLABLE



R-CONTROLLED SYLLAF

An ricentrelled syllable has at least one yowel followed by The 'r' gives the vowel a unique sound.



An r-controlled syllable has at least one vowel followed by

The 'r' gives the vowel a unique sound.

R-CONTROLLED SYLLAF

R-CONTROLLED SYLLAR

An ricentrolled syllable has at least one vowel followed by ' The 'r' glass the vowel a unique sound.



CONSONANT-LE SYLLA

CONSONANT-LE SYLLA

CONSONANT-LE SYLLA

A consonant le syllable cornes at the end of a word A consonant le syllable has no vowel sound.

CONSONANT-LE SYLLA

A consonant le syllable corres at the end of a word. A consonant le syllable has no vowel sound.





VOWEL TEAM SYLLABL



VOWEL TEAM SYLLABL A sowel team syllable usually has two vowels together that

VOWEL TEAM SYLLABL A vowel team syllable usually has two vowels together that A consonant is syllable cornes at the end of a word. A consonant is syllable has no vowel sound.

VOWEL TEAM SYLLABL

A vowel team syllable usually has two vowels together that The vowel team syllable has a special sound

The vowel team syllable has a special sound,