

Prairie Creek Community School E-Learning Plan

Prairie Creek Community School will utilize e-learning days, in the event of inclement weather. We will implement e-learning days beginning on the second full-day closure inclement weather day in the school year. The following outlines the process for an e-learning day.

Notification of E Learning Day

Parents/Guardians will receive an automated phone call, text message or email via the School Messenger service. The announcement will state if it is an e-learning day. Students should not physically report to school but should engage in e-learning activities as assigned.

- Families will be notified at least 2 hours prior to the normal school start time that students will be participating in an e-learning day.
- Teachers will post the work plan by 8:30 AM for the students they would have seen that day.
- Teacher will be accessible both online (email) and by telephone during normal school hours on an e-learning day to assist students and parents.
- The due dates for e-learning day assignments will be due two schools days after the e-learning day.
- Teacher will take attendance by communicating with parents/guardians via email or phone call if the internet is not available. Students may also return a signed work plan the following day to be in attendance for the e-learning day.
- Students whose family chooses to not participate in the e-learning day are reported as absent. It is up to the school whether to consider this an excused absence, according to Minnesota Statutes, section 120A.22, subdivision 12.

Once notified of an e-learning day, teachers will provide a work plan, activities related to current themes/units or targeted practice work. **Please check your email for communication from your child's classroom teacher or call your teacher(s) if for any reason you do not have an internet connection.** The work plan of activities is provided via Google Docs and is also attached to this document to allow access for those without internet. The work plan includes items that are accessible to students without the use of the internet. Teachers will be available to support student's questions or if students need accommodations due to a 504 or special education services.

E-Learning Day Activity Instructions

Check off the boxes of the activities you complete on the matrix for your child's age team (K/1; 2/3; 4/5) and have the caregiver sign the bottom of the form. Please ensure your child's name is on the form and it is returned in the Backpack Express on the next day school is in session.

If you need to communicate with your child's teacher, please send an email or use the voicemail

system. Teachers will check the voicemail system intermittently during the closing day. If you requested a return call, please note that the call will show up as “private” on your phone.

To leave a message for a teacher, call the school main phone number 507-645-9640.

- When the call is answered enter the phone extension of the teacher you would like to leave a message for.
- Your call will be transferred to the classroom. Follow the prompts to leave a message

Phone Extension	Teacher	Classroom	Grade Level
207	Atia Cole	Special Education	
209	Molly MCGovern Wills	Egrets	2/3
211	Jakob Anderson	Cranes	2/3
212	Amanda Solinger	Chickadees	K/1
214	Stacy Sandler	Meadowlarks	2/3
215	Amy Brown	Nuthatches	K/1
216	Michelle Martin	Hérons	4/5
217	Ryan Kiesel	Kestrels	4/5
218	Amy Haslett-Marroquin	Robins	4/5
220	Amy Narveson	Doves	K/1
223	Cale Steinhoff	Special Education	
224	Michelle Bigalke	Special Education	

E-Learning work plans by Grade Levels

Student Name: _____ **Class:** _____

Grade K/Grade 1 E-Learning Day Activity Matrix* | Prairie Creek Community School

Select two options from Reading & Writing and at least one from each other column. Place a check in the boxes you have completed. Please return this sheet when you go back to school.

