

## First Grade Summer Assignments (incoming first graders)

1. On the handwriting paper provided write you first and last name 5 times.
2. Create Flashcards for all the words on the Sight Word lists and practice reading the words.
3. Using the Sight Word lists, create (20) sentences using twenty words of your choice from the list and underline or highlight the word. Make sure to use an uppercase letter at the beginning of the sentence, and the correct punctuation mark at the end of the sentence. Use the handwriting paper provided.
4. Read five books of your choice with a parent and complete the book report paper for each book.
5. Complete the Math Worksheets on Adding and Subtracting.
6. Fill in the missing numbers on the 100 Chart.
7. Work on Smarty Ants and IXL.
8. Select 10 activities to complete from the Fine Motor Development Sheet.

Thank you,

First Grade Teacher

# Dolch Pre-Primer Sight Vocabulary

Name: \_\_\_\_\_ % Correct: \_\_\_\_\_

a	I	run
and	in	said
away	is	see
big	it	the
blue	jump	three
can	little	to
come	look	two
down	make	up
find	me	we
for	my	where
funny	not	yellow
go	one	you
help	play	
here	red	

# Dolch First Grade Sight Vocabulary

Name: \_\_\_\_\_ % Correct: \_\_\_\_\_

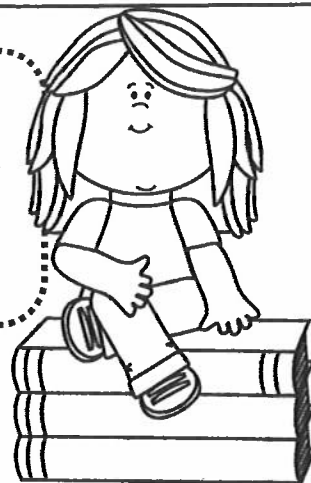
after	has	over
again	her	put
an	him	round
any	his	some
ask	how	stop
as	just	take
by	know	thank
could	let	them
every	live	then
fly	may	think
from	of	walk
give	old	were
going	once	when
had	open	

# BOOK REPORT

Name: \_\_\_\_\_ Date: \_\_\_\_\_

Title: \_\_\_\_\_

Author: \_\_\_\_\_



What was your favorite part  
of the story?

My favorite part was when \_\_\_\_\_

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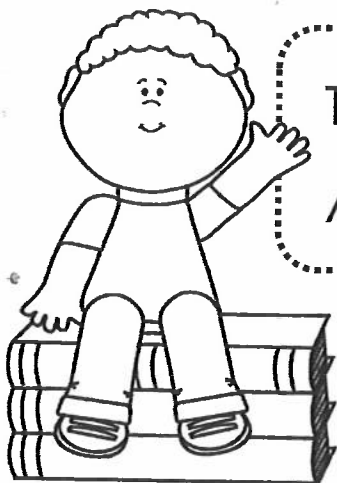
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Draw your favorite part of the story.

A large, empty rectangular box with a dotted border, intended for a child to draw their favorite part of the story.

# BOOK REPORT

Name: \_\_\_\_\_ Date: \_\_\_\_\_



Title: \_\_\_\_\_

Author: \_\_\_\_\_

Who was your favorite character? Why?

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Draw your favorite character.

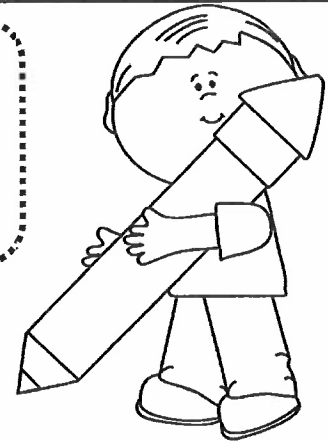
A large rectangular area with a dotted border, intended for a child to draw their favorite character.

# BOOK REPORT

Name: \_\_\_\_\_ Date: \_\_\_\_\_

Title: \_\_\_\_\_

Author: \_\_\_\_\_



Who was your favorite character?

My favorite character was \_\_\_\_\_,

because \_\_\_\_\_

\_\_\_\_\_

Draw your favorite character.

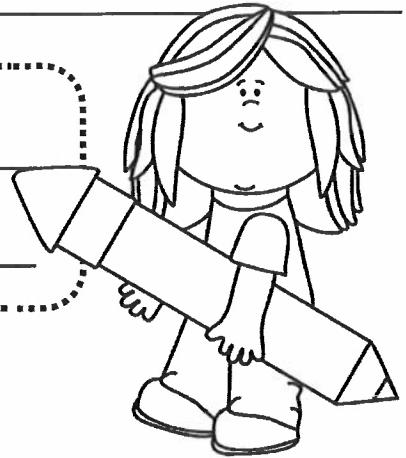
A large, empty rectangular box with a dotted border, intended for drawing the favorite character.

# BOOK REPORT

Name: \_\_\_\_\_ Date: \_\_\_\_\_

Title: \_\_\_\_\_

Author: \_\_\_\_\_



Who are the main characters?

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Setting (When and where does the story take place?)

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Draw your favorite part of the story.

A large rectangular area enclosed by a dotted line, intended for a child to draw their favorite part of the story.

# Book Report

Name: \_\_\_\_\_ Date: \_\_\_\_\_

Title: \_\_\_\_\_

Author: \_\_\_\_\_



Summary (What is the story about?)

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Draw your favorite part of the story.



