

EMERGENCY SUB PLANS

for grades 1 & 2

FULL YEAR BUNDLE

SET 1: BATS & STELLALUNA



SET 2: SLED DOGS & AKIAK

SET 3: INVENTIONS & ROSIE REVERE



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KEEP SCROLLING FOR A
CLOSER LOOK!

Why?

Emergency SUB PLANS

Making sub plans is one of the least fun things to do as a teacher, but this pack is here to save the day! It includes various class information templates for you to have ready for your sub in a folder. It also includes student activities that are fun and engaging, yet also keep students reviewing – all with a read aloud theme!

Need a way to organize class information?

Daily schedule, seating charts, student information, hall passes, and more are included!

1

Looking for differentiation options?

This pack includes pages for 1st grade and 2nd grade levels, and can be used for easy differentiation in class.

3

2

Want no-prep review activities for students?

All of the activities are tied to standards and designed with review in mind! Students will be engaged with the themed activities.



PERFECT FOR...

Emergency sub plans

Easy-prep days



Themed learning

Skill review



Sub folder

Engaged learning



SUB PLANS

----- CONTENTS -----

SUBSTITUTE DOCUMENTS

* editable versions included

- Binder or folder cover
- Class roster template
- Class routines template
- Classroom notes template
- Daily schedule template
- School information
- Seating chart
- Student passes
- Today's recap
- Lesson plans with instructions

SET 1 STUDENT ACTIVITIES

Read aloud	<ul style="list-style-type: none">• Stellularuna by Janell Canon
Reading comprehension	<ul style="list-style-type: none">• Comprehension question cards• Retelling• Sequencing• Character traits• Drawing conclusions• Compare & contrast• Non-fiction reading passages in 3 levels for students
Phonics	<ul style="list-style-type: none">• Long & short vowels identification• Long & short vowels walk the room• Long & short vowels color by code• Vowel sound connect 4 (with & without pictures)• Word work
Grammar	<ul style="list-style-type: none">• Sentence fixers• Verbs review• Verbs word search• Color the verb
Vocabulary	<ul style="list-style-type: none">• Vocabulary word cards• Vocabulary matching• Vocabulary sentences• Vocabulary booklet• Vocabulary spin game
Writing	<ul style="list-style-type: none">• All about bats prompt• Getting lost prompt
Math lesson	<ul style="list-style-type: none">• 2-digit place value teaching slides• 3-digit place value teaching slides
Math activities	<ul style="list-style-type: none">• 2-digit place value worksheet• 3-digit place value worksheet• 2-digit number forms worksheet• 3-digit number forms worksheet• Add & subtract 1, 10, & 100 spin game with 1-digit number• Add & subtract 1, 10, & 100 spin game with 2-digit number
Time filler/fun activities	<ul style="list-style-type: none">• Mystery picture• Maze• Word search
Art	<ul style="list-style-type: none">• Bat directed drawing
Science	<ul style="list-style-type: none">• Bat can-have-are organizer• Echolocation STEM challenge
Social studies	<ul style="list-style-type: none">• All about my family poster
SEL	<ul style="list-style-type: none">• Friendship activities


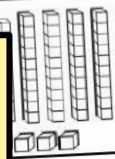

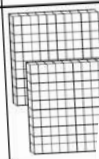



ACTIVITY CLOSE-UP



Name _____ Place Value

NOCTURNAL NUMBER FORMS

Directions: Fill in the missing number forms for each row.

STANDARD FORM	EXPANDED FORM	BASE TEN FORM	WORD FORM
 328			
			five hundred
			
 435			
	$600 + 10 + 3$		

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Fun activities with a bat dog theme













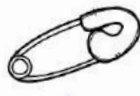








Balance of "just for fun" and academic activities

Icons for easy organization

Name _____ Phonics

VOWEL SOUND CONNECT 4

Directions: Play with a partner. Each partner should pick a color to use. Take turns rolling a die. Find a word that matches the type of vowel sound that you rolled. Color the square as you read the word. The first person to connect 4 in a row wins.

long	short			
 pen	 code	 race	 fin	 sub
 pipe	 mute	 jet	 hive	 bat
 game	 box	FREE SPACE	 pin	 pig
 gum	 map	 cone	 top	 cave
	 vase			

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Variety of activities for each subject

Answer keys included

High quality clip-art & kid-friendly fonts

Appropriate skill-level for 1st & 2nd grade

LESSON PLANS



Today's Plans

Today's Date: _____ Name: _____
 Helpful Staff Members: _____







Subject & Time	Plans	Notes
SUBJECT TIME	Type plans here.	Type notes here.
SUBJECT TIME	Type plans here.	
SUBJECT TIME	Type plans here.	

Drag and drop the instructions for each activity right into the lesson plan template!



ACTIVITY PLANS

Copy and paste the directions for each activity into your plan for the day. Click inside the text box to edit and adjust the directions to suit the needs of your students.

 <p><u>Echolocation Challenge Questions</u> After completing the Echolocation challenge, students should use the data they collected to answer the questions on these pages.</p>	<p><u>Batty about Place Value</u> Pass out the worksheet. Students will read the number in each box. They will cut and glue the values at the bottom to match the number in the box. Be sure to use the level of worksheet that best matches your class.</p> 
 <p><u>Nocturnal Number Forms</u> Pass out the worksheet. Students will fill in the missing information from the chart using the clues given to figure out the rest of the information that is needed. Be sure to use the level of worksheet that best matches your class.</p>	<p><u>Stellaluna Spin</u> Pair up the students and pass out the worksheet, two dice, and spinner materials to each team. Students will roll their two digit number and take turns spinning and adding or subtracting their points. Repeat for ten rounds to determine the winner. Use the level of game that best meets the needs of your class.</p> 
 <p><u>Money Math Slides</u> Display the math slides for the students. Discuss the content on each slide that will show the students how to show place value using standard, expanded, word and base ten forms. Use these slides to work through the Batty About Place Value worksheet. Use the slides that best fit the needs of your class.</p>	<p><u>Friendship</u> Discuss what it means to be a good friend. The birds were good friends to Stellaluna in the story. Work with the students to complete the chart by answering the questions.</p> 

Editable daily plan template and editable activity instructions, with images of matching activity

