

Grade 1 Asynchronous Instruction Day TASKS: JANUARY

Directions: For each inclement weather asynchronous day, students should 1) complete one task per curriculum area: 1 Math, 1 ELA, 1 Content (either Science or Social Studies), and 1 Related Arts task for that color day; 2) circle the completed tasks on this document or make a list of completed tasks on a piece of paper; 3) submit this document or the completed tasks list to their teacher at the end of the month to get marked for asynchronous day attendance. For asynchronous days occurring less than nine days before the end of the month, tasks completion lists will be collected at the end of the *next* month. Attendance for asynchronous days will be updated monthly.

JANUARY: Content Task Choices for Inclement Weather Asynchronous Days

Subject	Option 1	Option 2	Option 3				
Language Arts	<p>Go on a sound treasure hunt. Make a two-column chart: Short vowel sounds and Long vowel sounds. Find five things for each category and write or draw the names of those things. Example:</p> <table border="1" style="margin-left: 20px;"> <tr> <td style="padding: 5px;">Short Vowel Sounds</td> <td style="padding: 5px;">Long Vowel Sounds</td> </tr> <tr> <td style="padding: 5px;">hat</td> <td style="padding: 5px;">grape</td> </tr> </table>	Short Vowel Sounds	Long Vowel Sounds	hat	grape	<p>Choose a book to read. Draw and/or write about the characters in the story.</p>	<p>Take five minutes to look out the window. What do you see? Record your observations (what you see). Draw and/or write about what you see outside your window. Use the sentence starter.</p> <p>Outside my window I see... _____</p>
Short Vowel Sounds	Long Vowel Sounds						
hat	grape						
Mathematics	<p>Create a random 2-digit number using playing cards, dice, or make them up. Show three different ways to break apart that number (For example, 25 could be 20 and 5, 22 and 3, or 15 and 10). Repeat with five different numbers.</p>	<p>Go on a shape hunt in your home. Make a T-chart of the 3D shapes that you find. Write the name in the right column and then draw those shapes in the left column.</p>	<p>Go on a shape hunt in your home. Count how many rectangles, squares, triangles, and circles that you find.</p>				
Science: Patterns in Space or Light Unit	<p>Draw two (2) pictures: one picture to show what you might be doing at 7:00pm today. Draw a second picture of what you could have been doing at 7:00pm during July. What is different about the amount of sunlight at the same time of day during different months of the year?</p>	<p>Think about the behaviors of scientists. Scientists plan and carry out investigations. Write to describe (or draw to show) how a scientist would safely plan and/or conduct an investigation to find out more about light.</p>	<p>Safely look around your space for examples of different sources of light. Draw or write a list of light sources you observe. <i>*Be careful not to look directly into brighter lights*</i></p>				
Social Studies	<p>Large bodies of saltwater on our planet are called oceans. Our planet has five different oceans: the Atlantic Ocean, the Pacific Ocean, the Indian Ocean, the Arctic Ocean, and the Antarctic or Southern Ocean. Write the name of the ocean closest to where you live.</p>	<p>Bodies of water are physical features. List two types of bodies of water and draw a picture of them.</p>	<p>Landforms are physical features on our Earth. Mountains, oceans, rivers, hills, plains, rivers, and forests are landforms. Draw two types of physical features that are landforms.</p>				

JANUARY: Related Arts Task Choices for Inclement Weather Asynchronous Day

Subject	Option 1	Option 2	Option 3
Art	<i>What do feelings look like?</i> Draw to express how you feel when climbing, running, and playing outside on a sunny day! Find paper, crayons, and markers or colored pencils. Use bright colors, crazy shapes, and lines going in all directions, to express how you would feel.	<i>Take a dot for a walk!</i> With a pencil, crayon, or pen, let your dot “take a long walk” all across a piece of paper. Don’t plan your picture. Just let your dot wander. See what happens when you add eyes, arms, and legs to your doodle. Then, add color to your creation.	<i>I discovered a planet!</i> Imagine you are on a spaceship in a different galaxy. You discover a new planet and land on the planet to see what you would find! Draw what you discovered, using markers, crayons, or colored pencils. Think about what makes the new planet so different from Earth? Be sure to include those differences in your drawing.
Library Media	Read something in a genre you do not read very often. Examples of genres: informational, biography, poetry, historical fiction, fantasy, science fiction, mystery, etc.	Select a variety of reading materials - picture books, chapter books, magazines, comics. How many of them are fiction? How many are non-fiction? Compare the differences between fiction and non-fiction. <ul style="list-style-type: none"> ● <i>Fiction means a story that is made up or has not actually happened.</i> ● <i>Non-fiction means a story about true events or facts.</i> 	Write a different letter of the alphabet on slips of paper or index cards. Practice alphabetizing the letters. How fast can you put 10 different letters in alphabetical order? Write down your fastest time.
Music	Sing a song learned in music class using a fast tempo and a slow tempo.	Listen to music on the radio or other device. Can you find the steady beat? Show that beat by clapping or patting your legs.	Perform a song of your choice for your family. Did your performance go well? How do you know?
Physical Education	Create a jogging race! Pick a distance and challenge a friend or family member to jog with you. No running!	Stretch your body. Practice stretching both your arms and your legs. Remember that stretching should not hurt!	Find a ball, sock ball, or ball up a piece of paper and practice kicking for accuracy. If you can't find a safe space, practice throwing to a friend or family member.
Technology	A loop is something that repeats itself. People use loops to help them write their code faster. Draw a loop of how to make five sandwiches.	Patterns are used to help coders create games. Create three different patterns using items from your house.	Think about a mistake you have made and write about how you could debug the problem.