Reading & Writing	Mathematics & Science	Social/Emotional	Create
<p>Read your book in a bag or another book aloud to someone. It may be a younger sibling, an adult or even your pet.</p>	<p>Listen to this song and count to 100. https://www.youtube.com/watch?v=0TgLtF3PMOc Can you count by 10s to 100?</p>	<p>Play a board game with someone at home. Practice encouraging other players (“good job,” “I like how you...”)</p>	<p>Bake something with an adult.</p>
<p>Read (or have read to you) a book. Talk about the problem, solution, setting and characters with an adult. Then practice and act it out for your family.</p>	<p>Ask an adult what the temperature is today. Record it 3 times and see how much it changes throughout the day.</p>	<p>Write a thank you note to one of the specialist teachers: Tricia, Liz, or Megan. Bring it to school to share with them.</p>	<p>Create a footprint “story” in the snow. Jump, run, walk slowly, lay down, or roll around. If you can’t go outside, draw some footprints on a piece of paper to tell a story.</p>
<p>Think of a story you could write. Who would be your character? Where would the story take place? What could the problem be? What would the solution be? Draw or write about it.</p>	<p>Measure the depth of the snow two times throughout the day. Use a ruler or a tape measure or mark a stick and bring it to school to measure.</p>	<p>Ask your parent or caregiver what chore you can complete for them. Go shovel!</p>	<p>Make something using legos, blocks, or any other building materials you might have at your home.</p>

Write your own morning message about the day. Ask an adult for help with the date and the format.	Practice writing your numbers 0-30 (or as high as you can). Check all your numbers and make sure that they are going the correct way.	Write or draw a kind note for someone in your class.	Make an obstacle course outside in the snow. Do you have any areas in your yard that are smooth for a sled?
---	---	--	---

TOP- IT Card Games

TOP-IT is a variation of the card game “War” and can be used to practice many different skills. 2+ players Materials: Deck of cards Ace—10 unless otherwise noted Note: Ace = 1 For many games, you can also use J=11, Q=12, K=13. Jokers can be used as 0. The object of Top-It games is to collect the most cards.

More or Less Top-It

Shuffle the cards and divide into two equal facedown piles. Each player gets a pile. Each player turns over a card. The player with the highest number wins both cards. If the cards are equal, players puts down another card. The player with the highest number wins all four cards.

Place Value Top-It

Use only the Ace (1) - 9 cards. Each player turns over 2 cards and forms the largest 2-digit number possible. The numbers are read (“six tens and two ones equals sixty-two”). The player with the largest number gets the cards. Variation: Turn over three cards to build 3-digit numbers.

Addition Top-It

Shuffle the cards and place the deck face down. Each player turns over 2 cards and adds the numbers. The player with the largest sum takes all four cards. In the case of a tie for the largest sum, tied players each turn over 2 more cards and call out the sum. The player with the highest sum takes the cards from both plays. Play continues until there are too few cards left for each player to have another turn. Variations: Each player turns over 3 cards and finds the sum. Players turn over 4 cards, form 2 two-digit numbers, and find the sum.

Subtraction Top-It

Play as Addition Top-It, except players turn over 2 cards and subtract the smaller number from the larger number. The player with the largest difference takes the cards. Variations: Players turn over 4 cards, form 2 two-digit numbers, and find the difference. Players turn over 3 cards, find the sum of any 2 of the numbers, then find the difference between that sum and the third number.

Example: 4, 8, and 3 are turned over. 3 combinations will result in a positive number: $4+8=12$ and $12-3=9$, $3+8=11$ and $11-4=7$, or $3+4=7$ and $8-7=1$. In games which involve two digits, players should consider how they form their numbers—for example, $75-24$ has a greater difference than $57-42$. The player with the largest difference wins the cards.

Multiplication Top-It

Play like Addition Top-It, except players find the product of the numbers instead of the sum. Variation: Players turn over 3 cards, form a two-digit number and multiply by the remaining number.

Division Top-It Each player turns over 3 cards, chooses 2 of the cards to form the dividend and uses the remaining card as the divisor. The remainder is dropped; the player with the largest quotient wins the round. Variation: Turn over 4 cards and choose 3 of them to form a three-digit dividend. Divide it by the remaining number.


Caregiver Signature: _____ Date: _____

*Modified from Flexible Learning Day Matrix by Northfield Public Schools.

Grade 2/Grade 3 E-Learning Day Activity Matrix* | Prairie Creek Community School

Must do: 30 minutes of reading, 30 minutes of writing, and 30 minutes of math.

Choose from the options below for your 30 minutes of reading, writing, and math. Please mark what your child did and return this sheet when they come back to school.