READING ACTIVITIES



Name _____ Informational

BATS

11 What if you had to sleep hanging upside down by your toes? Or if you had to be awake all night and sleep most of the day away? Would you like to eat hundreds of insects each night? How about if you used sound echoes to see? Does this sound like an impossible life for people to live? It is, but this life is perfect for bats. 23 34 44 54 67

76 There are over 1,400 species of bats around the world. The only part of the planet without bats is polar and desert areas. Bats are nocturnal and spend most daylight hours asleep. They wake at night to hunt bugs, some eating 1,000 insects, such as mosquitoes, each hour! Others dine on fruit like figs or dates. 87 96 106 113 123

135 In the dark of night, how do bats hunt their prey? They use sound echoes! Bats are able to let out sounds that are too high pitched for humans to hear. These sounds hit objects, like bugs, or fruit trees and bounce the sound echo back to the bat. This tells the bat where to fly to their feast. Bats are amazing mammals. 146 156 166 178 186

Fluency Tracker

	1st Read	2nd Read	3rd Read
Accuracy			
Words Per Minute			

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Name _____

SEQUENCING STELLALUNA

Directions: Read each event. Cut and glue them in the correct order. Draw a picture for each event.

1	2	3
4	5	6

Stellaluna is reunited with her mother.

Stellaluna felt asleep upside down and the birds found her like that.

Stellaluna fell into a bird's nest.

Stellaluna was dropped when her mom was attacked by an owl.

Stellaluna flies at night and the birds go home. She finds other bats.

Mama bird taught Stellaluna to act like a bird.

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Name _____

STELLALUNA'S CHARACTER TRAITS

Stellaluna's external and internal character traits

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Name _____ Vocabulary

VOCABULARY SENTENCES

Directions: Write a sentence on each line that will use at least one of the vocabulary words in it. Circle your vocabulary word. Draw a picture to match your sentence in the box.

escape	scent	babble	clambered
startling	peculiar	perched	gaspd

1. _____

2. _____

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Name _____ Vocabulary

VOCABULARY WORDS

scent
a smell

perched
rested on something

anxious
nervous or uneasy about something

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Name _____ Vocabulary

MATCH THE WORDS

Directions: Cut out the words below. Match each word to its definition.

Definition	Word
something that is strange or not normal	
moving quickly back and forth	
shaking from fear or cold	
to take hold of something with your hand	
nervous or uneasy about something	
rested on something	

perched dodging grasp
peculiar trembling anxious

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Name _____ Vocabulary

My Stellaluna Vocabulary Book

Illustration: _____

Antonym: _____

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Name _____ Vocabulary

My Stellaluna Vocabulary Book

Illustration: _____

Antonym: _____

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Name _____

STELLALUNA COMPREHENSION QUESTIONS

Pre-reading: Look at the front cover. What are some things you notice on the cover?

Pre-reading: This story is about bats and birds. What do you already know?

Pre-reading: Let's make some predictions about what this story will be about.

Which of her senses was mother bat using to search for food in the beginning of the story?

How do you think mother bat is feeling after dropping Stellaluna?

STELLALUNA RETELLING

Directions: Draw and write about events that happened at the beginning, middle and end of the story.

Beginning	Middle	End

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MATH



Name: _____ Place Value

BATTY ABOUT PLACE VALUE

Directions: Cut and glue the matching values to each number.

68	23	54
71	42	39
95	86	

454

642

386

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Name: _____ Place Value

NOCTURNAL NUMBER FORMS

Directions: Fill in the missing number forms for each row.

STANDARD FORM	EXPANDED FORM	BASE TEN FORM	WORD FORM
328			
28			
435			eighty-two
35			
600 + 10 + 3			
	10 + 3		

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Let's learn about place value!

tens	ones
6	2

STANDARD FORM: 62

BASE TEN FORM:

EXPANDED FORM: 60 + 2

WORD FORM: sixty-two

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What number is this? How else can we show this number?

hundreds	tens	ones

STANDARD FORM: _____

BASE TEN FORM: _____

EXPANDED FORM: _____

WORD FORM: five hundred eighty-five

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STELLALUNA'S SPIN Add & Subtract 1, 10, & 100

Directions: Each player will start by rolling 1 die to find their starting number and write it in the box. Then, each player will spin the spinner and add or subtract from their starting number. Continue for 10 rounds. The player with the most points at the end of the game wins.

Roll the die to find your starting number.

PLAYER 1	PLAYER 2
STARTING NUMBER	STARTING NUMBER

Spinner: +1, -10, -100, +100, +10, -1

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STELLALUNA'S SPIN Add & Subtract 1, 10, & 100

Directions: Each player will start by rolling 2 dice to make a 2-digit starting number and write it in the box. Then, each player will spin the spinner and add or subtract from their starting number. Continue for 10 rounds. The player with the most points at the end of the game wins.

Roll the dice to find your starting number.

PLAYER 1	PLAYER 2
STARTING NUMBER	STARTING NUMBER

Spinner: +1, -10, -100, +100, +10, -1

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SET 2 STUDENT ACTIVITIES

Read aloud	<ul style="list-style-type: none">• Akiak by Robert Blake
Reading comprehension	<ul style="list-style-type: none">• Comprehension question cards• Character traits• Retelling• Sequencing• Non-fiction reading passages in 3 levels for students
Phonics	<ul style="list-style-type: none">• S blend words• S blend sentences• S blend sort• S blend color by code
Grammar	<ul style="list-style-type: none">• Sentence fixers• Possessive nouns• Possessive review• Plural possessive
Vocabulary	<ul style="list-style-type: none">• Vocabulary word cards• Vocabulary matching• Vocabulary sentences• Vocabulary booklet
Writing	<ul style="list-style-type: none">• Never give up prompt• Taking care of pets prompt
Math lesson	<ul style="list-style-type: none">• Basic addition teaching slides• Basic subtraction teaching slides• 2-digit addition teaching slides• 2-digit subtraction teaching slides
Math activities	<ul style="list-style-type: none">• Basic addition bump game• Basic addition & subtraction walk the room• 2-digit addition bump game• 2-digit addition & subtraction walk the room• Basic subtraction worksheet• 2-digit subtraction worksheet
Time filler/fun activities	<ul style="list-style-type: none">• Mystery picture• Maze• Word search
Art	<ul style="list-style-type: none">• Husky directed drawing
Science	<ul style="list-style-type: none">• STEM dog sled challenge• Dogs can-have-are organizer
Social studies	<ul style="list-style-type: none">• Map skills• Design a map
SEL	<ul style="list-style-type: none">• Being a leader activities

ACTIVITY CLOSE-UP






Name _____

2-Digit Addition

ADDITION BUMP

Directions: Place one counter on start. Take turns rolling a die & moving your counter around the board. Solve each problem you land on and cover the sum with another counter in the center. You may "bump" another player off the sum if their counter is there. Repeat each step and continue moving around the board. The first player to get rid of all 6 their counters wins!