Date

Name



100

## 1 Add.

2 points per question

(1)  $1 + 1 =$

(11)  $2 + 4 =$

(2)  $1 + 2 =$

(12)  $5 + 2 =$

(3)  $1 + 3 =$

(13)  $5 + 3 =$

(4)  $1 + 4 = 5$

(14)  $5 + 4 =$

(5)  $4 + 1 =$

(15)  $3 + 2 =$

(6)  $4 + 2 =$

(16)  $3 + 3 =$

(7)  $4 + 3 =$

(17)  $3 + 4 =$

(8)  $4 + 4 =$

(18)  $6 + 2 =$

(9)  $2 + 2 =$

(19)  $6 + 3 =$

(10)  $2 + 3 =$

(20)  $6 + 4 =$

Date

Name

100

## 1 Add.

2 points per question

(1)  $1 + 3 =$

(11)  $2 + 6 =$

(2)  $1 + 4 =$

(12)  $5 + 4 =$

(3)  $1 + 5 =$

(13)  $5 + 5 =$

(4)  $1 + 6 = 7$

(14)  $5 + 6 =$

(5)  $4 + 3 =$

(15)  $3 + 4 =$

(6)  $4 + 4 =$

(16)  $3 + 5 =$

(7)  $4 + 5 =$

(17)  $3 + 6 =$

(8)  $4 + 6 =$

(18)  $6 + 4 =$

(9)  $2 + 4 =$

(19)  $6 + 5 =$

(10)  $2 + 5 =$

(20)  $6 + 6 =$



Date

Name



100

2 points per question

## 1 Subtract.

(1)  $4 - 1 =$

(2)  $4 - 2 =$

(3)  $4 - 3 =$

(4)  $5 - 1 =$

(5)  $5 - 2 =$

(6)  $5 - 3 =$

(7)  $5 - 4 =$

(8)  $6 - 1 =$

(9)  $6 - 2 =$

(10)  $6 - 3 =$

(11)  $6 - 4 =$

(12)  $7 - 2 =$

(13)  $7 - 3 =$

(14)  $7 - 4 =$

(15)  $8 - 2 =$

(16)  $8 - 3 =$

(17)  $8 - 4 =$

(18)  $10 - 2 =$

(19)  $10 - 3 =$

(20)  $10 - 4 =$



Date

Name



100

2 points per question

## 1 Subtract.

(1)  $6 - 2 =$

(2)  $6 - 3 =$

(3)  $6 - 4 =$

(4)  $6 - 5 =$

(5)  $7 - 2 =$

(6)  $7 - 3 =$

(7)  $7 - 4 =$

(8)  $7 - 5 =$

(9)  $8 - 2 =$

(10)  $8 - 3 =$

(11)  $8 - 4 =$

(12)  $8 - 5 =$

(13)  $9 - 2 =$

(14)  $9 - 3 =$

(15)  $9 - 4 =$

(16)  $9 - 5 =$

(17)  $10 - 2 =$

(18)  $10 - 3 =$

(19)  $10 - 4 =$

(20)  $10 - 5 =$



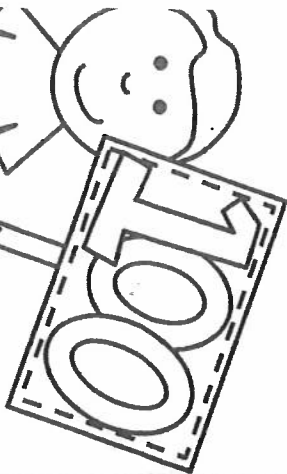
Name

CH 4

### Directions:

Write

numbers 1-100 in the chart.

A 10x10 grid of squares, resembling graph paper, with a thick black border. The grid consists of 10 columns and 10 rows of squares, totaling 100 squares. The lines are black and of medium thickness. The background is white. There are a few small black specks scattered across the grid, likely due to scanning artifacts.

Date \_\_\_\_\_

[illegible]

Student Name

Date \_\_\_\_\_

[illegible]

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[illegible]



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[illegible]

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[illegible]

Student Name

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[illegible]

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\_\_\_\_\_

[illegible]

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[illegible]

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[illegible]

## Fine Motor Development Activity Suggestions

1. Roll out playdough with a rolling pin (regular way with hands positioned on top of the handles but also do it with hands positioned under the handles).
2. Pull playdough apart and squeeze back into a ball.
3. Dribble a basketball. Practice counting at the same time.
4. Wall push-outs. Stand with feet about 6 - 12 inches from wall. Place palms flat on wall. Bend at elbows and bring face toward the wall. Push out. Repeat. Practice counting while doing it.
5. Screw nuts onto matching bolts. Use various sizes, beginning with large ones and moving to smaller.
6. Use water misters (squeeze trigger NOT push button). Mist plants or grass. Play with in tub at bath time.
7. Use kitchen tongs to pick up and sort small objects (beans, legos, toy cars). As proficiency develops move to using tweezers.
8. Play with legos & tinker toys.
9. Use a hole puncher to create confetti from "waste" paper.
10. Manipulate clothes pins. -- Make it into a number game. Put numerals 0 - 10 on index cards. Place the correct number of pins on each card. -- Use colored pins to create color patterns on index cards.
11. Play with "pick up" sticks or straws.
12. Use a Lite Brite and/or peg boards to create pictures, letters, patterns and numerals.
13. Play board games that have small pieces that need to be grasped and moved. (Ex: Chinese Checkers)
14. Practice cutting: straight lines, curved lines, zigzag lines.
15. Put coins (or buttons) in a "bank". Count as you do it to reinforce rote counting at the same time.
16. Twist bottle tops (and thermos tops) on and off.
17. Wring out rags.
18. Tear strips/pieces of paper and use to create an art masterpiece.
19. Wind up musical toys.