Reading & Writing	Math & Science	Social/Emotional	Create
<p>Do the Theme activity from your teacher's email.</p>	<p>Do a Nature Journal sketch outside or looking outside from your window. See how many geometric shapes you can include in your picture.</p>	<p>Write or draw 4 things that make you a good friend or write a story about a time you were a good friend to someone.</p>	<p>Create a comic strip that shows two characters working out a problem. Show how they convey their emotions. Example:</p> 
<p>Read aloud to someone. It may be a younger sibling, an adult or even your pet.</p>	<p>Play a math game sent home by your Math Flock Teacher OR choose a Top It math game below.</p>	<p>Play a game with someone at home: Pictionary, Qwirkle, Boggle, Bananagrams, Sorry!, Farkle, Clue, Set, Chess, Checkers... Or any card or board game!</p>	<p>Make a bridge using legos, blocks, or any other building materials you might have at your home.</p>
<p>Read a nonfiction book on epic and complete the writing assignment below. Epic! Class Codes: hrp6707 - Cranes bnm2123 - Egrets xim6052- Larks Write your nonfiction topic at the top of a piece of paper. - Write at least 5 facts about your topic.</p>	<p>Create some word problems using 2 or 3 digit numbers that you can share with classmates back at school. Make up at least 5 problems. Solve them on a separate piece of paper. Show your work.</p>	<p>Ask your parent or caregiver what chore you can complete for them. Helping around the house is an important way to show responsibility!</p>	<p>Draw, color or do some origami for 20 minutes. Or create a structure from cardboard or paper. - For Origami inspiration visit:</p>

Draw a winter picture and create a poem to go with it.	Bake or cook something with an adult. Read the recipe and do the measuring.	Play outside for at least 30 minutes if it is safe to do so. Your caregiver can decide if it is safe.	Pick a Spanish activity sent from Tricia.
Choose a free write option- - Write a story - comic- create a newspaper - Retell a story in your own words. - Respond to one of these writing prompts FUN-Prompts-for-Conversations.pdf	Practice recalling your basic facts and have a family quiz you on what you know. Use your triangle flashcards or other flashcards to practice the facts you still need to work on. Or practice using Xtra math or an online program. https://www.mathmammoth.com/practice/	Write a thank you note to someone who has been helpful to you or has been a good friend. Tell them why!	Pick a music activity sent from Megan.
Write a letter to a family member, friend or teacher. Include at least: - one fact about yourself - one question for the other person	Measure the depth of the snow two times during the day. Use a ruler or a tape measure or mark a stick and bring it to school to measure.	Send an email to your teacher telling them about your day.	Pick an art activity sent from Liz.

TOP- IT Card Games

TOP-IT is a variation of the card game “War” and can be used to practice many different skills.
2+ players Materials: Deck of cards Ace—10 unless otherwise noted Note: Ace = 1 For many games, you can also use J=11, Q=12, K=13. Jokers can be used as 0. The object of Top-It games is to collect the most cards.

Place Value Top-It

Use only the Ace (1) - 9 cards. Each player turns over 2 cards and forms the largest 2-digit

number possible. The numbers are read (“six tens and two ones equals sixty-two”). The player with the largest number gets the cards. Variation: Turn over three cards to build 3-digit numbers.

Addition Top-It

Shuffle the cards and place the deck face down. Each player turns over 2 cards and adds the numbers. The player with the largest sum takes all four cards. In the case of a tie for the largest sum, tied players each turn over 2 more cards and call out the sum. The player with the highest sum takes the cards from both plays. Play continues until there are too few cards left for each player to have another turn. Variations: Each player turns over 3 cards and finds the sum. Players turn over 4 cards, form 2 two-digit numbers, and find the sum.