	12 $+21$	48 $+40$	24 $+46$	38 $+29$
			74	FREE SPACE- COVER ANY NUMBER 

Fun activities with a theme for the day


Balance of "just for fun" and academic activities

Icons for easy organization

FREE BUMPI!



15 $+18$	33	60	88
50 $+24$	8 $+15$	91	91

LOSE A TURN


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High quality clip-art & kid-friendly fonts

Answer keys included

Variety of activities for each subject

Name _____

Biography

DOG HEROES

The year was 1925. The small town of Nome, Alaska had a problem. A lot of kids in Nome were getting sick! At first, the doctor thought it was a bad cold. But soon, the doctor needed medicine. What was he supposed to do? There were no stores to buy medicine from. In the winter, there were no roads to Nome! No cars or trains could help Nome. Only dogsleds could make it. Teams of mushers and sled dogs would make the cold trip. They wanted to save the kids of Nome. Two of the lead dogs were Togo and Balto.

The trip was long and cold. Twelve-year-old Togo led his team for 261 miles across ice and snow. There were -50-degree winds. Togo's team gave the medicine to Balto's team. Balto's musher had frozen hands and could not drive. Balto led the last 55 miles to bring the medicine to the kids of Nome!

Comprehension Tracker	1st Read
Accuracy	
Per Minute	

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Appropriate skill-level for 1st & 2nd grade

LESSON PLANS



Today's Plans

Today's Date: _____ Name: _____
 Helpful Staff Members: _____







Subject & Time	Plans	Notes
SUBJECT TIME	Type plans here.	Type notes here.
SUBJECT TIME	Type plans here.	Type notes here.
SUBJECT TIME	Type plans here.	Type notes here.

Drag and drop the instructions for each activity right into the lesson plan template!



ACTIVITY PLANS

Copy and paste the directions for each activity into your plan for the day. Click inside the text box to edit and adjust the directions to suit the needs of your students.

<p>Design a Map Key</p> <p>Pass out the worksheet. Discuss the how map keys are important when reading a map. Show students how the two cities are marked on the map key. They will add items to the map of Alaska and create a map key for their map. Some examples of items to add are listed in the student directions – race checkpoints, houses, the start and finish lines, schools, forests, and veterinarians. Students can be creative on their map key.</p> 	<p>Dog Sled Challenge - #1</p> <p>The students will be creating a dog sled out of simple materials. The goal of their sled is to hold as much cargo as possible. Pass out the direction page to the students. Read over the challenge with them including the materials that they will have to use. They will only have 10 minutes to plan their design. They can use the design page to draw out the 'blueprint' for their design.</p> 
<p>Dog Sled Challenge - #2</p> <p>Pass out the building materials for the S.T.E.M. challenge. Students will have 10 minutes to build and test their sled. It should hold as many pieces of 'cargo' (pom poms) as possible. They may make adjustments to their design if needed. Pass out the two response sheets. They should answer the questions based on their experience in the S.T.E.M. challenge. Be sure to discuss the results of the challenge and these questions with the students.</p> 	<p>Arctic Addition Math Slides</p> <p>Display the math slides for the students. Discuss the content on each slide that will show the students how to add two-digit numbers with regrouping. Discuss these slides prior to passing out the Addition Bump worksheet.</p> 
<p>Addition Bump</p> <p>Pass out the worksheet after you have discussed the content on the Arctic Addition Math Slides. Pair students with a partner. Give each student 7 counters (one to move around the game board and 6 to place on the circles). Each pair will also need a die. Pairs will play rock-paper-scissors to see who goes first in the game. Students will place one counter on start. They will take turns rolling a die & moving their counter around the board. Students solve each problem they land on and cover the sum with a counter in the center. They may "bump" another player off the sum if their counter is there. The first player to get rid of all 6 their counters wins!</p> 	<p>Sled Dog Subtraction Math Slides</p> <p>Display the math slides for the students. Discuss the content on each slide that will show the students how to subtract two-digit numbers with regrouping. The slides in this file go along with the Sled Dog Subtraction worksheet. You can work along with the students as they are solving the problems and finding the solution to the riddle.</p> 

Editable daily plan template and editable activity instructions, with images of matching activity

READING ACTIVITIES



Name _____ Biography

DOG HEROES

The year was 1925. The small town of Nome, Alaska had a problem. A lot of kids in Nome were getting sick! At first, the doctor thought it was a bad cold. But soon, the sickness was all over town! The doctor needed medicine, and he needed it quick! What was he going to do?

There were no stores to buy medicine from. In the winter, there were no roads to Nome! No cars or trains could help Nome. Only dogsleds could make it. Teams of mushers and sled dogs would make the cold trip. They wanted to save the kids of Nome. Two of the lead dogs were Togo and Balto.

The trip was long and cold. Twelve-year-old Togo led his team for 261 miles across ice and snow. There were -50-degree winds. Togo's team gave the medicine to Balto's team. Balto's musher had frozen hands and could not drive. Balto led the last 55 miles to bring the medicine to the kids of Nome!

Fluency Tracker	1st Read	2nd Read	3rd Read
Accuracy			
Words Per Minute			

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Biography

S

and to get the

er, there are no

me.

he was not trade

an more

Togo

at did the

was wrong

?

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Name _____

SEQUENCING

Directions: Read each event. Cut and glue them in the correct order. Draw a picture for each event.

1	2	3
4	5	6

Akiak injured her paw during the race.

In one town, people lined the streets to watch Akiak run.

Akiak did not board the airplane.

Akiak joined up with her team to finish the race.

The race started. The dog sled teams took off for Nome.

People tried to catch Akiak.

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Name _____

ACTOR TRAITS

External and internal character traits.

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a. The flu

b. -15 degrees

b. A bad cold

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Name _____ Vocabulary

VOCABULARY SENTENCES

Directions: Write a sentence on each line that will use at least one of the vocabulary words in it. Circle your vocabulary word. Draw a picture to match your sentence in the box.

blizzard	alert	jammed	harness
vowed	musher	cautious	volunteer

3. _____

4. _____

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Name _____ Vocabulary

VOCABULARY WORDS

harness
a set of straps that are placed on an animal so it can be controlled by a driver

blizzard
a very bad snowstorm with strong winds

volunteer
a person who does something without being forced or paid

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Name _____ Vocabulary

MATCH THE WORDS

Directions: Cut out the words below. Match each word to its definition.

Definition	Word
A very bad snowstorm with strong winds	
The driver of a dogsled	
Careful to avoid danger or risk	
To make a promise	
To become stuck or unable to move	
A person who does something without being forced or paid	

musher	jammed	blizzard
volunteer	vowed	cautious

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Name _____ Vocabulary

My Akiak Vocabulary Book

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Vocabulary

Illustration:

harness

Antonym:

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Name _____

AKIAK COMPREHENSION QUESTIONS

Do you think that Akiak wanted to leave her team? Why do you think that?

What senses did Akiak use to find _____?

At the town hall, one musher acted differently than the _____.

Why did Akiak block her team's path?

After reading

What words would you use to describe Akiak?

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Name _____

RETELLING AKIAK

Directions: Draw or write about events that happened at the beginning, middle, and end of the story.

Beginning	Middle	End

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LITERACY



Name _____

SENTENCE F

Directions: Circle the errors in e Rewrite each sentence correctly

- my dog eat thi fod that wuz
- I lik to pia in the sno wit mi p
- whoo win the rais last yer
- there iz a Big dog sleb rase
- mi dog, cooper, is blak in wh

Name _____

Grammar Possessive Nouns

POSSESSIVE REVIEW

Directions: Cut the words out below. Sort them into the category that shows if the possessive is Correct or Incorrect.

Correct	Incorrect
Mick's dog	Coopers leash
Herbies food	Akiak's team
Bens trophy	Sarahs plane
Rascoe's bone	Squinty's fur
	Perry's sled
	Emmas bowl
	Willy's food
	Akiaks harness

Name _____

Possessive Nouns

POSSESSIVE PAWS

Directions: Read the words in each paw. Color the paw blue if the word is a singular possessive noun. Color the paw purple if it is a plural possessive noun.

- The dogs belong to the _____
They are the _____
- The harness belongs to _____
It is _____ har _____
- The collar belongs to _____
That is _____
- The name of my dog is _____
My _____ narr _____
- The fur of the dog is _____
The _____ fur _____

Name _____

Phonics: S-Blends

COLOR BY CODE

Directions: Solve and color according to the code.

sn = gray
sk = pink
sl = brown
sp = black
st = tan

Name _____

Phonics: S-Blends

DOG S-BLENDS

Directions: Read each sentence. Circle the words with _____

_____ dogs sniffed the sled.

_____ snow on the slope.

_____ to sleep or even snooze.

_____ yady to sprint to the spot.

_____ an at high speed.

_____ you circled under the correct s-blend.

sn	sp
----	----

Name _____

Phonics: S-Blends

S-BLEND SENTENCES

Directions: Read each sentence. Use the word bank to fill in the correct word for each sentence.

swift	skate	sport	smooth
storm	sniff	score	sleet

- The _____ was hitting the window.
- We got to ice _____ on the frozen pond.
- The musher was worried about the _____.
- My favorite _____ is sled dog racing.
- What was the _____ of the game?
- The wind was _____ on the Alaskan trail.
- The ride on the sled was very _____.
- The dogs had to _____ the ground.

Name _____

Phonics: S-Blends

WORD SORT

Directions: Cut the words out below. Read each word. Under the correct category.

sn	sw
pop	smile
hall	sneeze
one	sweat
bag	scoot
	scarf
	snarl
	smoke

Name _____

Writing

TAKING CARE OF PETS

Write a story that tells what you need to do to take care of a pet.

DETAIL #1

I wrote a topic sentence.
 I wrote a closing sentence.
 I used spaces between words.

I reread my writing.
 I used capitals and punctuation correctly.

Name _____

Writing

NEVER GIVE UP!

Write a story about a time when you didn't give up to accomplish a goal.

DETAIL #1

I wrote a topic sentence.
 I wrote a closing sentence.
 I used spaces between words.

I reread my writing.
 I used capitals and punctuation correctly.

MATH



SOLVING IN THE SNOW

WALK THE ROOM

I. Solve the subtraction problems on each card.

2. Write the recording on each card.

A

$$\begin{array}{r} 9 \\ + 6 \\ \hline \end{array}$$

C

$$\begin{array}{r} 6 \\ - 1 \\ \hline \end{array}$$

B

$$\begin{array}{r} 8 \\ + 6 \\ \hline \end{array}$$

E

$$\begin{array}{r} 39 \\ + 56 \\ \hline \end{array}$$

G

$$\begin{array}{r} 38 \\ - 20 \\ \hline \end{array}$$

F

$$\begin{array}{r} 57 \\ - 43 \\ \hline \end{array}$$

H

$$\begin{array}{r} 69 \\ + 18 \\ \hline \end{array}$$

SOLVING IN THE SNOW

WALK THE ROOM

Name _____

Directions: Solve each problem. Write the answer for each card.

A	B	C	D
E	F	G	H
		K	L
		O	P
		S	T

Today we are going to subtract using the count-back strategy.

LET'S LEARN!

$$10 - 3 = \underline{\quad}$$

10..9..8..7

What can I use to count-back?

DOTS	FINGERS	COUNTERS	TOUCH DOTS
10 - 3 = <u> </u>	10 - 3 = <u> </u>	10 - 3 = <u> </u>	10 - 3 = <u> </u>

Let's add with regrouping using base-10 blocks!

Let's show both numbers in base-10 blocks!

$$\begin{array}{r} 35 \\ + 28 \\ \hline \end{array}$$

SLED DOG SUBTRACTION

Name _____

Directions: Solve the subtraction problems below. After, use the answers with the letter to solve the riddle.