Subtraction Top-It

Play as Addition Top-It, except players turn over 2 cards and subtract the smaller number from the larger number. The player with the largest difference takes the cards. Variations: Players turn over 4 cards, form 2 two-digit numbers, and find the difference. Players turn over 3 cards, find the sum of any 2 of the numbers, then find the difference between that sum and the third number. Example: 4, 8, and 3 are turned over. 3 combinations will result in a positive number: $4+8=12$ and $12-3=9$, $3+8=11$ and $11-4=7$, or $3+4=7$ and $8-7=1$. In games which involve two digits, players should consider how they form their numbers—for example, $75-24$ has a greater difference than $57-42$. The player with the largest difference wins the cards.

Multiplication Top-It

Play like Addition Top-It, except players find the product of the numbers instead of the sum. Variation: Players turn over 3 cards, form a two-digit number and multiply by the remaining number.

Division Top-It Each player turns over 3 cards, chooses 2 of the cards to form the dividend and uses the remaining card as the divisor. The remainder is dropped; the player with the largest quotient wins the round. Variation: Turn over 4 cards and choose 3 of them to form a three-digit dividend. Divide it by the remaining number.

*Modified from Flexible Learning Day Matrix by Northfield Public Schools.

Child's name _____

Caregiver Signature: _____ Date: _____

Grade 4/Grade 5 E-Learning Day Activity Matrix* | Prairie Creek Community School

Your adult should e-mail your teacher by 9am for attendance.

Check off the boxes of the activities you complete and have your caregiver sign the bottom of the form. Feel free to share details of your Learning Day adventures on the back of this sheet or via e-mail/Google Drive.

Please return this sheet when you go back to school. Or, if you can't print, just share the choices you made on a separate sheet of paper or via e-mail.

Reading & Writing (Select 2)	Mathematics & Science (Do one)	Social/Emotional (Do one)	Specials/Create (Do one)
Read for at least 30 minutes (either out loud or silently)	Collect data. You may measure the amount of snow. Record the high/low temperature. Survey individuals about	Play a card game or board game with someone at home.	Create a collage of your favorite animal! Material ideas: paper, newspaper, magazines, photographs, food

	their favorite _____ (choose a topic). Graph results.		items, found objects, nature
Write a letter to your teacher either on paper or on Google drive. Use correct letter format (what we use for morning message)	Map a room in your home to scale - include details like furniture and doors.	Write a thank you note to someone who has been helpful to you or has been a good friend. Tell them why!	Teach/play the Cho-co-late hand game with an adult: https://tinyurl.com/pc_cshandclap

Write a poem or story about snow, your snow day or your family.	Use on line math program for 30 minutes if you are able	Ask your parent or caregiver what chore you can complete for them. Helping around the house is an important way to show responsibility!	Create your own musical instrument using objects found around the home!
Read an article on Time for Kids (https://www.timeforkids.com/). Write a paragraph summary.	Make something from a recipe (get permission from an adult first.)	Play outside for at least 30 minutes if it is safe to do so. Your caregiver can decide if it is safe.	Create a map of an imaginary land - include land forms, a compass rose and place names.

Spanish: Teach/play the Cho-co-late hand game with an adult

<https://youtu.be/zWCLNACNOBg>

Make a list of five household items. Have an adult help you translate the items into Spanish!

Make labels for them so that you can practice using these Spanish words at home. Make some homemade champurrado! Recipe and instructions here:

<https://muybuenocookbook.com/2010/12/champurrado-mexican-hot-chocolate/>

Art:

Create a collage of your favorite animal!

Material ideas: paper, newspaper, magazines, photographs, food items, found objects, nature

Create an art lesson using ideas from this fun website:

www.deepspacesparkle.com

Find color, shape, texture, and pattern around you! Create an art piece inspired by these elements of art! Ideas could include: texture rubbings, color and shape painting/drawing, drawing patterns.

Music:

Practice your recorder if you have one at home. Show your family how to play with a warm, soft sound. Improvise your own musical piece using the notes we've learned in class (C, B, A, G, E, D)

Create your own musical instrument using objects found around the home!

Student Name: _____

Caregiver Signature: _____ Date: _____