A	$\begin{array}{r} 7 \\ - 2 \\ \hline \end{array}$	S	$\begin{array}{r} 12 \\ - 1 \\ \hline \end{array}$
B	$\begin{array}{r} 4 \\ - 0 \\ \hline \end{array}$	T	$\begin{array}{r} 17 \\ - 7 \\ \hline \end{array}$
C	$\begin{array}{r} 10 \\ - 9 \\ \hline \end{array}$	U	$\begin{array}{r} 14 \\ - 2 \\ \hline \end{array}$
D	$\begin{array}{r} 6 \\ - 6 \\ \hline \end{array}$	V	$\begin{array}{r} 8 \\ - 5 \\ \hline \end{array}$

What do you call a litter of young dogs that just came out of the snow?

46 9 46 46 39 11 21 57

ADDITION BUMP

Name _____

Directions: Place one counter on start. Take turns rolling a counter around the board. Solve each problem you land on and cover the sum with another counter in the center. You may "bump" another counter if the sum is there. Repeat each step and continue moving around the board. The first player to get rid of all 6 their counters wins!

START →	$\begin{array}{r} 12 \\ + 21 \\ \hline \end{array}$	$\begin{array}{r} 48 \\ + 40 \\ \hline \end{array}$	$\begin{array}{r} 2 \\ + 4 \\ \hline \end{array}$
FREE BUMPS!	53	23	88
FREE BUMPS!	91	33	20
FREE BUMPS!	33	60	88
FREE BUMPS!	15	67	91
FREE BUMPS!	50	70	70
LOSE A TURN	$\begin{array}{r} 50 \\ + 24 \\ \hline \end{array}$	$\begin{array}{r} 8 \\ + 15 \\ \hline \end{array}$	$\begin{array}{r} 1 \\ + 1 \\ \hline \end{array}$

ADDITION BUMP

Name _____

Directions: Place one counter on start. Take turns rolling a die & moving your counter around the board. Solve each problem you land on and cover the sum with another counter in the center. You may "bump" another player off the sum if their counter is there. Repeat each step and continue moving around the board. The first player to get rid of all 6 their counters wins!

START →	$\begin{array}{r} 13 \\ + 6 \\ \hline \end{array}$	$\begin{array}{r} 7 \\ + 8 \\ \hline \end{array}$	$\begin{array}{r} 12 \\ + 5 \\ \hline \end{array}$	$\begin{array}{r} 10 \\ + 10 \\ \hline \end{array}$
FREE SPACE - COVER ANY NUMBER	17	12	11	18
FREE BUMPS!	10	19	8	4
FREE BUMPS!	20	16	6	4
FREE BUMPS!	7	9	9	10
FREE BUMPS!	14	15	13	10
LOSE A TURN	$\begin{array}{r} 9 \\ + 3 \\ \hline \end{array}$	$\begin{array}{r} 14 \\ + 2 \\ \hline \end{array}$	$\begin{array}{r} 7 \\ + 4 \\ \hline \end{array}$	$\begin{array}{r} 3 \\ + 3 \\ \hline \end{array}$

SCIENCE & SOCIAL STUDIES



Name _____

LET'S TALK ABOUT DOGS!

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Name _____ Science

ALL ABOUT DOGS

Directions: Write everything that you know about dogs.

CAN	HAVE	ARE

© Lucky Life Learners 2021

Name _____

DOG SLED CHALLENGE

Directions: Musher's need to take a lot of gear and supplies with them when they are on their trail to take care of themselves and their team. The dog sled needs to be able to hold all the gear and supplies while being able to move fast over the snow. You are going to be an engineer that designs a new dog sled for a musher and their team. You want your dog sled to hold the most cargo in your class. Here's the information you need:

Building Materials:
 popsicle sticks pipe cleaners tape
 scissors straws

Cargo Materials:
 pom poms

Procedures:

1. You will have 10 minutes to plan your design.
2. You will have 10 minutes to build your design.
3. You will have 10 minutes to test your design by trying it out to see how much of your cargo your sled will hold.
4. You can make changes to your designs as needed before your final test.

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Name _____ S.T.E.M.

DOG SLED CHALLENGE

Directions: Answer the following questions about your sled design.

How many pieces of "cargo" did your sled hold?

What improvements did you make to your sled to make it hold more cargo?

What was the most challenging part of building your sled?

What kind of things would you pack on your dog sled for the big race?

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Name _____ S.T.E.M.

DOG SLED CHALLENGE

Directions: Answer the following questions about your sled design.

How will you use the materials to design your sled?

What changes did you make on your sled after your testing phase?

What problems did you encounter with your design?

What worked well in your first design?

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Name _____ S.T.E.M.

DOG SLED CHALLENGE

Draw your design:

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Name _____ Map Skills

DESIGN A MAP KEY

Directions: Draw some items on your map of the Iditarod Trail. Then, create a map key that lists what they are. Some examples are: a checkpoint, houses, trees, start line, finish line, veterinarian, schools. There are two labels to help you get started.

My Key

● Anchorage

♥ Name

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Name _____ Map Skills

AKIAK'S MAP

Directions: Use the compass rose to answer the questions below.

Key

start line

Akiak

sled

Finish line

1. Akiak is to the _____ of the musher.
2. The start line can be found _____ of the musher.
3. The musher can find the sled _____ of her.
4. The finish line is _____ of the start line.
5. The musher is _____ of Akiak.

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ART, SEL & FUN



DRAW A HUSKY DOG

Name _____



WHAT IS A LEADER

Directions: With your teacher, find out about being a leader, just like Akkiak.

What does it mean?

Who is a leader?



LEADER

Examples:



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1 Draw a rounded face with some fur around it.



2 Draw a snout, eyes, nose, and a mouth.



3 Draw two ears at the top of the head. Add fur around the ears.



4 Draw a body with two front legs. Add a patch on fur in the front.



5 Draw two back legs.



6 Draw a tail. Color!



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_____ Social Emotional

BE A LEADER

Write down leadership characteristics. Now it is your turn to be a leader. What did you do? How did you act?



BE A LEADER



Written by: _____



© Lucky Life Learners 2023

Name _____



AKIAK MY PICTURE

Directions: Use the key to color in the correct squares to help Akkiak get to the finish line.

Purple: 35, 36, 44, 45, 46, 55, 56, 65, 66, 74, 75, 76, 77
Yellow: 13, 14, 15, 16, 17, 18, 23, 24, 25, 26, 27, 28, 31, 43, 47, 48, 50, 51, 53, 54, 57, 58, 60, 61, 63, 64, 67, 68, 70, 85, 86, 87, 88, 95, 96, 105, 106, 113, 114, 115, 116, 117, 118, 119, 120
Blue: 1, 2, 3, 4, 5, 6, 7, 8, 9, 10, 11, 12, 19, 20, 21, 22, 29, 30, 32, 33, 34, 37, 38, 39, 40, 41, 42, 43, 44, 47, 48, 49, 50, 51, 52, 53, 54, 55, 56, 57, 58, 59, 60, 61, 62, 63, 64, 65, 66, 67, 68, 69, 70, 71, 72, 73, 74, 75, 76, 77, 78, 79, 80, 81, 82, 83, 84, 85, 86, 87, 88, 89, 90, 91, 92, 93, 94, 97, 98, 99, 100, 101, 102, 103, 104, 105, 106, 107, 108, 109, 110, 111, 112, 119, 120

1	2	3	4	5	6
11	12	13	14	15	16
21	22	23	24	25	26
31	32	33	34	35	36
41	42	43	44	45	46
51	52	53	54	55	56
61	62	63	64	65	66
71	72	73	74	75	76
81	82	83	84	85	86
91	92	93	94	95	96
101	102	103	104	105	106
111	112	113	114	115	116



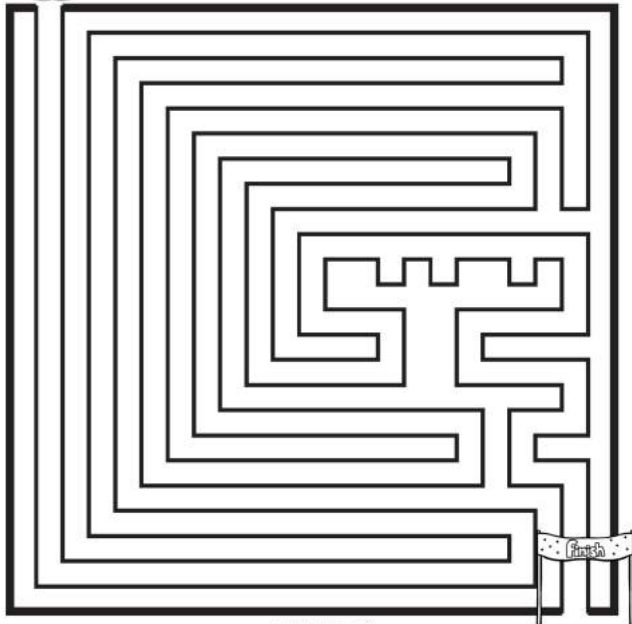
Name _____ Fun Activity

FINISH THE RACE

Directions: Help Akkiak get to the finish line.



START



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_____ Fun Activity

WORD SEARCH

Find words from the word



O	P	B	D	P	A	K	H
I	Z	Z	A	R	D	B	A
U	O	P	H	A	R	B	R
D	K	S	A	S	P	Y	N
A	L	A	S	K	A	A	E
I	K	P	W	K	L	S	S
C	L	I	U	D	J	I	S
A	R	O	A	D	E	T	J
S	T	S	V	K	G	R	X
C	I	I	A	L	M	E	L
C	H	P	D	Y	G	L	S
U	M	I	O	I	P	A	T

MUSHER BLIZZARD HARNESS
 ALASKA ALERT CAUTIOUS

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SET 3 STUDENT ACTIVITIES

Read aloud	<ul style="list-style-type: none"> Rosie Revere, Engineer by Andrea Beaty
Reading comprehension	<ul style="list-style-type: none"> Comprehension question cards Character traits Character changes Characters' impact Retelling Sequencing Non-fiction reading passages in 3 levels for students
Phonics	<ul style="list-style-type: none"> Finding Long E Words Building Long E Words Long E Sentences Long E Light Bulbs Rhyming color by code Word Work
Grammar	<ul style="list-style-type: none"> Sentence fixers Verb Tense Sorting Verb Tense Connect Four Past Tense Verbs Nouns Verbs Adjectives
Vocabulary	<ul style="list-style-type: none"> Vocabulary word cards Vocabulary matching Vocabulary sentences Vocabulary booklet Vocabulary spin a word
Writing	<ul style="list-style-type: none"> Persevering Prompt Rosie Revere Prompt The Best Invention Prompt Working Hard Prompt
Math lesson	<ul style="list-style-type: none"> Coin Identification Teaching Slides Counting Coins Teaching Slides
Math activities	<ul style="list-style-type: none"> Which Coin is That worksheet Touch Dot Coins worksheet Roll to Make \$1.00 Game Spend or Save Game How Much Did It Cost worksheet?
Time filler/fun activities	<ul style="list-style-type: none"> Mystery picture Word search
Art	<ul style="list-style-type: none"> Rosie the Inventor Poster
Science	<ul style="list-style-type: none"> Loop Plane STEM challenge Inventors Can/Have/Are Let's Talk About Inventors
Social studies	<ul style="list-style-type: none"> Women in Science QR Code Cards Women in Science Brochure Template
SEL	<ul style="list-style-type: none"> Growth Mindset activities




ACTIVITY CLOSE-UP





Name _____ Money

HOW MUCH DID IT COST?

Directions: Solve the following problems with your teacher to determine the cost of each science project.

1.   2. 

TOTAL: _____

5.  6. 

TOTAL: _____

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Fun activities with an engineering theme

Balance of "just for fun" and academic activities

Icons for easy organization

Name _____ Biography

AMELIA EARHART

At the age of 21, Amelia had a dream. What was her dream? She wanted to fly! She wanted to be a pilot. But, Amelia was born in the year 1897. During that time, airplanes only had a few of them. Did she did not!

After learning how to fly, she got her first airplane, a bright yellow one she named the "Canary". She soon sets her sights on a new dream, to be the first woman to fly across the Atlantic Ocean alone. She met this goal in 1932.

Amelia was a big dreamer, and not done dreaming yet! In 1937, Amelia and her copilot Fred Noonan, set off to set another record, to be the first woman to fly around the whole world! She set off from Florida on June 1, 1937. Sadly, Amelia, Fred and her plane vanished during this flight.

12
23
33
43
54
62
71
82
91
103
110
116
126
137
147
156
165
170

Accuracy Tracker	1st Read
Accuracy	
Per Minute	

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High quality clip-art & kid-friendly fonts

Answer keys included

Variety of activities for each subject

Appropriate skill-level for 1st & 2nd grade

LESSON PLANS



Today's Plans

Today's Date: _____ Name: _____
 Helpful Staff Members: _____

Drag and drop the instructions for each activity right into the lesson plan template!




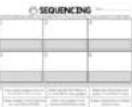


Subject & Time	Plans	Notes
SUBJECT TIME	Type plans here.	Type notes here.



ACTIVITY PLANS

Copy and paste the directions for each activity into your plan for the day. Click inside the text box to edit and adjust the directions to suit the needs of your students.

Editable daily plan template and editable activity instructions, with images of matching activity

<p><u>Rosie Revere, Engineer Comprehension Questions</u> Use these questions as you are reading the story to the students. Questions are marked for asking before reading and after reading the story. These questions are for the teacher to use only. They are not student worksheets.</p> 	<p><u>Rosie's Character Traits</u> After reading the story, engage students in a discussion about Rosie. Review the concept of character traits (adjectives that could be used to describe Rosie). Pass out this worksheet. Students will fill in the bubbles with words to describe Rosie inside and outside.</p> 
<p><u>Retelling Rosie</u> After reading the story, pass out this worksheet. Students should draw a picture and write sentences that retell the events from the beginning, middle, and end of the text.</p> 	<p><u>Sequencing</u> After reading the story, pass out this worksheet. Students will cut apart the sentences at the bottom of the page. They should glue the events in order in the gray boxes. Students will draw a picture to match each event of the sequence.</p> 
<p><u>Rosie's Changes</u> Discuss with the students how Rosie changes in the story and what events cause these changes. Students will write what Rosie was like at the beginning of the story and the events that changed her.</p> 	<p><u>A Character's Impact</u> Review how Uncle Fred and Aunt Rose reacted to Rosie's inventions. How did their responses have an impact on Rosie? Students will write a response and draw a picture of each character.</p> 

READING ACTIVITIES



Name _____ Biography

AMELIA EARHART

At the age of 21, Amelia had a dream. What was her dream? She wanted to fly! She wanted to be a pilot. But, Amelia was born in the year 1897. During that time, girls only wore dresses and only had a few jobs to pick from. Pilot was not one of them. Did this stop Amelia from dreaming? It did not!

As soon as she could, Amelia began flying lessons. After learning how to fly, she got her first airplane, a bright yellow one she named the "Canary". She soon sets her sights on a new dream, to be the first woman to fly across the Atlantic Ocean alone. She met this goal in 1932.

Amelia was a big dreamer, and not done dreaming yet! In 1937, Amelia and her copilot Fred Noonan, set off to set another record, to be the first woman to fly around the whole world! She set off from Florida on June 1, 1937. Sadly, Amelia, Fred and her plane vanished during this flight.

Fluency Tracker	1 st Read	2 nd Read	3 rd Read
Accuracy			
Words Per Minute			

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Biography

HART

Amelia fly all alone?

Atlantic Ocean
Pacific Ocean

er copilot's

Note

aid Amelia

night
b. First woman to fly around the world

b. 1937

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Name _____

SEQUENCING

Directions: Read each event. Cut and glue them in the correct order. Draw a picture for each event.

1	2	3
4	5	6

Rosie created gadgets in her attic but hid them under her bed.

Rosie inspires her friends to try (and fail) to make gadgets.

Rosie was sitting shyly and quietly in Lila Greer's class.

Rosie creates a flying machine for Aunt Rose that fails.

Uncle Fred laughed at the cheese hat that Rosie made.

Rosie's great-great aunt Rose comes to stay.

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Name _____

CHARACTER TRAITS

External and internal character traits.

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Name _____ Vocabulary

VOCABULARY SENTENCES

Directions: Write a sentence on each line that will use at least one of the vocabulary words in it. Circle your vocabulary word. Draw a picture to match your sentence in the box.

baffled	dispenser	engineer	invention
thrill	dynamo	perplexed	dismayed

1. _____

2. _____

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Name _____ Vocabulary

VOCABULARY WORDS

dynamo
a very energetic person

linger
to stay in place longer than necessary

baffled
completely confused

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Name _____ Vocabulary

MATCH THE WORDS

Directions: Cut out the words below. Match each word to its definition.

Definition	Word
feeling shocked or a loss of courage	
a sudden feeling of excitement	
completely confused or baffled	
to stay in place longer than necessary	
a very energetic person	
new creations that often solve a problem	

thrilled	dynamo	dismayed
linger	perplexed	invention

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Name _____ Vocabulary

My Rosie Revere, Engineer Vocabulary Book

© Lucky Life Learners 2022

Name _____ Vocabulary

My Rosie Revere, Engineer Vocabulary Book

© Lucky Life Learners 2022

Vocabulary

Illustration:

dismayed

Antonym:

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Name _____

ROSIE REVERE, ENGINEER COMPREHENSION QUESTIONS

Pre-reading Look at the front cover. What are some things you notice on the cover?

Pre-reading What does an engineer do? Do you know any _____?

Pre-reading Let's make some predictions about what this story will be about.

RETELLING

Directions: Draw and write about events that happened at the beginning, middle and end of the story.

Beginning	Middle	End

How did Uncle Fred's reaction make Rosie feel? How do you know?

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SCIENCE & SOCIAL STUDIES



Name _____

Comprehension

LET'S TALK ABOUT INVENTORS & INVENTIONS!

- What are some of your favorite inventions?
- Why do you like these inventions?
- What kind of things do inventors do?
- What problem do you know of that an invention can solve?

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Name _____ Comprehension

INVENTORS

Directions: Write everything that you know about inventors.

CAN	HAVE	ARE

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Name _____

ROSIE REVERE LOOP PLANE CHALLENGE

Directions: Rosie is trying to build a loop plane that will fly the furthest. Can you help Rosie design a plane? Loop planes can fly really far. The hoops provide 'drag' or air resistance. The straw gives it stability. A smaller loop in the front helps keep your plane on track. Can you create a loop plane that flies the furthest in your class?

Building Materials:

- paper strip template
- straw
- tape
- scissors
- paper clips (to add weight to your plane)

Questions to consider:

- Where will you place your hoops on your design?
- How long should you make my straw?
- How many hoops should you add?
- Should you add weight to your loop plane by using paper clips?
- Where should you put the weight (paper clips)?

Procedures:

- You will have 5 minutes to plan your design.
- You will have 10 minutes to build your design.
- You will have 10 minutes to test your design by testing it out. (Be careful. Make sure no one is in your way when you launch your loop plane.)
- You can make changes to your designs as needed before your final test.

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Name _____ S.T.E.M.

ROSIE REVERE LOOP PLANE CHALLENGE

Draw your design:

Write about your plan:

Now - CREATE & TEST your plan.

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Name _____ S.T.E.M.

ROSIE REVERE LOOP PLANE CHALLENGE

How far did your loop plane fly on your first try?

Make modifications to your design. Draw your plan here:

Write about your modifications:

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Name _____ S.T.E.M.

ROSIE REVERE LOOP PLANE CHALLENGE

Directions: Answer the following questions about your loop plane design.

What is the furthest distance that your loop plane flew?

What did you do to your plane to make it fly the furthest distance?

What was the hardest part of making your loop plane?

Would a loop plane make a good mode of transportation in real life? Why or why not?

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7 in.

8 in.

© Lucy Lee Learning 2022

WOMEN IN SCIENCE VIDEOS

Each QR code links to a short informational video or read aloud about the scientist listed.

A

When was she born?

Where did she live?

B

Alexa Canady

C

D

Caroline Herschel

E

Elizabeth Blackwell

F

Maria Curie

G

Emilie du Chatelet

ALL ABOUT

BY _____

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ART, SEL & FUN



Name _____

WHAT IS GROWTH MINDSET?

Directions: With your teacher, fill in having a growth mindset, just like

What is a growth mindset? Who

Examples:

GROWTH MINDSET

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Name _____

ROSIE THE INVENTOR POSTER

Directions: Show students the original "Rosie the Riveter" poster from a website (optional). Have students create a poster of their own based off "Rosie the Inventor" from the books. They should create a title, draw Rosie, and show things all about her on the poster. This is a time for them to be imaginative by using words, drawings, and coloring!

Materials:

pencils sketch paper erasers
blank paper or poster coloring supplies

Procedures:

1. Have students think of a title to go at the top of their poster. You could have students share to help brainstorm.
2. Allow students about 10 minutes to sketch out a title & drawing on their sketch paper.
3. Pass out blank paper, construction paper, or poster paper for students to begin their poster. Have students begin with pencil.
4. Allow students time to trace their pencil drawings in marker. Then have students color using crayons, markers, or colored pencils.
5. If time permits, have students share posters with the class.

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Name _____

THINKING MINDSET

Directions: Show students the original "Rosie the Riveter" poster from a website (optional). Have students create a poster of their own based off "Rosie the Inventor" from the books. They should create a title, draw Rosie, and show things all about her on the poster. This is a time for them to be imaginative by using words, drawings, and coloring!

I DO IT!

Written by:

© Lucky Life Learners 2023

Name _____

ROSIE THE INVENTOR POSTER

Directions: Use the key to color in the correct squares to reveal the mystery picture.

White: 32, 41, 42, 51, 52, 61, 62
Yellow: 33, 34, 35, 36, 37, 43, 44, 45, 46, 47, 48, 53, 54, 55, 56, 57, 58, 63, 64, 65, 66, 67, 71, 72, 73, 74, 75, 76, 77, 81, 82, 83, 84, 85, 86, 87, 92, 93, 94, 95, 96, 104, 105, 106
Blue: 1, 2, 3, 4, 6, 7, 8, 9, 10, 20, 21, 22, 23, 24, 25, 27, 28, 29, 30, 31, 38, 39, 68, 69, 78, 79, 80, 88, 89, 90, 91, 97, 98, 99, 100, 101, 102, 103, 107, 108, 109, 110, 111, 119, 120
Black: 11, 12, 13, 15, 16, 17, 18, 19, 40, 49, 59, 70
Gray: 5, 25, 50, 60, 112, 113, 114, 115, 116, 117, 118

Sketch your design:

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Name _____

GREAT INVENTION MYSTERY PICTURE

Directions: Use the key to color in the correct squares to reveal the mystery picture.

1	2	3	4	5	6	7	8	9	10
11	12	13	14	15	16	17	18	19	20
21	22	23	24	25	26	27	28	29	30
31	32	33	34	35	36	37	38	39	40
41	42	43	44	45	46	47	48	49	50
51	52	53	54	55	56	57	58	59	60
61	62	63	64	65	66	67	68	69	70
71	72	73	74	75	76	77	78	79	80
81	82	83	84	85	86	87	88	89	90
91	92	93	94	95	96	97	98	99	100
101	102	103	104	105	106	107	108	109	110
111	112	113	114	115	116	117	118	119	120

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Name _____

WORD SEARCH

Directions: Find the words in the word search.

From the:

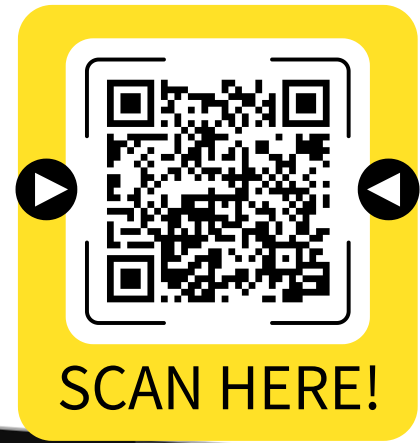
A	E	T	H	E	K	B	F
E	W	E	O	A	L	U	A
N	M	S	D	Y	N	I	I
G	D	T	H	R	I	L	L
I	A	B	S	L	N	D	H
N	E	E	D	S	V	S	S
E	I	J	U	S	E	S	U
E	T	L	O	P	N	U	C
R	E	O	R	A	T	C	C
T	H	N	P	M	I	C	E
D	Y	N	A	M	O	C	S
M	A	C	H	I	N	E	S

build thrill invention
gadget dispenser dynamo
test fail success proud make

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Weekly Email FREEBIES!

Grab a cup of coffee and take a few minutes with **our weekly newsletter** created just for teachers like you.



About Lucky Little Learners



Angie Olson has many years of classroom experience teaching grades kindergarten, first, and second grade. She earned her master's degree in mathematics and has presented for a variety of conferences at the national, state, and local levels. Over the years, Angie has employed teachers to help with Lucky Little Learners. She is proud of her talented team who strives to support the teaching community with her. Lucky Little Learners has created over 25,000 resources that are available in the All Access membership. Lucky Little Learners is also a top seller on Teachers Pay Teachers.